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TABLE OF CONTENTS

Welcome Back to the Iron Kingdoms 5

Chapter 1

The Iron Kingdoms 6

Cosmology 7

Ancient History 9

The Thousand Cities Era 9

The Orgoth Occupation 10

The Iron Kingdoms Era 12

The Claiming 13

Present Day 14

Life in the Iron Kingdoms 15

Cygnar 17

Khador 26

Llael 31

Ord 36

Protectorate of Menoth 41

Cryx 45

Rhul 47

Ios 50

Chapter 2

Character Options 52

Essences 53

Intellectual 53

Mighty 53

Agile 54

Gifted 54

Pious 55

Races

Random Height and Weight 57

Gobber 57

Human 59

Iosan 66

Nyss 67

Ogrun 68

Rhulic Dwarf 70

Trollkin 71

Classes and Subclasses 75

Firearms 75

Alchemist 76

Combat Alchemist 79

Synthesist 80

Rogue Alchemist 80

Alchemical Formulas 81

Gun Mage 85

The Order of the Arcane Tempest 89

The Order of the Thorn 89

The Order of the Lone Gun 90

Gunfighter 91

Pistoleer 94

Sharpshooter 94

Commando 95

Mechanik 96

Combat Mechanik 99

Ironhead 99

Arcane Mechanik 101

Warcaster 102

Controller 106

Arcanist 107

Soldier 107

Bard 109

Fell Caller 109

Cleric 110

Divine Domain Benefaction 110

Divine Domain Guile 111

Divine Domain Obedience 112

Fighter 113

Battle Chaplain 113

Man-at-Arms 115

Storm Knight 116

Monk 117

Way of Deception 117

Way of the Fist 118

Paladin 119

Oath of Radiance 119

Oath of the Wall 120

Ranger 121

Bounty Hunter 121

Mage Hunter 122

Vigilant 123

Rogue 124

Cutthroat 124

Duelist 124

Multiclassing 127

Backgrounds 127

Adventuring Companies 156

Chapter 3

Magic 174

Channeling 175

Spell Lists 176

Spell Descriptions 177

New Magic Items 189

Chapter 4

Equipment & Mechanika 190

Firearms 191

Armor 193

Weapons 197

Adventuring Gear 201

Mementos 204

Mechanika 204

Fabrication and Assembly 205

Housing 205

Capacitors 206

Runeplates 208

Dedicated Mechanikal Devices 211

Chapter 5

Steamjacks 215

Anatomy of a Steamjack 215

Chassis 215

Steam Engine 216

Cortex 217

Weaponry 219

Gear and Upgrades 221

Additional Steamjack Rules 222

Controlling a Steamjack 224

'Jack Marshals 225

Imprints 227

Chapter 6

Game Master's Guide

Magic 229

Adventuring 232

Creature Statistics 238

Appendix:

Character Sheets 256

Index 260

WELCOME BACK TO THE IRON KINGDOMS

After a failed invasion of infernals from beyond Caen, the Iron Kingdoms have begun to rebuild. In the aftermath of the Claiming, new alliances have been formed, tested by a peace brought about by the lack of an obvious common enemy. Some nations have been hasty to put tragedy behind them and stride bravely into this world, but for some the sting of the infernal lash is still raw. They know that without true and decisive action, this respite will be but a brief lull before the Nonokrion Order returns.

The noble southern kingdom of Cygnar has led the rest of the Iron Kingdoms in rebuilding and emerging into a grand age of artistic greatness and technological refinement. Tumultuous lightning storms trapped within capacitors hum alongside the grinding metal mechanika of warjacks, hulking constructs of arcane machinery that stride through the streets of Caspia in parade formations led by the warcasters who control them. Meanwhile, the tattered remnant of the Nonokrion Order and its cultists continue their insidious work. In dark alleyways and shadowy underworlds, out of sight of the ever-vigilant Order of Illumination, they perform profane rituals fueled by the souls of unfortunate citizens left alone and forgotten by the Claiming.

Neutral in war, fattened by the spoils heaped upon it during the rebuilding after the Claiming, and an ally to all but the vilest nations, the northeastern dominion of Rhul swells at the seams with political maneuverings and opportunities for profit. The mountain fortresses of the Rhulic dwarves have become a natural nexus for those displaced by war—and for diplomats and spies from all the Iron Kingdoms, each vying to undercut its rivals to win the favor of Rhul.

While Cygnar and Rhul prospered since the defeat of the infernals, other nations have not been so lucky. As the sheep to the south sup on the fine wines of their renaissance, the wolves of Khador plot and plan in the cold reaches of their northern kingdom, their predatory eyes still locked on the riches of nations they recently fought to protect. Even in this time of nominal peace, Khadoran factories continue churning out weapons of war. Although Khador is at peace with the rest of the Iron Kingdoms, history has proven that the ambition of its monarchs is not easily quelled.

Once a driving force within Caen, the fanatical religious zealots of the Protectorate of Menoth have all but disappeared. While the remaining clergy do their best to hang on to what's left of their nation, most of their cities stand deserted—the instruments of divine punishments, forests of iron wracks, left scattered among the ruins of a once-powerful kingdom. As the sun sets on the Protectorate and the shadows across its territory deepen, the threat its crusades once posed has been replaced with the more mundane peril of the scavenging vermin that skulk within the bones of its former settlements.

USING THIS BOOK

Iron Kingdoms: Requiem is a tabletop RPG setting built for the fifth edition of the world's best-selling roleplaying game. This book gives you the tools you need to run a tabletop roleplaying game set within the full-metal fantasy world of the Iron Kingdoms. Whether you're a fresh-faced recruit or a grizzled veteran of the WARMACHINE and HORDES tabletop miniatures games, this book will bring you up to speed on the state of western Immoren and its major political players after the infernal Claiming, and equip you with the arcane knowledge, magic-infused arms, and steam-powered mechanika you need to make your mark on the world of Caen.

FORTUNES FORETOLD

Part 1 of this book provides a history of western Immoren and its many cultures. From noble Cygnar and recently liberated Llael to the unforgiving, blighted islands of Cryx, the nations that remain standing in the aftermath of the Claiming—and their histories—are described in detail. Whether you're a GM or a player, this section will give you the threads you need to weave the colorful adventures and backstories that will form the tapestry of your campaign.

THOSE WHO FULFILL THEM...

Part 2 provides the framework for character creation and describes the adventuring companies found throughout the Iron Kingdoms. Whether you're assembling a team of hard-boiled arcane investigators aided by an Iosan mage hunter, a mercenary crew bolstered by the cacophonous songs of a trollkin fell caller, or an intelligence cell working for the state and supported by the gadgets of a mechanikally minded gobber, the breadth of options here will help you create a character suited for adventuring across western Immoren.

...AND THE FORTUNES THEY HOLD

Part 3 of this book goes into the tools that enable your character to fight and survive in the Iron Kingdoms. Whether as a spell-flinging warcaster bonded to the mechanikal marvel of a warjack or an outlaw armed with magically infused pistols, you will find all you need here. From mundane tools of life in western Immoren to exotic weapons of war that will transform your steamjack into something truly powerful, you can find your means to make money—and the many, many ways to lose it—here.

TYING IT ALL TOGETHER

Finally, whether you're a player or a GM, part 4 of this book provides the supplements you need to run your own game of *Iron Kingdoms: Requiem,* including rules for the unique magic of the Iron Kingdoms, advice on running games in the post-Claiming world, and a host of supporting characters who can aid the player characters or be pitted against them. Game Masters can use the tools in this section to spur their players into action and tell a fantastic story of glory and adventure.

1 THE IRON KINGDOMS

The lands known as the Iron Kingdoms have been shaped by strong faiths, the acts of the gods themselves, and centuries of conflict. They are home to proud peoples whose identities and cultures are inextricably linked with the ground upon which they build their homes and cities, and although they have survived plague, famine, war, invasion, and the horrors of the Claiming, the citizens of these kingdoms—and the people of the wilds that surround them—know that their greatest challenges may yet lie ahead.

COSMOLOGY

Many myths and legends told and retold around hearths and campfires throughout western Immoren describe the origins of the world, the coming of the gods, and the shaping of the beasts and peoples who populate the cities and wild places of the continent. Of these, one is the most common, at least among the predominantly human kingdoms. In the beginning, according to this story, two deities arose from the formless chaos. One was a masked paragon who sought order in all things. He created the world of Caen from the void and gave rise to the heavens, ordaining their orderly progression through the skies of this new world. This was Menoth, the Creator and Lawgiver, and where he strode upon the primal world, humanity was born from his shadow.

Yet he was not alone. From the dark of the night sky came the Devourer Wurm. If Menoth was the apotheosis of order, then the Beast of All Shapes was chaos incarnate—an ever-changing monstrosity whose sole purpose was to slay, ravage, and consume all that it could set its teeth and claws upon. The two were natural enemies, and their brutal clashes shaped the surface of the nascent world, shattering the land into continents and islands, digging great furrows in the earth, and pushing the mountains skyward.

Such a young world could not long survive such a titanic struggle, and soon the two gods withdrew to Urcaen, a spiritual reflection of the physical world shaped, some say, from the nightmares of the Devourer Wurm itself. Here the two powers could battle for all eternity, and have done so to this very day.

The trollkin, ogrun, and gobbers of Caen tell a different story of the creation of the world and its peoples. According to them, Dhunia is the mother of all, a goddess whose body is synonymous with the very world itself, and she is responsible for all the life that abounds upon Caen, from the lowliest blade of grass to the so-called "higher" peoples who build empires and mighty weapons of war. In their account, the Goddess and the Devourer Wurm were each formed from the primal fundament, and the various beasts and peoples of the world sprung forth in the aftermath of the Wurm's violent ravaging of Dhunia's body. As the offspring of this union, those of Dhunian ancestry—who were called the Molgur tribes in ancient times—often echo aspects of both their parents: not only the nurturing wisdom and tranquility of Dhunia, but also the violent ferocity of the Wurm.

In this story, Menoth was chosen from among the mightiest of Dhunia's children. The Goddess sought a champion who could defend her against the predations of the Wurm, and so she chose her most powerful hunter. Humans arose in the wake of Menoth's passing. Some joined him in his hunt, while others turned their worship to his quarry.

The other peoples of Caen have different stories about how the world came to be—stories that incorporate their own deities. The people of Ios, for example, were once extraordinarily close to their gods, whom they called the Divine Court and who, their worshippers say, hailed from a realm called the Veld in Urcaen. But the Divine Court was plagued by misfortune. Ravenous forces from outside what mortals understood as reality were waiting for a chance to pierce the veil of this world and feast upon the souls within, and these strange beings, known as infernals, set their sights upon the Iosan gods.

In order to escape, the members of the Divine Court came to live among their creations in Caen by traveling across the Bridge of Worlds—and ended up collapsing the passage behind them. Although the cause of the calamity is unknown, the collapse of the Bridge of Worlds resulted in a terrible disaster the Iosans know as the Cataclysm, an event that brought their formerly grand empire low and tore a ragged wound in the face of the world, giving rise to the violent wastes known as the Stormlands, which are still ravaged by winds and lightning many centuries later.

The Divine Court lived alongside the elves for a time, eventually founding the forest-shrouded nation of Ios. Yet the gods, cut off from their home in Urcaen, began to fade, and in 840 BR they departed from their people. Almost exactly seven hundred years later, something terrible occurred in Ios. The priests of the absent Divine Court went mad overnight. Some took their own lives; others clawed out their eyes or committed acts of unspeakable savagery against their flocks. This moment came to be known as the Rivening, and it is believed to have been caused by some calamity that befell the Divine Court, for only two of their number survived: Scyrah and Nyssor, neither of whom was in any condition to speak of what had transpired. All of this is poorly understood by those beyond the borders of Ios, as the Iosans have always been a secretive and isolationist lot who have never felt comfortable sharing either their triumphs or their tragedies with outsiders.

The dwarves of Rhul tell another story. They believe that they are descended from the Great Fathers—the first dwarves, who were shaped from living stone by the god-mountain Ghor. Although they were intended to be the mountain's slaves, these thirteen clever and skillful dwarves ultimately tricked and destroyed their creator. Then, from the fertile soil of the Ayers River, they shaped the Claywives, the first matriarchs of the dwarves. All Rhulfolk today trace their lineage back to these first progenitors, or so the story goes.

As the human followers of Menoth brought order to the world, building walls and nations during what is now called the Thousand Cities Era, other gods eventually appeared among their number. The first of these were the Twins, Morrow and Thamar. Siblings born to human parents, the Twins proved to be radical thinkers whose teachings would upend centuries of tradition—and either save humanity, or doom it.

The Defiers

Morrow and Thamar were the first humans to ascend to godhood, but they were not the first to defy the will of Menoth. Forgotten to history were a handful of mortals whose self-determination was so strong that they could actually bend the world to their will. They were the first to see the spark of the divine within humanity, and they perceived the edicts of the Lawgiver as slavery in both this life and the next. The names of these individuals were lost over time, and those who speak of them at all simply call them the Defiers. For their refusal to submit, they were punished in terrible fashion, cast alive into a hell within Urcaen that the Creator believed they would never escape.

Although Morrow and Thamar shared much in common, they were as different as day and night. Morrow saw the purpose of life as benevolence, mercy, and self-sacrifice rather than blind obedience to the laws of Menoth. In this way, he espoused independence just as his sister did, although hers was of a more revolutionary stripe that emphasized personal empowerment by acquiring knowledge in pursuit of individual enlightenment.

The Twins' differing paths eventually led them into conflict, and Thamar ultimately slew Morrow in a display of mystical might on the walls of Caspia before Morrow's followers tore her apart. Upon their deaths, both siblings ascended to godhood, and the writings and teachings of both were ultimately collected together into the *Enkheiridion*, the holy text of the Morrowan faith and a key document among Thamarites.

By proving that individual humans had the power to attain divinity, the Twins gave countless souls an alternative to the worship of Menoth, the Lawgiver. This caused a deadly schism, and many thousands were put to the flame by Menite scrutators. However, this was not the end of their story.

Following the examples set by their deities, over the centuries certain particularly devout or especially outstanding followers of Morrow, as well as those of Thamar, have joined the Twins in Urcaen as either ascendants, as these Morrowans are called, or scions, as those who achieve apotheosis on Thamar's path are known. Some of these holy beings were once priests or members of the clergy, but many were simply individuals who best embodied certain aspects of the teachings of the Twins.

Although the rise of the Twins had significant political, social, and theological repercussions for the people of Caen, perhaps the greatest impact of their ascendance was yet to come. In 600 BR, the first massive blackships of the Orgoth—invaders from unknown lands to the west—landed upon the shores of western Immoren. Within a few hundred years, the Orgoth had conquered most of the continent's kingdoms.

The Orgoth commanded terrible magic that made it all but impossible for the humans of the Thousand Cities to stand against them. The invaders slew countless numbers and enslaved many thousands more until nearly all of western Immoren was subjugated to their dark rule. All hope seemed lost until Thamar brought humanity the Gift. Sometimes called the Gift of Magic, it marked the beginning of the rise of sorcery in humans—innate magical ability that was often greeted with fear and superstition but ultimately allowed humans to band together and find the means to cast off the Orgoth oppressors.

But the Gift did not come without a price. To bring humanity such a potent weapon, Thamar was forced to make a terrible bargain. Having approached her brother about her plans, Morrow looked into the future and saw only one course that could spare the Twins' followers the yoke of the Orgoth, and he gave his dark sister the approval to carry it out. In order to save humanity, Thamar brokered a deal with the eldritch things that waited in the Outer Abyss, clawing at the edges of reality. These were beings of infinite hunger, with power akin to the gods, and among them were those willing to help—for a price.

The foul gods of the Orgoth were, in fact, these very infernal creatures, yet they were not all aligned as one. The infernals were organized into groups—known as orders—who warred against one another, and Thamar brought her case to the infernals of the Nonokrion Order, who were enemies of the Orgoth's patrons. She was able to wrest the Gift of Magic from these horrific beings, but the price they demanded was terrible indeed. Centuries hence, they would come to claim their due—an event which the world now knows as the Claiming.

These are the deities most commonly worshipped in the cities and towns of western Immoren, but they are not the only ones. In the Nightmare Empire of Cryx, the Dragonfather Toruk is revered as a god, and some of his scattered draconic offspring are venerated as well. In the swamps and backwaters of the world, gatormen and bog trogs worship a predatory god called Kossk, believed by some to be a manifestation of the Devourer Wurm. Most recently, an astronomer of the former Fraternal Order of Wizardry discovered a heretofore unseen celestial body in the heavens. He had discovered Cyriss, the Clockwork Goddess, the Maiden of Gears, who is worshipped as the divinity of astronomy, mathematics, and engineering. The Cult of Cyriss was initially an underground organization whose adherents worshipped in secret and sometimes replaced their own flesh with clockwork machines, but in the years since the Claiming, worship of the Maiden of Gears has grown among the peoples of the Iron Kingdoms.

BR and AR

Throughout the lands now known as the Iron Kingdoms, history is divided into two distinct epochs defined by the struggle against the Orgoth. Those years before the start of the rebellion against the Orgoth count backward and are listed as BR (Before Rebellion), while those that followed count forward and are listed as AR (After Rebellion). Some have suggested that a new era begin with the Claiming, but thus far, no nation has adopted such a system for its calendar.

ANCIENT HISTORY

In the centuries leading up to the time known as the Thousand Cities Era, humans and the other peoples of western Immoren often struggled against nature and the many threats that assailed their lands. Among these were the Wurm-worshipping tribes of the Molgur, which included powerful trollkin kriels, bogrin, ogrun, and human barbarians. But they were not alone. In the depths of what is now known as the Thornwood, one of the most notorious kingdoms of ancient times was born.

Even today, the name of Morrdh is most likely to be spoken with a shudder. The dark kingdom was forged in a crucible of bloody conflict with neighboring Molgur tribes, but the nefarious pacts and occult rites practiced by its nobility gave Morrdh its unsavory reputation. Unearthed records tell tales of lords who summoned forth monsters from earth and sky to do their bidding and called forth the dead from their graves to take up arms against the dread kingdom's enemies. Scholars today debate the amount of truth in these accounts, but what is known for certain is that centuries before Thamar brought the Gift of Magic to humanity, the lords of Morrdh had access to knowledge that was far beyond the ken of their peers—and perhaps should have remained so.

During this time, other human empires began to take shape. In the north, a fierce warrior-priest named Khardovic fought to unify the warring horselords of the plains and steppes, creating the empire that would eventually become modern-day Khador. To the south, other early heroes of the Menite faith stood against the Molgur hordes. At the walls of the city of Calacia, which would later become Caspia, one such hero—Priest-King Golivant—faced a Molgur force led by a great trollkin chieftain named Horfar Grimmr. The battle was long and brutal, costing thousands of lives on both sides. Heedless of the dead, the Molgur hurled their might against the walls of Calacia while the defenders loosed their arrows and poured molten oil upon their assailants in retaliation. Only the death and defeat of Grimmr was enough to break the Molgur and scatter their forces.

Grimmr's defeat at Calacia was seen as a decisive victory for the followers of the Lawgiver, but it was a crippling blow to the trollkin and other peoples who traced their origins to the goddess Dhunia. Human barbarians would eventually convert to the worship of Menoth; trollkin, ogrun, and bogrin could find no such welcome and were either slaughtered on sight or driven far from their ancestral homes and deeper into the untamed wilderness.

THE THOUSAND CITIES ERA

The scattering of the Molgur tribes after their defeat at Calacia paved the way for human civilization to flourish across the face of western Immoren. While the Khardic Empire expanded as Priest-King Khardovic's influence spread across northern lands and the malignant kingdom of Morrdh descended into ruin, other nations rose throughout the continent, from Tordor and Thuria to Rynyr and Midar—realms whose shadows can still be felt in modern-day Cygnar, Ord, and Llael, as well as the lands beyond them.

Worship of the Lawgiver was the de facto faith at the beginning of what became known as the Thousand Cities Era, with bonds of pious fealty helping tether humans together in greater and greater numbers. The Canon of the

True Law, which had been inscribed on the stones of Ancient Icthier more than five thousand years before, served as the cornerstone for civilization by laying down the practices and traditions that all humans were meant to follow, yet times were still difficult. The pious saw these trials as a necessary crucible through which their souls had to pass in order to make them worthy of their creator, but others wondered if the Creator had simply forgotten them.

Although the tribes of the Molgur had been scattered, they still threatened the fringes of civilization, preying upon the towns and settlements farthest from the protection of city walls. Powerful warlords clashed constantly during this tumultuous era, and numerous empires rose and fell, creating the earliest echoes of what would later become the political boundaries of the modern world.

The Molgur were a constant threat, but they were not the only one humanity faced during this time. In the skies above these burgeoning human cities, Toruk, the Dragonfather, clashed with his offspring. He had created them centuries before from shards of his own athanc—the crystal that was his heart—but soon realized his mistake when he saw in them all of his own cunning and ambition. Even as Toruk sought to redress the imbalance by devouring what he had made and reabsorbing his creations into himself, his progeny aimed to best their creator and gain his power. These epic conflicts blighted the lands they touched and eventually drove a wounded Toruk from the shores of western Immoren to the storm-tossed stones of the Scharde Isles, a haven for pirates and raiders. Toruk wasted no time in transforming the ruling pirate kings into the twelve beings known today as the lich lords, and they became the instruments by which the Dragonfather reshaped the islands into the seat of the Nightmare Empire of Cryx.

On the mainland, the unfettered expansion of human civilization was at once disrupted and invigorated by the ascendance of new gods. During their time on Caen, both Morrow and Thamar brought incredible new ideas to their followers, and they forged new paths for the faithful upon their ascension. These changes challenged the dominant Menite faith and led to a dark time known as the Purging, when Menite priests put worshippers of Thamar and Morrow alike to sword and flame.

Conflicts between nations were common in these times, as were skirmishes with the scattered Molgur tribes, but for the most part, humanity was growing unchecked—until the first black sails were spotted on the western horizon.

THE ORGOTH OCCUPATION

The blackships of the Orgoth invaders were first spotted by the Khardic Empire in the north. The Orgoth's abominable fleets were propelled by winds summoned by dark magic, crewed by scores of indefatigable warriors, and commanded by warwitches with the power to boil the seas and call down death from the sky. Unflinching in the face of such a terrifying enemy, the mighty Tordoran navy—the envy of western Immoren—sailed out to meet them.

Not a single ship returned.

Rulers of nations throughout the continent began fortifying their borders in an effort to stave off these seemingly inhuman invaders, who fought tirelessly and without mercy. Clad in dark armor engraved with howling faces, the Orgoth were savage in battle and pitiless at any other time. Attempts at diplomacy were met only with the return of the emissaries' severed heads—or the ripping of their screaming souls from their bodies.

With each kingdom looking first to its own defenses, unified resistance was impossible, and one by one the nations of western Immoren fell before the strange artifacts and terrible magic of the Orgoth invaders. Warwitches called down rains of burning blood and filled the sky with green eldritch flames. Undead monstrosities marched to battle alongside fierce armored warriors. Worse yet, the Orgoth carried with them blackened cages capable of capturing the souls of the fallen and using them to power their dark magic. "Your bodies in life are ours," the Orgoth warlord Kolegzein IV famously said as the Orgoth lay siege to the great city of Caspia. "In death, your souls shall also belong to us."

Some kingdoms held out for decades against the Orgoth onslaught, but within two centuries of the landing of the first Orgoth blackships, nearly all of western Immoren was under Orgoth occupation.

Caspia was the only one of the Thousand Cities to escape Orgoth conquest. Its walls proved insurmountable even for the might of the seemingly invulnerable invaders, and its unique geography made a protracted siege untenable. Unable to take the city, the Orgoth blockaded it and left it in isolation for the next four centuries while the rest of western Immoren suffered under their lash.

Not every other part of the continent fell to the invaders, however. In 542 BR, the dwarves of Rhul drove off an Orgoth attack so decisively that the invaders never attempted another. Similarly, the Orgoth never made any effort to strike against the heavily forested lands of Ios. No one really knows why the Iosans were spared the ravages of the Orgoth, but the invaders' refusal to attack them contributed to the mystique of these isolated peoples.

After the Orgoth sank several Cryxian vessels, Toruk himself was roused for the first time in centuries. The Dragonfather singlehandedly laid waste to an entire fleet of Orgoth ships, demonstrating to the invaders that the island nation of Cryx would prove too potent a foe, even for them.

For those among the human kingdoms on the mainland, however, the number of those who died as a result of the Orgoth Occupation was beyond reckoning. For every thousand slain or sacrificed, many others perished beneath the lash or were shipped across the sea to the Orgoth homelands as slaves.

Despite all this, life carried on, even under the cruel yoke of the Orgoth. Cities such as Corvis were built during this time, and many Immorese peoples were allowed to continue their faiths and other practices—even as slaves—so long as those practices did not interfere with the invaders' goals.

REBELLION AND THE CORVIS TREATIES

The logistics of the eventual overthrow of the Orgoth conquerors are infinitely complex, but two major factors gave the Immorese the tools they needed to ultimately drive the invaders from their shores. One was the Gift of Magic, brought to humankind by Thamar's bargain with the infernals. The other was alchemy, the first science of magic. Through the combination of magic and alchemy, the people of western Immoren were able to construct the weapons that made the Rebellion possible. The first human sorcerers had appeared in 137 BR and within a century alchemy would provide new weapons to fight the Orgoth.

One of the most important of these weapons was the firearm. Invented by alchemist Oliver Gulvont in 28 AR, the earliest firearm relied on relatively simple mechanisms, but like its modern counterparts, it utilized alchemical blasting powder to propel shot. The efficacy of blasting powder as a weapon had already been proven in one of the earliest battles of the Rebellion, which took place at the fortress of Fharin in 1 BR. The Orgoth governor had announced a tithe of eight thousand slaves to be sent across the sea to the Orgoth homelands—a tithe that disproportionately targeted priests of both the Morrowan and Menite faiths. As the people of Fharin spontaneously rose up against the Orgoth, alchemists passed out explosives that helped swing the battle in favor of the rebels.

The uprising at Fharin lit the fuse of the Rebellion, but the first great battle of the age was what came to be known as the Battle of the Hundred Wizards. On a Tordoran field in 32 AR, rebels unleashed two of their most potent weapons—firearms and battle wizards—in a clash with Orgoth soldiers and warwitches. Smoke blackened the sky, the earth itself cracked apart, and the air was filled with lightning and fire. This battle was a major blow against the Orgoth, but even the power of magic could not alone crush the occupiers' mighty armies.

Although it was ultimately victorious, the Rebellion was neither easy nor quick, and nearly every victory was followed by a subsequent defeat. As groups of rebel alchemists unified into the Order of the Golden Crucible and continued to refine firearm technology, a new development was needed to drive the Orgoth from Immorese shores.

That development took nearly two centuries of bloody fighting to arrive. As arcanists and alchemists were smuggled to Caspia in order to build greater weapons of war, the first seeds of ultimate victory over the Orgoth were planted during the Mechanikal Revolution, when arcane innovations and alchemical advances were brought together to create the earliest automatons and other new inventions.

In 191 AR, the first colossal strode forth from the gates of Caspia. Even though they were rudimentary in comparison to their later brethren, these early war machines were the precursors of the modern warjacks and laborjacks that are such an integral part of life in the Iron Kingdoms today, and they struck the decisive blow in the war against the Orgoth.

Combining the mechanikal might of the colossals with the magic mastery of battle wizards and the killing power of the newly evolved firearms, the rebels were able to cast off the yoke of the Orgoth tyrants altogether, although it would take another decade of intense fighting before the last of the blackships departed the continent. The Orgoth did not go gently. They demolished virtually everything they left behind, razing whole cities to the ground, destroying records, and burning what could not be taken in an event known as the Scourge.

In the aftermath of the Rebellion's success, the Corvis Treaties—named for the city in which they were signed—defined the boundaries of the four modern Iron Kingdoms: Cygnar in the south, Khador in the north, Llael in the east, and Ord in the west. These nations stood for centuries to come, with all but Llael enduring until the time of the Claiming.

Although the Corvis Treaties did not mark an end to strife and struggle, they ushered the people of western Immoren into a new age—one free from Orgoth oppression. In the centuries that followed, the greatest threats to humanity's kingdoms came from one another—or from within. But even as memories of the Orgoth faded, other threats grew in the shadows.

The Modern Calendar

In the present era, a single calendar is used across the settled human and dwarven regions, having originated in Rhul before being widely adopted by Morrowan and Menite faiths throughout the Iron Kingdoms. Ios maintains a different calendar, but any Iosan who spends time outside that nation's borders learns to use the commonly employed one.

Although the names of the months are different among different cultures, the names of the Morrowan months are the most common throughout the Iron Kingdoms. The standard calendar consists of thirteen months, each broken into four weeks of seven days. As a result, every month has 28 days, and every year has 364 days and 52 weeks. A slight astronomical flaw in the calendar requires a periodic adjustment every three years, which is addressed by adding an extra unmarked day after the last day of the year and before the first day of the next, which also corresponds to the winter solstice. In human lands, this day is usually called the Longest Night.

The months of the year and their Morrowan names are presented below in chronological order, starting with the first month of the year. The Menite and Rhulic names, respectively, are provided in parentheses.

Glaceus (Glaceus, Dovern)
Casteus (Casteus, Uldern)
Trineus (Trineus, Dolern)
Tempen (Tempes, Ormul)—vernal equinox after 1st week
Cinten (Cinoten, Odul)
Rowen (Prautes, Gordu)
Solesh (Septesh, Lodar)—summer solstice after 2nd week
Octesh (Octesh, Durgar)
Katesh (Sulesh, Odomar)
Goloven (Golovus, Godesh)—autumnal equinox after 3rd week
Doloven (Martus, Sigmon)
Khadoven (Khadovus, Rordon)
Ashtoven (Ashtovus, Jhoron)—winter solstice after 4th week

THE IRON KINGDOMS ERA

Saying that the years following the defeat of the Orgoth were relatively peaceful simply emphasizes how war-torn the history of western Immoren truly is. The signing of the Corvis Treaties established borders that would hold for centuries and ushered in an era of reconstruction, but numerous conflicts were on the horizon.

New arcane orders were established to study the nature of magic and the secrets of alchemy, and great advances were made in mechanikal technology—including the invention of the first steamjacks, smaller and more versatile versions of the massive colossals. At the same time, Cygnar was beset by trollkin uprisings in the Thornwood and the Gnarls, while the newly formed nation of Khador accumulated power with an eye toward conquest.

In 482 AR, a charismatic Menite priest named Sulon began calling for pilgrims to come to the eastern part of Caspia. By this time, worship of Morrow had become the dominant faith in the region, and Menites had begun to see themselves as a persecuted minority. As Cygnaran Menites gathered in the thousands to hear his words, Sulon declared himself hierarch, a title associated with the ancient priest-kings of the Lawgiver. The result was the beginning of the First Cygnaran Civil War, a conflict that would split the young nation in two.

The fighting raged for two years, devastated the Cygnaran capital Caspia, and claimed the life of Hierarch Sulon. Ultimately, a Morrowan priest named Shevann—who later ascended to join Morrow upon her death—brokered a tenuous peace. These negotiations led to the creation of the Protectorate of Menoth. Caspia was split in two, as Cygnar ceded the portion of the city that lay on the eastern banks of the Black River. The Menites renamed the city Sul in honor of their fallen hierarch, and it became the first capital of the new Protectorate, which covered the lands to the east between the Bloodstone Marches and the Meredius.

The harsh and inhospitable nature of these lands was seen by the Menites as a challenge from their creator, and as they brought the native populations to heel and discovered numerous previously unknown natural resources within the forbidding landscape, they came to perceive the hand of divine providence in their lot. Among these resources were plentiful diamonds that could be traded to foreign nations, as well as underground deposits of flammable oil, which the faithful refined into the incendiary weapon known as Menoth's Fury. Although the conditions of the accord that had ended the civil war prohibited the Protectorate from assembling a standing army, the Menites were building a secret force and outfitting it with all the tools and weapons at their disposal.

Internal division was not the only threat to Cygnar during this time. In 520 AR, King Vygor of Khador sent a diversionary force against the borders of Llael, forcing Cygnar to commit military resources to defend its ally. At the same time, Vygor sent a much larger force of soldiers and warjacks through the Thornwood toward largely undefended Cygnaran territory, chopping a miles-wide path ultimately called the "Warjack Road."

So began the First Thornwood War, which was only the earliest of many expansionist maneuvers by Khador, culminating in its invasion and occupation of Llael in 604 and 605 AR. Khador would hold much of Llael for years despite the combined efforts of the Llaelese Resistance, Cygnar, and the Protectorate. Not until the Claiming did Llael finally throw off the Khadoran occupation entirely, and even today, the former Llaelese city of Laedry sits entirely within Khador's borders.

Prince Vinter Raelthorne IV of Cygnar was a hero of the First Thornwood War, and when his father perished with suspicious suddenness in 576 AR, he ascended to the throne. This event marked the beginning of a dark age for the nation, as the paranoid and tyrannical Vinter Raelthorne implemented the Cygnaran Inquisition. The Inquisition was

ostensibly tasked with rooting out suspected witches, but its actual function was to persecute or otherwise eliminate any dissidents or perceived threats to the king's rule. Vinter IV's Inquisitors often struck even those who were innocent of these transgressions, sowing a sense of fear that cast a pall over the kingdom. These unpopular actions eventually drove Vinter IV's younger brother, Prince Leto, to stage what became known as the Lion's Coup in 594 AR. With the aid of the Church of Morrow, Leto ousted his tyrannical brother and established himself as monarch. Before Vinter IV could be captured, he escaped in an experimental airship and disappeared over the Bloodstone Marches.

Leto proved to be a capable and popular ruler, and he ushered in what many see as a golden age in the history of Cygnar. His elder brother was not gone for good, however. In 603 AR, Vinter IV returned to take Corvis at the head of an army of monsters and unfamiliar beings known as skorne, who hailed from across the Stormlands. The invasion probably would have succeeded if not for the intercession of Alexia Ciannor, a young sorceress whose mother was unjustly executed as a witch. Alexia had become the guardian of a powerful artifact known as the Witchfire, and she used this dread blade to summon the exalted dead of the Legion of Lost Souls, who repelled Vinter IV and his allies on the Longest Night. Alexia and the Legion would later play a pivotal role in the Battle of Henge Hold during the Claiming.

THE CLAIMING

Long ago, Zevanna Agha, the Old Witch of Khador—a powerful and mysterious entity who had made the northern lands her home since the time of prehistory—had foreseen the coming threat of the infernals and the cost of the Twins' bargain with them. In response, she concocted a scheme to unleash the grymkin, creatures created by the Defiers in their nightmare prison in Urcaen, in a time that came to be known as the Wicked Harvest. Her reasoning was simple: by cutting down those whose own wickedness reflected the twisted souls of the grymkin themselves, the Defiers' scythe would be certain to cull many of the carefully placed infernal agents—whether rich or poor, noble or commoner—who had been deployed in secret throughout the world in order to set their masters' plans into action.

Zevanna Agha's gambit worked, albeit at great cost, and the infernals of the Nonokrion Order were forced to tip their hand before they were ready. A terrible bill had come due, and the infernals themselves came to collect it. Western Immoren had been rocked by innumerable conflicts since the first humans emerged from Menoth's shadow, but not since the days of the Orgoth had it seen a reckoning such as the one called the Claiming.

The price of the Gift of Magic that Thamar had brought to humanity was fully two-thirds of all the souls in Caen, and in 612 AR, the infernals arrived to collect what they were due. Across the Iron Kingdoms, highly placed individuals of seemingly spotless renown revealed themselves as having been secretly in league with these malignant entities, and they opened gateways through which horrors beyond comprehension poured into Caen.

Coins of the Realm

Each kingdom mints its own coinage as a right of sovereignty, but standard weights for coins have been established since the signing of the Corvis Treaties, so coins throughout the Iron Kingdoms generally have similar weights but may have different sizes, shapes, or purity. Gold, silver, and copper are favored for currency, and coins in the Iron Kingdoms tend to have different images stamped on each side, with one bearing the face of the reigning monarch and both featuring decorative elements intended to discourage counterfeiting.

Although trade between nations is common in the wake of the Claiming, some currencies are trusted more than others, and the rest are sometimes devalued outside the kingdoms in which they were minted. Most local merchants are unwilling to accept foreign coin, but most sizable towns are home to dedicated money changers who will usually take a percentage of any coins they exchange as their fee. The reputation of these merchants varies from town to town—and even between neighborhoods in the same city.

Born in the abyss outside both Caen and Urcaen, the infernals were enemies unlike any the world had ever faced, although they had been at its edges since time began. Reliant on souls to survive, their armies swept across the continent, and wherever they appeared, countless numbers fell before them.

All seemed lost, and yet this was not the first time that an apparent dusk had settled upon the people of the Iron Kingdoms. Just as it appeared inevitable that the infernals would claim their terrible price, all the nations in the land united in an unprecedented show of force to drive them off. Khador and Cygnar, enemies for ages, declared a truce, and the armies of these two kingdoms marched side by side against the infernal threat. Undead soldiers of the Nightmare Empire fought shoulder to shoulder alongside holy warriors from the Protectorate of Menoth and clockwork priests of Cyriss, while the skorne and the Iosans forged an unlikely partnership that ultimately ended in betrayal. Throughout western Immoren, bitter enemies set aside their differences to combat a shared foe, and even the gods themselves sent forth their archons—divine beings capable of turning the tide of even the most forlorn battle.

Despite such combined might, the losses were unfathomable. One after another, heroes of every nation fell in battle against the infernals. But with the infernals on the cusp of victory, a combination of Cygnaran ingenuity and Cyrissist technology opened a gateway to safety: one that led to the distant constellation that was the celestial body of the clockwork goddess Cyriss herself. Yet ushering the many refugees through the gate would take time. And so, with the infernals closing in, the forces of the Iron Kingdoms gathered at Henge Hold, where the gate had been built, for the greatest battle that the world had seen since Menoth's first struggles with the Devourer Wurm.

THE BATTLE OF HENGE HOLD

To chronicle all those who gave their lives in the Battle of Henge Hold would take far too long. Nearly every great hero and warrior of the Iron Kingdoms was present on

that battlefield, bringing blade and cannon, warjack and spell to bear against the infernal forces, all in a desperate and noble bid to send as many lifeboats through the gate to Cyriss as possible. The trollkin of the United Kriels came to fight alongside the humans who had so often been their adversaries. The Rhulfolk and the Order of the Golden Crucible unleashed explosives and firepower that had never before been seen on the field of battle. Many rose to greatness, and many perished, making the ultimate sacrifice. But their efforts were not in vain. The infernal threat was vanquished, at least for the moment. The infernal masters of the Nonokrion Order were thrown down or driven off, their forces scattered or destroyed. And thanks to the fighting at Henge Hold, thousands of refugees made it through the gateway, never to be seen on Caen again.

For although the defenders' brave efforts had helped spare many lives, those who passed through the gate to Cyriss were still lost to those who remained behind. In a last-ditch effort to keep infernal forces from pursuing the fleeing refugees, the gate was destroyed, and the knowledge of its creation was lost, perhaps forever. The infernals had been denied the full balance of their tithe of souls, but the population of western Immoren was nonetheless decimated.

The world the demonic invaders left behind had been broken, yet in some ways it had been mended as well. The old enmities that had kept the peoples of western Immoren at each other's throats for centuries were not buried, but they had been set aside for a time. Nations with a long history of armed conflict had shown the capacity to cooperate, and new alliances had been forged in the fiery crucible of apocalyptic war.

THE PRESENT DAY

Five years have passed since the grim events of the Claiming robbed western Immoren of so much. The work of rebuilding continues, and many towns and cities are ruined or untenanted, as both the natural world and unnatural beasts slowly reclaim what was once humanity's domain.

Although the Nonokrion Order was defeated, the threat it posed did not end. The infernals have agents throughout all the nations of western Immoren, and the work of tracking down and rooting out those who have not already been revealed, as well as those who escaped, remains. Nor were the infernals themselves wholly destroyed. The Nonokrion Order suffered the loss of some of its greatest leaders, but none can say how many more of these terrifying beings wait outside the edges of reality, clawing and scratching to get in.

Today, the Morrowan Order of Illumination leads the efforts to track down infernal agents, aided by Thamarite advocates and Menite knights—three faiths, formerly bitter enemies, working side by side. Such arrangements would have been unthinkable in ages past, but they are a necessity today even if they are not always comfortable. The change is not lost on a populace that has become keenly aware of the great dangers that lurk beyond their ken.

Shortly after the Claiming, the Sancteum of the Church of Morrow passed a proclamation of religious acceptance that urged the various faiths of western Immoren to put aside their differences and work together for the betterment of all. Such cooperation may be grudging—or even volatile—at times, but it extends beyond the merely religious. Increasing numbers of trollkin, Iosans, Rhulfolk, ogrun, and others have found new homes among the devastated peoples of the Iron Kingdoms. As the remnants of formerly fringe groups have

been welcomed into the mainstream with relatively open arms, the incredible scientific breakthroughs of the remaining Cyrissists—coupled with the unbridled intellectual curiosity of the Thamarites and the already considerable advances made by Cygnaran, Ordic, and Llaelese arcanists, engineers, and alchemists—have led to a technological renaissance for many nations left ravaged by the Claiming. The fruits of this cooperation have accelerated the process of rebuilding across much of western Immoren.

Not all nations are enjoying such prosperity, however. The Protectorate of Menoth is little more than a broken husk, having been shattered by infighting and splintered as the idealist Sovereign Tristan Durant led thousands to escape the continent. Many of Durant's pilgrims fled Caen at Henge Hold, and those who could not pass through the gateway before its destruction followed their reluctant leader across the Meredius to the distant continent of Zu. A skeleton clergy still holds services in many of the Protectorate's formerly grand cathedrals, but fewer and fewer of the faithful hear their words. And with every year that passes, more of the Protectorate's settlements become ghost towns—sometimes literally, for there are many things that still haunt this war-torn continent. The Claiming, like the Wicked Harvest before it, cost countless lives and brought new horrors into the world, not all of which were banished with the defeat of the infernals at Henge Hold. The unquiet dead cling to places where such terrible events took place, and strange creatures both old and new stir in the ruins where civilization once held sway.

In Khador, a nation hollowed out by a significant infernal presence within the imperial court itself, a period of great decline and civil unrest followed the Claiming. Today, however, the empire is once more rebuilding, and although the past five years have been peaceful beyond its borders, the leaders of other nations worry that Khador is once again casting covetous eyes upon its neighbors.

Even Cryx has been quiet since the defeat of the infernals. The soldiers of the Nightmare Empire fought alongside their living counterparts in the great final battle at Henge Hold, but few in western Immoren believe that much has changed where Toruk's legions are concerned. The Dragonfather and his forces simply lick their wounds and wait.

More troubling are the stories—or the lack of them—coming from the nation of Ios. All that is known for certain is that the Iosans, with the help of the skorne, won a decisive victory against the infernals and then turned upon their skorne allies. Although the Iosans now control territory deep in the Bloodstone Marches that once belonged to the skorne, no one knows what has become of the nation's people. That some new cataclysm gripped Ios in the wake of the Claiming is undeniable, but since then, no word has come from beyond the nation's darkened borders. Many Iosan refugees dwelling outside Ios have gone back home in search of loved ones or relatives, but none have returned. What waits inside those gloomy woods is a mystery—one that bodes ominously for the people who share its borders.

LIFE IN THE IRON KINGDOMS

In the aftermath of the Claiming, life in the Iron Kingdoms has changed irrevocably. The coming of the infernals upended the world, and the scars they left behind fester to this day. But the people of western Immoren are sturdy. They have endured centuries of brutal oppression, seemingly endless wars, arcane upheavals, and tides of the living dead. Each time, the Iron Kingdoms have risen from the ashes, rebuilt themselves, and emerged stronger and greater than they were before.

So it is with the survivors of the Claiming. Bit by broken bit, those who remain in western Immoren work to reclaim the world left behind, putting aside old grievances—at least for now—in order to restore damaged cities and shattered lives. Smokestacks rise to the sky in every major metropolis, belching forth plumes that blanket the streets in a perpetual haze. Steam-powered ships ply the rivers and oceans, braving currents that could not be overcome by sail alone and opening trade between distant ports. Explorers cross the stormy Meredius to seek out new lives and new opportunities in distant lands. The blast engines of great factories burn day and night, producing mighty machines of war as nations rebuild their defenses. It is only a matter of time before the Iron Kingdoms return to their old habits and wage new wars against one another.

MECHANIKA

Of all the benefits that magic has brought to the people of the Iron Kingdoms, mechanika—the synthesis of the arcane and the mechanical—has had the most profound impact. It has revolutionized industry and warfare in every way imaginable, and its innovations continue to create new marvels. By using magic to overcome engineering obstacles, mechanika allows for the reliable production of tools and weapons that harness arcane energies and apply them in useful ways, putting the power of the arcane in the hands of those who might not otherwise have it. Many gifted individuals make their livings as arcane mechaniks, practicing industrial thaumaturgy in the crafting of potent devices, and those with the skills and aptitude to do so are always in high demand.

Although mechanika remains expensive and often outside the reach of common citizens, its existence is fundamental to the shaping—and, indeed, the very existence—of the Iron Kingdoms. Without mechanika, humanity would have been unable to tame the brutal wilderness of western Immoren or resist the vicious foes who tried to claim it. The development of mechanika made the Rebellion against the Orgoth possible, and the fruits of that development allowed the kingdoms of humanity to stand against the undead of Cryx and the threat of the infernals.

Mechanika harnesses arcane energies through the application of runic formulae to specially crafted components made from rare and precious metals. These runeplates are powered by some manner of arcane capacitor: a device small enough to fit in the palm of one's hand, yet capable of holding enough energy to power mechanikal weapons and armor.

Inscribing runes on moving parts with interlocking gears and coils has led to even more sophisticated inventions, such

as the arcane turbines used in warcaster armor, and new inventions seem to spring up every day as Cyrissists have become assimilated into regular society. Any good mechanik can assemble and maintain a piece of mechanika, but arcane mechaniks focus on finding creative and innovative ways to utilize these runeplates and other specialized components to create artifacts of wondrous potential.

STEAMJACKS

Steamjacks are among the greatest of all modern mechanikal wonders, and they have revolutionized warfare, industry, and agriculture in countless ways since their introduction to western Immoren. Laborjacks work in logging camps, freight yards, docks, and construction sites throughout the continent, and every citizen of the Iron Kingdoms is familiar with the fearsome sight of warjacks—the greatest weapons of war of the modern age, equipped with dedicated military weaponry and the most advanced cortexes that the finest arcane mechaniks can produce.

These steamjacks combine all the principals of mechnika, demonstrating how the melding of magic and industry can produce something beyond the powers of either. Steam-driven engines power a metal chassis controlled by a cortex, the steamjack's mechanikal brain. Although not as smart or adaptable as humans, steamjacks possess a basic intelligence and an ability to solve specific problems—two properties that combine with their tremendous strength and durability to make them incredibly valuable as heavy laborers.

Although these iron giants are expensive to manufacture and maintain, their industrial applications are so numerous that all the nations of western Immoren consider them indispensable for a wide range of tasks. Laborjacks are the backbone of heavy industrial work throughout Cygnar and Ord. In Khador, these tireless creations work in sweltering forges, pounding metal plates and other parts for heavy industry, while Rhulic 'jacks work in mining and excavation operations. Although the Protectorate of Menoth has routinely prioritized producing warjacks over laborjacks, the latter can still be found assisting in construction efforts and other heavy tasks in the now-depopulated nation.

The conflicts that rocked the Iron Kingdoms over the last decade led to rapid innovations in new technology, including Cygnar's development of powerful storm chambers, which have largely replaced the older steam engines in modern Cygnaran 'jacks. King Julius has pushed the nation to produce a new army of high-tech warjacks the likes of which western Immoren has never seen.

THE CORTEX

One of the greatest early mechanikal inventions was the cerebral matrix, which was subsequently refined into the cortex. The highlight of the arcane mechanik's art, this artificial mind can give life to a steam-powered automaton and allow it to respond to commands. As it accumulates experiences, the cortex is capable of slowly learning over time. This eventually leads to improved performance, although it can also lead to unexpected idiosyncrasies. 'Jacks that see prolonged use develop unique quirks and even distinct personalities that often reflect the proclivities of their operators.

Designed to operate within a specific environment, a steamjack can seem quite clever when focused on a familiar task, but cortexes of the simplest grades do not adapt well to new situations or unfamiliar environments. Steamjacks with higher-grade cortexes can handle a wider variety of environments and are better suited to acting with only a few instructions, but even they have limitations. Warjacks are extremely skilled at telling friend from foe on the battlefield and negotiating obstacles in pursuit of targets, but even these wondrous machines require greater supervision on a bustling city street, where danger is not always readily apparent.

CYGNAR

Cygnar has long been considered one of the most welcoming and cosmopolitan of the Iron Kingdoms. In the wake of the Claiming, the kingdom's commitment to openness has served it well, transforming it into a bastion of hope, an exemplar of religious and ethnic diversity, and the center of a technological and cultural renaissance. But even though Cygnar seems poised on the cusp of a new golden age, its long, tumultuous history suggests that this achievement will not be easy.

Caught between deadly and ambitious foes, Cygnar can ill afford to let down its guard. Trapped between Cryx and its nightmares to the south and Khador and its dreams of conquest to the north, Cygnar has long contended with internal strife, ranging from protracted battles with local trollkin kriels to the violent secession of what became the Protectorate of Menoth. For today, however, peace—or what passes for it in the Iron Kingdoms—reigns in Cygnar.

Cygnar's enemies have been quiet in the years since the Claiming, and new residents have flocked to the kingdom's cities, drawn by the promises of work and opportunity. The Church of Morrow has proclaimed a policy of religious tolerance throughout the land, making Cygnar a haven for Cyrissist cults and Thamarites who helped repel the infernal threat. All of these diverse groups have added their unique talents and insights to the kingdom's cultural and technological revival.

Although this new policy of acceptance has helped Cygnar rebuild at a staggering pace, much of the nation still lies in ruins, and the relations between disparate groups have not always been smooth. The treaties with the United Kriels have held firm, leading more and more trollkin to move into Cygnaran communities, but the encounters between rural trollkin and their urban neighbors have led to sporadic violence, and Cyrissists and Thamarites—though technically welcomed—are still sometimes looked upon with suspicion by a wary populace.

Beyond its borders, the bright light of Cygnar's golden age casts long shadows, and the nation's prosperity draws the envious eyes of its rivals while old enemies stir in the dark places where reconstruction has not yet reached. Cygnar's future depends not only on the resilience of its people but also on the resourcefulness of its young king, Julius Raelthorne.

GOVERNANCE

For centuries, the kings of Cygnar passed the throne to their heirs upon their death or abdication, with tradition favoring male heirs at every level of peerage from knight up to the sovereign himself. In all its history, Cygnar has had only one queen regent. With the adoption of Woldred's Accord-by-Hand Covenant in 286 AR, however, the kings and potential queens of Cygnar were permitted to choose their own successors as long as the choice came from among the descendants of the ruling families of ancient Caspia, Thuria, or Midar.

For all of Cygnar's pride in being a modern and forward-looking nation, it is a land filled with ancient traditions dating back to the days before the Orgoth Occupation. As such, it is home to a complex system of nobility, including archdukes, dukes, earls, barons, and knights. The noble houses of Cygnar make up the Royal Assembly, who debate and decide the laws of the kingdom.

Many Cygnaran titles have been handed down through generations since before the signing of the Corvis Treaties, but the massive loss of life incurred during the Claiming sundered many noble bloodlines. Many of those of "common" birth now see unprecedented opportunities to rise to positions of social power in this new Cygnar, and the king retains the right to bestow new titles and appoint new holdings, even to those of "inferior" birth.

The current king of Cygnar is Julius Raelthorne, bastard son of the deposed Vinter IV. Despite his father's cruel reign and traitorous actions, Julius was named king by his uncle, Leto, who had ruled after the Lion's Coup against Vinter IV. Julius inherited the kingdom as it stood on the cusp of the greatest disaster since the Orgoth Occupation, and his reign has been fraught with challenges.

Not an especially popular ruler, King Julius has nonetheless helped shepherd Cygnar through the perilous years of reconstruction and has worked to oversee the modernization of Cygnar's military. The young king's new army implements technological advances developed during the battles against the infernals and borrows from the mechanikal innovations of the Cyrissists to create a new generation of warjacks powered by storm chambers, making Cygnar's the most advanced army in western Immoren. Having had his overtures of marriage rebuffed by Queen Kaetlyn of Llael, King Julius married Lady Marjorie Sparholm, a Cygnaran noblewoman, in 614 AR, with whom he joyfully had two sons that are the pride of the nation.

SOCIETY

No nation is perfect, and Cygnar has known more than its share of troubles. Despite this, the kingdom is seen by many as a template for what a modern nation should be: its laws are considered just, its citizens enjoy freedoms unknown in many other lands, and its society encourages open trade and friendly relations with its neighbors.

Of course, it has not always been this way. Under the reign of Vinter IV, Cygnar was home to the Inquisition, ostensibly meant to root out dangerous practitioners of magic but actually wielded as a tool of terror to crush any who might oppose the tyrannical king. In spite of these blotches on their nation's history, however, Cygnarans enjoy—and, for the most part, are proud of—a welcoming, free, and diverse culture.

These conditions have increasingly become the norm in the aftermath of the Claiming. With its population devastated, Cygnar welcomed with open arms all those who had joined the fight against the infernals. As a result of new and more tolerant citizenship laws, trollkin, Rhulfolk, Iosans, ogrun, and gobbers took up permanent residence within the nation's borders, while religious acceptance led to an influx of Cyrissists, Thamarites, and even Menites who had grown

disillusioned by the Protectorate or left its desolate villages behind. Although some Cygnarans look upon these new arrivals with distrust or even hatred, Cygnar today has few laws restricting the practice of magic or the free exercise of religion. For the most part, the people of the kingdom thrive on their differences and embrace a diverse society that varies considerably from one town or duchy to another.

The relative peace that has reigned since the Claiming has been good for Cygnar, freeing its citizens to direct their energy toward rebuilding what was lost—or, in the view of many, building something even better.

GEOGRAPHY

The lands of Cygnar stretch from the Broken Coast in the south to the Thornwood in the north and from the Black River in the east to the shores of the Meredius in the west. These regions are divided into nine duchies. Only six duchies existed prior to the reign of King Leto, who divided the massive Midlunds into four smaller duchies.

The nation is split down the middle by the vast stretch of the Wyrmwall Mountains, which run all the way from the Dragonspine Peaks near Bainsmarket to the Broken Coast. These rugged peaks divide eastern and western Cygnar, and the cultural divides they mark are as steep and sharp as the geographical split.

Crossing the Wyrmwall Mountains via any route but rail is hazardous at best, and the jagged mountains are home to all manner of predators, from dragonspawn to Tharn. The spires are even home to the dreaded dragon Blighterghast, who keeps a silent and eternal vigil from the peaks amid the Duchy of Southpoint, ever watchful lest Toruk, the Dragonfather, should stir from the Nightmare Empire and set his sights upon the mainland once more. Although Blighterghast has made his home in these peaks since before the founding of the first human kingdom, and his lair is not far from the city of Highgate, many Cygnarans believed that the dragon was a myth until late in 608 AR, when Blighterghast and several of Toruk's other offspring clashed openly with the Dragonfather in the skies above the Banwick River. By the end of the ensuing conflagration, a wounded Toruk was driven once more from the mainland, and Blighterghast resumed his vigil atop the peaks, although not before swearing an oath not to attack Cygnar directly. The dragon takes his oath very literally, however, and sees no reason to prevent creatures created by his draconic blight from preying on mountain settlements or on travelers who attempt to cross the perilous Wyrmwalls.

Lying at the feet of the Wyrmwall Mountains, eastern Cygnar is a breadbasket of fertile farmlands that stretches along the length of the Black River, while northern and western Cygnar are home to dense forests and marshlands, including the Thornwood, Widower's Wood, and the Gnarls.

CASPIA, THE CITY OF WALLS

As the only human city never to fall to the Orgoth, the Cygnaran capital of Caspia has a rich and proud history—one reflected in everything from the stones of its famous blue walls to the dress and manner of the nobles who argue their cases in the Royal Assembly. Caspia once spanned both shores of the Black River, linked by wide bridges that were considered must-visit destinations by out-of-town nobility who attended court, but this quarter was devastated during the First Cygnaran Civil War. The bridges were ultimately blockaded and later destroyed after Cygnar ceded the portion of the city east of the river to the Protectorate of Menoth. The bridges remain down to this day, a fact for which many in the capital are thankful, given that the formerly vibrant city of Sul on the other side of the water is now a dark and empty ghost town. Those who patrol Caspia's battlements report seeing strange things across the river in the night, and few dare tread Sul's deserted streets.

Caspia's battlements are more than just defenses against potential invaders. The city's walls are nearly two hundred feet tall, and in some places they are as much as a hundred feet thick. In fact, the city has grown into the walls that surround and divide it, and many of its citizens now live and work in warrens and tunnels within the walls themselves.

The City of Walls has seen kings and gods rise and fall. Thamar and Morrow ascended to divinity here, and the first colossals strode forth out of Caspia to combat the Orgoth. In the Cygnaran capital, the past rubs shoulders with the future. The region once nicknamed the Smoke District has almost entirely transitioned to the manufacture of the new-model warjacks that make up much of Cygnar's military might, while ruins from as far back as ancient Thrace still stand alongside modern dwellings in other quarters of the city.

Completed during the reign of King Vinter II, Castle Raelthorne is the only building in Caspia that stands taller than the city's legendary walls. Today, the keep is home to King Julius and his wife and sons, as well as the thousands

The Sancteum and the Divinium

Within the walls of the capital city sits another city—one with its own walls and its own standing army, which, in the years since the Claiming, has consisted primarily of members of the Order of Illumination. This is the Sancteum, the stronghold of the Church of Morrow and home to its primarch and the Exordeum, the church's governing body. The Archcourt Cathedral, which stands in the heart of the Sancteum, is also home to the original Enkheiridion. To showcase the significance of both the structure itself and the Church to the history and politics of the region, the cathedral's grand entrance is flanked by Amicus and Remeder, two of the original colossals that fought the Orgoth in the days of the Rebellion.

The region is also home to the Divinium, the oldest temple of the Church of Morrow, which lies to the south and west of the city walls in the Wyrmwall Mountains. Originally built as a humble monastery, the Divinium has been the site of more miracles of ascension than any other spot in western Immoren. Built by the church's first primarch, the Divinium remains one of the holiest sites among the faithful and is home to many sacred relics, including former possessions of Morrow himself. The monks of the Order of Keeping who live and work in the Divinium see protecting these relics and the Divinium's holy grounds as their supreme obligation, although pilgrims of true faith are always welcome.

of military personnel who defend the castle, the Royal Assembly, and the king's war council.

The forces of the Protectorate of Menoth on the far side of the Black River once posed the greatest threat to Caspia, but with the Protectorate's back now broken, those in the Cygnaran capital are uncertain where the next threat might come from. Some cast worried eyes southward toward Cryx or northward to Khador, while others fear that the next threat to shake Cygnar may originate closer to home, whether from a weak and anxious king or from infernalists who might still lurk undetected within the ranks of the nobility.

Adventure Hook

Baroness Ivria Colthain of the Northern Midlunds is in Caspia while her husband, the baron, attends to court business. A devout Morrowan—at least to hear her tell it—she desires to visit the Divinium while she's in the south. Although the holy temple itself is safe, the road to it through the foothills of the Wyrmwalls can be treacherous, and the baroness desires an escort. Normally, her husband's guards would accompany her, but they must stay with him for appearances' sake while he's at court, so she is taking on some paid help—preferably that of other dedicated Morrowan souls.

CLOCKERS COVE

Although the lands of the Duchy of Caspia are generally among the safest and most well regulated in the kingdom, there are always exceptions, and one of those is Clockers Cove. Sometimes called "Little Five Fingers," this popular port city to the south of the capital is home to substantial industry, both legitimate and otherwise. Those responsible for governing the region have long insisted that the unregulated atmosphere of Clockers Cove is as conducive to innovation as it obviously is to piracy, and the city has retained its air of unruliness into the modern age even though it is home to the original headquarters of several significant Cygnaran manufacturing concerns, including Clockwerk Arms and Black Anchor Heavy Industries, both of which have important contracts with Cygnaran military.

IRONHEAD STATION

One of the most unusual settlements in all of Cygnar, Ironhead Station exists entirely beneath the Wyrmwall Mountains. The city is connected to the outside world through a series of elaborate rail tunnels that run through the Wyrmwall Mountains for sixty miles, only ten of them aboveground. Excavated with the help of enterprising dwarven settlers who left Rhul behind after the Orgoth Occupation, Ironhead Station is home to more Rhulfolk than humans, many of whom live in the nearby city of Ironhead Enclave, which lies less than a mile away and entirely underground.

In 609 AR, this city of several thousand dwarves was devastated by skirmishes between dragons. Even though the region has had many years to rebuild, the draconic

blood spilled here left the taint of its blight in ways that can still be seen, and the stoic Rhulfolk of the Enclave still slay the occasional dragonspawn or other blighted beast in the tunnels.

Ironhead Station has enjoyed renewed prosperity in recent years as supplies and people have traveled along the underground rail to the more distant duchies and as rail lines have continued to expand throughout the kingdom, but the tunnels and mountains surrounding the city have also grown more perilous. Conflicts on the surface have stirred or emboldened things that slept beneath the earth, and miners and stevedores have come to local taverns to share tales of gravel-belching undead, spiders as big as warjacks, and other, stranger things in the dark beneath the earth.

Adventure Hook

A warehouse in Ironhead Enclave has a problem—a skigg problem. The powder-hungry vermin are an annoyance unless they consume blasting powder—at which point they become an explosive hazard. The dwarves had been using the warehouse to store blasting powder before sending it to Caspia, but a train traveling through Ironhead Station unfortunately brought skiggs with it, and now the pint-size pests are eating the blasting powder. The Rhulfolk have made several attempts to rout the beasts, but they keep coming back. The dwarves are willing to pay a pretty penny to anyone who can get rid of the skiggs—preferably *without* blowing the whole place sky-high.

FHARIN

The capital of the Duchy of the Eastern Midlunds, the once-thriving city of Fharin has the historical distinction of having

been the home of the first sparks of the rebellion against the Orgoth. The Eastern Midlunds' abundant farmland provides much of the food that the rest of Cygnar relies on, but the region has recently acquired a more sinister reputation. Fharin was once home to Lord Alain Runewood, the ruler of the duchy and a staunch ally of the throne. In the days before the Battle of Henge Hold, Lord Runewood revealed himself to be a traitor in league with the infernals.

Before King Leto split the Midlunds into four separate duchies, the entire region had been controlled by the Laddermore family, and for years the family's patriarch—Fergus Laddermore, Archduke of the Southern Midlunds—had been working to restore their ancestral claim on the region. In doing so he worked tirelessly to erode Runewood's position in the Eastern Midlands with the goal of placing one of his own family members in command of the region, little realizing Runewood's own secret affiliation with infernal powers. Archduke Laddermore's plans ultimately came to fruition, but not quite as he had hoped. His daughter, Katherine Laddermore, had distinguished herself on the fields of battle as a Storm Lance, and she was chosen to replace Runewood as lord of the Eastern Midlunds. Katherine Laddermore is loyal to the Crown before her family, and her appointment is considered to be a check on her father's ambitions.

With no mayor having been appointed to Fharin in more than a decade, Duchess Laddermore moved into the old mayoral estate in town, not far from the imposing Corben Cathedral, which was built in honor of the ascendant of the same name who saved the region from the rip lung plague in 102 AR. Working closely with the Church of Morrow, the duchess has tried to bring life back to the city while controlling the criminal elements that have run rampant since the Claiming. She has been fairly successful thus far, although there are still plenty of gangs who dominate certain territories not far from the railyards.

An important stop along the railway line from Caspia to Bainsmarket, Fharin is famous for its markets, and even today there is no better place in all of Cygnar to buy fresh produce. Despite this abundance, there is something haunted about the city, which saw its population decimated by infernals during the Claiming. Many of Fharin's buildings remain empty even though the trains still run as often as they ever did.

Adventure Hook

Lord Alain Runewood's Canterwell Estate lies to the north of the city, and its lands, woods, manors, and stables have lain empty these past five years. In the absence of any human activity, rumors about the tumbledown structures and eerie groves have spread far and wide. Orwick Gove, an agent of the Strangelight Workshop, has traveled all the way from Corvis to investigate the estate, but he could use a little extra muscle in case something more substantial than the ghosts of the past haunt its halls and grounds.

CORVIS, CITY OF GHOSTS

Situated at the confluence of two major rivers, Corvis is a city of contradictions. On the one hand, it is one of the few major municipalities built during the Orgoth Occupation; on the other, it is, perhaps ironically, the site of the Corvis Treaties, which marked the end of Orgoth rule. It is both the birthplace of the modern Iron Kingdoms and also a city mired in the past, much like it is mired in the swampy lands that surround it.

When deposed king Vinter Raelthorne IV led an army of skorne against Cygnar in 603 AR, he brought them first to Corvis, where he circumvented the city's defenses and subjected its populace to the lash of the skorne paingivers. His grip on the city may have provided the skorne—and Vinter himself—with a foothold to take much of the nation had not the young sorceress Alexia Ciannor, who had previously marched an army of the dead against Corvis during the Longest Night, returned and thwarted his plans.

When Khador overran the defenses of Northguard and invaded the Thornwood in 607 AR, the 2nd Division of Cygnar's First Army was stationed in Corvis. Despite the cessation of hostilities between the two fractious nations—at least for the time being—a large standing army is still garrisoned in the city, which has become the center of political power in the Duchy of the Northern Midlunds.

Corvis University is located in a sprawling estate in the city's eastern district, and the students who walk the halls of the school's aged buildings study everything from astronomy to extraordinary zoology. In the years since the Claiming, new teachers have arrived to replace faculty lost during the infernal invasion, bringing with them teachings gleaned from Thamarite lore and Cyrissist scientific principles. With so many souls having left Caen for distant Cyriss, interest in astronomy has grown significantly, and the university's observatory has had a considerable number of visitors in the past five years.

The City of Ghosts is overcast and rainy ten months out of the year. It is one of the few places in western Immoren where Orgoth architecture can still be seen in everyday buildings, but it is also forever sinking into the mire upon which it was built, forcing engineers to construct new layers of the city as the old ones sink beneath the ground. This plight is exacerbated by the natural cave system that exists beneath the bedrock below the city streets, cut by the waters of the Black River. This undercity has expanded over the years, including during the Orgoth Occupation, when thousands took refuge beneath the city for generations. As such, whole city blocks exist beneath the streets of Corvis—some lit by gas lamps and others dark and forgotten, at least by their human inhabitants.

Corvis was crowded years ago when fighting raged along Cygnar's northern border, but the old saying that the dead outnumber the living in the City of Ghosts likely rings truer today than it has in decades. Rebuilding has taken place on a massive scale throughout the nation, but the cities of Caspia and Ceryl have received the lion's share of the attention, leaving Corvis to sink once more into the shadows of the past.

Adventure Hook

Alanna Denby is a student at Corvis University and a Thamarite, although she doesn't advertise that fact. Her younger sister, Caylan, recently came to study there as well. Unfortunately, Caylan took an archaeologist's interest in the undercity beneath Corvis and has disappeared into the catacombs. Alanna has made a couple of trips into the safer parts of the undercity but has not found any sign of her sister. She's hoping to find someone willing to go deeper into the tunnels and bring her sister back alive.

WIDOWER'S WOOD

The swampy forest to the north and east of Corvis enjoys a sinister reputation that has clung to it for centuries. Nearly a thousand years before the rebellion against the Orgoth, these dank woods were home to the Thamarite who would become Scion Lukas, a sadistic mass murderer whose name strikes fear even into those who worship the Dark Twin.

Today, Widower's Wood is home mostly to locals of primarily Morridane descent whom outsiders call "swampies." They share the woods with numerous swamp gobber tribes, as well as gatormen, bog trogs, bogrin, and even croaks. Unfortunately for them, they also share the murky domain with tatzylwurms, swamp shamblers, necromantic bone swarms, and the ravenous swamp horrors that lurk in the depths of the forest's least accessible regions. Even in the years prior to the Claiming, the swampy mire of Widower's Wood made the region all but impossible to settle more thoroughly or build upon. Today, even the trollkin kriels who live in the area tend to steer clear of the fetid forest's dark interior.

Adventure Hook

Blake Dromore, an alchemist of the Order of the Golden Crucible who works in Corvis, needs a particularly difficult-to-obtain ingredient for an experimental brew that he's working on—a gland extracted from a fog drake. The deadly drakes are easy enough to find, but subduing one is not a job to be taken on lightly, and Dromore is willing to pay well to anyone who can pull it off.

THE TOMB OF LOST SOULS

To the south of Corvis, in the midst of the treacherous Dragonspine Peaks, lies an ancient tomb that has played a significant role in the region's more recent history. As the story goes, more than three hundred years ago, King Malagant the Grim and the Church of Morrow called upon an army of honorable mercenaries known as the Eternals to defeat the Tharn barbarians that plagued Cygnar's northern borders. Although the Eternals enjoyed a series of great successes, they ultimately fell prey to betrayal and trickery in the Dragonspine Peaks. The Cygnaran knights who had accompanied them into the mountains arrived too late to save their comrades-in-arms but were visited by a host of archons and heard the voice of Morrow himself, who told them to take the bodies of the fallen to a place in the mountains where a tomb had been prepared befitting their sacrifice.

"The fallen legion will rise again to keep the forces of darkness at bay," Morrow told them, and the devout knights did as they were bidden, laying the bodies of the dead warriors to rest in the tomb, the location of which was lost in the centuries that followed. Then, in 603 AR, Alexia Ciannor used the Witchfire to raise what had become known as the Legion of Lost Souls, leading them in battle against Vinter IV and his army of skorne invaders and routing them from Corvis.

More recently, a holy archon of Morrow roused the Legion of Lost Souls once more and led them to fight against the infernal invaders. In the days since, the tomb has become rather famous, although its remote location has resulted in few visitors. Those who make the trek find the door sealed once again, guarded now by two massive statues of twin warriors carved into the face of the cliff itself.

Adventure Hook

Phineas Millward, a Cyrissist from Corvis, has uncovered records from the events surrounding Vinter IV's attack on the city. One such record mentions an unusual mechanikal weapon that a wizard had attempted to use to open the Tomb of Lost Souls. Millward believes that the farrow who inhabit the peaks may have taken the weapon and broken it into parts, but he hopes that enough of these parts might be recovered to give him some idea of how the device functioned.

THE GNARLS

The Western Midlunds is the largest of Cygnar's nine duchies but also one of the most sparsely settled. This lack of population is not surprising when one considers the large stretches of inhospitable mountains, including the Upper Wyrmwalls and the Watcher Peaks, as well as the vast swaths of dense forest known as the Gnarls. Lying along the shores of the Dragon's Tongue River, much of the Gnarls has been engulfed in kudzu, which overtakes not merely the trees and other natural features, but also any structures that aren't regularly cleared off. Despite this, the woods have long been a draw for the inhabitants of the Western Midlunds, due in no small part to their rich bounty of timber.

Trollkin outnumber Cygnaran soldiers in the duchy, and in the days before the Claiming, lumber camps attempting to work the Gnarls frequently clashed with local trollkin kriels, bogrin tribes, and other threats from the depths of the forest. Since the signing of the treaty between Cygnar and the United Kriels, however, the trollkin, who have returned to the Gnarls in ever-larger numbers, have grudgingly accepted lumberjacks and other expeditions into the dense woods, provided that the humans practice good husbandry of the land. These days, travelers in the more rural areas of the Western Midlunds are as likely to come upon a bustling trollkin village built in the traditional style as they are a fortified human town, and the Sunbright Yeomen—highly skilled rangers who operate out of Fort Whiterock, the duchy's capital—have allied with the local trollkin kriels and

even accepted several trollkin scouts into their ranks. This alliance has led to an explosion in the production of timber, which is in high demand throughout the kingdom as Cygnar rebuilds on numerous fronts. But the increased activity in the Gnarls has also stirred up denizens of the deeper woods, sometimes with violent results.

Adventure Hook

A relief team recently journeyed to a lumber camp in the Gnarls only to find it deserted and its buildings covered entirely in kudzu, seemingly overnight. The superstitious lumberjacks refuse to return until someone goes in and clears out whatever "witchcraft" caused the disappearance, which the lumber bosses suspect may be a blackclad of the Circle Orboros living deeper in the dense woods.

POINT BOURNE

Located at the most turbulent point along the mighty Dragon's Tongue River, Point Bourne is known for an ingenious series of locks that allows ships to travel up and down the waterway. Originally built before the Orgoth Occupation, these locks have been continually rebuilt and maintained throughout the years, and they help give the city its unique character.

Besides the locks, Point Bourne is dominated by its proximity to several massive waterfalls. The roar of these falls can be heard throughout the city, and a perpetual prismatic mist floats through the air, especially over the Garden District, which makes Point Bourne home to numerous rainbows—and lots of very slick cobblestones.

Point Bourne is divided into quarters that correspond to the city's changing elevations. The High Quarter lies on the shores of Lake Thornmere. Despite its name, this is the poorest portion of the city, home to the fisherfolk who cast their nets on the nearby lake. The Falls Quarter, where the sound of the waterfalls is loudest, was previously the site of a vast military proving ground. Today, it still holds a significant garrison of Cygnaran troops, as well as the newly built city hall and offices of regional government. The Garden Quarter below the falls is noted not only for its artists

Deepwood Tower

At one time, this fortification, which sits on a hilltop and reaches high enough to look across the canopy of the surrounding forest, was a companion to the nearby regional capital of Fellig, but today it serves a different purpose. With Fellig now a part of Ord and the walls of Northguard still in ruins after clashes with Khadoran forces, Deepwood Tower is now the northernmost of Cygnar's strongholds.

The soldiers stationed here still frequently spend their leave on the other side of the border in Fellig, but Deepwood Tower is seen as a less-than-desirable post, even if the border has been quiet since the Claiming. Soldiers stationed at the tower sometimes report seeing strange lights in the ruins of Northguard, although daytime patrols have thus far found nothing.

and crafters, but also for the constant mist from the falls, which keeps the gardens of the quarter vibrant and green. By contrast, the Downbelow is home to the city's best inns and taverns, as well as the estates of the city's nobles. It is also the site of the former city hall, which has since been moved to the Falls Quarter.

During the Khadoran occupation of the beleaguered Duchy of Northforest, Fellig—the previous regional capital—fell under the control of Ordic mercenaries, and it remained under their control when new borders were drawn in the wake of the Claiming. In the intervening years, Point Bourne became important as a significant mustering point for troops and the de facto seat of Cygnaran power in the region, and so it has remained during the years of reconstruction.

Lord General Olan Duggan, a noble of Morridane descent and comparatively low birth, was the previous Duke of Northforest, and he distinguished himself greatly in numerous battles along the war-torn front lines. In the political turmoil that followed the Claiming, however, King Julius caved to pressures from within the Royal Assembly and named Connor Cathmore—the young son of Earl Hagan Cathmore, who had perished in the clashes with Khador—the new Duke of Northforest. Since moving his seat of power from the ancestral Cathmore lands, which had been devastated by the Khadoran occupation, the young duke has overseen the duchy's affairs from Point Bourne's Falls Quarter, where he is advised by his widowed mother and several high-ranking members of the Cygnaran military.

THORNWOOD

In ancient times, the Thornwood was the dark heart of the kingdom of Morrdh, and the land has never recovered. Cursed ruins still lie in the forest's depths, and strange things haunt the Thornwood that exist in no other place on Caen.

In 510 AR, at the onset of the First Thornwood War, Khador's King Vygor led an army of hundreds of soldiers and warjacks into the forest, cutting a miles-wide swath through the woodlands that eventually stretched more than two hundred miles. This path of devastation later came to be known as the Warjack Road, and its scars are still visible in the depths of the Thornwood. In the years since, as the Khadoran and Cygnaran armies sporadically clashed aboveground, the forces of Cryx infiltrated the land beneath the forest and extracted the area's rich bounty of necrotic energies. They left behind several abandoned necrofactoriums and immense, ruined laboratories from which twisted abominations sometimes still emerge. As if this were not bad enough, the already marshy ground of the Thornwood grows even swampier to the east until it becomes the vast, damp expanse of Blindwater Lake, home to the largest and deadliest congregation of gatormen known on the continent.

As a result of these threats and many others, the area around the Thornwood was sparsely populated even before the Claiming, at least by humans. Numerous trollkin kriels who had been forced out of their more desirable ancestral grounds by the encroachment of human cities and armies made their homes in the Thornwood before being displaced by war once more. Today, following the signing of new treaties between Cygnar and the United Kriels, many trollkin have attempted to resettle this vast wilderness. These trollkin trade openly with their Cygnaran neighbors but continue to face hardships brought on by the forest's more sinister inhabitants.

The Mercarian League

Founded as a loose confederation of trading interests in Mercir, the Mercarian League has grown into possibly the most powerful and influential trade organization in the whole of western Immoren. With agents in every hall of power in Cygnar and beyond and members among the aristocracy, the Mercarian League has its fingers in just about every piece of significant trade that comes through most of the ports along the Meredius. It directly controls much of Zu under a Cygnaran charter and for a time claimed a virtual stranglehold on both the exploration of that distant land and the import of exotic goods from Zu into western Immoren.

Adventure Hook

Both the Order of Illumination and the Strangelight Workshop are interested in investigating the ruins of Northguard, but both organizations are stretched a bit thin at the moment. Their agents in Corvis would be more than willing to farm out the operation to a trusted mercenary group. Clearing the ruins of any lingering spirits or other malfeasants would be tactically important to the Cygnaran military, which could then work to repair its northern fortifications against any future Khadoran advances.

MERCIR

Remote and difficult to reach by land, Mercir has nonetheless become one of the most important port cities in western Immoren. A major trade hub and the headquarters of the powerful Mercarian League, Mercir is also the closest city to the Great Cygnaran Observatory, which sits high in the nearby Wyrmwall Mountains, and it is home to a significant lodge of the Order of Wizardry.

Even before the Claiming, these two factors made Mercir a tempting home for Cyrissist cultists, and many Cyrissists have openly relocated to the city since the Sancteum's proclamation of religious tolerance. In Mercir, these inquisitive folk make extensive use of the observatory and work with the arcanists of the Order of Wizardry to craft new methods of navigation, often heavily funded by members of the Mercarian League.

More recently, Mercir has become an important link in the construction of King Julius's new army and much of the know-how behind the storm chambers that power all of Cygnar's new 'jacks comes from the peninsula. Mercir's wizards were already well versed in weather magic thanks to the demands of the Mercarian League, and the influx of Cyrissist technology has facilitated Mercir's development of exciting new advances in storm chamber engineering for manufacture elsewhere.

HIGHGATE

If Mercir is the most important commercial city in southern Cygnar, then Highgate is the region's most vital military outpost. Originally founded as a lookout point along the Broken Coast, the port has a unique and ingenious way of protecting ships from pirates and Cryxian raiders: it literally hoists them out of the water and dangles them from huge cranes built into the cliffside.

Clinging to the cliffs like a barnacle to a ship's hull, Highgate has expanded considerably over the years, and it is now the center of Cygnar's southern naval might and one of the nation's most significant military strongholds. As a result, Lord General Vincent Gollan, who oversees the naval base at Highgate, is one of the most important men all of Cygnar. Closely allied with the Church of Morrow, Gollan holds the rank of Senior Knight of the Prophet and was recently elevated from earl to duke in recognition of his service in the battles against Cryx that preceded the Claiming. There are those who say that Gollan, rather than Duke Waldron Gately, should be the ruler of the Duchy of Southpoint, but for his part, Gollan is more concerned with the dangers of the Broken Coast than with matters of court.

Gollan's unique position also puts him in charge of one of Cygnar's most unusual knightly orders: the Knights of the Highgate Vigil. Eschewing the heavy armor often associated with knightly orders, the Knights of the Vigil more closely resemble rangers or road wardens than what most would consider knights. Tasked with the vital duty of keeping a weather eye on the Broken Coast, the members of this order are ever alert for any sign of Cryxian movements. This means more than just watching the waters, however; it also means mixing among the pirates and merchant sailors of Mercir and Clockers Cove in order to root out Cryxian infiltrators and, more recently, pockets of infernalist holdouts.

Adventure Hook

Members of the Highgate Vigil have become increasingly concerned about reports of barbarian tribes living high in the Wyrmwall Mountains near the city. Touched by the blight of the dragon Blighterghast, these cannibalistic and bloodthirsty clans have been stepping up their raids of outlying settlements and overland caravans. The knights recently received reconnaissance suggesting that several of these tribes had united under a powerful leader, and they've decided to put together a deep strike team to eliminate the threat before it can grow more powerful.

CERYL, THE CITY OF WIZARDS

The second-largest city in Cygnar, Ceryl was once the capital of the kingdom of Thuria, and it remains an impressive sight, especially for the many travelers who first arrive here by ship. Built upon the hillsides rising from the waterfront, the city is like a mountain made of buildings, constructed street by street and layer by layer.

Home to a long arcane tradition, Ceryl is the headquarters of the former Fraternal Order of Wizardry. In the spirit of

Cygnar's new policy of greater tolerance—and against the wishes of many of its older members—the Order has been encouraged to drop the word "Fraternal" from its name and to begin accepting female members. Only in the last year did the first such members of the newly restructured order attend its home base in the imposing building known as the Stronghold in Ceryl. In addition to the Order of Wizardry, Ceryl is home to significant branches of both the Order of Illumination and the Order of the Golden Crucible.

Visitors to the City of Wizards are encouraged to take advantage of the city's innovative cable cars, which run the length and breadth of the metropolis. A "day ticket" costs only three crowns and allows riders to hop on any passing car to whisk them anywhere in the city they want to go.

Over the last few years, the Crown has increased its efforts to connect the old Thurian capital with Caspia via rail. Similar projects have met with failure in the past, but King Julius and his advisors believe that the aid of the trollkin of the United Kriels will allow them to succeed where others have floundered. Construction has already begun on the proposed line, which would run from Point Bourne through the Gnarls, and track has already been laid at both ends, with plans to meet in the middle. Numerous rail workers have poured into the region around Ceryl to work on the new line, including a large influx of Rhulfolk and ogrun. These efforts have been helped along by the trollkin kriels, who work as advisors and laborers while also ensuring that the construction inflicts minimal damage upon the surrounding ecosystems.

HENGE HOLD

The "hanging stones" that gave this ancient site its name had been pulled down and used to build some of the first Orgoth strongholds in western Immoren long before the great battle that took place here against the infernals. So sinister is the reputation of this primeval ruin that some Cygnarans resisted plans by the Crown to construct a monument here commemorating those who lost their lives during the Claiming. The monument that was eventually erected at Henge Hold was designed by architects from Ios, Rhul, Llael, and Cygnar and was built to mirror the gate that carried so many souls to safety on distant worlds. Although this enormous memorial is considerably smaller than the actual gate, it nevertheless towers above the pilgrims who come to pay their respects here, reminding them of their own insignificance in the face of such devastating loss. The pillars of the monument itself are engraved with the names of heroes who perished in the battle, including those from Cygnar, Khador, Ord, Llael, Rhul, and beyond. The names of others who fell during the Claiming or were ferried through the gateway to Cyriss are carved onto smaller stones that dot the landscape around the monument, and those who come to mourn here often leave flowers, stuffed toys, and other small trinkets near the names of lost loved ones.

The Strangelight Workshop

Perhaps the oddest organization to make its home in the City of Wizards, the Strangelight Workshop specializes in investigating and handling hauntings and other unusual phenomena. Its agents are trained in both arcane lore and scientific observation and are equipped with a variety of specialized mechanikal apparatuses designed to aid them in their unique calling. According to the organization's representatives, hauntings have been on the rise since the Claiming.

During the Claiming, Strangelight Workshop agents discovered myriad secret societies brokering alliances with the infernals. Believing the infernals' victory was certain, these societies sought to evade oblivion with last-minute pledges to the infernal masters.

While the armies of western Immoren defended their nations, the Strangelight Workshop waged their own shadow war against these hidden groups. Even in the aftermath, Strangelight agents seek out any remnants who might have sworn their souls to the infernals in those last and darkest days. The Workshop has branch offices in several cities, including Corvis, Point Bourne, and Mercir.

KHADOR

Vast, combative, and possessed of an unquenchable nationalist fervor, the empire of Khador has been at the heart of most of the conflicts that have rocked the Iron Kingdoms over the past six centuries. It has also suffered more than most other nations—first at the hands of the Orgoth, and then during the Claiming. As the infernals swept into Caen, highly placed members of the Khadoran court revealed themselves to be infernalist traitors. Infernal monstrosities reaved through the citizens of many Khadoran cities, and not even the Imperial Consort was safe from their predations.

Although modern Khador dates back only to the signing of the Corvis Treaties, the people of this harsh and wintry region trace their history much further into the past: to the horselords who ruled the human tribes who made this land their home in ancient times, to the Khardic Empire of the Thousand Cities Era, and to the Menite missionary Geth, who first brought his faith to the peoples of the north centuries ago. Hardy people born of an unforgiving climate, Khadorans are justly proud of their nation's history and accomplishments, even though many of those achievements have come at the expense of their neighbors. Battle is a way of life in Khador, just as it has been since the time of the horselords, and military service is mandatory. Citizens of the "softer" kingdoms to the south might see such demands as onerous or even tyrannical, but Khadorans view this service as part of what binds their nation together, and most sons and daughters of the Motherland serve their time in the Winter Guard gladly.

Khador's history of military conquest and martial excellence may be proud, but much of it is as dark as the northern winters. The kings and queens of Khador have long counted their share of witches and necromancers among their number, from Queen Cherize the Cunning to the reviled Ivan Vladykin. During the Claiming, the Great Princess Regna Gravnoy, ruler of one of Khador's most forbidding territories and known as the "Winter Queen" to her subjects, revealed herself to be among that number.

As it turned out, Gravnoy was only the foremost member of Empress Ayn Vanar's court who had allied with the infernals. Many others of lesser stations had also pledged allegiance to the inhabitants of the Outer Abyss, trading loyalty to their fellow Khadorans for the promise of increased power. The revelation of these infernal traitors in the highest ranks of the government threw all of Khador into disarray, and the empire suffered a major decline in the years following the Claiming. Worker strikes were put down with brutal military suppression, and the empress struggled to hold on to her power in a fractured court. To do so, she appealed to two things that had always unified the Khadoran people: love of the Motherland and military conquest. As other nations enjoy a renaissance of technology and culture, Khador prepares once again for war, and the empire has cast its eyes not only on the kingdoms to the south, but even to lands beyond western Immoren's shores.

GOVERNANCE

All the nations of western Immoren are ruled by monarchs, but few exert as much unbridled command over their people as Empress Ayn Vanar. In Khador, all power flows

downward from the throne, and beneath the empress, the nation is divided into seventeen provinces known as *volozkya*, each of which is ruled by one of the great princes. These individuals hold considerable political power and trace their lineage back to the Khardic Empire or even the horselords who came before.

Known for both her benevolence and her severity, the empress is beloved by her people and seen as the Motherland's "Prime Daughter"—a personification of all that Khador represents to her citizens. In the wake of the Claiming, however, Ayn Vanar's power has been challenged as never before. In response, the empress has shown herself capable of being as ruthless as she is benevolent in order to hold on to her birthright and that of her young son, born shortly after the defeat of the infernals at Henge Hold. Strengthening the police powers of the Greylords Covenant, she has swiftly and mercilessly quelled political and social unrest and has worked tirelessly to once again unify Khador's people beneath the banner of her popular nationalistic policies. She has also empowered her agents to root out infernalists and any other traitors within her court. Not even the families of the great princes have been immune to the scrutiny of the Motherland's occult agents.

Although trade with other nations ostensibly flows freely throughout Khador, the nation's borders remain the most formidable in western Immoren, and those who wish to travel to the northern empire had best have their travel papers in order.

SOCIETY

Even though most Khadorans remain implacable in their love of the Motherland, many found their faith in the empire shaken in the aftermath of the Claiming. Whereas peace has reigned over much of the rest of the Iron Kingdoms in the years since, Khador has dealt with waves of violent social unrest that have been put down with even greater violence. Empress Vanar has delivered a clear message of Khadoran unity and solidarity and a return to the ideals of the Motherland—by force, if necessary.

Prior to the Claiming, the Khadoran government had largely stayed out of the day-to-day lives of its citizens, and many Khadorans living in the small villages on the fringes of this vast, often trackless, and ethnically diverse empire had kept to the old ways. Many Umbreans in the east practiced folk rituals and customs that predated the formation of the Khardic Empire, while the Skirovs and Kossites adhered to the traditions of their old faiths. Although the Morrowan faith had long been the official religion of the state, Khador was always home to a massive population of Old Faith Menites who worshipped much as they had since the days of Geth.

Khador was hit much harder by the Claiming than its neighbors were. Many of the realm's heroes perished in the fighting, including the empress's royal consort, Great Prince Vladimir Tzepesci. Resources that could have helped rebuild crucial infrastructure or eased the burden on those left behind have instead been directed toward modernizing and expanding the empire's military might. While the other Iron Kingdoms made headway on rebuilding their damaged nations, in Khador such efforts advance at a glacial pace.

The Kayazy

Empress Ayn Vanar and the great princes hold the reins of political power in Khador, but a new addition to the political landscape has arisen in recent years: the *kayazy*, merchant families whose wealth makes them politically significant and places them between the lower tiers of society and the nobility. The kayazy are often associated with criminal enterprises and the bratya gangs that influence trade throughout the nation, but just as many of their number owe their fortunes to legitimate business ventures.

Always eager to further their own lot, the kayazy have become important players in Khador's political maneuverings even though they don't technically wield the political might of the great princes. In the days of turmoil and unrest that followed the Claiming, those kayazy who knew how to make the most of a bad situation increased their wealth and power considerably, while those who found themselves on the wrong side of the empress disappeared in the night without a trace.

GEOGRAPHY

Khador is not a gentle mother to her people. The land provides its bounty grudgingly, and much of the nation is made up of frozen tundra, untamed forest, and rugged peaks where only the hardiest souls can survive. The already substantial difficulties of these harsh environs are exacerbated by the claims of the many northern trollkin kriels that call these remote regions home. These fierce warriors are quick to take up arms against outsiders and frequently raid nearby Khadoran settlements, whether in retaliation or as a warning against further intrusion.

Despite this grim way of life, Khadorans would not love their Motherland so fiercely were she gentler, and the northerners take great pride in being formed from sterner stuff than their southern neighbors. Spanning many hundreds of miles—from the Khardic Sea and the Shard Spires in the north all the way down to Port Vladovar, the Gallowswood, and parts of what used to be the kingdom of Llael in the south—Khador encompasses a bountiful variety of different environments, although most outsiders see it as a land of perpetual winter and darkness.

The southern steppes of Umbrey, Khadorstred, and other regions are not only generally more temperate than most of Khador, but also dotted with scattered forests and riverlands. Among the most notable geographic features of this region are the massive Shattered Shield Lakes, which protect the capital city of Korsk. Most of this southern portion of Khador is heavily connected by rail lines that run outward from Korsk and extend even outside the nation to Merywyn in Llael. These lines were improved and expanded during the Khadoran occupation of Llael, and today the trains run regularly to and from Merywyn to Khadoran Laedry and the capital city of Korsk.

North of the Bitterrock River, which flows from the Gravewater in eastern Khador to the Meredius in the west, the terrain becomes increasingly forbidding, and the weather

grows ever colder with each mile traveled north. No rail lines run here, and those who travel these harsh lands must trek overland or steer sturdy barges up icy rivers. The coniferous trees of the Scarsfell Forest cover much of this land, and much of the rest consists of soaring mountain ranges that run all the way to the Blackice Mountains at the roof of the world and into the dwarven kingdom of Rhul to the east. Settlements are few and far between here, but those who dwell in this foreboding region continue to eke out a living even in the most unforgiving of environs.

KORSK

The beating heart of Khador, the capital city of Korsk is as stern and as grand as the ambitions of the nation that constructed it. The city's center is dominated by the imperial Stasikov Palace, which was built from colossal black stones left behind by the Orgoth Scourge and shaped into Khador's national symbol: a fortress with a mighty tower at each vertex, the anvil upon which the entire nation is shaped. A city within a city, the palace is home to thousands of scribes, bureaucrats, soldiers, and aristocrats who are constantly carrying out the empress's orders and vying for her attention, and it is surrounded by dozens of estates belonging to both the Khadoran nobility and the wealthiest kayazy.

Each of the great princes has a home here, although the princes themselves are seldom in attendance. Flags fly from seemingly every edifice, and the immaculate streets ring with the pomp and circumstance of frequent military parades. Next to the palace itself, the largest building in the city is the low, sprawling edifice of the Strikoya, the headquarters of the Greylords Covenant. Serving as both the research and development arm of the Khadoran military and the nation's premier intelligence service, the arcanists of the Greylords Covenant are free to engage in secretive research into dangerous occult subjects that would result in their execution if they were practiced anywhere else.

Although the occult experiments of the Greylords Covenant have been somewhat curtailed—or driven even further underground—in the aftermath of the Claiming, the organization has found its police powers growing exponentially in a more paranoid empire, and its intelligence-gathering operations have expanded considerably in recent years. As such, the Strikoya is always bustling with the comings and goings of agents, operatives, scribes, and informants.

Prior to the Claiming, several Nyss shards took refuge in the Cathedral of Katrinska, located just outside the palace walls. Some chose to stay on after the Battle of Henge Hold and live in the cheap and often crime-ridden Zerutsk quarter—on the shores of Great Zerutsk Lake—where the skies are blackened by constant smoke from the forges that produce Khador's engines of war. Here these Nyss dwell alongside the city's ogrun and trollkin populations, as well as a self-contained Rhulic community known as the Korsk Enclave.

Adventure Hook

Someone or something has been preying upon the Nyss who make the Zerutsk quarter their home. There have been unexplained disappearances from among the resident shards, and the local constabulary seem uninterested in helping, chalking it up to the nomadic Nyss simply wandering off. The Nyss elders would appreciate any help in conducting an investigation, but investigators should tread carefully in order to avoid tangling with the notorious bratya who run the quarter's slums.

Adventure Hook

An old woman from an isolated settlement in the Wolveswood north of Ohk has come to ask the Paladins of the Khadoran Order of the Wall to protect her village from what she says are dark spirits that emerge from the woods at night. The order is willing to send a single paladin to investigate, but the paladin could certainly use an escort.

ULD VROGGEN

On the shores of Great Zerutsk Lake, just a short distance by rail from the capital, a scar mars the face of the Khadorstred volozk: a blackened ruin that was once the capital of the Orgoth empire. As the Orgoth withdrew from the lands, the site was devastated by the Scourge, and it has remained a dangerous ruin to this day. The land is said to have been blighted by the terrible acts committed here during the Orgoth's rule, and nothing wholesome grows amid the fallen black stones carved with the leering faces of Orgoth statues.

The major rail line from Korsk runs to the nearby fishing town of New Vroggen, whose canneries fill the air with the stink of dead fish, a powerful stench the locals still prefer to any reminders of their city's dark namesake to the north.

KHARDOV

A vital industrial center and the seat of power for the Khardoska volozk, the city of Khardov sits atop a hive of former Orgoth mines, many of which were collapsed during the Scourge with slaves and taskmasters still inside. Today, mining for coal and iron continues beneath the city streets, and new shafts sometimes open onto older chambers filled with the bones of the dead, if not something worse. Each time that happens, the mine is temporarily sealed, and the Greylords Covenant takes over until the tunnels have been cleared of any potentially dangerous (or useful) contents.

Because of the rich Orgoth troves that still remain beneath Khardov, the Greylords Covenant has a significant presence in the city, which is ruled by Great Prince Aeniv Rolonovik, who is also obavnik of the Greylords, one of the order's highest ranks. The organization's stronghold lies in the shadow of a nameless Orgoth keep spared for unknown reasons from the devastation of the Scourge. This structure towers over Khardov's industrial quarter and has remained sealed since the Orgoth's departure.

Adventure Hook

Andrei Tirov, an ambitious member of the Greylords Covenant, believes that a deeper study of Orgoth relics will help strengthen the Khadoran military. Since the infernal invasion, however, exploration into such dark arts has been unpopular at court. Working through the local bratyas, Tirov wants to hire a team to break into the unnamed Orgoth keep and return with evidence that will prove his point.

On days when the wind is weak, much of Khardov is blanketed with a thick and toxic fog formed from the combined smoke and effluvium of the city's industrial and alchemical districts. Most Khardovites go out in this haze only if they must, and they will not do so without protective goggles and cheesecloth masks. Despite these safeguards, life expectancy is notably shorter in Khardov than in many of the empire's other cities. Khardov's terrible working conditions have long made its laborers prone to unrest, and it has been the site of numerous worker riots in the years following the Claiming. All these uprising have been put down violently, either by the *olcheniy* mercenaries who serve the city's industrial concerns or, more recently, by soldiers of the Winter Guard.

Adventure Hook

A plant that manufactures alchemical blasting powder for the Khadoran Army has recently been the target of several sabotage attempts. The *olcheniy* believe it is the work of the local labor unions. The union claims ignorance but fears a massive crackdown from the military and has offered a reward to anyone who can find the culprits before the Winter Guard are called in.

The Khadoran Order of the Wall

The oldest order of Menite knights, the Order of the Wall has always had a strong presence in Khador. This is hardly surprising, as the principles of the Old Faith are closely aligned with those of the order, in contrast to the more zealous doctrines of the Protectorate of Menoth. Based out of a great monastery near the palace in Korsk, the Khadoran Order of the Wall has seen its membership swell in the years since the Claiming thanks to new recruits taken from among the orphans left behind by the conflict, and the Khadoran Old Faith has gained fresh converts from both disillusioned Protectorate Menites and those who have witnessed the horrors of the infernals firsthand.

In addition to training new recruits, the order has been tasked with rooting out and destroying remaining nests of infernal corruption within the empire. Whereas the Greylords Covenant investigates more insidious threats and larger cults, the Order of the Wall is often called upon by those of the Old Faith to help small villages on the fringes that might otherwise be ignored.

HELLSPASS

Once a simple city home to only a few thousand souls, Hellspass was the seat of power in the Gorzytska volozk, ruled by the Great Princess Regna Gravnoy. The city was devastated by infernal predation when Gravnoy revealed her true allegiances to the dark powers. The Gravnoy family was subsequently stripped of its land and titles, and control over the volozk has passed into military hands, overseen from outside its borders by appointees within the city of Skirov until such time as the empress appoints a new ruler.

The city is still recovering from both the Claiming and Gravnoy's treachery. Those who still live in Hellspass do so primarily to work the area's many mines, which the empire relies on for metals crucial to its military efforts. Prior to the

Claiming, work had begun on a rail line to connect Hellspass to Skirov and, subsequently, the rest of the empire, but work on laying new track has been slow thus far.

Because they are situated far from the capital, the people of Hellspass have come to rely heavily on the Rhulic mercenaries who were already working in the region, and close bonds have formed between the local Khadorans and the Rhulfolk who share their borders. The Khadorans who dwell here are content to leave the old city to its ghosts, but the remaining ogrun of Hellspass still have concerns.

Adventure Hook

Beneath the simple stone buildings of the now-depopulated city lie vast catacombs where the ogrun traditionally buried their dead. The entrances to these sacred chambers, built by the Rhulfolk in ages past, were mysteriously collapsed during the Claiming, and the remaining ogrun and their Rhulic allies are concerned that infernalists may have defiled some of the catacombs. If some brave souls are willing to investigate, the ogrun are ready to make an exception to the rule that only their people are allowed into the hallowed depths.

SKIROV, THE CITY OF CHAINS

The city of Skirov is a growing power in northeast Khador. It is famous—or infamous—as the home of Khador's largest labor prison, the Skirov Khardstadt. After the Winter Queen's betrayal, control of the neighboring Gorzytska volozk was passed to military leaders in Skirov, although some whisper that the bratya gangs actually control the region and that they, in turn, answer to Great Prince Neplakh Vanar, the "Iron Prince," who rules from Porsk to the south. With Great Prince Igor Noveskyev dead these past three years and the volozk of Noveskyev paralyzed by internecine squabbles among the counts and Noveskyev's many heirs, there are even rumors that the Iron Prince has designs on claiming his northern neighbor's territory as his own.

As the northernmost point on Khador's extensive rail line, the City of Chains has recently begun laying track toward the east as part of a plan to eventually reach the mines around Hellspass and the Rhulic borders beyond. This work, along with the mines that already stretch into the foothills of the Thundercliff Peaks near Skirov, makes this otherwise cold and unwelcoming city a haven for non-citizen workers, including hardy trollkin and a large enclave of Rhulfolk.

Adventure Hook

The rail from Skirov to Hellspass has been constructed using prison labor from the khardstadt, and one of the workers on the chain gang—Ivan the Grey—has managed to escape. A notorious murderer who had nevertheless been a model prisoner until his flight, Ivan vanished into the Malgur Forest to the north. The local wardens lack the manpower to track him down but are willing to pay a bounty for his return, alive or dead. There's just one problem: rumors of blackclads in the forest have been growing in recent months.

PORT VLADOVAR

Port Vladovar is the southernmost port city in the empire. As the home to massive batteries of artillery aimed out to sea, as well as much of Khador's naval might, it is also one of the most important of Khador's ports. The barnacle-encrusted remains of an ancient colossal from the days of the Rebellion mark the entrance to the harbor, standing partially submerged a few hundred yards out from the docks.

Even before the relative peace that followed the Claiming, Port Vladovar traded heavily with Ord, including frequent dealings with the notorious city of Five Fingers. These days, however, any pirates who want to use the Khadoran port must tread carefully in order to avoid rousing the wrath of the Khadoran navy or the local bratyas who control much of the city's illicit trade.

To the east of Port Vladovar lies the Shadoweald Forest, a place notorious for the presence of blackclad druids of the Circle Orboros and strange beasts that often sally forth to harry the people on the outskirts of the city. Not far south of these woods sits a massive granite tomb, originally built by Tordoran foes to honor the fallen horselord Khazarak, who was laid to rest here alongside his famous black horse. Khazarak was a giant of a man who unified warring tribes and drove the trollkin from Khardic lands, and his legend was so great that even his enemies built a tomb to honor him. After centuries of neglect, the tomb was restored by Menite and Morrowan pilgrims working in tandem, as both groups revered the horselord for his bravery and faith.

Adventure Hook

During the wars that preceded the Claiming, Lord Khazarak's tomb was ransacked by Cryxian raiders. The thieves made off with several priceless relics, including a brass torch that the horselord bore with him on his later campaigns. Both Great Prince Kulver Drohzsk and the local Morrowan church have offered a substantial reward for the return of the torch, although it has been missing for nearly a decade now and could be almost anywhere.

UMBREY

Prior to the Claiming, Umbrey was a unified volozk made up of the lands of two smaller volozkya and a sizable portion of what had previously been western Llael. This tenuous arrangement was held in place largely by the combined Umbrean heritage of most of its citizens and the might of the royal consort, Great Prince Vladimir Tzepesci. With Tzepesci having fallen in battle against the infernals at Henge Hold and the child he sired with the empress expected to inherit the empire and still too young to command, the region found itself subject to new strains in the years after the Claiming, especially when new political lines were drawn as part of the treaties with Cygnar and Llael.

The former Llaelese city of Laedry is the new political center of the volozk, and the castle estate of the fallen great prince has remained empty to this day. For now, Karlof Omirov, a trusted adjutant to Tzepesci, manages the affairs of the volozk until an appropriate replacement can be found.

Situated deep in the Kovosk hills, the ancestral Castle Tzepesci was already a ruin in Vladimir's time. A maze of broken buildings and cracked streets loomed over by the forbidding castle itself, the former territorial capital has now been entirely abandoned to swarms of bogrin, dregg, and other fell creatures. There are rumors that the ruined keep and the long-dry sewers and burial catacombs beneath it are still home to treasures of the ancient Tzepesci line, but few have dared venture inside to seek these riches for themselves.

Adventure Hook

Aleksa Zavor, a minor Umbrean noble from a family distantly related to the fallen great prince, is making a bid for more political clout and hoping to use her family's connections to the Tzepesci line to increase her odds of success. She believes that the crypts beneath the old castle contain a dagger and signet ring that would lend symbolic weight to her claims, and she's willing to pay handsomely to anyone who can retrieve them for her.

Far to the south, along the edges of the Bloodsmeath Marches, sits the massive Khadoran fort of Ravensgard. Once a focal point on the front line of Khador's push into northern Cygnar during the Thornwood Wars, it stood largely empty in the peaceful years after the Battle of Henge Hold, manned only by a skeleton crew of Winter Guard. In the last few months, however, reinforcements in the form of troops and warjacks have begun arriving from Korsk, and the soldiers in Cygnar's nearby Deepwood Tower now look toward Ravensgard with concern.

LLAEL

A proud realm with a complex history, Llael has perhaps suffered more than any other nation in the Iron Kingdoms in recent years. Even before the Khadoran invasion and occupation, the kingdom experienced the sudden and unexpected death of its monarch, King Rynnard, who left behind an unclear line of succession when he perished in 595 AR. The feuding Council of Nobles quickly fell to further infighting, and shortly thereafter to cold-blooded murder. Within a few short months, virtually anyone who might have possessed a legitimate claim to the throne had been slain. Even those with no ambition for the crown were struck down, many succumbing to poison or an assassin's blade.

With no clear road to ending the conflict, Archduke Deyar Glabryn, Minister of the Treasury, assumed the mantle of prime minister, claiming that he was acting as regent until the proper succession could be determined. To many Llaelese citizens, the name Glabryn would soon become one of the most reviled in the nation's history. Even as the prime minister worked to line his own pockets and increase his power—all the while showing no signs of abdicating in favor of any monarch, legitimate or otherwise—he was secretly working with Khadoran agents to undermine Llael's defenses in preparation for the coming invasion.

In the winter of 604 AR, Khador attacked Llael in force. The war that followed was the most brutal that the citizens of Llael had ever known. The Khadorans were more than willing to slaughter defenseless noncombatants merely as an example to others, and after months of bloody conflicts and protracted sieges, Prime Minister Glabryn announced Llael's surrender in 605 AR.

Adventure Hook

Believing himself more important to the Khadoran cause than he actually was, Prime Minister Glabryn was either slain by his Khadoran superiors or forced to flee in the night. Some members of the former Llaelese Resistance believe he survived, and although the Llaelese crown has put an official price on Glabryn's head, certain former Resistance members would probably double it for the pleasure of killing the traitor themselves if only he could be found alive.

Khador took all of western Llael during the war, but portions of the south and east remained free from the Motherland's soldiers, and pockets of Resistance fighters sprang up in even the most heavily occupied cities. Then, in late 606 AR, Hierarch Severius brought the armies of the Protectorate's Northern Crusade to Llael and offered the Llaelese Resistance a partnership. Together, Severius claimed, they could drive the Khadorans from the kingdom.

In 607 AR, the combined Protectorate and Resistance forces recaptured the city of Leryn without firing a shot, as Severius undermined the city's defenses from within by appealing to several Menite practitioners of the Old Faith among the Greylords Covenant. The relief of the Resistance

fighters was short-lived, however, as Severius declared the city the capital of the Northern Crusade and burned its Khadoran governor alive in the town square. Despite promises to the contrary, the Llaelese Resistance had merely traded one occupying force for another.

Ironically, the events leading up to the Claiming ultimately freed Llael from its oppressors. As the wars across the continent persisted, the forces occupying Llael found themselves stretched thin. Severius took much of the Northern Crusade back to the south to defend Tower Judgment from the skorne, a battle in which he fell. When the infernals began to attack en masse, neither Khador nor the Protectorate could continue holding out against the forces of the Resistance, and both began withdrawing troops to protect their own interests. Resistance fighters took back most of Llael bit by bit, but the land was changed forever, and the scars left behind by war will take years—if not generations—to heal.

GOVERNANCE

Shortly before the Claiming, a new contender for the Llaelese throne appeared. Princess Kaetlyn di la Martyn had been smuggled out of the country as a child and hidden for years, first in Ord and then in Cygnar. In 614 AR, having finally reached the age of majority and secured the backing of key figures in both Cygnar and the Llaelese Resistance, she returned to take the throne of a new, free Llael.

One of the first things Queen Kaetlyn did in the years following the Claiming was to cement the fledgling nation's alliance with Ord by marrying King Baird's grandson, Alvor Cathor. Unfortunately, Kaetlyn proved to be a weak queen, and her marriage was based on political expedience rather than love. Alvor generally remains in Ord, where he was rumored to have a mistress among the rival Mateu family.

SOCIETY

The Llaelese are a people proud of their culture—and a people who have seen that culture crushed. Whereas the rest of the continent reeled from the events of the Claiming, the people of Llael had already been reeling, occupied by unyielding foes and subjected to vicious cruelties the likes of which they had not seen since the time of the Orgoth. Although a free Llael was never entirely eradicated, it is impossible to say that Llaelese culture entirely survived, either. Most of the nation's aristocracy is dead or so deep in hiding that they have yet to be found, and countless citizens were lost to the Claiming here, just as they were in other nations.

Llael has seen an influx of new citizens in the years since the Claiming, as well as an increase in trade with unlikely partners, including sporadic trade with the trollkin kriels who make the nearby Glimmerwood their home. The strong relationship between Llael and Ord means that Ordic citizens come and go in the kingdom frequently, with some settling here. The nation also maintains strong trade ties with Cygnar and Rhul.

One key aspect of Llaelese society that has remained intact through all the wars and occupations is the *Duello*, a codified system of rules for conducting duels. Although duels are not unknown in other lands, Llael has refined them into an art form. Today, the stringent rules of the *Duello* survive even though most of the aristocracy has perished, but in the aftermath of recent cruelties, few Llaelese have the stomach to fight to the death.

Llael is the traditional home of the Order of the Golden Crucible. This important organization recently returned to the kingdom even though it remains headquartered in Ord, where it moved during the Khadoran occupation. The Golden Crucible has reopened offices in Leryn and been embraced by Queen Kaetlyn despite reservations about its growing power and influence. There are those among the order's ranks who believe the queen is biased in favor of the Llaelese chapter, where the Crucible Guard exerts much less influence than it does in the organization's headquarters in Midfast.

As other nations rebuild, Llael has a chance to redefine itself. Whether it makes the most of that chance remains to be seen.

GEOGRAPHY

Situated at the feet of the mountainous dwarven nation of Rhul, Llael also shares borders with Khador, Cygnar, and the mysterious forests of Ios, making it the most centrally located realm in the Iron Kingdoms. This position has helped Llael thrive and made its merchants and aristocrats rich as a result of trade, but it has also placed the kingdom in the crosshairs of its larger neighbors, especially Khador.

Today, Llael enjoys the free-flowing trade that comes with more open borders, although the Iosans to the east

The Royal High Guard

A uniquely Llaelese organization, the Royal High Guard was established in 274 AR after a series of royal assassinations. Rather than a traditional branch of the Llaelese military, the Royal High Guard was a group of personal protectors chosen by each monarch and drawn from the best and brightest across a variety of traditions.

The gun mages of the Amethyst Rose were among the first members of the Royal High Guard when it was established, and they became fixtures throughout the centuries that followed. Prime Minister Glabryn eventually disbanded the Royal High Guard following the death of King Rynnard, but most of its former members remained loyal to the vacant throne and eventually joined the Llaelese Resistance.

Although Llael had traditionally been governed by a monarch, the aristocracy had long held significant power in the kingdom, and for the Llaelese, class and birth have always played a tremendous role in both one's life and one's place in society. The bloody, internecine fighting that predated the Khadoran invasion, followed by the brutal executions of the nobility carried out by the Khadorans and the tremendous losses incurred during the Claiming, has left few of the old families to take up their ancestral lands in the new Llael. Queen Kaetlyn has done what she can to restore the Council of Nobles, often by elevating particularly distinguished members of the Llaelese Resistance to noble titles. Chief among these is the warcaster Ashlynn d'Elyse, who serves as the queen's strong right hand. Many say that d'Elyse not only deserves the credit for saving Llael, but also truly rules it now.

have once again closed their nation to outsiders. Not even the occasional Seeker ventures out of the forest, and as dark rumors gather at the edges of the deep woods, what was once a nearly unguarded boundary is now watched warily by Llaelese forces.

Although Llael borders vast mountain peaks and trackless forests, the kingdom itself contains little of either, consisting primarily of rich, fertile plains broken up by limestone basins, rolling hills, and small stands of deciduous woodlands. In the south, near the capital city of Merywyn, the nation's borders cut through the eerie Glimmerwood, a forest long considered cursed by the local populace. Named for patches of algae and lichen that grow on the trunks of its trees and glow with a ghostly blue light in the dusk, this wood is home to several trollkin kriels who occasionally engage in trade with the Llaelese but do not welcome outsiders with open arms.

Merywyn

The largest and grandest of all the cities of Llael, Merywyn suffered greatly during the long siege that preceded its capture by Khadoran forces, yet it had already been largely restored to its former grandeur before the Khadorans ceded it back to the Llaelese Resistance at the close of the conflict. Hence, the Llaelese queen inherited a city that had benefited greatly from the ruthless efficiency of the Khadoran Army, even while under occupation.

Built to exalt wealth and conceal poverty, Merywyn's promenades, riverfronts, gardens, libraries, music halls, and art galleries offer a unique opportunity for wealthy members of the merchant and even soldier classes in the aftermath of the Claiming. With the city's former aristocracy decimated, plenty of prime real estate is suddenly available to those who have the coin to pay for it.

Merywyn has been reestablished as the capital of the new, free Llael, and Queen Kaetlyn rules from the royal palace while the depopulated Council of Nobles, which has been rebuilt to little more than half its previous strength, holds its meetings in the Immaculate Chamber, whose once-bustling halls are now relatively silent. Not every part of the city has fully recovered, however. Certain quarters still show signs of ugly Khadoran architecture—at least, ugly according to Llaelese standards—left over from the occupation. Although Llael has reopened trade with all of the Iron Kingdoms, old animosities still simmer, and visitors with a Khadoran accent will find their reception in Merywyn as icy as their homeland.

The War in the Sky

During the battle to liberate Llael, the skies above Merywyn became a new front for warfare as Khadoran and Cygnaran skyships clashed during the violent siege of the city. Although Cygnar's *HMS Cloudpiercer* and Khador's Stormbreaker-class skyships were powered by different means, both proved that flying warships could be effective in battle. Despite the cost in resources to manufacture these aircraft and the relatively new technology that keeps them airborne, all of the Iron Kingdoms have now turned their attention to the skies in the quest for military supremacy, and those who do not yet have skyships of their own toil to find ways to send their forces aloft.

Adventure Hook

Augustus Delwynn, a member of the Order of Wizardry who has relocated to Merywyn, believes that valuable documents that survived the Night of Howling Wolves may still be hidden in wall safes in the old lodge. He has maps that show where these safes were located but needs stalwart individuals to go in and collect the documents. Delwynn says he won't go himself out of concern that the structure is unsound, but according to the local rumor mill, he believes the stories about ghosts that surround the place.

Night of Howling Wolves

Merywyn was once home to one of the grandest lodges of the Fraternal Order of Wizardry, which sheltered some of the most accomplished arcanists in Llael. On the night before the Khadoran siege of the city, members of the Greylords Covenant infiltrated the lodge and slew every member inside. This event became known as the Night of Howling Wolves because no one outside the building heard so much as a whisper of the deadly battle within, only the distant baying of wolves beyond the city walls.

The conflict left the interior of the lodge devastated—entire floors reduced to ash, walls scorched or frozen. Although the Order of Wizardry has since returned to the city, the original lodge has never been restored. The scars from the magical battle still mar the interior, and those who reside in the neighborhood insist the place is haunted.

LERYN

Perched on the shores of the Black River, Leryn is the nearest Llaelese city to the dwarven kingdom of Rhul and a vital trade hub. Formerly the headquarters of the Order of the Golden Crucible, the heavily fortified city fell first to Khadoran invaders and then to the Protectorate's Northern Crusade, with neither side firing a shot during either conflict. The Khadorans, anticipating a protracted and costly siege, made an example of the nearby town of Riversmet, slaughtering every citizen and razing the city to the ground to show Leryn's defenders that any resistance would be met with total annihilation. This demonstration was enough to convince key members of the Order of the Golden Crucible to open the city's gates to the Khadorans in order to prevent bloodshed. When Grand Scrutator Severius brought the Northern Crusade to the gates of Leryn the following year in 606 AR, they opened once again, this time because the potentate appealed to the Old Faith Menites within to surrender to the will of the Lawgiver. The aftereffects of both occupations still persist in the city—especially those of the Northern Crusade, which left behind many temples and grand structures dedicated to the Creator.

Once the seat of the ancient kingdom of Rynyr, Leryn still maintains much of its historical character even though new construction in both Khadoran and Protectorate styles has been layered over the original works in recent years. Protected by a series of concentric defensive walls that allow the city to be closed off in stages in the event of a siege, Leryn's central Old Town district remains the heart of the city's government, protected, as it has been for hundreds of years, by its original wall. In addition to the centers of regional government, Old Town is home to Thunderhead Fortress, the cradle of the Order of the Golden Crucible and the birthplace of the modern firearm. During the Northern Crusade's occupation of Leryn, this complex became the center of Menite government.

In the years of peace that have followed the Claiming, the Order of the Golden Crucible has returned to the halls of Thunderhead Fortress, although portions of the complex are no longer tenanted by the organization's members. Instead, various wings of the fortress now house a lodge of the Order of Wizardry, in addition to armories and arcane laboratories working to rebuild the Llaelese army. There are even rumors that a Cyrissist temple is hidden somewhere within the stronghold's walls.

RIVERSMET

When the Khadorans poured across the borders of Llael, they met with stiff resistance. Anticipating the cost of a prolonged siege in places like Leryn, Khador unleashed one of its most terrifying weapons upon the small but prosperous city of Riversmet: maddened doom reavers wielding accursed Orgoth blades. Shackled to their terrible weapons, these frenzied swordsmen showed no mercy and no discernment, slaughtering anyone they found, including children, the sick, and the elderly. The city of Riversmet was destroyed almost overnight, all of its buildings either bombed or burned to the ground. The butchery had its intended effect, at least in the short term; it helped force the surrender of Leryn without Khadoran forces firing a shot. But the atrocity also incited the Resistance, and it remains an unforgivable crime in the minds of most Llaelese citizens.

Although the occupying Khadorans attempted to rebuild Riversmet during their years in Llael, their plans were underfunded and only partially complete at the time of their withdrawal from the region. The Cygnaran Army's decision to deploy devil's gasp—a powerful alchemical weapon—as part of its assault on the Khadoran forces at Riversmet during the liberation of Llael also contributed to the rapid evacuation of the city, leaving many newly built structures undamaged.

Today, the ruins of Riversmet are a chilling mixture of blackened stonework left behind from the Khadoran bombardments and new construction left half completed. This includes the fortress on the nearby hill, which is built in the Khadoran style and considered by many as both an eyesore and a reminder of the crimes of the Khadoran invaders.

Adventure Hook

Many believe that the hilltop fortress near the ruins of Riversmet was intended to garrison several important members of the Greylords Covenant, which had already set up regional offices within the fortress before its completion. The abandoned fortification may still house notable artifacts or even blueprints of Khadoran weapons of war left behind during Khador's evacuation of the area. Such findings would greatly benefit the newly reestablished crown, but they may be difficult to retrieve if anything dangerous has moved in since the Khadorans vacated the premises.

RYNYR

Most of the cities in Llael are welcoming, beautiful places where life, even for the poor, is picturesque if not pleasant. Even though these idyllic places were shaken by the recent occupations of the realm, they have begun to reestablish themselves in the years since the Claiming. But life in the mining town of Rynyr was never picturesque or pleasant despite the community's importance to the kingdom.

Built on the cliffs above a volcanic vent, Rynyr is a place whose primary purpose is extracting from its mines the valuable red powder that is a key part of western Immoren's most common alchemical blasting compounds. Unfortunately, this also means that the powder coats everything in the city, which labors beneath a pall of clouds heavy with volcanic ash. Despite the heat that radiates from the ground, everyone in Rynyr wears water-soaked leathers in an effort to keep the powder off of their skin, where it can cause irritation and even burns, and no one ventures outside without a breather or at least a wet cloth across their face. As if this hardship were not enough, the town was not spared by the recent conflicts that shook the region. During a battle between Khadoran and Cygnaran forces, the controls on the volcanic vents were sabotaged, and the lower levels of the city flooded with magma and were lost forever.

Conditions in Rynyr are hard and brutal, and the climate of overall despair has led countless desperate and disreputable members of society to congregate around the town. These sordid misfits include leftover members of Khadoran bratyas, as well as trollkin and ogrun who are willing to brave the hazardous conditions. Queen Kaetlyn has attempted to reform Rynyr and improve the lives of its inhabitants, but only so much can ultimately be done to combat the natural discomforts that beset the region, and the red powder is simply too valuable to let its excavation cease.

Adventure Hook

An important shaft was recently collapsed by some unknown perpetrator. Rumors pegged the culprits as Khadoran saboteurs, slag trolls, or even hidden infernal cults. With the caved-in entrance to the original shaft filled with too much debris to make a survey possible, a team was dispatched through a small, freshly dug connecting shaft to investigate. Its members never returned, and now the mining bosses want to hire sellswords to delve into the depths, discover what became of the original crew, and ascertain whether the shaft can be reopened.

RHYDDEN

Located on the borders of the vast Iosan forests, Rhydden was once notable mainly for its breathtaking views and highly desirable wines. It served as a home away from home for nobles throughout the Iron Kingdoms, and aristocrats from Cygnar, Ord, and even Khador often kept summer homes here alongside Llaelese nobles.

During the Khadoran occupation, however, Rhydden took on new significance as the last major free city in the kingdom. Under the control of Duke Gregore Delryv, one of the only members of the old Noble Council to survive the wars with both his lands and his title intact, the formerly picturesque city became the stronghold of the Resistance and home to thousands of refugees from western Llael.

Although remnants of the fortifications from that era still ring the city walls today, Rhydden is once again far from the front lines of most potential conflicts, even though the newly elevated Archduke Delryv eyes the ominously silent woods of Ios. The city is also home to a monument erected in memory of those who died fighting for Llaelese independence, a wall of white stone engraved with thousands of names.

GREYWIND TOWER

Formerly an outpost designed to guard Llael's western border along the edges of the Iosan wilderness, the crumbling Greywind Tower was an important stronghold of the Llaelese Resistance during the Khadoran occupation. As their only major fortification besides the city of Rhydden, the tower was a vital mustering point for the Llaelese forces—a place to regroup, resupply, refuel, and repair warjacks.

During this time, Greywind Tower also became the de facto headquarters of Thorn gun mages, the remnants of the Loyal Order of the Amethyst Rose. The oldest organization of gun mages in Immoren, the Amethyst Rose began as a clandestine group that served the kings of Llael, often on secretive missions in other nations, and they were among the earliest members of the Royal High Guard when it was first instituted in 274 AR.

When King Rynnard died in 595 AR, the members of the Amethyst Rose refused to give up their vows to the crown, even after Prime Minister Glabryn disbanded the Royal High Guard. Membership in the organization had previously been secretive, but after the king's death, the members of the Amethyst Rose adopted signature black attire in mourning for the end of the royal line. During the Khadoran occupation, the remaining members of this order became some of the Resistance's greatest heroes and were responsible not only for the executions of many key Khadoran leaders, but also for dangerous missions that helped turn the tide of major engagements. These ragged, fatalistic patriots made Greywind Tower their new base of operations, setting up shop in a disused chapel.

Though the royal line has been restored, the Thorn gun mages retain their mourning dress, now in mourning for the many Llaelese lives lost during the Khadoran occupation and the Claiming that followed. Several members of the order's leadership have been elevated to the aristocracy by the new queen, including Fynch di Lamsyn, head of the order and one of the few survivors of the old Royal High Guard.

Greywind Tower serves as both a border fortress guarding the nation against threats from the eerily silent Iosan woods and as as a training ground for the nation's gun mages.

Adventure Hook

As part of their final training, aspiring young gun mages trained at the fortress are tasked with executing a covert maneuver on foreign soil. With Llael currently at peace with most of the surrounding nations, one aspirant has taken it upon himself to launch a reconnaissance mission into the forested realm of Ios in an attempt to discover what has become of the elven nation in recent years. His trainers did not sign off on the venture and have since lost touch with him. Desperate to avoid an international incident, they would like some unaffiliated individuals to cross the border and find him.

ORD

Despite being notorious for its neutrality in an age of war, the kingdom of Ord has contributed mightily to its neighbors' war efforts in the form of countless mercenary companies who call the fog-shrouded region home. Ruled by the cunning and unconventional King Baird Cathor II, who spends more of his time in ports of ill repute such as Five Fingers than he does at court, the nation's commitment to neutrality has placed it in an enviable position in the aftermath of the Claiming, and King Baird has taken prime advantage.

With little to offer in the way of natural resources save the peat that locals burn as fuel, Ord has learned to make good use of what few assets it possesses, including plenty of access to the waters of the Meredius, as well as several important trading ports that lie between the rival nations of Cygnar and Khador. Seafaring is a way of life in Ord, and the nation is home to perhaps the most impressive naval might in the whole of the Iron Kingdoms.

Under the unorthodox rule of King Baird—sometimes called "the Bandit King" due to his heavy taxation of the wealthiest nobles in the land—Ord has also become quite adept at trade, and the kingdom makes the most of its neutral position by moving wartime goods to those who need them on both sides of the front. This willingness to play both sides, along with a reputation for relatively lax laws, has made Ord the go-to home for mercenary companies looking to make a name for themselves.

Soon after Khador invaded Llael, Ord acquired an unexpected benefit when the Order of the Golden Crucible moved its headquarters from that beleaguered kingdom to the Ordic city of Midfast. This relocation led to an influx of new trade to the nation, along with alchemical weaponry and valuable blasting powder, both of which ultimately helped repel the infernal invaders years later.

The long-tenuous link between Llael and Ord was strengthened when the newly crowned Queen Kaetlyn of Llael married King Baird's grandson Alvor, eldest son of Baird's heir and therefore third in line to the throne. Although Llael and Ord remain two separate nations, they share a closer bond than any others in the new Iron Kingdoms—one that the cunning King Baird is sure to exploit to his own advantage.

GOVERNANCE

Ord was formed by the combination of the Thousand Cities kingdoms of Thuria and Tordor, and the divisions between these two ancient powers continue to influence almost every aspect of life in the kingdom today. Just as they did in the aftermath of Tordor's conquest of Thuria centuries ago, Tordorans hold higher station than Thurians today, and the most powerful of Ord's present-day nobles—the castellans—are descended from Tordoran stock.

Even though King Baird is the ultimate authority in Ord, he governs only with the collaboration of the Hall of Castellans, the nation's chief lawmaking body. Among the hundreds of castellans who make up the top ranks of Ordic nobility, the three most exalted are the Lord Castellans who govern Ord's three northern political divisions, or *gravs*: Cosetio, Murio, and Almare. The other three gravs are ruled by Thurian moorgraves who, in turn, are the highest ranking of the numerous thanes, Ordic nobles of Thurian descent. Although these three noble groups occupy ostensibly similar roles in the governance of the kingdom, the castellans enjoy numerous privileges that the thanes and moorgraves lack, including the ability to set the nation's laws.

Over the years, the crown has frequently clashed with the castellans, especially over the Bandit King's heavy taxation of the nobility. Of the hundreds of castellan families, the Mateus have most frequently proven themselves a true rival to the Cathors in court. Izabella Mateu, the matriarch of the family, sits at the top of a merchant organization that rivals Cygnar's Mercarian League in scope and economic power, and she does not hesitate to use her considerable wealth and influence to inhibit King Baird's plans if it suits her purposes.

SOCIETY

Hailing from a dreary and fog-shrouded land of heaths and moors, the Ordic people stand in stark contrast to the land they call home. Whether of Thurian or Tordoran descent, the citizens of Ord seem to wring every drop of joy and plenty from life, perhaps because their own lives appear so disinclined to offer them either. Although they are capable of subtlety and dissembling—and, indeed, are often masters of it when the need arises, making them excellent spies comfortable with living amid a constant jumble of political intrigues—the common people of Ord are open with their emotions by nature, whatever those emotions might be. In grief, they are despondent; in joy, ebullient; and in anger, wrathful.

Although the Ordic people lack the nationalistic streak of their northern neighbors, they are a proud people whose heritage stretches back just as far as any Khadoran's. They value song, dance, and, above all, storytelling, and a good orator will always find a welcome place by almost any hearth in the land.

Ordic families tend to be large even when food is scarce, and expansive family gatherings and holidays are common. Because of the close-knit nature of Ordic families, those who lost loved ones in the Claiming have been hit particularly hard by the aftermath, and empty houses dot the moors where families once gathered in song and merrymaking.

GEOGRAPHY

A small, swampy kingdom of moors, lakes, and rivers dominated by the dense forests of the Olgunholt in the south and hilly uplands in the north, Ord makes the most of its central location, its long stretch of coastline, and its ample access to the Bay of Stone through ports in Carre Dova and Five Fingers, the nation's most notorious city.

Despite the difficulty of farming in Ord, it is widely practiced throughout the kingdom, although many families raise little more than what they need to survive. In the sprawling grasslands north of Armandor, ranchers raise cattle and horses, just as they have for centuries. Ordfolk

who live along the coast often spend more of their lives on the turbulent waters of the Meredius than they do on dry land, whether that means making a living fishing, working on the deck of a merchant ship or privateer vessel, or joining the Ordic navy.

The capital city of Merin is centrally located and connected to every corner of the nation by railway and river transport, and the kingdom is shielded by natural geographic borders. In the north, the border with Khador runs along the Murata Hills just to the south of the Gallowswood and Shadoweald, two forests with sinister reputations. This boundary has been strengthened with a string of border fortifications that run from Scarswell to Boarsgate.

The southern border with Cygnar snakes along the mighty Dragon's Tongue River, which provides yet another convenient trade route for Ordic merchants and mercenaries. Throughout the south, from the Molhado River to just shy of the coast, Ord is covered by the vast and often trackless expanse of the Olgunholt, which provides the kingdom with much of its timber but whose dark interior has never been logged or even mapped.

FIVE FINGERS, THE PORT OF DECEIT

Scattered across the islands and shoreline where the Dragon's Tongue River empties into the Bay of Stone, Five Fingers may just be the most notorious city in the Iron Kingdoms. Despite being a den for pirates, criminals, and mercenaries, as well as a gambler's paradise, Five Fingers is also home to more than its fair share of legitimate trade. Anything one desires is probably for sale in the ports, shops, trading houses, brothels, and back alleys of Five Fingers if one has the coin to pay for it—and can keep said coin in hand long enough to do so.

Although Five Fingers is nominally ruled by a lord governor, the real power belongs to the city's four high captains, who oversee its thriving criminal underworlds. No matter how big or small, no illegal enterprise takes place in Five Fingers without one of the high captains receiving a cut. Those who try to cheat the high captains soon find themselves at the bottom of the Bay of Stone.

Despite its general reputation for lawlessness, day-to-day life usually proceeds in a surprisingly orderly—if cutthroat—fashion in Five Fingers, as the high captains regulate trade in commodities both legal and otherwise. In fact, it is an open secret in Five Fingers that the high captains themselves pay a tithe of their earnings to the coffers of King Baird. Known for the clandestine arrangements and secretive intelligence he uses to govern, the Bandit King is a frequent visitor to Five Fingers, where he often takes backroom meetings in a gambling hall and tavern called the Laden Galleon. These off-the-book meetings are every bit as integral to the crown's control of the nation as any gathering of the Hall of Castellans—and maybe more so.

Named for the five main channels formed where the Dragon's Tongue River branches and flows into the Bay of Stone, the city of Five Fingers is spread across the dozens of islands in the mouth of the river, although the vast majority of the populace lives on one of the five or six largest. These are connected by a series of bridges, making it possible—though not necessarily advisable—to travel on foot from the north shore all the way to the Cygnaran border on the other side of the bay with only a short ferry ride near the end.

Each island has its own character and personality, from the seat of government on Captain's Island to the poorest slums of Hospice. The various islands are connected not only by the aforementioned bridges and ferries, but also by a bewildering

The Battle of Boarsgate

The walled fortification of Boarsgate has been the site of many bloody conflicts over the centuries, but one that occurred late in 612 AR was, if not the bloodiest, certainly the strangest. During a clash between Ordic soldiers and their mercenary allies and Khadoran border forces, the fields north of Boarsgate were abruptly filled with armies of the bizarre grymkin under the control of the demigod known as the Heretic. What possessed the grymkin to join the clash—and, just as unexpectedly, to quit the field of battle—remains unknown, but the evidence of their presence lingers over the area to this day. The walls of Boarsgate bear the scars of the many breaches that occurred during the battle, and strange grymkin creatures still lurk in the killing fields beyond.

array of rigging. Often simply called "the Rigs" by locals, this informal network of hanging walkways, rope bridges, and webs of netting connects the buildings of most of the islands in Five Fingers, creating another hanging city above the streets—one populated heavily by the city's extensive gobber and bogrin populations.

Five Fingers is also home to a series of tunnels cut into the bedrock beneath some of the larger islands. Until recently, these dark passages, which date back as far as the Orgoth Occupation, were the favored enclaves of the numerous Thamarite septs that call the city home. Even though Thamarites have been free to gather openly in the city ever since the Church of Morrow declared amnesty for those who follow the Dark Twin, they still keep secret safe houses, bolt-holes, and shrines beneath the city streets, including the mysterious Chapel of the Dark Twin, which is said to be located somewhere below Captain's Island. Able to operate more openly, the various Thamarite septs of Five Fingers have begun more overt explorations not only into the city's Orgoth history, but also into other esoteric arcane studies. Many of these septs are unaffiliated with each other, and clashes between septs are not uncommon.

The Thamarites of Five Fingers have long relied on the Chatterstones, an underground cemetery beneath Hospice Island, as a ready source of bodies for their necromantic arts. As a result, the burying ground is notorious for being plagued by the undead. An informal watch known as the Blackguard was organized to help usher mourners in and out and to keep the restless dead from spilling into the rest of the city.

Adventure Hook

Always understaffed, the beleaguered Blackguard has recently taken to hiring mercenaries to brave the Chatterstones and clean out any stray undead infesting the place. No one knows for sure where the group's coin comes from, but some say a local Thamarite sept is funding the operation with the goal of making the catacombs its exclusive province.

MERIN

For those who have never visited Merin before, two things are immediately striking about Ord's capital. First, the city is much smaller than many others in the realm, made more apparent by the devastation of the Claiming. Second, Merin is almost unsettlingly well planned out, with its streets aligned in grids and numerous buildings that have weathered more than four centuries without notable wear. This is because Merin was built with the help of a large Rhulic population, most notable among them the master builder Dogen Orm, who has a statue in the town square alongside one of King Merin Cathor I. In fact, the city boasts large Rhulic and ogrun populations even today.

Once the capital of the Tordoran empire and later an Orgoth stronghold, Merin was devastated by the Orgoth Occupation and the subsequent rebellion. When the time came to rebuild, the Rhulfolk were intrigued by the chance to create a city from scratch, which led to Merin's famously utilitarian design.

Although the Ordic capital is not as grand or as crowded as some of the kingdom's other cities, it is home to both the Royal Palace and the Hall of Castellans, where the nobles of Tordoran descent gather to make the nation's laws. The outer galleries of this chamber are open to the public, allowing people to witness the laws of the nation being made if they desire to do so.

Merin's position at both the political and geographic centers of the country has made it a nexus of trade, and goods and professionals of just about every kind flow through the capital. The city's rather modest population can double or triple during important meetings of the Hall of Castellans or for high holidays, when families from the surrounding farms and communities pour into the capital.

BERCK

Sometimes called the Golden Port, Berck is the largest city in Ord and home to the Ordic Royal Navy. Hundreds of naval ships are in port at any given time, as well as thousands of sailors carousing the docks, making it one of the busiest ports in western Immoren. The city traces its history to the famed Tordoran Armada and its legendary Dirgenmast ships of old.

Today, Berck is home to the latest in Ordic ship designs, among them the ironhull *Sprightly*. The waterfront hosts some of the most varied trade on the continent, with ships from as far away as Zu unloading here. It is also the headquarters of the Royal Naval Academy, including the Trident School, where Ord's naval arcanists and warcasters receive their training.

Because of its location at the foot of a long stretch of cliffs where the Rohannor River flows into the Meredius, Berck is largely immune to siege, and the presence of the Royal Navy means that it has little to fear from attacks by sea. The cliffs are home to the estates of many of the Tordoran castellans, and the city's population is more than three times larger than the capital's.

Despite the many castellans who make their home here, Berck is largely under the thumb of the Mateu family, whose holdings are scattered throughout Ord. In recent decades, however, Cygnar's Mercarian League has made numerous inroads designed to give it control of the city's shipping interests—and with them, political power in the city itself.

Although Berck is considerably safer and less ridden with

crime than Five Fingers to the south, it is not uncommon to see bands of armed mercenaries, naval officers, or Crucible Guard escorting either personages of note or shipments of particularly lavish goods through the streets in order to protect them from criminals or rival business interests.

> ***Adventure Hook***
> An experimental cortex from the Order of the Golden Crucible's offices in Ord is being shipped south to Ceryl. Unfortunately, the ship it's bound for is late. The Crucible Guard can't watch the cortex in the meantime without drawing undue attention, so they need a trustworthy team to not only keep it safe from would-be spies and saboteurs until the boat arrives, but also to get the cargo safely onboard afterward.

MIDFAST, THE SHIELD OF ORD

When the Order of the Golden Crucible was forced out of Llael by the Khadoran invasion, it relocated its headquarters to Midfast. King Baird was able to negotiate a deal that was beneficial to both sides, and even after a free Llael was once again established and the order opened new chapters in its former home base of Leryn, its main headquarters and that of the Crucible Guard remained in Midfast.

Even before the coming of the order, Midfast was vital to Ord's overland military. Spanning one of the few canyon passes in the craggy Murata Hills, which separate Ord from Khador, the city has withstood countless sieges and has never fallen. To either side of the city itself stands the Markuswall, which extends for miles through the hills and reaches almost as far as the twin forts of Boarsgate in the east and Scarswell in the west.

The citizens of Midfast live in the shadow of its fortifications, both literally and figuratively. Ord's largest garrison is stationed here alongside huge detachments of Crucible Guard, and the battlements of the Keep of Shields and the Markuswall dominate the skyline. These ancient fortifications overlook picturesque buildings of white stone with red and brown roofs where the townsfolk live their lives and merchants sell their wares.

Besides being an important military stronghold, Midfast is a vital trade nexus, especially during this time of relative peace. Trade routes from Khador and Rhul flow through the city, and the presence of the Order of the Golden Crucible helps Midfast export large quantities of firearms, blasting powder, and alchemical agents. The city is also home to a steady stream of pilgrims who come to visit the Cathedral of the Valiant Martyrs and the Tomb of Ascendant Markus.

> ***Adventure Hook***
> The Order of the Golden Crucible was expecting a large shipment of raw mineral ingredients that were coming south through Volningrad, but the caravan seems to have disappeared somewhere in the Gallowswood. Khadoran and Ordic patrols have already entered the woods in search of it, but the Order wants to dispatch agents of its own to investigate and is looking to hire mercenaries for the job, provided that they work discreetly and avoid any run-ins with the official patrols.

CORBHEN

Often compared to a ship at sea, the City of Mist gets its sobriquet from the fogs that roll in off Mere Tagao. The central portion of the city, known by locals as Amidships, is dominated by an ancient coliseum that looms amid many abandoned buildings. Even before the Claiming, Amidships had largely fallen into ruin and disuse, and today, citizens of this lonely city generally pass through the area only on their way to and from the more settled eastern and western districts.

To the southwest, the city is anchored by the ancient Castle Deiridh, which is the headquarters of the city watch. Adjacent to the castle is a newer barracks constructed to house a detachment of the Ordic Shield Division. This area of the city, sometimes called Fo'c'sle by the locals, is also where much of Corbhen's meager industry is located, as well as the homes of its poorer citizens.

The northeastern portion of the city is colloquially known as the Quarterdeck. Its relatively clean streets, lit by gas lamps, are home to the estates of Corbhen's more prosperous residents, although many of these abodes fell into disrepair when their former owners either fled the city or were slain during the Claiming. The Quarterdeck seems to have been built around the Sword of Faith Cathedral, which was once an ancient basilica devoted to Ascendant Katrena.

South of Corbhen, the North Berck Moors extend all the way from the waters of Mere Tagao in the east to the shores of the Meredius in the west. Fed by underground hot springs, Mere Tagao is always warm, and it is the source of the prodigious mist that cloaks the region. Although its waters provide ample fishing, the lake and the moors beyond are home to tribes of gatormen and bog trogs, as well as larger predators.

These threats are an afterthought for most residents of Corbhen, however. Those who have spent even a short amount of time in the town wear a haunted look—one attributable, according to the few Corbhenites willing to talk about it, to the mists that roll in off the lake. According to local superstitions, these mists can trap the souls of the dead and prevent them from passing on to Urcaen. Those who die in the peat bogs are said to wander the mists forever, lonely souls whose only comfort lies in drawing others to join them in their misery.

Adventure Hook

The Vicarate Council has been excavating the grounds of the Sword of Faith Cathedral in the hopes of finding artifacts dating back to the days of Ascendant Solovin. These excavations recently uncovered a seemingly natural underground passage filled with warm, moist air that seemed uncomfortably similar to the breath of some great beast. Three junior priests descended into the tunnel and haven't returned. Now the Vicarate Council is looking for a few brave souls to plumb the depths and bring back the missing priests—or at least return their bodies so that they can receive a proper burial.

THE OLGUNHOLT

Much of southern Ord is dominated by the dark forest known as the Olgunholt, a place with a sinister reputation stretching back centuries. Even though the edges of the forest are logged and are sometimes home to small Thurian communities, its depths remain unexplored and are ardently avoided by the Ordic citizenry. The forest is inhabited by a few scattered trollkin kriels, but the rumors of nearby blackclads—rumors that were borne out during the dark days leading up to the Claiming—are primarily responsible for the forest's reputation.

Since the days of the Orgoth Occupation, the Olgunholt has been said to be one of the primary strongholds of the Circle Orboros in western Immoren. Deep in the woods lie rings of sacred stones and other places of power where the blackclads gather to perform their dark rites, and the forest itself is filled with their wold creations, as well as creatures that are loyal to them. Bloodthirsty Tharn who worship the Devourer also make the dark woods their home.

At the edge of the forest sits one of the strangest settlements in Ord. This site, known as the Warrens, was originally a series of slave pens constructed in a narrow gorge that was part of a vast Orgoth stone quarry. Much of the region was devastated during the Scourge, and what remains is now a maze of bewildering alleys and cramped quarters cut into the stone of the gorge and populated by outcasts, bandits, and worse. Five Fingers has a well-deserved reputation for lawlessness, depravity, and excess, but the city itself is home to carefully taxed and regulated crime and vice; the Warrens, however, enjoy no such regulation. Instead, only the most desperate or destitute come to the settlement's network of interconnected cells and cellars. Over time, the residents here have developed a pidgin dialect of Ordic they call "hoveltongue," and they are largely left to their own devices by anyone with common sense.

Adventure Hook

A blackclad had been keeping an eye on a young woman from a nearby community on the fringes of the Olgunholt, believing that she showed signs of substantial arcane promise. Unfortunately, she recently disappeared into the Warrens for reasons unknown. Was she kidnapped, or did she go there of her own will? The blackclad wants to discover the truth without stirring up the attention of too many of the settlement's less friendly residents, and he's willing to trade favors to those who can help him.

The Crucible Guard

The Crucible Guard is ostensibly a military organization dedicated to protecting the interests of the Order of the Golden Crucible, but it has taken a proactive role on the battlefield recently. Working with elements of the Ordic military, the Crucible Guard allows Ord to project strength beyond its borders without openly declaring war. Though lacking the numbers of a national army, the organization possesses advanced mechanikal and alchemical resources, putting it on a level playing field even when faced with a numerically superior foe. Generals of other nations who attempt to calculate Ord's military strength must always account for this "officially unofficial" element of the kingdom's defenses.

PROTECTORATE OF MENOTH

Founded during the First Cygnaran Civil War, the Protectorate of Menoth rose to become a major power in the Iron Kingdoms over the course of only a few short years despite being relegated to a strip of barren and inhospitable lands along the shores of the Meredius on the fringes of the Bloodstone Marches. The Menites' uncompromising faith served them well in this harsh and unforgiving landscape, as did the discovery of heretofore unknown natural resources in the desert sands, including plentiful diamonds the upstart theocracy used to finance its expansion, as well as flammable oil that it refined into the potent weapon known as Menoth's Fury. These assets helped the Menites conquer and convert many of the region's native inhabitants, most notably the numerous tribes of Idrians who called the desert home. They also helped the Menites expand their military until it was large enough to challenge their neighbors to the west and north. The Protectorate even conquered part of Khadoran-occupied Llael during its Northern Crusade, taking the city of Leryn without firing so much as a single shot.

Following the will of the Creator has never been an easy calling, however, and the primacy of the Protectorate was not to last. Skorne emerged from the depths of the Bloodstone Marches to harry the theocracy, and the Northern Crusade spread the nation's troops too thin just as divisions within the church were leading to an eventual schism in the ranks of the faithful.

When the Claiming began, infernal agents were revealed to have infiltrated much of the Protectorate hierarchy, undermining it from within. Despite the miracles performed on the field of battle at Henge Hold, dark days followed for the Protectorate, even after the forces of the infernals had been driven back into the Outer Abyss. During this bleak time, the young and idealistic sovereign Tristan Durant received a vision that he believed came directly from the Creator himself. Leading a pilgrimage to Henge Hold, Durant directed many of the faithful through the gateway to the unknown worlds beyond Caen. After the massive gate was destroyed, the sovereign was struck with another vision, this one telling him to take the remainder of his flock to safety on the southern continent of Zu. Known to his followers from that moment forward as the Prophet of Menoth, Durant led thousands of Menites on a pilgrimage to this distant land, where he founded the settlement that became known as New Icthier.

With so many of its people gone and divisions still rife among those who remained, the Protectorate collapsed. Although the nation's borders continued to exist, they did so only on maps. A skeleton clergy continued to hold church services in once-grand cathedrals and to denounce ancient and modern enemies of the Creator, but fewer and fewer of the faithful heard their words. Today, the few Protectorate citizens who remain are subjected to a ruling priesthood that has become increasingly paranoid as it searches for the next threat to energize the ailing theocracy.

IMER

The capital city of the Protectorate, Imer was once a vision of Menoth's will made manifest on Caen. Every wall, structure, and flame in the city was a testament to the might of the Creator. From the Holy See, the city was ruled by the Synod of Visgoths and by the priest-king known as the Hierarch. These structures still remain, but fewer Flameguard stand at attention before their massive gilt doors, and those Visgoths who survived the Claiming and the ensuing chaos are now paranoid and ever watchful, uncertain which members among their flock—or even among their own number—can truly be trusted.

The Protectorate had always been a land dedicated to the ideal of vigilance—a place where scrutators held vast powers and where torment upon the wrack was seen as a way of becoming closer to the Maker. But today, more than ever before, no one is safe from accusations of heresy, and the handful of faithful who remain in the capital city know that one day they too may be dragged from their beds on the orders of paranoid men who have lived to see their dream of a Great Crusade broken.

At the height of the Protectorate's power, Imer was a teeming city of thousands, but today it holds barely a tenth of that number. Empty, boarded-up buildings outnumber the city's populated dwellings, and most of those who stay in the capital are either guards of the Visgoths or attendants of the Holy See. In what was once the seat of Menoth's power on Caen, the streets are now eerily empty and silent, and the closer one draws to the city's outer walls, the more likely one is to encounter something inhuman that has found its way into the city from the desert beyond.

SUL

Sul was once the capital of the Protectorate, but before that, it was the eastern district of Cygnar's own capital city, Caspia. When King Bolton Grey V of Cygnar ceded the region to the Menites as part of the peace agreement that ended the First Cygnaran Civil War, it was renamed Sul in honor of the founder of the Protectorate and was transformed almost overnight into a Menite stronghold.

Even during the ongoing conflicts with Cygnar, parts of the city remained immaculate. Its roads were swept clean daily, and its white walls were regularly given a fresh coat of paint and scrubbed of any lingering soot produced by steam engines and boilers. Today, however, that is no longer the case. Much of the city closest to the Black River was devastated near the end of the fighting with Cygnar, and entire districts now lie abandoned as the Protectorate struggles to regroup in the wake of the devastation that followed the Claiming. Most of those who still walk the depopulated streets of the former capital are remnants of the military forces that were once stationed here. Garrisons of Flameguard still patrol in and around the Great Temple, where services to the Creator are still held on a daily basis, albeit to ever-smaller crowds of the faithful.

Like the other nations of the Iron Kingdoms, the Protectorate is ostensibly at peace with its neighbors, but the dictates of its church leaders keep the troops stationed here ever vigilant against any act of perceived Cygnaran aggression. For its part, Cygnar seems disinterested in bringing its rebellious neighbor to heel, and many Flameguard are keenly aware that their depleted numbers could do little to stand against such an attack if it ever came.

The crypts beneath the city's Great Temple still house large numbers of holy relics, although many have been moved deeper into Protectorate territory so that they will not be lost if Sul should fall to foreign invaders. Despite schisms within the Protectorate that predated the Claiming, the surviving paladins of the Order of the Wall still maintain their chapter house in the western part of the city. Even though this dwelling is now surrounded by empty streets and vacant windows, the paladins have made every effort to restore and maintain it. Those who now call the structure home remain vigilant not against their old enemies across the river, but against any lingering infernal threats.

Adventure Hook

Varadh Greeve, a paladin of the Order of the Wall, wants to move a sacred blade that belonged to a hero of the order from the crypts beneath the Great Temple to a secret location deeper in the Protectorate, where other members of the order will take it for safekeeping. Greeve is urgently seeking aid from pious and brave warriors who can accompany him on his mission.

TOWER JUDGMENT

Although much of the modern Protectorate is depopulated and crumbling, Tower Judgment still stands strong. This massive fortification in the Bloodstone Marches was erected to serve as the headquarters of the scrutators who function as judges and executioners among the Menite people, and its sprawling dungeons have been the site of the torture and death of hundreds, if not thousands, of heretics.

At the peak of the Protectorate's power, the lands around Tower Judgment were like a forest of wracks where the penitent suffered, but Tower Judgment is as busy as ever, even though fewer prisoners fill its dungeons. Although many of the Protectorate's former foes see the nation as a failed state—neither a military threat nor a viable trading partner—the Visgoths look around and see a world filled with enemies, including among their own people. The infernal rot that had taken hold in the Protectorate shook its leaders to their cores, and the scrutators have been very busy in the years since, attempting to wring confessions from suspected infernalists and rooting out nests of traitors and spies within the Protectorate.

In the shadow of the great tower lies the Factorium, where the Protectorate's warjacks and other weapons of war were once produced. Today, the Vassals of Menoth—those marked by the taint of their arcane talents, which are put to use building 'jacks and other weapons in service of the Creator—work day and night within the Factorium's walls to maintain and repair the theocracy's remaining warjacks. With fewer resources than they had at the height of the Protectorate's military power, the remaining Vassals must devise cunning workarounds to keep these complex mechanikal automatons running. Their efforts are further hampered by the reduction in their numbers. In the immediate aftermath of the Claiming, many Vassals were put to the sword and the flame out of fear that their tainted powers might be used to aid the enemy. Empty workbenches and a hasty graveyard filled with rough-hewn menofixes in the shadow of Tower Judgment are all that remain to mark their passing, and those who toil at the tower today wonder when their turn will come.

Adventure Hook

Mariana Tas Silmani, a member of one of the local Idrian tribes that still live near Tower Judgment, wants someone to sneak into the tower and rescue her husband, Adran, if he still lives. Although the family converted to the worship of Menoth long ago, Adran was taken under suspicion of plotting against the Protectorate, and Mariana fears that if he is not rescued, he will be tortured to death. She has little to offer in exchange but pleads for the sake of her two children, Indra and Shamsul.

ACRENNIA

In a time long since lost to antiquity, the city of Acrennia was a Menite stronghold nearly as grand as Ancient Icthier itself, but its people—led by the demigod remembered only as the Heretic, who was once one of Menoth's priest-kings—eventually turned their back on the Creator. In one

calamitous night, every inhabitant of the city vanished without a trace. Such was the wrath of the Lawgiver.

During the Orgoth Occupation, the ruins of this ancient city became an outpost for the invaders—a place where their warwitches could carry out their blasphemous rites. Since then, the weather-beaten ruins on the cliffs overlooking the Meredius have stood empty, and all faithful Menites know Acrennia as an accursed place where nothing but evil can prosper.

In the days since the Claiming, rumors have swirled that the Heretic and his grymkin armies lurk once more about the ruins of his ancient home.

Adventure Hook

Sailors who have passed close to the shores of the Protectorate have described seeing strange lights, like great baleful fires, in the ruins of the ancient city at night. Whether this is a sign of holdout infernalists, grymkin forces, a Cryxian scouting party, or some other threat, the Order of Illumination agrees that it must be investigated, but ancient Acrennia lies deep in Protectorate lands, so any such investigation will have to be handled with great care in order to avoid the wrath of the Protectorate's remaining defenders.

New Icthier

Even before the Claiming, Tristan Durant had already broken with the church he once served, having led thousands of the faithful on what he hoped was a new and better path in service of the Creator. After the destruction of the gate at Henge Hold, Durant's visions told him to lead his flock to safety in a new land, and he obeyed. Crossing the great sea to Zu, Durant founded his a settlement he called New Icthier in honor of the ancient city where the Canon of the True Law was first discovered. The refugees' work ethic served them well, and Durant, known afterward to his followers as the Prophet of Menoth, proved to be a capable, humble, and conscientious leader.

New Icthier has grown rapidly, transforming itself from a few wooden buildings on the shores of the southern continent of Zu into a small but thriving city and the locus of a new Menite nation. Even though it has thus far shown none of the Protectorate's expansionist zeal, its very existence threatens the Mercarian League's stranglehold on the exploration of Zu, which in turn threatens the organization's trade opportunities on the newly discovered continent and imperils the growing coffers that have helped fund Cygnar's technological renaissance. As a result, the Mercarian League has come to view New Icthier with a mix of distrust, fear, and envy, and more than one greedy soul has begun devising plans to take advantage of the fledgling Menite community.

ANCIENT ICTHIER

It was on the walls and columns of this city of antiquity that humans first encountered the will of the Creator through the Canon of the True Law, and Ancient Icthier remains the most holy place in all of Immoren to any Menite. Khadoran pilgrims of the Old Faith sometimes still travel to see its red brick buildings, which are forbidden to all but the faithful. In fact, any heretics who set foot inside the ancient city may find themselves torn to shreds by a fervent mob.

During the height of the Protectorate's power, a new city of shining alabaster and limestone was built around the old, but its remote location meant that Ancient Icthier was never a major population center, as Sul and Imer once were. The situation has changed in the years since the Claiming. Perhaps out of a desperate need to feel closer to their Creator, or perhaps simply as a way to distance themselves from recent events, more and more of the Protectorate's remaining Menite faithful have found their way to Ancient Icthier. As a result, the population of Ancient Icthier has outgrown its newer construction even as many other cities in the Protectorate have practically become ghost towns, and a massive tent city has sprung up in the once-fertile fields that surround the city walls. In spite of the devastating sandstorms that frequently blow in from the desert to the east, city planners have renewed their efforts to bring water from the Harber River through the city's ancient irrigation ditches in order to bring the region's fields back to life.

Although most Visgoths still remain in the Sovereign Temple in Imer, many of their flock have drifted to this ancient and holy place. There is fear, especially among members of the senior scrutators, that one day another Tristan Durant may emerge from their masses to lead them.

THE MONASTERY OF THE ORDER OF THE FIST

Along the Burning Road, in the sunbaked province of Varhdan, lies the Monastery of the Order of the Fist, perched upon a prominence of red sandstone that juts from the surrounding desert. Founded by Hierarch Garrick Voyle during the time when the Protectorate of Menoth was forbidden by treaty to arm its citizens, the monastery was meant to forge the faithful into weaponless warriors.

The monastery's inhospitable location is part of the trials that any allegiant of the Order of the Fist must undertake. Service to the Lawgiver is never easy, and those who travel the path of the Order of the Fist undergo privations that would make even the most devout among the rest of the populace think twice. Only those who can forge themselves into rock as unyielding as the walls of the Creator become fully fledged members of the order.

Despite the order's name, martial skill is not its only focus. Its master, Grand High Allegiant Haveron Grayden, may be far advanced in years, but he has lost none of his grace and poise. The first lesson he teaches anyone who wishes to join the order is that it is first and foremost about coming to know the will of the Creator. Grayden lives and works alongside the order's other monks, and he asks of them nothing he does not do twice as much of himself.

One of the most accomplished theologians of the Protectorate, the Grand High Allegiant laments what his nation has become. Although the Order of the Fist once served as the theocracy's police force, the monks who train within its walls today are learning to protect the faith from within as well as without. Grayden has given allegiants

leave to journey to other lands to root out infernalism and wickedness even if it means allying with traditional rivals of the faith.

BLOODSTONE MARCHES

A stretch of undesirable coastline bordering the perilous Bloodstone Marches, the land ceded to the Protectorate of Menoth was never intended to provide for its people. Most inhabitants of western Immoren consider these desolate regions inhospitable, but the Marches are actually home to more oases than any other desert on the continent. In fact, compared to the deeper Bloodstone Desert and the lightning-wracked Stormlands that lie on the far side of the Marches, this land is positively inviting. Despite their desolate appearance, the Bloodstone Marches are home to a wide variety of native flora and fauna, as well as Idrian tribes that have made their homes here for centuries. Many of these were converted by sword and flame to the worship of the Lawgiver in ages past and were subsequently counted as Protectorate citizens.

During the turbulent years that preceded the Claiming, many of the creatures that made the Marches their home were driven from their burrows and warrens by the coming of the skorne from the east, imperiling those who lived along the Protectorate's borders. Never a safe or easy place to travel, the Marches have become even more unsettled since the end of hostilities. Although the skorne have once again withdrawn across the Stormlands, the remaining Menites face growing threats from this vast stretch of desert, and the region's often dangerous inhabitants have become emboldened by a depopulated Protectorate.

The Bloodstone Marches also border Cygnar, Llael, and Ios but are separated from most other neighbors by a mountain range that runs from the northern borders of Ios past Mount Shyleth Breen and Ternon Crag all the way to the Marchfells along the Black River near Cygnar. To the south and east, the edge of the Marches is delineated by the massive peak of the Rotterhorn, which towers more than four miles above the surrounding desert. This mountain, possibly the largest in western Immoren, serves as a landmark for miles in every direction. Griffons roost in its countless peaks and cliffs, and the blackclad druids of the Circle Orboros tend to their care and harness them as beasts of war. At the mountain's base stand the Pillars of Rotterhorn: eight massive columns of black stone, each one more than three hundred feet tall. Scholars believe that these towering monoliths were erected by the blackclads in ancient times for some unknown purpose.

TERNON CRAG

Simply called "the Crag" by many of its longtime residents, Ternon Crag may be the most lawless town in western Immoren. The city of Five Fingers is infamous for its criminal underworld, but the Crag is quite literally outside the boundaries of any nation, and as such, it exists under its own laws—or lack thereof.

Ternon Crag is made up mostly of miners and related hangers-on, and its population varies greatly from day to day. Many of the prospectors who call the place home are actually up in the hills more often than not and come into town only once every few months to resupply. As a result, the Crag has learned to tolerate a great deal of rowdiness and turn a blind eye to a lot of trouble—but only the foolhardy start much, because just about everyone in town is also well armed.

Ternon Crag is a good place to find guides willing to venture into the Bloodstone Marches should someone be foolish enough to want to make the trek, and it is a staging ground for many mercenary companies, including hundreds of members of the famed Steelheads, who make the Crag their home when they're not on a job.

THE CASTLE OF THE KEYS

Near the shores of the sulfurous Scarleforth Lake lies the ruin known as the Castle of the Keys. Once the lair of the dragon Pyromalfic, it was the sight of a terrible conflict between blackclads, dragon-blighted legions, and skorne in 607 AR. The battle laid waste to much of what was already a decaying ruin, and it resulted in the death of Pyromalfic and the consumption of his athanc by the champion of one of his siblings, the dragon Everblight. The region around the castle is plagued by dragonspawn to this day, and many are convinced that the combatants withdrew without plundering or recovering all the artifacts that were left behind.

Adventure Hook

A gobber "adventure capitalist" in Ternon Crag who goes by the name Zhag thinks that pre-Orgoth artifacts are still waiting to be found in nearby ruins. These valuable relics would be worth a fortune back in Corvis. The problem, of course, is that the place is full of weird monsters, and none of the local Steelheads who call the Crag home will work on spec. If some brave souls would be willing to clear the place out for Zhag, though, he'd be willing to cut them in for, say, thirty percent?

CRYX

When the Dragonfather Toruk first arrived on the shores of the Scharde Islands, its people were ruled by thirteen pirate kings who were among the most cunning, vicious, and bloodthirsty mortals ever to ply the waters of the Meredius. The Dragonfather gave them a choice: kneel before his majesty or be consumed by it. All but one of the pirate kings bowed their heads and offered their crowns, and with a gust of his terrible breath, Toruk remade them all into the first of his lich lords, the most powerful and ruthless of all his many undead servants. So began the Nightmare Empire of Cryx, where, as perhaps nowhere else on Caen, the rule of the Dragonfather is absolute. Toruk is not merely sovereign to the living and undead inhabitants of Cryx; he is their god, and the lich lords are his right hand.

The lich lords are always twelve in number, and when one falls, another rises to take its place. Aside from Lord Toruk himself, these terrifying beings wield ultimate power in Cryx. Beneath them churns a nightmare bureaucracy of undead and blighted horrors, including Satyxis, trollkin, ogrun, gobbers, and humans. Although few of the living residents of the Scharde Isles outside the capital city of Skell have been physically transformed by the touch of Toruk's blight, none have escaped its effect entirely.

The nature of the Dragonfather taints the land as well as the people of the Nightmare Empire, and Cryx is a cruel place where predation is the rule—from the thick and choking vegetation of the realm's many jungles to the back alleys and necrofactoriums of its few cities. Cryx's coasts are dominated by steep cliffs that provide only a handful of sheltered inlets for ships to dock, and thorny rainforests blanket its shadowy interiors. For those foolish enough to attempt to explore the blighted islands of the Nightmare Empire, every step forward demands a price of sweat and blood.

Cryxian raiders have preyed upon ships and coastal settlements throughout the Iron Kingdoms for centuries, but in the years since the Claiming, the Dragonfather and his subjects have withdrawn to their islands to lick their wounds and regroup. Even though the Nightmare Empire has been quiet, few who dwell along the coasts breathe easily, and many still live in fear of seeing blackships on the horizon.

SKELL

No place in Cryx is untouched by the Dragonfather's blight, but in the capital city of Skell, this affliction is palpable. The air is coated at all times with a dusting of black soot and ash, and any who dare look directly at the Black Temple that dominates the skyline, or at the smooth spike of Toruk's Citadel alongside it, find their vision twisting and their eyes dimming with tears.

The city itself is not abandoned even though it appears so at first glance. The streets are empty, for venturing out into the constant snowfall of black ash means subjecting oneself to the warping and potentially deadly power of the dragon's blight. None come to the capital of the Nightmare Empire unless they wish to offer their worship and praise to the Dragonfather, and his priesthood makes up the entire population of the city, save for the lich lords and their various servants. Indeed, the Blighted City is unguarded and without garrison. The presence of the lich lords alone would be enough to secure Skell from any would-be invaders, and even if it were not, the presence of the Dragonfather would suffice admirably.

The Black Temple is by far the largest structure in Skell; in fact, some would argue that the entire city itself is nothing more than a shrine to Toruk's might. Built to accommodate the massive Dragonfather himself, the domes of the Black Temple dwarf any habitations or cathedrals of merely human proportions. Next to the Temple, a black spike of twisted metal and bone juts skyward, seeming to pierce the heavens. This is the dominion of Toruk, and none—not even the lich lords themselves—dare enter it unbidden.

Satyx

Somewhere amid the countless uncharted islands and bits of jagged rock that surround Cryx lies the island of Satyx. Centuries ago, Toruk slew one of his children in the skies above this tiny island, and the dragon blood and blight that fell upon the people there changed them forever. The men wasted away and perished, but the women became something new and terrible and strong. So were born the first of the Satyxis: powerful, horned warrior women whose blood magic gave them fell powers. These notorious marauders prey mercilessly upon those they encounter on the high seas, and they are counted among Lord Toruk's most feared soldiers.

BLACKWATER

Located at the bottom of a deep fjord where daylight penetrates the moss-laden tree canopy for only an hour or so on those rare days when the sky isn't overcast, the rotting town of Blackwater is a decayed and decadent haven of death, danger, and deceit—which makes it the most hospitable port one is likely to find in Cryx. The buildings here either cling to the walls of the fjord like fungal growths, float on pontoons, or balance precariously on stilts above the black water that gives the town its name. Although Cryx almost never engages in legitimate trade with other nations, hundreds of ships pass through Blackwater, from small sloops owned by pirates and unscrupulous privateers to the massive vessels of the Cryxian fleet.

Previously ruled by a self-styled pirate king named Craethan Morvaen, the port—along with Morvaen's ship, *Nocturnus*—was taken several years ago by the pirate warcaster Aiakos. Technically master of the city, Aiakos spends most of his time on the waves and leaves the day-to-day running of Blackwater in the hands of the Quay Slayers, the dockside gang he ran with before the discovery of his warcaster talents. The gang now occupies Morvaen's former fortress, and its representatives have their fingers in virtually every shady enterprise that takes place within this even shadier city. And despite Blackwater's reputation for ruthlessness, there are plenty of enterprises to be found. For the many human pirates who ply these waters, even a city ruled largely by an absentee warcaster pirate and a bloodthirsty street gang is less intimidating than the iron-

and-bone monstrosities that one must barter with in other Cryxian ports, such as Dreggsmouth.

As unpleasant as Blackwater is, the slums that have grown up alongside it are worse—stinking, dark mazes of blind alleys where death waits in a thousand forms, from biting flies that carry disease to a knife in the ribs. Yet even these squalid areas are not the worst places in this benighted city. Cut into the rock of the cliff walls are mazes of dark, cramped tunnels that hide the chop shops where necrosurgeons stitch together fresh abominations from corpses brought to them by carrion ships and prepare them to serve the armies of the Nightmare Empire. These are dark and bloody places where the stink of death and decay is inescapable and the sound of bone saws and screams echoes through the twisting tunnels night and day.

Adventure Hook

A pirate aboard Bloody Angela's ship, the *Red Narcisse*, managed to swallow a ruby "as big as a human eyeball." Unfortunately, he promptly got himself killed, and his corpse was sold to a chop shop in Blackwater. Angela wants the ruby back, but she's not foolish enough to go to Blackwater in search of it. If she could find someone who was, though, she'd be willing to cut them in for a percentage—if they make it back alive, of course.

GARLGHAST

Most people on the mainland do not know it, but the Orgoth Occupation did not end when the invaders were driven from the shores of western Immoren. Their blackships fell back to the fortress-city of Drer Drakkerung, a base they had established on Garlghast Island, the largest of the Scharde Islands around Cryx. This dread fortification became the site of their last stand in western Immoren when Toruk sent his armies against them in a siege that lasted for months. Cryx's forces eventually prevailed, but the terrible sorceries unleashed in that battle rent the land and left scars that remain to this day. The Orgoth were ultimately destroyed, and their great city was ransacked for secrets that could be used by the forces of the Dragonfather.

As a consequence of this battle, Cryx learned the secrets of constructing the Orgoth blackships, as well as other strange artifacts that the Nightmare Empire has wielded against its many enemies ever since. Furthermore, in the aftermath of the Orgoth's defeat, many of the warwitches swore allegiance to the Dragonfather or else had their secrets stolen in death through necromancy. But not even the Dragonfather's forces were able to strip everything from this blighted city, and countless strange and mysterious horrors are still waiting to be uncovered beneath the ruined streets of Drer Drakkerung.

Adventure Hook

Agents of the Order of Illumination have received hints of the truth about the final battle between Cryx and the Orgoth. They fear that the collection of artifacts and occult lore hidden beneath Drer Drakkerung might be enough to trigger another infernal invasion if an enterprising infernalist should lay hands upon it. The Order wants to put together a team to retrieve or destroy whatever such material remains, but in order to get to Drer Drakkerung, the crew will first need to evade the notice of the Cryxian ships that patrol the waters around Garlghast and then sneak past the many necrotite mining operations that cover the island.

CASTLE MOORCRAIG

When Toruk first seized the Scharde Isles and founded the Nightmare Empire, not all the pirate kings who called this region home bowed to his will. The blasted and twisted ruins of Castle Moorcraig are all that remain of the pirate king who dared challenge the Dragonfather. Hundreds perished in the blackened rubble as Toruk vented his wrath as an example to those who would stand against his rule, and little is left of the castle as it once stood—at least, on the surface. Tales are whispered of dark things that still lurk in the extensive catacombs beneath the ruins, which, according to the rumors, extend all the way down into a series of natural sea caverns where Moorcraig hid not only his treasure, but possibly even a ship or two.

Adventure Hook

Lilia Vayne is putting together a crew out of Five Fingers with the intent of plundering the catacombs beneath Castle Moorcraig. What she hasn't told them is that she is a Scharde and believes herself descended from the pirate king. She hopes to uses the treasures there to fund her own pirate empire.

RHUL

Perhaps alone among the kingdoms of western Immoren, the dwarven nation of Rhul has been largely at peace for thousands of years. In fact, the dwarves claim to be the oldest and most stable civilization on Caen—and with records dating back over six millennia, they may be right.

Rhul's peace and prosperity can be traced in part to its mountainous terrain. Home to many of the tallest peaks on the entire continent, Rhul exists within and beneath the mountains of the Silvertip, Glass, and Thundercliff Peaks, as well as the Borokuhn Mountains. These northern ridges all surround the glassy waters of the massive lake known as the Armsdeep, which serves as the heart of Rhul. More accurately described as an inland sea, the Armsdeep produces drinking water, fishing, and trade opportunities for more than a million dwarves, and its deepest depths are said to be unfathomable. It is the source of the Black River, which provides one of the most important trade routes on the continent. From here, the Rhulfolk ship goods south to Llael, Cygnar, and just about everywhere else.

Further cementing Rhul's prominence, the kingdom welcomed refugees from across the Iron Kingdoms. Thousands have taken sanctuary in new Freehold villages, lower cities that have sprung up at the feet of the most populated Rhulic mountains. Menites from the floundering Protectorate, numerous Iosans escaping the strange fate that has fallen on Ios, and those displaced by the Claiming call these lower cities home, making Rhul among the most cosmopolitan nations in western Immoren.

This is causing the character of Rhul to gradually change. As a neutral ally to all of the Iron Kingdoms, which now has significant human populations, Rhul has become a hotbed of intrigue. From the Freeholds, spies can be recruited by any of the espionage agencies of the kingdoms, while Rhulic spies can glean information from their new citizens—which they are happy to sell, for a price. Next to the kingdom of Cygnar, Rhul is the clearest beneficiary of the new renaissance in the Iron Kingdoms.

Ogrun

The truth about how the Rhulfolk and the ogrun first came to share common cause has been lost to history and myth. Some say that the dwarves provided the ogrun with food during a great famine, while others link the relationship to the city known today as Hellspass, which was built by the Rhulfolk for the ogrun. Whatever the origins of this arrangement, it is inarguable that both sides have benefitted from it, and today Rhul is home to the largest population of ogrun in all of western Immoren. Although outwardly very different, the Rhulfolk and the ogrun share many complementary characteristics, with perhaps the most important to their continued coexistence being the ogrun concept of the *korune*.

The ogrun are a highly spiritual people despite their size and brutal appearance, and the korune is the central tenet of their society. An ogrun who has not yet pledged personal fealty to a korune is known as *bokur*, or "unsworn." The most important thing in an ogrun bokur's life is finding a worthy lord to whom the ogrun can swear a binding oath that will persist until death. Indeed, an ogrun who has found a korune will gladly sacrifice life itself in that lord's service.

In the mountains of Rhul, the ogrun find many worthy korunes among the mercenary, yet honorable, dwarves. For their part, the Rhulfolk respect the powerful ogrun's loyalty and stoicism—not to mention their raw strength, which is especially useful in the kinds of heavy labor in which dwarves are often employed. This arrangement has held for centuries, and both groups continue to rely upon one another today.

The Rhulfolk have stayed out of most of the conflicts to the south, primarily by maintaining good diplomatic ties and avoiding open declarations of war. Mercenary by nature, the Rhulfolk prefer interacting with their neighbors via trade. In recent years, the dwarves of Rhul have seen opportunity in the south, and many of them, especially from the younger and less established clans, have journeyed to the human kingdoms to either make their fortunes or lose them. Some go as speculators, some as mercenaries, and some as trade envoys, but all go in search of new deals with promising prospects.

No matter their specific predilections, Rhulfolk are usually welcomed throughout the southern kingdoms because they are clever, hardy, and generally trustworthy folk who excel in craftsmanship and negotiation. Rhulic stonecraft and metalworking are second to none in all the Iron Kingdoms, and dwarven mechanika is legendary for its remarkable efficiency. The dwarves of Rhul are also stalwart fighters. Whenever peril has come to their mountain home—as it did during the Orgoth invasion—they have repelled it with shield and hammer, and Rhulic mercenaries are highly prized throughout the Iron Kingdoms.

Although the kingdom of Rhul is governed by the thirteen Stone Lords—dwarven lords who can trace their ancestry directly to the original Great Fathers of the dwarven people—clans influence virtually every aspect of a dwarf's life, from choice of career to choice of marriage partner. Clans are vast, extended families, and each is ruled over by a clan lord. The most influential clans have seats on the Moot of the Hundred Houses, the most important lawmaking and governing body in the land.

Lakeforge

Located along the banks of the Armsdeep, Lakeforge is a massive shared foundry where only the very best of Rhulic and ogrun crafters labor, turning out boats, cannons, and other weapons and goods of surpassing quality. Lakeforge is also home to one of Rhul's few prisons, the notorious Dungeon Tower, which is located on a small island several hundred yards from the shores of the Armsdeep.

Political infighting and jockeying for position are common in Rhul, but even longstanding feuds and political rivalries are governed by ironclad laws and norms and overseen by Moot judges, who can declare a feud over should it interfere too much with the smooth operation of trade or day-to-day life in the realm.

GHORD

A masterpiece of masonry unsurpassed in all of western Immoren, the Rhulic capital of Ghord is made up of a staggering series of towers and walls that have been meticulously built stone by stone over the centuries. Even though only two thirds of the city is aboveground, it is nonetheless a staggering sight—an awe-inspiring series of towers and walls that is home to nearly half of the kingdom's citizens. It is here that the Moot of the Hundred Houses meets, and it is also here, as nowhere else in Rhul, that the worship of the Great Fathers affects every aspect of life. The Church of the Fathers is present in each of the city's thirteen districts, and most of the wealthiest clans maintain private churches and priests of their own, with each one attempting to show up its neighbors with expensive and elaborate displays of piousness.

More than merely the capital of a nation, Ghord is the seat of Rhulic society, with history carved into the stones of every wall and worn into the ruts of every street. Many of the most important conglomerates that handle dwarven industry and trade maintain their headquarters in Ghord, including the Ghordson Foundry, which makes many of Rhul's famous steamjacks, including the popular Ghordson Driller. The city is also home to the dwarven wizards of the Brand of Odom.

Adventure Hook

Brunev Blackheel and her husband, Golrick, run a smuggling boat called the *Burnt End* that runs to and from Leryn in Llael—or at least they did until Golrick got himself thrown into the Dungeon Tower. Brunev wants someone to get her husband out, whether that means breaking into the prison or getting arrested and then staging a prison break from inside. The Blackheels have saved plenty of diamonds over the years for their eventual retirement, but Brunev is quite willing to fill someone's pockets with them if only they can return her husband to her.

HAMMERFALL

For those wishing to enter Rhul from the west, there is only one route—and that route leads through Hammerfall, perhaps the most impressive of all the dwarven border fortresses. Consisting of dozens of lesser fortresses linked together to form a single massive, terraced castle, Hammerfall has never fallen to attackers, and the dwarves of Rhul are justly proud of their impregnable fortress.

Located only a short distance from Hellspass in northern Khador, Hammerfall faced its most recent challenges when that northern city fell to infernal corruption from within. Although the infernals turned most of their attention to the nations of the south, the defenders of Hammerfall fought off more than a few infernal terrors that had splintered off from the main forces that assailed Hellspass. And with the Khadoran city now depopulated, one fewer obstacle stands between Hammerfall and any potential attack from the west.

Most citizens of western Immoren know Hammerfall primarily for the famed mercenary companies that sometimes hire themselves out from Hammerfall. Members of the Hammerfall High Shield Gun Corps have justly earned renown throughout much of the Iron Kingdoms, and the impressive tactics displayed by many of the Rhulic mercenaries who hail from Hammerfall can be traced back to Pelgor Dhurg, a cousin of the Stone Lord of House Dhurg. This dwarven champion spent his youth as a mercenary in Llael, and he adopted many training and drilling methods from the human armies he served alongside and brought them back to Hammerfall, where he combined them with Rhulic steadfastness and ingenuity to produce some of the most reliable soldiers on the continent.

The inhospitable peaks that surround Hammerfall ensure that the border fortress is the only safe way into the heart of Rhul from the west, and even though trade from northern Khador and points beyond is rarer now than it may have been at other times throughout history, the dwarves of Hammerfall stand ever ready to guard the routes in and out of their great nation.

Adventure Hook

Pelgor Dhurg has become concerned about the routes leading to and from Hellspass, which have come under increasingly frequent attacks from bogrin, blackclads, and other threats since the city was devastated by infernal activity. In response, he has begun dispatching regular patrols along the road. Unfortunately, he's a bit shorthanded at the moment, which is why he would like to hire a team willing to go to Hellspass, investigate the situation, and report back on anything unusual—after capturing or killing anything threatening, if possible.

HORGENHOLD

A single massive castle perched atop a sheer cliff overlooking the Black River where it flows south from Rhul into Llael, Horgenhold is one of the most important border defenses for the peoples of Rhul. In fact, it was here that the Rhulfolk held off the Orgoth invasion when those would-be conquerors arrived at their doorstep. The Orgoth incurred such staggering losses during the conflict that they never staged another attack on Rhul in all the centuries of their occupation of western Immoren.

Countless cannons along the castle's walls are trained at all times on both the Black River and the road that snakes alongside it before winding southward to the nearby Llaelese city of Leryn. In times of great need, Horgenhold has another trick up its sleeve: a gate of massive iron bars that can be drawn up from the water to close off the riverway entirely.

Besides hosting a regular garrison of Rhulic soldiers and 'jacks, Horgenhold is the headquarters of hundreds of scouts who patrol the southern mountains. Even though most of these scouts consider the castle the closest thing they have to "home," they spend little of their actual time there, often instead sleeping rough in the wilds of the mountains or patrolling smaller border forts and watchtowers.

Due to Horgenhold's close proximity to Leryn, the dwarves who live within the castle's walls have come to know humans—and especially the citizens of that Llaelese city—quite well. In fact, when Leryn fell to Khador in 605 AR, and again when it fell shortly thereafter to the Protectorate of Menoth's Northern Crusade, Horgenhold accepted many Llaelese refugees, some of whom still live in the castle and its environs to this day.

Adventure Hook

A Rhulic scout named Bulin Steadfast always stops by Horgenhold at this time every year, but he's now more than three weeks late. Tuluk Assag, a high-ranking ogrun at Horgenhold and a friend of Steadfast, would like someone to check on the dwarf, but he has no one to spare at the moment. Anyone who could be persuaded to head to Steadfast's last known whereabouts and look for any sign of him would earn the appreciation of both Assag and Stone House Udo, which is in charge of the fort.

BRUNDER

Many of Rhul's most important cities are located on the shores of the Armsdeep, but none are growing faster than Brunder. The city was originally settled by dwarves, but its massive growth is driven by the thousands of ogrun who call the city home, outnumbering their shorter neighbors by nearly two to one.

Partly due to its distance from the Rhulic capital of Ghord, Brunder is seen as relatively lawless, at least by Rhulic standards, and many mercenaries and privateers in Rhul come here, either in hopes of making their mark or in an attempt to avoid capture by the authorities of the Moot of the Hundred Houses. Despite this reputation, however, Brunder is a clean and orderly city that is simply growing at a much faster pace than its steadier neighbors. There's no better place in all of Rhul to hire the services of a mercenary, especially if one is looking for a bit of ogrun muscle—and there's no better place for a mercenary company to hang up its shingle, either. The only downside is all the competition, but with so much demand, no mercenary in Brunder stays unemployed for long.

Adventure Hook

Gantak Thurr, an ogrun fisher who owns a fleet of several ships, believes that a helmet belonging to his family for generations was stolen from his home by Baldrik Belgre, a dwarven second-story man. But Thurr has two problems. The first is that the dwarf in question is a member of a local clan that has been gaining power of late; the second is that he doesn't have any proof. The ogrun would like someone to break into the clan's hall in the dwarven quarter of Old Brunder and obtain some evidence of Belgre's guilt so that the authorities will have to take his claim seriously—or simply steal back his helmet, if it comes to that.

IOS

In the final days of the Claiming, the realm of Ios, ancestral homeland to elves of Immoren, once again closed its borders completely to outsiders. With no news coming out of the kingdom, many Iosans dwelling outside the boundaries of their homeland returned to seeking word of their families and loved ones. None who have entered Ios have returned.

That something catastrophic has occurred is generally agreed. The Iosans, after all, are no strangers to disaster, having survived more than their share of it throughout their history. Yet this calamity seems different than those that have come before, and no one has yet been able to penetrate the mysterious depths of the forest realm to ascertain what has become of the people who once dwelt within.

The forests of Ios have always been foreboding. The majority of the region is dominated by tall, pale aspens that form an impenetrable canopy. Underbrush is all but unheard of, and the silent glades of Ios are blanketed by moss and other bryophytes. Wet meadows break up the trees, as do high plateaus where wildflowers bloom in a riot of colors rarely seen by outsiders. Mist cloaks the forest throughout the year, and there are those who say that this haze has a mind of its own—that it whispers secrets in the ears of travelers and turns them around in their tracks until they have lost all sense of direction. Some even claim the mist is made up of the souls of those elves who are born without them.

Anyone who has ventured near Ios, including diplomats and trading parties from Llael, Cygnar, and even Rhul, have found the gates of its border fortresses closed, their walls apparently untenanted. Any expedition that has gone around these defenses has either found itself turned around in the forest, walked out despite believing it was marching in, or disappeared without a trace. Those who have managed to return tell outlandish and frightful tales that might have been dismissed as outright fabrications were the horrors of the Claiming not still fresh in the minds of the populace: stories of elves, black-eyed and soulless, who watched them silently from the trees and disappeared in the blink of an eye.

Yet these are the least of the horrifying tales spun by the few who have set foot in Ios since the Claiming. Others tell stories of barely glimpsed shadows that were like Iosans, yet different—twisted and terrible, their hunger a palpable thing that radiated outward like heat from a furnace. No one in the outside world can say what has become of the once-proud people who called this forest realm their home, but all of western Immoren wonders—and fears.

Soulless

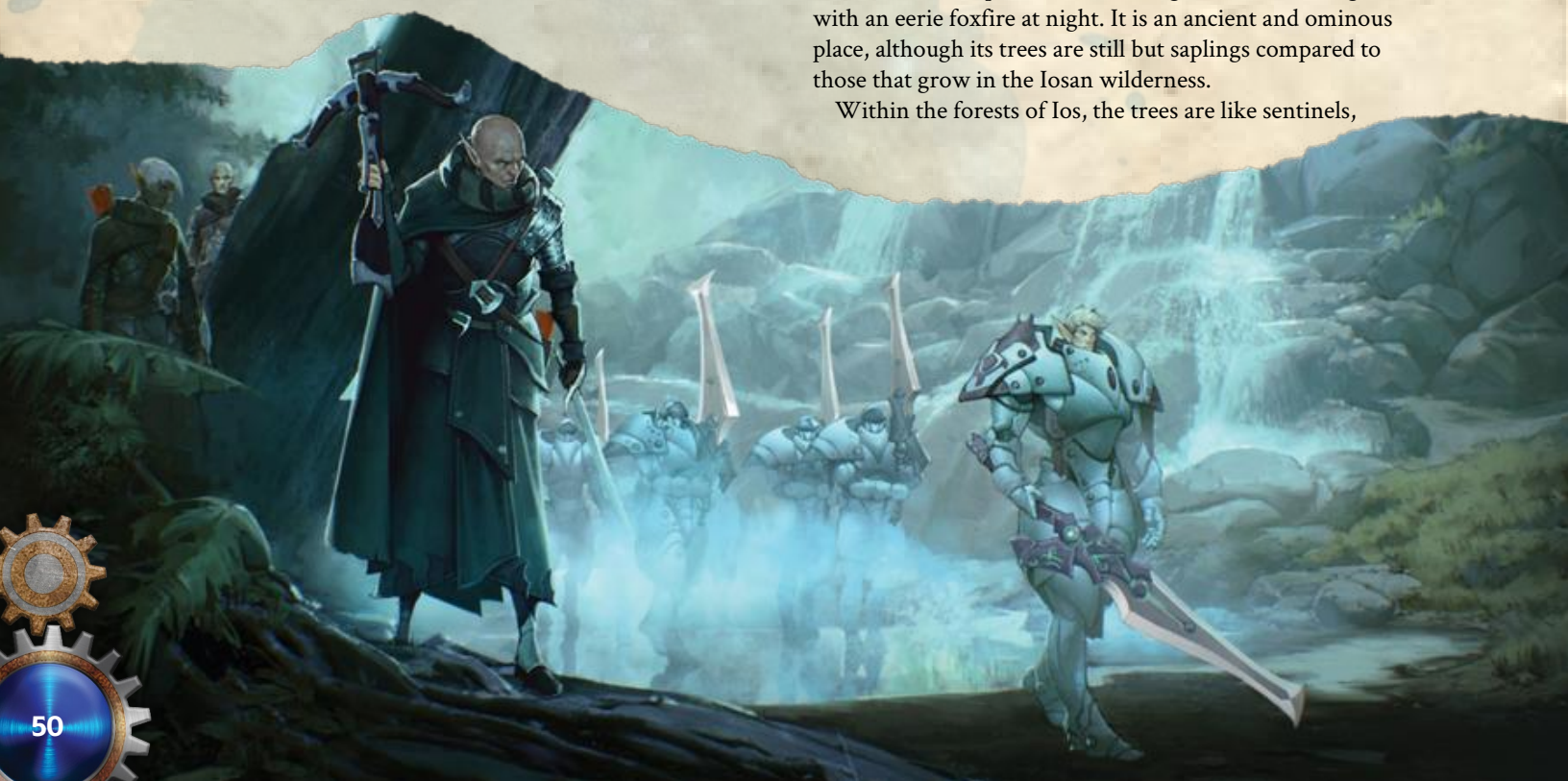
For decades now, more and more Iosans have been born without souls. Such infants are marked by the silence with which they enter the world, the alien stare of their black eyes, and the eeriness of their emotionless manner. The Iosans have always seemed aloof compared to the other peoples of the Iron Kingdoms, but the soulless are so detached from emotion that they fill even Iosans with a sense of disquiet while also reminding them of the mysterious sickness that has been gnawing away at their people.

Despite being seen as a physical sign of the Iosans' abandonment by their gods, some soulless have been raised as emotionless killers by the Retribution of Scyrah, a rogue organization that blamed human spellcasters for the death of the elven deities. Even though many years have passed since anyone last saw a member of the Retribution inside the borders of Ios, those who have ventured into the eerily quiet forests of that realm have seen the soulless. They stand watch near the gates of Ios now, their numbers too great to simply be the result of the Retribution's actions. Where they have come from and what this means for the people of Ios—and for the rest of western Immoren—remains to be seen.

THE GLIMMERWOOD

South of Ios and Llael and west of Scarleforth Lake and Mount Shyleth Breen, the trackless forests of Ios gradually give way to the still-untamed Glimmerwood, which gets its name from a unique lichen that clings to its trees and glows with an eerie foxfire at night. It is an ancient and ominous place, although its trees are still but saplings compared to those that grow in the Iosan wilderness.

Within the forests of Ios, the trees are like sentinels,



their trunks like the pillars of some great arcade, the forest bed carpeted with moss. Although the underbrush in the Glimmerwood grows thicker and the trees are not so tall, it too has a sense of uncanny sylvan stillness. Those who have ventured into it say the trees of the Glimmerwood, like their larger cousins beyond, seem to be waiting for something.

Several trollkin kriels make their homes in the Glimmerwood, including some pushed from the shores of the sulfurous Scarleforth Lake. The mineral-rich water of the lake contributes to the vivid coloration for which these trollkin are known. Their clashes with skorne, Cygnarans, and others have left them disinclined to entreat with outsiders, although they engage in sporadic trade with the Llaelese.

If one travels as far as the shores of Scarleforth Lake, one can find the ruins of trollkin villages, some of which are still home to great krielstones that tell of those who once dwelled there. Even though the northwestern edges of the Glimmerwood run all the way to the outskirts of Merywyn, the Llaelese have never sought to obtain timber or game from the forest, which has a reputation as being accursed or haunted. This reputation has grown in recent years as the region's trollkin inhabitants have been joined by vicious Tharn and stranger things from the depths of Ios.

Adventure Hook

Jonhot Stonebrow is a trollkin living on the outskirts of Merywyn. He recently began trying to rebuild what's left of his shattered kriel, and he longs to have his village's krielstone returned. Unfortunately, it's still lying on the shores of Scarleforth Lake on the far side of the Glimmerwood. Jonhot would retrieve it himself, but he has young children to look after and work to do rebuilding the kriel. If someone could return the krielstone to him, they would earn a great deal of gratitude from the region's many trollkin.

THE GATE OF MISTS

For the most part, the Iosans have never bothered with the fences, walls, and border guards that define the boundaries of other nations. The mountainous edges and deeply forested interior of the region take care of that for them, and those who venture too deep into the Iosan woods find themselves quickly lost, turned around, or enveloped in a strange mist that seems to whisper to them in voices that they can almost understand. In ages past, however, those who penetrated far into the woods inevitably came upon one of the Iosan fortresses known as aeryths, which were guarded by peerless sharpshooters and masters-at-arms who would cut down intruders without mercy. Today, many of these aeryths stand unguarded, at least as far as anyone can tell, yet those who pass these seemingly abandoned fortifications rarely return.

At one time, a seldom-used road led from Merywyn through the northern edges of the Glimmerwood and into Ios. Despite limited trade between Llael and Ios, Seekers, diplomats, and other agents of the elven realm occasionally ventured out of Ios along this trail. Over the years since the Claiming, the forest has begun to reclaim this ancient road, but those who follow it far enough—past Greywind Tower and into the fringes of the Iosan wilderness—will find themselves standing before the famed Gate of Mists. For centuries, this gate was guarded by a special detachment of Iosan soldiers known as the Blades of Ellyos. In recent years, those who have reported seeing the Gate of Mists have spotted no sign of these proud elven warriors. In their place, black-eyed soulless armed with bows and swords patrol the trees around the two towering aeryths that flank the disused road. According to those rare few who have survived the encounter, the soulless go about their work without a word, cutting down any who try to pass the gate, no matter their stated reason.

THE TWILIGHT GATE

Although many of the aeryths that fortify the borders of Ios lie deep within the forest, the Twilight Gate stands at the very edges of the woods, rising out of the shadows of the mountain peaks that separate the elven nation from the Bloodstone Marches beyond. Each of the gate's pillars is formed from a single, massive stone carved with ancient Iosan symbols, and each was once warded by potent magic. Shortly before the Claiming, skorne poured through these gates from the Bloodstone Marches to the south, and although the Iosan defenders fought with all their might, they were unable to turn back the invaders before they had penetrated deep into the elven nation.

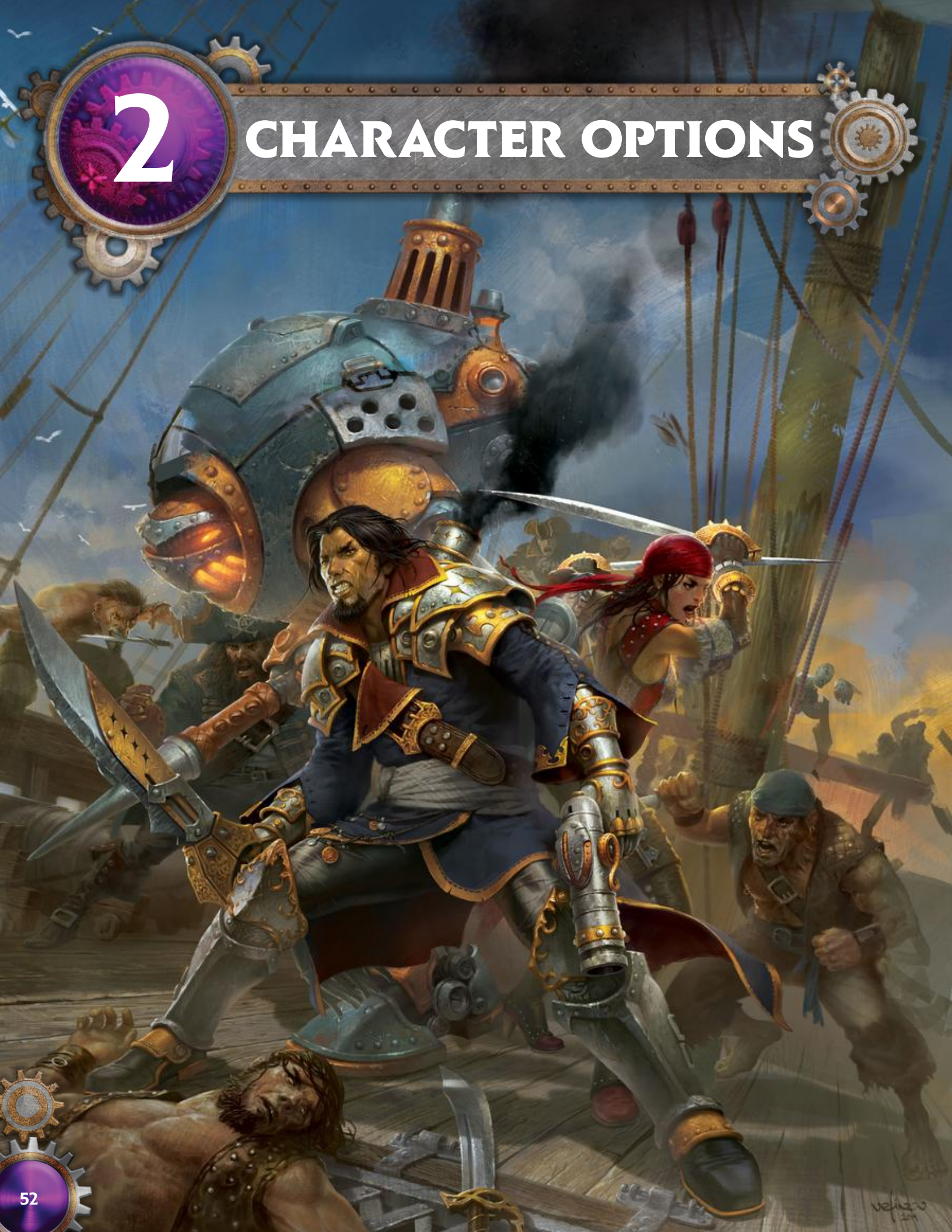
The Twilight Gate still bears the scars of these battles. The pillar to the north, which was partially shattered during the conflict, now juts forth like a broken tooth, and for more than a mile beyond the gate, many of the trees and plants still show signs of the devastation wrought by the invading skorne army. For whatever reason, what little vegetation has grown back here is sickly and strange, and the trees contort themselves into unnatural shapes, their branches reaching like claws toward any who pass by.

There are those who say that the elves and the skorne formed a desperate alliance in the last days of the invasion as the magnitude of the infernal threat became clear. If the tale is to be believed, the Iosans turned upon the skorne when the danger was over and slew them without mercy. The blood spilled during that act of betrayal is said to be the cause of the strange and threatening plant life that has sprung up near the Twilight Gate, and it is why the ghosts of slain skorne and even the feral spirits of tormented warbeasts still walk these woods—or so the story goes.

Adventure Hook

Lyssa Breen, a Thamarite scholar operating out of Ternon Crag, wants to know what happened to the Iosans. Certain that the Twilight Gate is no longer guarded in the wake of the battles that took place there, she believes that an expedition launched through it could penetrate deep enough into Ios to reach one of the elven cities. She has the money to finance the project; all she needs now is a few sturdy souls willing to escort her on her journey.

2 CHARACTER OPTIONS



The war-torn lands of the Iron Kingdoms are home to many diverse cultures and ancestries, each with its own traditions, beliefs, and strengths. Whether they dwell in the sprawling cities of the human kingdoms of Cygnar, Khador, Llael, and Ord, or in humble villages on the fringes of the untamed wilderness, the peoples of western Immoren have endured centuries of oppression, conflict, and supernatural incursions by unfathomable dangers from beyond the mortal realm. This fact has shaped the inhabitants of western Immoren into hardy folk. Nearly every one of them has faced warfare firsthand.

The recent Claiming of souls by the infernal forces of the Nonokrian Order resulted in a great loss of life. The remaining population falls into two major categories: those who seek to return to a sense of normalcy, and those who strike out to pick up the pieces of the world, drive the shadows back, and ensure that the world will never again suffer such a catastrophe. Most player characters fall into this second group.

The character options in this book are useful for both players and Game Masters and reflect the unique character of the Iron Kingdoms and its inhabitants. This chapter includes the essence system for creating characters in an Iron Kingdoms game, as well as new races, new classes and subclass options, and new backgrounds.

The information in this chapter is specific to the world of western Immoren. If you are running an Iron Kingdoms campaign, the material in this chapter takes precedence over the standard campaign rules.

ESSENCES

The Iron Kingdoms are a widely varied place, and characters' natural aptitudes determine as much about their abilities as the parents they were born to and the places they grew up in. When creating a campaign, a DM can decide to use the following rules for essence in addition to those for race, class, and background. When using these rules, racial ability score increases are not used. Those values are instead determined by a character's essence and background.

Each essence also grants an additional trait and access to feats that have the essence as a prerequisite.

INTELLECTUAL

Capable of true bursts of genius, characters with the Intellectual essence are often exceptionally intelligent and think impossibly quickly and clearly. Characters with this essence are cerebral thinkers and planners who see all the angles and anticipate the likely course of action taken by those with lesser minds.

Ability Score Increase. Your Intelligence, Wisdom, or Charisma score increases by 2.

Intellectual Aptitude. Choose one of your skill proficiencies or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. At 11th level, you can choose another skill proficiency or tool proficiency to gain this benefit.

INTELLECTUAL FEATS

The following feats are available to Intellectual characters at the DM's discretion.

BATTLEFIELD COORDINATOR

You are a skilled battlefield commander who can coordinate the movements and attacks of allied creatures to maximum effect. At the start of your turn, you can choose a number of friendly creatures equal to your Intelligence or Wisdom modifier (minimum of 1). The chosen creatures do not provoke attacks of opportunity until the start of your next turn. You can't use this feature again until you finish a long rest.

PRESCIENT

At the beginning of a combat encounter, if you are not surprised, you can choose to take the first turn instead of rolling initiative. You can't use this feature again until you finish a long rest.

QUICK THINKING

Your nimble mind enables you to act impossibly fast and take advantage of the slightest hesitation by your enemies. You can take one action or bonus action at the end of another creature's turn. You can't use this feature again until you finish a long rest.

GENIUS

You gain proficiency in Intelligence saving throws and double your proficiency bonus when making Intelligence saving throws.

VIGILANT

You have keen senses and miss few details. Your passive Wisdom (Perception) score increases by 4, and you double your proficiency bonus when you make a Wisdom (Perception) check.

MIGHTY

Characters with the Mighty essence are in peak physical condition. Their strength defies imagination, their resilience borders on the supernatural, and their blows strike with bone-shattering force.

Ability Score Increase. Your Strength, Dexterity, or Constitution score increases by 2.

Potent Strikes. When you score a critical hit with a melee weapon attack, you can roll one additional weapon damage die and drop the lowest result.

Powerful Build. You count as one size larger when determining your carrying capacity and the amount you can push, drag, or lift.

MIGHTY FEATS

The following feats are available to Mighty characters at the DM's discretion.

BEAT BACK

When you hit a target with a melee weapon attack, you can shove a creature as a bonus action. If you successfully push the creature, you can move 5 feet toward it. You do not provoke an opportunity attack with this move.

BOUNDING LEAP

You double your Strength score when determining your long jump, and you double your Strength modifier (minimum of 1 after doubling) when determining your high jump.

Additionally, at the end of one of your falls, you take 1d6 bludgeoning damage for every 15 feet you fell instead of every 10 feet, to a maximum of 20d6.

INVULNERABLE

On your turn, you can choose to gain temporary hit points equal to double your proficiency bonus. These hit points last for 10 minutes. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain any expended uses when you finish a long rest.

TOUGH AS NAILS

You increase the size of your Hit Dice by one step, to a maximum of a d12. For example, if your class's Hit Die is a d6, it becomes a d8 instead.

Additionally, you have advantage on death saving throws. If you roll a 20 on the d20, you can spend one Hit Die instead of regaining 1 hit point. If you do, roll the die and regain hit points equal to the total.

VIGOROUS

As an action, you can choose to spend a Hit Die. Roll the die and regain hit points equal to the total. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain any Hit Dice spent in this way when you finish a long rest.

AGILE

Characters with the Agile essence are extremely quick, nimble, and dexterous. They often rely on a combination of speed, wits, and skill, as well as a measure of luck. Many live as artful dodgers, using their fleetness to evade the city watch after pulling off a criminal score, but others choose more acceptable paths, acting as scouts, rangers, explorers, or even skirmishers in a nation's military.

Ability Score Increase. Your Intelligence, Wisdom, or Charisma score increases by 2.

Fleet. Your movement speed increases by 10 feet.

AGILE FEATS

The following feats are available to Agile characters at the DM's discretion.

CAGEY

When you become prone, you can immediately move up to 5 feet. You do not provoke an opportunity attack with this move. While you are prone, attacks against you within 5 feet do not have advantage and your attack rolls do not have disadvantage. When you are prone, standing up uses only 5 feet of your movement. This feat has no effect while you are mounted.

DEFT

You have advantage on Dexterity (Acrobatics) and Dexterity (Sleight of Hand) checks. In addition, you can add your proficiency bonus to your AC against opportunity attacks.

UNTOUCHABLE

As a reaction, you can choose to add your proficiency bonus to your AC against all attacks you can see. This bonus lasts until the beginning of your next turn. This feat has no effect while you are mounted. You can't use this feat again until you finish a long rest.

VIRTUOSO

Choose a melee weapon you are proficient with that does not have the two-handed or heavy property. If the weapon does not have the finesse property, that weapon gains the finesse property while you wield it.

You can select this feat multiple times. Each time you do so, you must choose a different weapon.

WATCHFUL

You cannot be surprised while you are conscious. In addition, you have advantage on Dexterity saving throws and Wisdom (Perception) checks, and your passive Wisdom (Perception) score increases by 5.

GIFTED

Characters with the Gifted essence are born with the capacity to work magic. This potential can be a latent talent discovered later in life, or it can be pronounced and defining from an early age. The Gifted essence provides characters with the innate ability to use magic and further empowers their spellcasting abilities if they choose to play a spellcasting class.

The Gift of Magic

Although it is narratively impossible for humans to cast arcane spells in the Iron Kingdoms without the Gift of Magic, players should not feel forced to take the Gifted essence if they are playing a spellcaster. Similarly, players should not feel forced to avoid taking this essence if they are playing a less magically inclined class.

Ability Score Increase. Your Intelligence, Wisdom, or Charisma score increases by 2.

The Gift of Magic. You know one cantrip of your choice from the following list: *dancing lights*, *light*, *mage hand*, *message*, *prestidigitation*, *shocking grasp*, and *thaumaturgy*. If your class has a spellcasting ability for spells, that ability is your spellcasting ability for it; if not, whichever ability you increased with the Gifted essence is your spellcasting ability for it.

GIFTED FEATS

The following feats are available to Gifted characters at the DM's discretion.

DOMINATOR

When you cast a spell that requires the target to make a saving throw, you can force the target to make the saving throw with disadvantage. You can use this feat a number of times equal to your proficiency bonus. You regain any spent uses when you finish a long rest.

FAST CASTER

If you use a bonus action to cast a spell, you are not limited to casting a cantrip with a casting time of 1 action during the same turn; instead, you can cast any spell you would normally be able to cast during your turn.

RESOLUTE

You bend reality to your will, holding on to your spells longer than weaker casters do. Your Intelligence, Wisdom, or Charisma score increases by 1 to a maximum of 20, and whenever you take damage while you are concentrating on a spell, you have advantage on your Constitution saving throw to maintain your concentration.

Additionally, when you cast a spell that has a duration of 1 minute or longer, you may double its duration, to a maximum of 24 hours. You can use this benefit a number of times equal to your spellcasting ability modifier (a minimum of once). You regain all expended uses when you finish a long rest.

STUDENT OF THE ARCANE

You've delved further into the mysteries of the arcane in your free time, and your research has been rewarded with an additional spell slot. This slot must be of a level for which you have spell slots, up to a spell level equal to your spellcasting ability modifier. You can take this benefit multiple times, but the combined value of the additional slots cannot be higher than your spellcasting ability modifier.

MAGICALLY SENSITIVE

You have a keen eye for the distinctions of the runes that manifest during spellcasting. Your Intelligence, Wisdom, or Charisma score increases by 1 to a maximum of 20, and you have a +5 bonus to your passive Intelligence (Arcana) score.

In addition, when you witness the casting of a spell that manifests spell runes, you automatically learn your choice of one of the following about the spell: its school of magic, its level, its duration, or whether it requires concentration to maintain.

PIOUS

Characters with the Pious essence have a strong connection to their god. They are not necessarily part of the clergy, although many choose that path. Others live their lives as devout warriors, mechaniks guided by their faith, or one of many other roles, but all feel the guiding hand of divine purpose in their lives. The power of their devotion is enough to provide them with a clarity of purpose and deed, which sometimes even manifests as minor divine miracles bestowed by their god.

Ability Score Increase. Your Intelligence, Wisdom, or Charisma score increases by 2.

Rewarded Faith. You learn one cantrip from the following list: *guidance*, *light*, *mending*, *produce flame*, *resistance*, *sacred flame*, and *spare the dying*. If your class has a spellcasting ability for spells, that ability is your spellcasting ability for it; if not, whichever ability you increased with the Pious essence is your spellcasting ability for it.

PIOUS FEATS

The following feats are available to Pious characters at the DM's discretion.

ASCETIC

You've lived most of your life without the common comforts others take for granted. You have advantage on Constitution saving throws to avoid exhaustion.

Additionally, you gain the full benefits of a long rest after only 6 hours of rest (including at least 4 hours of sleep) instead of 8, and you remove an extra level of exhaustion if you rest for a full 8 hours.

BLESSED WITH HEALTH

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

In addition, your hit point maximum increases by an amount equal to your level when you gain this feat, and it increases by 1 whenever you gain a level thereafter.

CHOSEN BY THE GODS

When you spend one or more Hit Dice to regain hit points during a short rest, you can roll a d6 and add the total to the hit points you regain.

If you fail a death saving throw, you can choose to automatically succeed at it instead. You can't use this feature again until you finish a long rest.

HOLY AEGIS

You can create a circle of protection around a small room or campsite. The circle is a cylinder up to 15 feet tall with a radius of up to 15 feet. It takes 30 minutes to create and lasts 4 hours or until triggered. The names of the characters you intend to keep safe within the circle are incorporated into its runes. When any character other than the named characters enters the area, all named characters are alerted. For the next 10 minutes, any character in the area other than the named characters loses the Incorporeal Movement trait, and any undead or infernal character other than the named characters has disadvantage on attack rolls.

SHIELD OF THE BELIEVER

When you are hit by an enemy spell attack, you can use your reaction to roll a d10 and add the ability modifier for whichever ability you increased with the Pious essence, and reduce the damage by that total. If you reduce the damage inflicted by the spell to 0 or less, you do not suffer any of the spell's other effects. You can't use this feat again until you finish a long rest.

When using this feat, you roll another 1d10 starting at 7th level (2d10), and at 14th level (3d10).

RACES

Humans are by far the most prevalent of all the settled peoples of western Immoren, but they are by no means the only ones. In every city from Uldenfrost in the far north of Khador to the sweltering isle of Blackwater in the Scharde Islands, a range of other races call the continent their home. Clever gobbers build communities in and among human cities, hulking ogrun bellow out commands in factories and on docksides, and savvy Rhulic dwarf mercenaries and traders haggle over the price of goods or services in the streets, all while teams of urban trollkin patrol their communities clad in tartan and plate mail. In some cities, the former inhabitants of the Shard Spires, the enigmatic Nyss, live among their cousins from mysterious Ios. Almost every permanent settlement in the Iron Kingdoms is home to various peoples, languages, and customs.

Beyond the cities, the wilds of western Immoren are home to an even greater number of diverse races. Some—such as the feral Tharn and their inscrutable druidic masters, the blackclads—are dangerous, while others merely take whatever opportunity they can just to get by in a perilous world.

This section presents the predominant races of the Iron Kingdoms.

Height and Weight

You can use the trait information for your race's size to select a height and weight for your character, or you can roll on the Random Height and Weight table. To determine your height, roll the number of dice in the Height Modifier column and add the result (in inches) to your character's base height. To determine your weight, multiply the number you rolled for your height modifier by the dice roll or number in the Weight Modifier column and add the result (in pounds) to your base weight.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Gobber	2' 8"	+2d4	35 lb.	× 1 lb.
Human	4' 8"	+2d10	110 lb.	× 2d4 lb.
Iosan	5' 3"	+2d8	100 lb.	× 1d6 lb.
Nyss	5' 5"	+2d8	110 lb.	× 1d6 lb.
Ogrun	6' 10"	+2d8	280 lb.	× 2d6 lb.
Rhulic dwarf	3' 7"	+2d4	120 lb.	× 2d6 lb.
Trollkin	6' 0"	+2d10	170 lb.	× 2d6 lb.

GOBBER

Despite the many challenges the Iron Kingdoms have confronted in recent years, gobbers have time and again shown themselves to be a capable and resilient breed. Some might point to their diminutive stature as a sign of weakness, but in response, I point to their cunning, ingenuity, and strength of character. When the kingdoms of humankind teetered on the very precipice of destruction, gobbers were there in great numbers, trying their best to bodge the pieces back together.

Indeed, looking back on the history of gobbers, one sees that they have successfully integrated into every major kingdom. Although gobbers might sometimes need to live in squalor and move in the shadows to avoid persecution, even the most restrictive cities have retained an enclave of their kind, toiling away in their workshops and doing their best to get by. The ability of gobbers to adapt to—and even thrive within—cultures that might be hostile to them cannot be overstated.

—Professor Viktor Pendrake

Gobbers are an amiable and curious people inclined to violence only as a last resort, which differentiates them from their wilder cousins, known as bogrin. They have had considerable success integrating into human society in both rural and urban areas. Gobbers find work as astute traders, skilled laborers, and innovative thinkers with a natural affinity for alchemy and engineering.

TINY BUT MIGHTY

Slender and wiry, gobbers are a diminutive people. Their hairless skin is generally a mottled green-grey. This coloration can change drastically—often in response to a gobber's mood—and some gobbers can even control this hue to a limited degree. They also possess wide-set eyes, big pointed ears, overly large feet, quick hands, and a protrusive mug featuring a wide mouth full of teeth.

Despite being half the size of humans, gobbers have found a niche among the civilizations of the Iron Kingdoms and within the expansive wilderness of western Immoren. Although some face prejudice from intolerant humans, they have still managed to integrate themselves into nearly every human society. Among wilder folk, gobbers often find a place as traders of goods manufactured in cities or sell their skills as tinkerers and bodgers.

COMMUNAL CREATURES

Gobbers are one of the three major races that worship the mother-goddess Dhunia, although religion is not a major aspect of their lives. Indeed, they seem irreverent and lacking in solemnity to members of some cultures, but this is merely an extension of their curiosity and general disregard for social barriers. Gobber society has little regimentation or hierarchy, and all gobbers are expected to speak frankly and contribute to the general well-being of their family and closest friends.

Gobbers who work and live together fall into a communal relationship in which ownership of items such as tools and weapons becomes meaningless, a behavior they may also

exhibit with friends and colleagues of other races. Although they do not consider taking another's belongings under such circumstances to be theft, those who live in human society understand human norms and are not allowed to plead ignorance as a means of evading punishment for such crimes.

Small in stature and naturally skilled at evading notice, gobbers make exceptional thieves, but their success in this field has led to unfortunate stereotypes. Most gobbers prefer to create things of lasting value by the skill of their hands and equally nimble minds than to survive by pilfering. That said, they are often exploited in low-paying jobs, with many living in poverty and sometimes turning to criminal professions as an alternative. Others live as seminomadic junkers, a respectable trade among gobbers, and travel from town to town salvaging broken and discarded items to repair and resell.

GOBBER NAMES

A gobber's name is often a long single name that combines a personal name, the mother's and father's names, and some nickname or descriptor. These descriptors often hold a double meaning, with positive and negative elements. A gobber's component names are usually short and seldom longer than a single syllable. When addressing gobbers, members of other cultures often use nicknames or names that are more appropriate for the kingdom's naming traditions.

Male Names: Ad, Ant, Az, Bert, Boll, Bork, Dag, Dar, Gek, Gork, Gul, Gun, Hek, Hok, Kanh, Kug, Lan, Lok, Mo, Mog, Nat, Nun, Oz, Pok, Rak, Tak, Tot, Tun, Tur, Un, Vog, Vorg, Zag

Female Names: Agghi, Ala, Anh, Ano, Ara, Bel, Dar, Enda, Gan, Gara, Geka, Gren, Kat, Lom, Mari, Meg, Nan, Rala, Ren, Sele, Tere, Ula, Vel, Walu, Wikka

Gobber Nicknames: -ak (untouchable, noisy or annoying), -aken (tough, stubborn), -alok (wise or clever, meek), -aneg (ferocious, irrational), -anen (stealthy, nervous or insecure), -bin (obsessive, destructive), -dara (healthy or long-lived, conservative), -ekka (radiant, manic), -gamun (quiet and withdrawn, maniacal), -helek (heroic, domineering), -kam (dexterous, cowardly), -obal (prankster, hard-hearted), -omog (animal friend, good cook), -rel (observant, passive), -ular (innovative, cheater), -uman (faithful and determined, fanatical)

For example, a male gobber named Az born to parents named Mog and Rala might be named Azralamoggamun but go by "Az" among his non-gobber companions.

GOBBER TRAITS

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

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Gobbers age more rapidly than many other races, reaching maturity in their early teens. On average, gobbers live 65 years.

Alignment. Gobbers tend toward neutral alignments.

Size. Gobbers average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Beneath Notice. Gobbers are often overlooked due to their small size and ability to pass unnoticed. You are proficient in the Stealth skill. Additionally, when you perform the Disengage action, after moving you can attempt to perform the Hide action to remain hidden from any creature you have concealment against.

Superior Darkvision. 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.

Nimbleness. You can move through the space of any creature whose size is larger than yours.

Tinkerer. You have proficiency with one set of artisan's tools of your choice: alchemist's supplies, mason's tools, smith's tools, or tinker's tools.

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

HUMAN

Of all the peoples of western Immoren, humanity is perhaps the most perplexing to consider. We have adapted to live in a bevy of different conditions, from freezing tundra to parched desert. Countless variations are found among us, making it difficult to find any description that fully encompasses the breadth of all we humans have to offer. But do not allow yourself to be mistaken. Despite all our advancements, philosophies, and sciences, and despite the favor of the gods we worship and the Gift of Magic that has been bestowed upon us, we have within ourselves the same inclination toward violence and warfare that made us so welcome among the Molgur tribes. We may dress up our violence with modern conveniences and brilliant strategies, but something within us calls us to shed blood.

—Professor Viktor Pendrake

Mankind holds sway from the far north of Khador all the way to the southern tip of Bloodshore Island. There is great diversity among humanity—so much so that a traveler across western Immoren can expect to encounter numerous ethnic and regional groups, most of which identify themselves based on the most prominent old kingdoms from the Thousand Cities Era before the arrival of the Orgoth. These cultural identities are deeply rooted despite the rise of the modern kingdoms defined by the Corvis Treaties. Cultures and appearance vary dramatically among these groups, as most of these identifications are based on region rather than bloodline.

HUMAN TRAITS

Your human character has a number of traits in common with other humans across western Immoren.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans do not tend toward any particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. No matter where you fall in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. All human characters can speak the language of their home nation, but reading and writing are not entirely widespread. As the primary trade tongue used by merchants and travelers throughout the Iron Kingdoms, Cygnaran is by far the most widely spoken language in western Immoren, but anyone who has common dealings with citizens of other nations will typically learn the languages of peoples they deal with. You can speak, read, and write two languages of your choice.

National Origin. Choose the nation your character is from: Cygnar, the Protectorate of Menoth, Khador, Llael, Ord, or Cryx. After choosing a nation, you can use the standard traits for humans, or you can use the traits listed for your character's nation below.

CYGNAR

Cygnarans are a widely varied people. The lands that make up the kingdom were parts of various nations in the past, and the modern country still reflects much of that diversity. The life experiences of Cygnarans are as varied as their many cultures. The nation boasts a well-developed education system, and its people are a welcoming sort. Most of the technological advancements of the last century have been made by Cygnarans, and it is the most industrialized of all the Iron Kingdoms, giving its citizens a strong familiarity with modern machining and manufacturing.

CULTURES OF CYGNAR

Cygnar is home to four main groups: the Caspians, Midlunders, Morridanes, and Thurians.

Caspians. Native to the southern region that has been home to their ancestors since the founding of ancient Calacia, the Caspians are the most numerous people of western Immoren. The populations that melded into this region were diverse enough that they exhibit tremendous variance even today. Many Caspians tend to have cream-colored complexions and lighter hair, while others are darker hued and have black hair.

Midlunders. The populous Midlunders of northern Cygnar dominate the nation's northern heartland. They are a rugged and practical people who have embraced an attitude outsiders sometimes mistake for stubbornness. It was arguably the unification of the pragmatic Midlunders with the urbane Caspians after the Corvis Treaties that gave Cygnar its cultural identity. Many of the career soldiers of Cygnar's armed forces are Midlunders, particularly along the northern and eastern borders. Since ancient times, dozens of different cultures have mingled together in this region, and so there is no particular look that defines its inhabitants, although more are dark-haired and ruddy-skinned than fair.

Morridanes. Hailing from the bogs and forests of the Thornwood, the Morridanes are the descendants of the lost kingdom of Morrdh, whose former territories fall largely within the borders of modern Cygnar. Outsiders sometimes hold Morridanes in poor regard for their rustic ways and taciturn demeanors, but beneath that exterior, the Morridanes are shrewd, stalwart, and loyal individuals. Physically, they are shorter and slighter than their southern countrymen.

Thurians. The Thurians are one of two major cultures that dominated the western seaboard in ancient days. They have long prized sharp wits and the accumulation of secrets and lore; sorcery is unusually common among them, and this region has seen more than its fair share of prestigious arcanists. Organized human magic has its roots in this region, and the Stronghold of the Fraternal Order of Wizardry is based in Ceryl, the heart of what was once Thuria. Like Caspia and the Midlunds, Thuria was a welcoming kingdom that brought many diverse peoples into its community, and thus the physical features of Thurians vary considerably, although a slightly higher-than-average number have red hair and green eyes. Many Sinari, discussed below, settled in Thuria early in the kingdom's history and left a legacy of

dark-skinned, black-haired individuals. Sinari proudly call themselves Thurians, and both they and the descendants of the original inhabitants of Thuria can trace their lineages back to the time before the Orgoth.

CYGNARAN NAMES

Cygnaran naming conventions vary by culture, as explained below.

Caspians and Midlunders. Caspian and Midlunder names come in a wide variety, many of them influenced by other cultures. Their surnames are often a combination of two words, such as "bicker" and "staff" for "Bickerstaff" or "horn" and "bridge" for "Hornbridge."

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

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

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

Morridanes and Thurians. Most Morridane and Thurian names share aspects with those of Caspians and Midlunders, although some remain distinctly different. Notably, Morridane and Thurian naming conventions have many similarities when it comes to suffixes, with a plenitude of names ending in *-an*, *-in*, and *-eigh*.

The custom of attaching the prefix *mac-* to some Thurian surnames dates back several hundred years. The Ordic word *mag* means "son," and scholars state that this is likely a comparative translation. Accordingly, surnames such as MacBurney and MacRoane are examples of last names one might attribute to Thurians.

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

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

Surnames: Aghamore, Bain, Bartley, Beene, Berrigan, Bradigan, Bray, Brenn, Burney, Byrne, Carrock, Cathmore,

Corley, Cronan, Deorain, Derrigan, Donovan, Doyle, Dromore, Duff, Duffock, Duggan, Dunne, Enabarr, Finnian, Gafneagh, Garrity, Gilmore, Glasneagh, Gormleigh, Gowan, Grady, Grath, Hugh, Kaddock, Kain, Kavanaugh, Kearneigh, Keehan, Kerrigan, Kilbride, Kildair, Lattimore, Leegan, Lochlan, Lowreigh, Lynch, Madigan, Melroane, Moriarty, Murrough, Rathleagh, Reardan, Riordan, Roane, Ryland, Scully, Sheridan, Sorleagh, Torcail, Turlough, Vain, Waddock, Wain

CYGNARAN TRAITS

Regardless of your culture, your character has the following traits, a legacy of growing up in western Immoren's most industrialized nation.

Ability Score Increase. Your Intelligence and Charisma scores each increase by 1.

Right to Bear Arms. Cygnar's firearms are among the best in the Iron Kingdoms, and its citizens are very familiar with their operation. You gain +1 to attack rolls made with simple and martial firearms.

Well Educated. You have proficiency in two of the following skills: Arcana, Insight, Medicine, Nature, and Religion.

Industrial Revolution. When you make an ability check using artisan's tools, you may roll a d4 and add the number rolled to the ability check.

THE PROTECTORATE OF MENOTH

As a product of a civil war with Cygnar, the Protectorate of Menoth occupies a relatively small portion of the continent of Immoren, and its population is more homogeneous than those of other nations. The country's proximity to the harsh climes of the Bloodstone Marches and the religious faith of its people contribute to the hardiness of its inhabitants.

CULTURES OF THE PROTECTORATE OF MENOTH

There are two major cultures in the Protectorate: the Sulese and the Idrians.

Sulese. Sulese make up a large majority of the population of the Protectorate. Although the distinction between being Caspian and being Sulese is very recent, it is very important to both groups. Sharing the same ancestry with those who live west of the Black River in Cygnar, those who live east of the Black River in the Protectorate of Menoth refer to themselves as Sulese. This name honors Hierarch Sulon, who initiated the Cygnaran Civil War and who is the namesake of the city of Sul, which was once eastern Caspia. While this may seem a matter of semantics, it can be argued that the Sulese have established a distinct culture in the century since that war, largely due to their intense religious beliefs. In the years since the civil war, the appearance of the two peoples has differed more and more, as the less comfortable living conditions experienced by the Sulese in the Protectorate of Menoth often weathers their features. Intermarriage between Sulese and Idrians has also become relatively common, contributing to further subtle changes over the last several generations.

Idrians. The Idrians once consisted of a number of diverse tribes native to the eastern region known as the Bloodstone Marches. These formerly nomadic tribesmen have largely taken up the worship of Menoth, although some tribes have remained outside the Protectorate and retain some of their older traditions. Although the Idrians were labeled as worshipers of the Devourer Wurm before their conversion, their spiritual beliefs were, in truth, more varied. Some were indeed followers of the Wurm, but others practiced a variant of ancestor worship. Both practices were intolerable to the Menites of the Protectorate, and numerous crusades were conducted to bring these people back to the faith of the Creator. Idrians typically have olive skin, dark brown or black hair, and almond eyes.

PROTECTORATE NAMES

Naming conventions in the Protectorate of Menoth vary by culture, as explained below.

Sulese. Families that trace their heritage through Caspian bloodlines tend to follow the same naming conventions as those described for Cygnarans earlier in this section.

Idrians. Surnames are a recent addition to Idrian name-giving rituals. The conventional practice is to combine a short surname with one's tribal name. (Eleven tribes are officially recognized within the Protectorate of Menoth—the eleven that converted en masse in 565 AR.) The name-giving ritual takes place when a child turns three. Up until that time, the child has neither a first nor a last name and is referred to only as "child" or some other dismissive term. During the ritual, the child will be presented with a patronymic name. For example, if a boy's father hails from the Makha tribe, the boy may then be named Sahu Kehtmakha; if a girl's father is of Silmani blood, she may be named Saleha Tarsilmani.

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

Female Names: Adisa, Ami, Amira, Anisah, Aryani, Asmida, Aysha, Azara, Azlina, Bala, Chiora, Dalina, Dasima, Dedika, Dendara, Ezadura, Fareha, Fariza, Fatimah, Gulisa, Hafizah, Hasha, Haslina, Imanina, Indra, Jamilah, Juvita, Katijah, Kheta, Kita, Laili, Lamara, Lamzira, Latifah, Lilja, Mahiran, Maisa, Mariani, Maya, Mazlin, Mutiara, Nadira, Nazariah, Nurjahan, Opra, Rahanah, Rahiza, Rana, Razmani, Reha, Rohani, Safrina, Saleha, Sanatha, Shafeera, Shalan, Shorena, Shuhada, Siti, Suriani, Tasara, Tiara, Tiesa, Uma, Usha, Voha, Yana, Yara, Yasmin, Yati, Yuzmin, Zahidah,

Zahirah, Zakira, Zarina, Zuraina

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

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

PROTECTORATE OF MENOTH TRAITS

Regardless of your cultural background, you have the following traits in common with your fellow citizens of the Protectorate.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Pilgrim's Path. You have proficiency in the History, Religion, and Survival skills.

Citizen Soldiers. You have proficiency with simple melee weapons, martial melee weapons, light armor, medium armor, and shields.

KHADOR

Although the Khadoran people are not as diverse as their southern rivals, the nation of Khador is home to numerous distinct cultures. From the horselords of Umbrey to the Kossites who range through the mountains of the far north, all Khadorans share a rugged nature.

CULTURES OF KHADOR

Khador is home to four main groups: the Khards, Kossites, Skirov, and Umbreans.

Khards. North of Ord, the Khadoran Empire is dominated by the second-largest culture in western Immoren: that of the Khards, descendants of the empire that ruled the north before the coming of the Orgoth. Over a thousand years ago, the Khardic Empire and its western horselords conquered many small nations, city-states, and tribes, and the Khards of the present day descend from the strongest bloodlines of those times. Like other peoples of the north, Khards tend to be tall and physically robust, generally larger than their southern counterparts, and pale skinned.

Kossites. In the far northwest of Khador, the once-wild Kossites have preserved much of their culture. They are a tall and lanky people, descendants of the forested tribes of Kos. Kossites are notoriously hostile to outsiders and retain certain tribal customs, even within larger towns and the great city of Ohk. They are known for their woodlore and their ability to survive in impossibly harsh conditions.

Skirov. The other once-wild people of the north who were tamed by the Khards are the Skirov, the people of Khador's northern mountains. These thick-bodied and imposing people are among the most stoic and fearsome of Khadorans and are noted for their strong passions and intense piety. The Skirov have long been deeply religious. In ancient days they were zealous worshipers of the Wurm, but most converted to the Menite faith after the crusades of priest-kings emulating Khardovic, the fierce warrior-priest who helped shape Khador. Many mountain communities are counted among the most stalwart supporters of the Old Faith, while others converted to the faith of Morrow and embraced its principles with a similar intensity. Skirov have fairer skin than most other Khadorans and generally have lighter hair.

Umbreans. Southeastern Khador and western Llael are home to another culturally distinct group: the Umbreans. Heirs to the ancient eastern horselords of old, the Umbreans once challenged the Khards for domination of this region, and distrust and animosity persist between them even today. Umbreans have intermingled with many other groups but retain a strong sense of cultural identity. While Khador occupied parts of Llael, Umbreans saw their dreams of a nation of their own as a real possibility for the first time in centuries, but their hopes were dashed with the reestablishment of the Llaelese monarchy. Their size and build are similar to those of the Khards, but they usually have slightly darker skin and black hair.

KHADORAN NAMES

In Khador, surnames are reserved for the kayazy and men of status. Many Khadorans refer to each other by their first name and a last name taken from their father's first name, with males adding *-evich* or *-ovich* to their last name and females adding *-ovna* or *-evna*. Therefore, Grigor, son of Alexei, would be known as Grigor Alexeivich. However, Khadoran naming conventions are no longer as standardized as they once were, and many of today's families regularly break with tradition. This shift in naming is most evident among the members of the burgeoning middle class, who often use family names to create a perception of status that might not have previously existed.

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

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

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

KHADORAN TRAITS

You have the following traits in common with all other Khadorans, regardless of which region of Khador you hail from.

Ability Score Increase. Your Constitution and Wisdom scores each increase by 1.

Legacy of the North. You have proficiency in two of the following skills: Animal Handling, Athletics, Intimidation, and Survival.

Iron Will. You have advantage on saving throws against being frightened.

Northern Resilience. You gain a +2 bonus to Constitution checks and Constitution saving throws.

LLAEL

The lands of Llael have been contested in recent years, and much of that division has been fueled by the two major groups that make up the nation's population: the Ryn and the Umbreans. Years of war in Llael have proven to be a great leveler for its people. Fortunes, lands, and ancestral power were lost in its wake, forcing aristocrats to eke out an existence alongside the lowest laborers. As the country was rebuilt, even the most destitute Llaelese retained a bearing and sense of value that set them apart from the downtrodden of other kingdoms. Despite recent setbacks, many Llaelese still take pride in their cultural heritage, knowledge of ancestry, and greater appreciation for many aspects of life.

CULTURES OF LLAEL

Llael is home to three main groups: the Ryn, Umbreans, and Tordorans.

Ryn. Prior to the Khadoran invasion and its aftermath, the eastern portion of Llael was dominated by the fair-skinned Ryn, a people of slight build and short stature who made up the majority of the nation's populace. Much of the Llaelese nobility were of Rynnish blood, and the Ryn were particularly dominant in the Llaelese capital and eastern farmlands. The Ryn who live in Llael today consider themselves the inheritors of a long and esteemed history and are proud of their language and culture, even more so after all the hardships they have endured in the last decade. Although the Ryn take credit for inventing the firearm and refining the art of pistol dueling, they are a shrewd and well-spoken people with a fondness for negotiation, fine arts, and alchemy, as well as a taste for ornate architecture. Thousands of Ryn fled the country during the Llaelese War and scattered abroad, swelling the nearest cities in both Ord and Cygnar, with some even seeking sanctuary in Rhul.

Umbreans and Tordorans. The western portion of Llael is home to many Umbreans (see above), and some Tordoran families in the nation trace their lineage back to ancient Tordor (see below).

LLAELESE NAMES

Naming conventions in Llael vary by culture, as explained below.

Ryn. The majority of first names in Llael are much the same as Cygnaran first names (see above), though they often favor replacing an *e* or an *i* with a more ornate *y*. The treatment of surnames sets Llaelese monikers apart from those of other Immorese regions. Some families—usually long-standing ones steeped in tradition—still apply the connecting *di* or *d'*, which is a locative for "of" in Ryn, or *di la* for "of the," as in the examples Elias di Gilfyn, Lorna d'Wythsten, and Taryn di la Rovissi.

Surnames: Albyn, Alyr, Anthys, Badrigio, Boudewyn, Bracsio, Bralazzi, Bray, Chalerio, Claeys, Culpyn, Denys, Dimiani, Donaes, Dormio, Du, Dunlyfe, Dyvacci, Dyvarc, Elyse, Faryll, Feryse, Fiscani, Florys, Gervaes, Ghelyt, Gilfyn, Glaeys, Gossyn, Govaes, Granzio, Gustyn, Gylbert, Gyrart, Hengys, Henryn, Lamsyn, Laureyns, Lowys, Lymos, Lynyse, Mancario, Martyn, Matys, Mirassi, Morosini, Moysarc,

Niclaeys, Petrozzi, Polaro, Rimbaldi, Rovissi, Sanlyfe, Tadiri, Torys, Trivassi, Vandyse, Viadro, Viscario, Weyne, Wulfe, Wythsten, Yrnyse

Umbreans and Tordorans. Although the Ryn are the predominant people of Llael, the nation's western territories are home to a significant number of Umbreans, whose population increased substantially during the Khadoran occupation of the region. Umbrean names follow the Khadoran naming conventions described earlier in this section, although some long-standing Llaelese Umbrean families have adopted Rynnish spelling conventions to differentiate themselves from recent transplants, transforming names like Abrosim to Abrosym, Ladislav to Ladyslav, and so forth.

Tordorans are not as common as Umbreans in Llael, but it is said that during the last days of Tordor, many of its noble families journeyed inland to the eastern reaches of western Immoren. This makes names found among the Tordorans of Ord, such as Bralazzi and Granzio, not entirely uncommon in Llael.

LLAELESE TRAITS

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

Ability Score Increase. Your Intelligence and Charisma scores each increase by 1.

Keen Mind. You have proficiency in two of the following skills: Deception, Intimidation, Perception, and Stealth.

Blood of Liberty. The people of Llael are accustomed to living under a repressive regime. Members of the Llaelese Resistance have taught their people not only to work underground, but also whom they can (and cannot) trust. When you make an Intelligence (Investigation) or Wisdom (Insight) check, you may roll a d4 and add the number rolled to the ability check.

Dueling Code. You have proficiency with one martial weapon of your choice.

ORD

The people of Ord are at home on the oceans and waterways of western Immoren, often finding their first employment as part of a ship's crew. Those who don't make a living sailing are just as likely to be employed in ports or engaged in other professions related to the sea.

CULTURES OF ORD

There are two major cultural groups in Ord: the Thurians (described earlier in this section) and the Tordorans.

Tordorans. Ord's northern regions, and particularly its aristocracy, are dominated by the descendants of Tordor, a nation that conquered Thuria before the arrival of the Orgoth. Because Tordorans rarely marry outside their own ethnicity, their appearance, marked predominantly by their black hair and olive skin, is more distinct and easily identified than that of many of the region's dominant peoples. The ruling castellans are known as High Tordorans, but even lowborn Tordorans take pride in their ancestry and traditions, particularly those related to mastery of the sea.

ORDIC NAMES

Naming conventions in Ord vary by culture. Thurian conventions are described in the Cygnar section; Tordoran conventions are described below.

Tordorans. Tordoran forenames often end with a gendered vowel, most often *o* for males and *a* for females. In the Tordoran language, most vowels are pronounced with a strong tone, giving the names a distinctive sound when compared to the names of nearby Thurians and Morridanes. Many Tordoran surnames are derived from historic place names or professions; many others are descriptive names. For instance, the common surname Valoro, or "valorous," was a common moniker for noteworthy soldiers and became a family name.

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

Female Names: Alda, Aldiana, Anastasi, Andrea, Badessa, Biella, Branca, Carlutia, Consola, Creena, Danola, Dialta, Eliana, Favia, Felice, Fia, Gabriele, Giana, Giona, Giovanna, Gratia, Imelda, Isabel, Lena, Loriana, Lorita, Malatesta, Margia, Matea, Mirena, Nicola, Oliveta, Orabella, Rena, Rosa, Sandrea, Scarlata, Selanda, Simona, Stiata, Tadea, Talia, Tareyja, Valori, Verona

Surnames: Acorsi, Actavio, Avreu, Balduccio, Bandesco, Bateu, Begni, Belcari, Benzo, Bezerra, Borgho, Brancacci, Carvalo, Casini, Castra, Corazo, Cravo, Degrata, Duranti, Evora, Fariseu, Florio, Gaspar, Gateu, Ginori, Goncal, Graza, Guaspar, Labigio, Lasca, Lioni, Mascal, Masi, Mateu, Mazini, Nerini, Orafi, Osoyro, Ovalho, Pagani, Pelario, Pescar, Petri, Randasi, Regla, Rosado, Rubeu, Salo, Salvestro, Santoro, Scali, Scorgiani, Segalozo, Silva, Simtra, Solvo, Stario, Stradeu, Tavora, Tedesci, Telloso, Tieri, Torcail, Trovato, Ubaldo, Ulavari, Valoro, Varyo, Vascal, Vascalho, Versalo, Viteu, Zacharo, Zaspar, Zucco

ORDIC TRAITS

Regardless of your profession, you have a number of traits in common with those who hail from Ord.

Ability Score Increase. Your Strength and Dexterity scores each increase by 1.

Shore Leave. You have proficiency in two of the following skills: Acrobatics, Athletics, Performance, and Survival.

Sea Legs. You have a swimming speed of 30 feet. You can't use your swimming speed while wearing medium or heavy armor.

Coastal Home. You have proficiency with your choice of one waterborne vehicle and one set of the following tools: carpenter's tools, cartographer's tools, navigator's tools, or cook's utensils.

CRYX

Over time, as wars consumed western Immoren and great civilizations rose and fell, countless people were driven from their former homes. Many of these refugees sought shelter in the far corners of the continent, and a great number fled west to the Scharde Islands. The people living there today are thought to be the descendants of those who once hailed from Morrdh, Tordor, and Thuria, as well as those once counted among the Molgur.

Cryx is an unforgiving land surrounded by tempestuous seas, plagued by the corrupting blight of the great dragon Toruk, and infested with legions of the Dragonfather's undead minions. Life is cheap in the Nightmare Empire, and its inhabitants are forced to fight for every paltry scrap.

CULTURES IN CRYX

Over time, Toruk's powerful blight has seeped into every part of the Scharde Islands, transforming the people and the land. The generations spawned by the survivors of Toruk's arrival and the rise of Cryx have been irrevocably tainted by the presence of the Dragonfather. These people, now called the Scharde, are easily recognized by their ritual scars, tattoos, and bone piercings. Some, however, bear the taint of draconic blight more obviously. Solid-black eyes, razor-sharp teeth, scaled skin, and other deformations are common among Cryx's inhabitants. Even the less blatantly corrupted have been influenced by the dragon's proximity, and the Scharde are largely a cruel and violent people.

SCHARDE NAMES

Scharde names are derived primarily from those of other cultures, but some drift has occurred, with harsher-sounding additions reflecting the brutal lives led by Cryx's human population.

CRYXIAN TRAITS

Whether you smuggle goods from port to port or raid merchant ships as part of a pirate crew, you are a born survivor. As a result, you have the following traits in common with all those who had the misfortune to be born in this notorious nation.

Ability Score Increase. Your Dexterity and Wisdom scores each increase by 1.

Smuggler's Heritage. You have proficiency in two of the following skills: Deception, Intimidation, Perception, and Stealth.

A Pirate's Life. You are proficient with the cutlass and simple pistols.

Touch of Blight. You have advantage on saving throws against poison and disease, and you have resistance to acid damage and necrotic damage.

OTHER HUMAN GROUPS

Several other smaller cultures call the Iron Kingdoms home. The dark-skinned Radiz and the Sinari are found across the southern kingdoms. Some of these nomadic people live in caravans that trek across western and central Cygnar. Both groups have dwindled over the centuries as families have abandoned the old ways and integrated with those of other cultures, bringing greater diversity to the Thurians, Midlunders, and Caspians in particular. Pocket groups in Cygnar include the Gnasir and the Arjun, both of whom shun contact with outsiders and speak their own somewhat incomprehensible dialects. Northern Khador is home to a number of isolated groups who once contended with the Skirov and the Kossites for resources. These include the Vindol, the Ruscar, the Bolotov, and the Yhari-Umbreans. Some of these people live in tribes little changed since the days of the Molgur and still proudly display totemic emblems of the wolf, the bear, and the raven.

IOSAN

The people of Ios have long been a secretive sort, living in seclusion among their forests. The rare ambassadors who emerged to make contact with the human nations were tight-lipped about their homeland even before they shut off their borders to trade. Yet recent changes have caused a few more of them to trickle out into the wider world—sadly, not always for the betterment of both peoples. The assassins among them who seek out the magically gifted are all but common knowledge to the upper chambers of power in the Iron Kingdoms, as are the seekers of knowledge who search every darkened corner of the world for a way to reverse the fate that has befallen their nation. Those who still live in the cities of the Iron Kingdoms, if they know anything about these groups, are unlikely to reveal any secrets.

Yet do not dismiss them due to their privacy. Iosans live long and storied lives, and if you are privileged enough to be considered a friend, you will find them loyal and capable companions.

—Lynus Wesselbaum
former assistant to Viktor Pendrake

The learned and physically graceful people of Ios are the remnants of a once-vast empire that has long since collapsed. For many centuries, their former strength as a nation has dwindled, as have their numbers, leaving their forested cities a twilight kingdom of empty relics and unoccupied streets with only a fraction of their former numbers to inhabit them.

CENTURIES FACING DOOM

Iosans are physically similar to humans, with males and females standing 6 feet tall on average. They tend to have a slenderer build than humans but are nearly as robust. Iosans live considerably longer than most races, which has given rise to a reputation for agelessness. Many enjoy lives over two centuries long, for they are not prone to disease and rarely show the ravages of time, even in their advanced years. Given the imminent doom their race faces, their longevity is not seen as a great advantage. Iosans are generally pale and have a wide range of hair colors, with some dying their hair exotic shades. Certain sects wear tattoos as a way to show solidarity, and a number have also chosen to shave their heads.

HISTORY

Although Ios has been a part of western Immoren for almost as long as human civilization has existed, the Iosans originally came from eastern Immoren. The disaster that destroyed their old civilization led to the gradual decline of their entire race. Not many non-Iosans know it, but the few Iosans they encounter are part of a dwindling generation facing the prospect of an extinction that might occur within their lifetimes. This existential crisis has led to xenophobia and extreme secrecy among most Iosans. Outsiders who come to know Iosans soon realize they are an intelligent and skilled people equally well versed in combat and the arcane arts. Iosans are deeply private about religious matters, but when they discuss such topics, they do so with a mixture of deep devotion and great sadness.

GRIM OUTLOOK

Iosans have been reticent for as long as humanity can remember, but their isolationism has taken an extreme turn in the last few decades, during which the nation of Ios has closed its borders and cut off all trade with foreigners. Its forests are a strange and silent place from which no Iosans emerge, and intruders who venture beyond its borders are never seen again. Rumors circulate of some great downfall, perhaps matching the Cataclysm of ancient days, but neither scholars nor treasure hunters have returned to confirm the truth.

Despite all this, a number of Iosans live among the human kingdoms. These tend to be exiles, pilgrims, or well-armed agents serving vital missions. Two Iosan religious sects have specific reasons to be abroad in human lands: the Seekers and the Retribution of Scyrah, with the former tending to be much friendlier to humans than the latter.

IOSAN NAMES

Iosans and Nyss share the same root culture and language, and thus there are many similarities between the names commonly used by both peoples. Iosan names tend to be consonant-heavy, and sibilance is common. Iosans use *y* as a long vowel in many names, and most other vowels are unstressed.

Male Names: Alcyr, Avross, Bres, Callael, Callis, Cinsyr, Cyvross, Erryll, Felcyr, Glyssor, Gossyr, Laconfir, Lani, Lissor, Neriwhen, Pelyth, Rillis, Sarlos, Shas, Thale, Tryiss, Tylth, Vyros, Vystral

Female Names: Aesha, Alyssa, Caelyth, Cytyss, Dahlia, Edrea, Falcir, Feen, Gaelyr, Hellith, Lorimir, Lothwyn, Meryll, Miir, Renyll, Sacyl, Shael, Sillith, Tanyr, Tathir, Tenae, Velwhin, Veryth, Ystith

Surnames: Alcyan, Alcys, Alcyss, Asir, Breir, Brese, Ellith, Ellithyr, Elloth, Ellowuyr, Ellyr, Faeryr, Hallith, Hallyr, Heryllith, Larir, Larisar, Lloryr, Lloryrr, Llothyr, Luynmyr, Luyr, Lyoryr, Lyorys, Lyoryss, Menellyr, Menellyth, Raefyll, Raefyllyr, Reyvas, Reyvreir, Reyvrese, Ryssyll, Ryssyllyr, Ryssyllyth, Syvas, Syvreir, Syvrese, Vrir, Waelen, Wyldiss, Wyllyrr, Wyllyth

IOSAN TRAITS

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

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Although they reach maturity at nearly the same age as humans, Iosans live far longer. Many live to be over 200 years old, with some living up to three centuries.

Alignment. Iosans do not tend toward a particular alignment. While some uphold the common good and the rule of law, others seek personal gain over the well-being of others.

Size. Iosans tend to have slender builds and are roughly as tall as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the gloomy forests of Ios, you have superior vision in dark and dim conditions. You can see in dim light within 60 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.

Keen Senses. You have proficiency in the Perception skill.

Martial Society. When you make an attack roll and roll a 1, you can reroll the die but must use the new roll, even if it is another 1.

Skill Versatility. The long lifespan of Iosans gives them the opportunity to master many skills and crafts. You have proficiency with any combination of two other skills or tools of your choice.

Languages. You can speak, read, and write Shyr and one other language you have picked up in your travels.

NYSS

One need look no further than the shanty villages in the poorer districts of any major city to witness the remainder of what were, formerly, the most elusive peoples in western Immoren. The Nyss who fled their mountain homes have found a new life among the human kingdoms, though not an easy one.

Years spent as refugees have hardened these already cold people. While some have managed to rebuild their lives and could hardly be considered "refugees" any longer, there is a deep sadness within those I encounter on the streets—a void of having lost their homes and families forever.

Rumors of an exodus of the Nyss to Ios have circulated for some years now. If true, I suspect that those who now live among the forests of Ios find themselves as discontented as the Nyss who live by the dockyards of the City of Ghosts.

—Professor Viktor Pendrake

The Nyss are a rugged race that once inhabited the frozen north amid the imposing peaks of the Shard Spires—a region so inhospitable that even the hardy Khadorans ceded it to them. They lived there as seminomadic tribes with permanent structures reserved for houses of worship to their god, Nyssor. Driven from their home by betrayal and corruption by the dragon Everblight, they have been forced to live among the Iron Kingdoms as refugees. Although Nyss walk a difficult road, few others possess their strength of will.

PALE AS ICE

Physically, Nyss are somewhat reminiscent of Iosans, but there is no mistaking the two. Nyss are tall—taller than Iosans—with skin to match their snowy realm and stark hair that's either jet black or very pale. Their eyes are like ice, cold and blue or sometimes violet.

Nyss mark themselves with intricate tattoos called *siyaeric*, or "letters of the skin," which relate to traditions that mark an individual as a member of a particular "shard," or tribe. Additional modifications to these tattoos express personal convictions, family history, noteworthy deeds, or religious, magical, or spiritual beliefs.

COLD AND DISTANT

The Nyss were once more similar to the Iosans and lived alongside them, although they were never as xenophobic or insular as their cousins. Centuries ago, they undertook a spiritual exodus to the frozen wilds and adopted a new way of life, forever changing them. They adapted to the frozen peaks of the Shard Spires and became accustomed to snow and ice. They lived in small tribal villages, protecting their mountain homes from the intrusions of northern trollkin, wild human tribes, and opportunistic bogrin.

PRODIGAL RETURNS

The Nyss are a tribal people who live close to the land as superlative hunters, trackers, archers, and swordsmen.

Inheritors of a long and ancient line, they have mastered the forging of superior weapons and the crafting of supple leather armor. Considered the chosen people of the winter god Nyssor, the Nyss have an affinity for cold. Sorcery is common among them and is seen as a blessing that allows them to manifest the power of cold against their enemies.

The Nyss were traditionally a strongly devout people, but their culture was recently shattered by the arrival of the dragon Everblight, who worked through his minions to enslave most of the Nyss as part of his legion. The few who escaped the dragon's blight fled south as refugees to eke out livings as mercenaries, hunters, or criminals. Even as they tried to preserve their old ways, they relied on other peoples to ensure their survival.

The recovery and return of the god Nyssor to Ios has caused many Nyss to return to their former homeland. They still live as outsiders among the Iosans, gathering in smaller communities in the forests, but some have chosen to see it as a homecoming. Those who have not returned to Ios still live among the kingdoms of humanity, doing what they must to survive.

NYSS NAMES

Nyss names are similar to Iosan ones, though the language of the Nyss is closer to an archaic form of Iosan. Nyss typically use *y* or *ae* in place of *i* in their names, so Asir becomes Asyr, Breir becomes Breyr, Larir becomes Laryr, and so forth.

NYSS TRAITS

Your Nyss character has a number of natural abilities brought about by your unique heritage.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Nyss are among the longest-lived peoples in western Immoren. They reach maturity in their early twenties and can live for over 400 years, barring violence or disease.

Alignment. Nyss tend toward chaotic and neutral alignments.

Size. Nyss are slightly taller than the average human and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Child of Winter. Accustomed to the frozen mountains of your homeland, you have resistance to cold damage and are naturally adapted to cold climates.

Keen Senses. You have proficiency in the Perception skill.

Nyss Weapon Training. You are proficient with the Nyss longbow and Nyss claymore.

Quick Response. You can use your canny nature to respond quickly to a threat. When you roll initiative, you may do so with advantage. You can't use this feature again until you complete a long rest.

Light Resilience. Accustomed to the glare of sunlight off of snow, you have advantage on saving throws against being blinded.

Languages. You can speak, read, and write Shyr and one other language you have picked up in your travels.

OGRUN

The noble ogrun who live among the kingdoms of humanity often face discrimination and fear born from their great size and tremendous strength, yet they have continued to live among us with no more incidents than any other people—far fewer, in most cases. In Rhul, ogrun are as much a part of society as the dwarves in many of their communities. The Rhulfolk's proficiency at negotiation and trade has no doubt rubbed off on their overlarge neighbors, arming them with skills that help them fold into our larger societies. These talents, coupled with unshakable codes of honor and fealty, make ogrun ideal bodyguards and soldiers. As can easily be seen among the ranks of Cygnar's trenchers, ogrun treat their responsibility to a commanding officer with the same gravity as they would to one of their "korune" masters.

Even in less-regimented circumstances, such as in a workshop or on the docks, ogrun are inclined to deep-seated loyalty. An employer can be certain that any ogrun in their employ will fill their duties to the best of their abilities.

—BelDam Sigmur
Rhulic scholar

Ogrun are fierce-looking, formidable creatures who tower over most other races and are capable of remarkable feats of strength. They are also a tremendously honorable people who have earned a place for themselves in the Iron Kingdoms, primarily as laborers and peerless warriors.

HIGH AND MIGHTY

Ogrun are known for their size. With most standing at least 7 feet tall, their broad frames of burly muscle have given them a reputation as brutal warriors and skilled laborers.
Ogrun skin ranges in color from pale hues to deep black. Many have a ruddy, brownish skin. Their hair is typically dark and bristly, although males typically lack hair on their heads and prefer to wear rugged beards or other facial hair.

LOYAL TO A FAULT

Ogrun are one of the major Dhunian races, and they remain a spiritual people despite the changes their society has undergone within Rhul. Traditional ogrun culture is rooted in a simple but effective system of feudalism whereby young warriors called *bokurs* must eventually find worthy leaders to serve. Elder ogrun in turn hope to prove worthy enough to earn the binding oaths of young bokurs, for whom they then carry a certain responsibility. The ogrun in the leadership position is a *korune*—a lord—and there can be multiple layers of vassalage in an ogrun tribe, with the leader being whoever boasts the largest chain of subordinates. General obligations are secondary to personal oaths, and even Rhulic ogrun feel the urge to find a worthy korune, generally after an extended period of wandering and self-testing.

TRIBES AMONG KINGDOMS

Scattered tribes of ogrun still exist in isolated pockets, but most have integrated into the cultures of the kingdoms of western Immoren. The largest concentration of ogrun is found in Rhul, where ogrun are counted as full members of the dwarven clans to whom they have sworn fealty. Ogrun

loyalty is legendary, and they have a reputation for being among the most dedicated and fiercest bodyguards in western Immoren. Mercenary ogrun are deemed more trustworthy and reliable than other sell-swords and can command a premium wage.

Rhulic ogrun have adopted many of the beliefs and priorities of dwarven society, including taking great pride in their work. While most ogrun choose to master the combat arts, there are many accomplished ogrun smiths, masons, and mechanics who tackle these professions with the same dedication as a bokur mastering his battle-glaive.

OGRUN NAMES

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

Male Names: Bluk, Borgrul, Borok, Bosh, Dunuk, Gantak, Gorgol, Gorlu, Gorluk, Kogul, Kudno, Kulu, Kuluk, Lagdor, Lagrul, Lorgrul, Lorok, Lunuk, Monon, Monrok, Natak, Oknon, Oknot, Togul, Tokol, Tulu, Tuluk, Tuok, Zorok

Female Names: Bekken, Beleg, Belika, Belka, Benga, Besshka, Dega, Dekri, Denga, Garin, Garka, Ilen, Ilin, Ilka, Ilkka, Jeka, Jekrika, Jeshk, Jessen, Kelen, Kenin, Kesek, Keshka, Kikka, Kinik, Krilka, Krin, Kringa, Krishka, Reka, Rengan, Rileg, Rilik, Rishka, Tikkrin, Tilka, Torika, Torin, Vika, Vilin

Variant: Rhulic Ogrun

Ogrun in the mountainous region of Rhul have long had a relationship with the dwarves. If you want to play an ogrun with a close connection to the Rhulfolk, you can use these variant traits, both of which replace the Imposing Presence trait.

Lessons of Ghord. You benefit from the teachings of the Rhulfolk to the ogrun. You are proficient with your choice of mason's tools or smith's tools and have proficiency in the History skill.

Oath of Fealty. Choose another friendly Rhulic or ogrun character to be your korune. You swear fealty to that character and are incapable of betraying that oath. You may disobey specific orders but must always work toward your korune's greater goals, such as the goal of a Rhulic dwarf's Oathbound trait. If your korune is within 5 feet of you when you take the Dodge action, you can choose to have your korune benefit from the action instead of you. After you use this trait, you can't use it again until you finish a short or long rest.

Surnames: Ammok, Amond, Ashak, Asperok, Assag, Assurndlit, Asulghatok, Berok, Hakk, Halghat, Hammerhand, Hanssand, Hedlok, Herogrk, Irolok, Ironbid, Ironbiter, Ironside, Iror, Irsit, Kokulg, Korsuk, Kulg, Kulghat, Kulit, Kulitt, Kulshag, Kurnded, Lokk, Longspear, Lorbid, Nokter, Oakknee, Skullsplitter, Sterhak, Stok, Stonehand, Strongarm, Thaghet, Thagssurok, Thak, Thar, Tharok, Thologhat, Tulit, Tulolg, Tuloghak, Turnok, Urbit, Urgalg, Urgark, Urkt, Urmmokk, Urmok, Urokk, Uronghok, Ursarond, Warbiter

OGRUN TRAITS

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

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Ogrun reach maturity in their midteens, but they do not live as long as other races and seldom live past 75 years.

Alignment. Ogrun tend toward lawful alignments. When an ogrun swears an oath to a leader or cause, breaking that oath is all but unthinkable.

Size. Ogrun range between 7 and 8 feet tall, with massive bodies weighing in excess of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Huge Stature. Your large size allows you to wield two-handed weapons in one hand. When you use a weapon with the versatile property, you always use the damage value in parentheses that appears with the property.

Imposing Presence. You have proficiency in one skill of your choice: Intimidation or Persuasion.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Thick-Skinned. Ogrun are hardy and blessed with naturally tough hide. You have a +1 bonus to AC when not wearing heavy armor.

Languages. You can speak the Molgur-Og dialect and can speak, read, and write one other language. This language is usually the common tongue of your home kingdom.

RHULIC DWARF

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

— Gameo Ortmin
astrometrician and follower of Cyriss

ANCIENT AND PROUD

Western Immoren has been the home of both men and dwarves since before written history, when only word of mouth and song recorded their deeds. The Rhulfolk—so named after their long-standing kingdom—settled the northern mountains and assembled into a single nation long before mankind had risen from tribal barbarity. They are fittingly chronicled as the first civilization of the west, making theirs the longest unbroken culture of all the settled races. Indeed, when the elves first appeared in western Immoren as the refugees of a shattered empire, the dwarves were already a fixture in the mountains and valleys of Rhul.

Dwarves are equally stalwart in body and demeanor. They have a great lust for life, strong religious convictions, and rich codes of honor and law. Their culture is as distinct and substantial as the mountains they call home. It is common among humans to think of Rhulfolk as fixed and unchanging, but this is not true. They are highly adaptable and have a firm grasp of the changing times. The dwarves of today are much the same as their ancestors, yet very different.

PRAGMATIC ARTISANS

Engineers without peer, Rhulfolk readily embrace the advances of mechanika, the conveniences of steam power, and the improvement of all things manufactured. They once stood alone and isolated in far-flung Rhul, content to disregard the backward races teeming in the south, but the rapacious Orgoth taught them that they could not ignore humanity. Rather than view all humans as encroaching warmongers, however, the pragmatic Rhulfolk somehow accepted that man was every bit as varied and complex as any dwarf.

In time, a new sense of curiosity about the wider world swept the people of Rhul, and recent generations have learned to look outward from their stone halls, even opening their arms in friendship to the kingdoms of mankind. Many dwarves have now settled outside of Rhul to live among the human kingdoms, but today's dwarves remain wary of ensnaring themselves in the politics of other races. They realize that humanity is always on the brink of a great conflict, and most dwarves are hesitant to be drawn into these disputes.

GRUDGE BEARERS

Dwarven culture defies an easy explanation. Clan rivalry is a way of life. Dwarves apparently enjoy fighting grim duels over minor insults, and bloody feuds have been known to last for generations. Dwarven clans battle openly to resolve their disputes, laying siege to their rivals over such things as the right to build on a plot of land. Yet this bloodshed is meted out alongside strict codes of law passed down through the ages, and clans carry out these campaigns with a sense of honor and propriety that seems alien to the human practice of war. Large numbers of dwarves now live in Cygnar and Khador and have endured the hostilities between these rival nations, as well as the consequences of the Claiming.

AN UNBREAKABLE LEGACY

Feuding clans have been known to put aside their differences at the first sign of an outside threat, and most dwarves who have been reared outside of Rhul would drop everything in a trice to defend their homeland. The dwarven way is to preserve and build, not destroy.

For all their mastery of the art of war and their combat prowess, Rhulfolk strive to leave a legacy that will last through the ages. Sieges are conducted to win territory or prove mettle, never to pillage or plunder. Indeed, some dwarves have been found guilty of such crimes, for dishonor, treachery, banditry, and greed are not altogether unknown

to them. Yet the desire to create monuments that long outlast a dwarf's lifetime is intrinsic to their nature, and even the villains among them are not immune to the urge to be remembered once they are gone.

RHULIC NAMES

The dwarves of Rhul typically have short, simple first names rarely longer than two syllables. For male names, at least one syllable will be hard. Their surnames fall into one of two categories: descriptive names adopted by those seeking to portray their style or record their fame, and clan names adopted by more traditional Rhulfolk, some of whom use "of" to connect their first name and clan name—for example, Tholrick of Sigmur rather than Tholrick Sigmur.

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

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

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

RHULFOLK TRAITS

When you choose your dwarf's subrace, you can choose Rhulic, using the following rules to create your character.

Ability Score Increase. Your Intelligence score increases by 1.

Firearms Training. You have proficiency with carbines.

Master Craftsman. You have proficiency with tinker's tools. You can craft magic items in 50 gp increments instead of the normal 25 gp increments, and you can craft mundane items in 15 gp increments instead of the normal 5 gp increments.

Oathbound. Rhulfolk of lawful alignment (the vast majority) take their oaths seriously and have been conditioned over millennia to obey them. A formal oath taken by a Rhulfolk dwarf cannot intentionally be broken in any way, nor do Rhulfolk look for loopholes to do so. When performing a task directly related to a sworn oath, you receive a +1 bonus on all skill checks.

You may have one sworn oath at 1st level, a second at 7th level, and a third at 12th level. Oaths must be incredibly specific and long-lasting tasks that will take most of your life to complete. Good examples include "I swear to protect the children of my fallen comrade," "I will never allow anyone to steal from the poor," and "I will see the ancestral treasures of Clan Wroughthammer destroyed." Bad examples include "I will always win a fight," "I will kill all my enemies," and "I will always persuade others."

TROLLKIN

The order inherent in the trollkin way of life is reflected in their stonemasonry—some of the oldest existing architecture in all of western Immoren—and their various cultural habits. Indeed, their strange mating rituals, peculiar diet of vastly undercooked (if not raw) foodstuffs, and impressive vocal range mark them as the oddest of the enlightened races. (And this is to say nothing of the "tohmaak," a traditional greeting between young bravos and warriors involving solid headbutts rather than firm handshakes!)

If anything, trollkin truly have a great capacity for song. Among their males, I have heard exceptionally gifted individuals capable of a warbling chant known as "fell calling." In fact, this trill vocalization is so powerful that some use it as a weapon, and to great effect. Taking a cue from the ogrun, trollkin are now circulating more and more amongst men as skilled stoneworkers and weavers, although they do not intermingle quite as easily as ogrun or gobbers, for even within the communities of men, trollkin gather in bunches and tend to keep to their own.

—Gameo Ortmin
astrometrician and follower of Cyriss

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

TOUGH AND LOUD

Trollkin are large—very large. The smallest of them are on par with the largest human, and they stand roughly a head shorter than a hefty ogrun, but they cannot be mistaken for either. Their thick, freckled skin is pale gray, touched blue and green in places, and their irises are so pale that their eyes appear stark white. Trollkin have large three-fingered hands, three-toed feet, and spiny protrusions on the backs of their heads and necks, and their sonorous voices are not easily misjudged. Indeed, they are captivating singers, and some are so powerful they can utilize their articulations as actual weapons. Others among them have been born with sorcerous abilities. These "blessed" trollkin sorcerers are easily identified by their smaller size and stark white skin, and they are held in high regard among their people.

STEEPED IN TRADITION

For trollkin, the tribal way of life has never faded. Every trollkin is a member of a tightly knit clan called a *kith*, who are often related by blood, and neighboring kith are considered a *kriel*, a word in Molgur that essentially translates as "people." It is believed that as many as two hundred kriels

once existed throughout western Immoren. The elder kith of a kriel are called the Circle of Stones, and they regulate and establish trollkin customs, laws, and religion. Indeed, trollkin culture is lavish in its colors and decorations, and every kith has a *quitari*, a tartan pattern that distinguishes the kith and is sometimes worn as a sash around the waist or over the shoulder and incorporated into banners and pennons. In fact, trollkin are skilled weavers and dyers. They take great pride in complex and elaborate patterns that boggle most viewers, especially non-trollkin, and this skill is certainly one of their inroads into human communities.

CHILDREN OF DHUNIA

Trollkin are unrestrained in their music and dance and just as unrestrained in acting on their belief that all natural phenomena are born of Dhunia and have souls. Spirits dominate everything they do, and it is customary, in honor of Dhunia, to offer fruits and flowers to others as a token of goodwill or to make amends. Like the soul, blood and bloodline are extremely important to all trollkin, and dismissing or disrespecting either is considered a grave offense. Most trollkin adherents of Dhunia believe that all things come from and return to the earth to be reborn. "Deep and true as blood and bone" is a trollkin vow that literally means "all things" or "all that I am," which encompasses every life a trollkin has lived, as well as the lives of all relatives and ancestors. It is a somber phrase used only when trollkin speak the truth or make an oath.

KITH AND KRIEL

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

TROLLKIN NAMES

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

Male Names: Baladar, Balasar, Bendek, Ganthak, Gargosh, Gerlak, Grindar, Holdar, Horgle, Horluk, Jonhot, Jostan, Kolor, Korlar, Masdun, Skal, Skuldi, Stershan, Tassar, Terlak, Termen

Female Names: Baldi, Brolas, Ganthal, Gershak, Grissel, Harthreen, Holdi, Jata, Jennan, Jussika, Lassan, Masalass, Mossan, Niolor, Nosson, Olos, Rossan, Skalasdun, Sollisa, Sossamon, Tasdun, Tershan, Vasalor, Vatess, Vessos, Vialoss

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

TROLLKIN TRAITS

Your trollkin character has a variety of natural abilities common to all trollkin.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Age. Trollkin mature at the same rate as humans but live nearly twice as long—about 150 years, on average.

Alignment. Most trollkin are lawful, and much of modern trollkin culture and society are organized in accordance with their ancient traditions. Trollkin often tend to be good-natured but can become ruthless and ferocious when their people are threatened.

Size. Trollkin stand between 6 and 7 feet tall and average about 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Born to Be Wild. You have proficiency in the Survival skill.

Ceaseless Stamina. Trollkin do not tire easily and can undertake long marches or perform grueling physical labor for far longer than most races. You ignore the effects of exhaustion until you have suffered 3 or more levels of exhaustion. When you finish a long rest, your exhaustion level is reduced by 3 instead of 1.

Darkvision. Accustomed to life in the wilds and surviving in the dark of night, you have superior vision in dark and dim conditions. You can see in dim light within 60 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 grey.

Regenerative. Trollkin heal at a much faster rate than other races, especially when feasting and resting. When you roll a 1 or 2 when spending a Hit Die to regain hit points at the end of a short rest, you can reroll the die but must use the new roll, even if it is a 1 or 2.

Trollkin Toughness. You have advantage on saving throws against poison and disease, and you have resistance to poison damage.

Languages. You can speak, read, and write the common language of your native kingdom (Cygnaran, Khadoran, etc.). Additionally, you speak the Molgur-Trul dialect, a tribal language that has no written form.

Subrace. Over generations, trollkin tribes will physically adapt to their surroundings in conspicuous ways. Albino trollkin appear throughout all tribes, their skin signifying innate arcane power. The three most common subraces of trollkin are woodland trollkin, Northkin trollkin, and albino trollkin. Choose one of these subraces.

WOODLAND TROLLKIN

As a woodland trollkin, you came of age within the Thornwood, the Gnarlwood, or any of the other forested areas of western Immoren. The woods can be unforgiving and dangerous places, but you are more comfortable sleeping alone beneath the trees of your homeland than resting within a roadside tavern.

Ability Score Increase. Your Constitution score increases by 1.

Woodland Survivalist. Nonmagical difficult terrain within forests doesn't slow your travel. Additionally, you have advantage on Wisdom (Survival) checks to hunt wild game within forests.

NORTHKIN TROLLKIN

Out of the blizzards of the frozen north march the Northkin, a mighty alliance of resolute trollkin warriors. Born into a warrior culture, you have endured hardships that few other races could hope to survive. War and honor are the foundations of your life.

Ability Score Increase. Your Strength score increases by 1.

Northkin Resilience. Accustomed to the harsh winters of your homeland, you are naturally adapted to cold climates and have resistance to cold damage.

ALBINO TROLLKIN

Born with the white skin and red eyes of an albino, you were marked from birth as having sorcerous powers and spent your youth honing your magical skills. Your innate powers are closely tied to the elements of your homeland, and you are now a powerful spellcaster.

Ability Score Increase. Your Charisma score increases by 1.

Cantrip. You know two cantrips of your choice from the sorcerer spell list. Charisma is your spellcasting ability for them.

CLASSES AND SUBCLASSES

All the standard classes exist in the Iron Kingdoms, although some have different roles and levels of social acceptability. In addition to the standard classes, this section presents options for classes unique to the Iron Kingdoms, ranging from clever alchemists, who use simple reagents to produce incredible alchemical items, to warcasters, skilled arcanists who can bond with the fusion of magic and technology known as mechanika.

Many types of people dwell in the Iron Kingdoms. Most try to make the best out of their circumstances by using their knowledge and aptitudes to live a comfortable, if not remarkable, life. Some, however, are chosen by events or driven by irrepressible willpower to live more exciting and far more dangerous lives. These people are capable of braving the unknown and confronting dangers most could not imagine.

Your character's class determines your capabilities and training and offers a variety of unique features. It is a combination of a profession and a lifestyle, and it colors your character's perspective on the world. A mechanik may approach every problem as an exciting puzzle that can be solved only by figuring out which piece is missing or impaired, whereas a cutthroat might view every interaction with others as an opportunity to gain coin or obtain leverage that can be used later on.

In addition to the standard classes, the classes listed in the Classes table below are available in an Iron Kingdoms campaign. Each entry includes a table summarizing the benefits you gain at each level.

FIREARM PROFICIENCIES

Iron Kingdoms: Requiem introduces three new types of weapon proficiencies: pistol, rifle, and firearm. A character who has proficiency with simple firearms is proficient with all simple pistols and rifles; similarly, a character who has proficiency with martial firearms is proficient with all martial pistols and rifles.

Proficiency with standard simple or martial weapons does not automatically grant the same proficiency with firearms. In other words, a character trained to wield a sword does not necessarily have the same training when it comes to firing a blunderbuss, and vice versa.

A character who gains proficiency with simple weapons or martial weapons can choose to replace this proficiency with the appropriate firearm proficiency instead. This means that if a character gains proficiency with both simple weapons and martial weapons at character creation, that character can

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor & Weapon Proficiencies
Alchemist	A clever natural scientist who produces powerful alchemical items	d6	Intelligence	Dexterity & Intelligence	Light armor, improvised weapons, simple weapons, grenades
Gun Mage	A soldier-sorcerer who blends skill with firearms and potent magical effects	d8	Dexterity & Charisma	Dexterity & Intelligence	Light armor, simple melee weapons, simple and martial firearms
Gunfighter	A skilled fighter who specializes in the use of firearms	d8	Dexterity	Dexterity & Charisma	Light armor, infantry armor, simple melee weapons, simple and martial firearms
Mechanik	An engineer who builds and maintains useful devices	d8	Intelligence	Constitution & Intelligence	Light armor, simple weapons, rivet guns
Warcaster	A powerful arcanist born with the innate ability to mentally contact and control the cortexes within steamjacks	d8	Intelligence & Strength or Intelligence & Dexterity	Constitution & Intelligence	Light armor, warcaster armor, simple weapons, battleaxes, greatswords

gain proficiency with simple firearms and martial weapons instead, or with simple weapons and martial firearms, or even with simple firearms and martial firearms.

As a result of their class and background, some characters also gain proficiency with specific weapons within the firearms category, such as all pistols or even a specific type of pistol.

Optional Feat: Firearm Training

Prerequisite: None

You are skilled in the use of firearms.

- You gain proficiency in simple and martial firearms, and your Dexterity score increases by 1.
- Once per turn, when you roll a 1 on a damage die for an attack you make with a firearm, you can re-roll the die and must use the new roll, even if the new roll is a 1.

ALCHEMIST

In a dimly lit laboratory, a gobber drips a dire troll's black bile into a boiling flask. After a few moments, the concoction begins to burble and churn as the tissues of troll muscle regenerate within the flask at an accelerated speed.

A Crucible Guard sergeant twists a valve on his rifle, releasing a stream of pressurized fluid that coats the bullet loaded into his gun. When he fires, the blistering corrosive that coats the round punches through his target's armor and begins eating away at the flesh below.

A rogue alchemist silently approaches a Golden Crucible lab. She retrieves a strange paste from a pouch at her belt and smears it on a reinforced window. Within moments, the glass evaporates into faint vapor, and she slips inside and begins rifling through the notes and formulas scattered across the top of a nearby desk.

No matter how they choose to apply their skills, alchemists have a deep understanding of the potent and dangerous art of alchemy. By skillfully mixing, brewing, and refining ingredients, they can produce a vast array of different concoctions. Although alchemists are not known for their skill in combat, their skill in the craft of alchemy can make them as dangerous as the most highly trained soldier.

SUFFICIENTLY ADVANCED SCIENCE

Alchemists are trained in the arcane science of refining and combining rare and exotic ingredients to create numerous alchemical items, including blasting powder, healing salves, and potent alchemical grenades. Some have learned the secrets of the trade in an apprenticeship with an organization such as the Order of the Golden Crucible; numerous others have been trained by one of the many freelance alchemists roaming the Iron Kingdoms.

FIELD RESEARCH

The life of an adventuring alchemist is a dangerous one. Some alchemists have access to the resources of an established organization, but even they occasionally need to personally gather rare substances for use in complex alchemical creations. This often means venturing into the wilds in search of rare natural reagents, many of which are exceedingly hard to locate or must be harvested from elusive and dangerous creatures.

HAZARDOUS WORKING CONDITIONS

Working with dangerous substances and employing them in the field requires a special mix of courage, hardiness, and nimble alacrity. Alchemists must be shrewd as they delve into the deeper mysteries of arcane lore in their search for new ways to extract power from purified liquids, powders, and catalysts. Many would-be alchemists have had their careers cut short by disfiguring burns, lost limbs, blindness, deafness, or a fatal explosion.

THE ALCHEMIST

Level	Proficiency Bonus	Features	Formulas
1st	+2	Field Alchemy, Poison Resistance	2
2nd	+2	Fast Brew	2
3rd	+2	Quick Swig, Specialization	3
4th	+2	Ability Score Improvement	3
5th	+3	Extra Attack	4
6th	+3	Specialization feature, Tool Expertise	4
7th	+3	Frenzied Concoction	4
8th	+3	Ability Score Improvement	5
9th	+4	—	5
10th	+4	Specialization feature	5
11th	+4	Hit the Deck	6
12th	+4	Ability Score Improvement	6
13th	+5	—	6
14th	+5	Specialization feature	7
15th	+5	Tailored Concoctions	7
16th	+5	Ability Score Improvement	7
17th	+6	—	8
18th	+6	Specialization feature	8
19th	+6	Ability Score Improvement	8
20th	+6	Master Alchemist	Unlimited

CREATING AN ALCHEMIST

When you create an alchemist, consider why your character pursues the craft of alchemy. Does the science of alchemy itself interest you, or is it simply a means to an end? Do you seek to use your talents to help others, or are you just irresistibly drawn to the thunderous blast of a detonating grenade?

Why do you adventure? Do you seek out forgotten formulas from the first days of alchemy? Do you seek rare ingredients found only in the untamed wilderness?

Alchemy is a fundamental part of the Iron Kingdoms, and as a practitioner of it, you possess a versatile and powerful ability. Play an alchemist if you want to create powerful alchemical items, unleash volatile alchemical compounds in battle, or utilize the field alchemy rules to mix alchemical substances on the fly.

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Second, choose the explorer background.

CLASS FEATURES

As an alchemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d6

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per alchemist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Improvised weapons, simple weapons, grenades , Crucible Arms weapons

Tools: Field alchemy kit

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Insight, Investigation, Medicine, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

- Any two simple weapons of your choice:
- (*a*) alchemist's leather armor or (*b*) an armored apron
- 5 empty grenade housings, a field alchemy kit, a grenade bandolier, and a gas mask

FIELD ALCHEMY

Beginning at 1st level, you know the basics of crafting alchemy in the field. During a short or long rest, you can use alchemist's supplies to craft alchemical items if you have the required ingredients and know the appropriate formula, a list of which is found at the end of this class description. You can create one alchemical item during a short rest or two items during a long rest.

Some of your features and formulas require your target to make a saving throw to resist the effects. You use your Intelligence modifier when setting the saving throw DC for these effects.

Alchemy save DC = 8 + your proficiency bonus + your Intelligence modifier

FORMULAS KNOWN

When you create your character, choose two alchemical formulas from the list at the end of the class's description. You learn additional formulas of your choice when you reach certain levels in this class, as shown in the Formulas Known column of the Alchemist table.

Whenever you gain a level in this class, you can replace one of the alchemical formulas you have learned with a new one. This represents your alchemist focusing more on certain formulas than others. The knowledge is not erased from your mind; instead, it fades into the background as you pay more attention to new formulas.

POISON RESISTANCE

At 1st level, you have resistance to poison damage and have advantage on saving throws against being poisoned.

FAST BREW

At 2nd level, you learn to create a number of quick, simple recipes that do not require a complex process of brewing and stabilizing.

As a bonus action, you can create a simple alchemical item you know. Your creation remains potent until the end of your next turn. You must have a field alchemy kit to create a fast brew item but do not need to expend a use of the kit to do so.

Alkalic Fluid. You produce a single dose of alkalic fluid, a syrupy blue liquid that neutralizes acids. A 1-ounce dose of alkalic fluid is able to render 1 pint of acid inert. A creature splashed with alkalic fluid has resistance to acid damage for 1 round.

Blackbond. You mix ingredients to create a dose of blackbond, a thick black adhesive. As an action, you can apply blackbond to a surface. A 1-ounce dose of blackbond can cover a 1-foot-square surface and can hold up to 200 pounds. Blackbond loses coherency after 10 minutes.

Firestifle. You mix ingredients to create an expanding white foam that extinguishes flames. As an action, you can apply the firestifle to a point within 5 feet. Any natural flames in a 5-foot area centered on the point you choose in the area go out immediately. A creature exposed to firestifle has resistance to fire damage for 1 round.

Discovering New Formulas

The formulas you know represent the product of alchemical research you conduct on your own, but you might find other recipes during your travels. You could discover a formula recorded in a rival alchemist's laboratory, for example, or in a dusty manuscript shelved in a university's library.

Copying a Formula. When you find a formula, you can add it to the formulas you know if you can spare the time to decipher and copy it. Copying a formula involves recording its basic form and then deciphering the writing of the alchemist who wrote it. You must practice the formula until you understand the particular balance of ingredients, the brewing time, and the distillation required, and then you must memorize the formula so that you can use it from memory.

For each formula you copy, the process takes 2 hours and costs 50 gp. The cost represents the alchemical ingredients you expend as you experiment with the formula in an attempt to master it. Once you have spent this time and money, you can prepare the formula just like your other formulas.

Formulas you copy in this way do not count against the total number of formulas you know.

Simple Smoke. You mix compounds to produce a thick cloud of smoke. As an action, you can deploy the smoke to a point within 5 feet. The smoke fills a 5-foot sphere centered on the point you choose and heavily obscures the area. The smoke dissipates after 1 round or if subjected to moderate winds.

Stink Gas. You mix compounds to produce a cloud of noxious gas. As an action, you can deploy the gas to a point within 5 feet. The gas fills a 5-foot sphere centered on the point you choose. Until the end of your next turn, each creature that starts its turn in the cloud or that enters it must succeed on a Constitution saving throw against your alchemy save DC or become poisoned until the end of its next turn. Stink gas has no effect on constructs or the undead.

QUICK SWIG

At 3rd level, you can use one alchemical item or potion as a bonus action on your turn.

SPECIALIZATION

When you reach 3rd level, you choose to focus your skills and knowledge on a particular alchemical discipline. Choose Combat Alchemist, Synthesist, or Rogue Alchemist, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, 14th, and 18th 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.

TOOL EXPERTISE

Starting at 6th level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

FRENZIED CONCOCTION

Starting at 7th level, you can shortcut your recipes in times of need. You can craft one formula you know as a bonus action, ignoring the normal time required to brew it.

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.

HIT THE DECK

Beginning at 11th level, you become accustomed to dealing with the sudden explosions and violent reactions that come with the study of alchemy. When you are subjected to an effect that allows you to make a Dexterity saving throw to avoid damage, you can use your reaction to go prone. If you use your reaction to go prone, you take no damage from the effect.

TAILORED CONCOCTIONS

Starting at 15th level, you customize your alchemical items to deal with a particular type of opponent, increasing the harm you inflict on it. As a bonus action, you can designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that the target is exposed to one of your alchemical items or grenades, you can ignore one of the creature's damage resistances or force it to make saving throws against your class features and alchemical formulas with disadvantage.

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.

MASTER ALCHEMIST

Starting at 20th level, you know the formula for every alchemical item, and alchemical items you create do not lose potency. Additionally, you gain a +1 bonus to all saving throws for each alchemical item currently affecting you.

ALCHEMIST ARCHETYPE

Different alchemists use their particular talents in different ways. Your archetype represents how you put your alchemy to use.

COMBAT ALCHEMIST

Combat alchemists combine alchemical talents with traditional combat training, typically in support of more conventional military units. Carrying a variety of specialized alchemical grenades, they are effective at assaulting many different targets. Combat alchemist teams are drilled in pathfinding and skirmish warfare and are often deployed in advance of a larger army in order to neutralize key threats.

Many combat alchemists come from the military wing of the Order of the Golden Crucible, the Crucible Guard. Others develop their talents as part of mercenary companies or as solo operatives for hire.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor and martial firearms.

GRENADIER

Beginning at 3rd level, you increase the range of your thrown weapons and grenades by 10 feet and the maximum range by 30 feet.

POTENT GRENADES

Starting at 6th level, when you create grenades, you add a custom catalyzing ingredient to increase the yield of the payload. Increase the Area of Effect (AOE) of grenades you make by 5 feet. In addition, you add your Intelligence modifier to the damage roll of your grenades.

FIRE IN THE HOLE!

Starting at 10th level, friendly creatures that can hear you have advantage on saving throws to resist the effects of your grenades. In addition, friendly creatures in the blast radius have resistance to damage caused by your grenades.

PROWL

At 10th level, you are adept at concealing yourself within clouds of blasting powder smoke and other obscuring conditions. While you are lightly obscured, creatures have disadvantage on ranged weapon attacks against you.

PARTING GIFT

At 14th level, if you take the Disengage action, you can drop a primed grenade at your feet before moving. The grenade detonates after you finish moving.

WILD SHOT

Starting at 18th level, you can take the Attack action as a bonus action on your turn to throw a grenade. You make the attack roll with disadvantage.

SYNTHESIST

Synthesists seek a deeper understanding of alchemy. Not content with mixing simple, tried-and-true recipes, they seek to further their mastery of the art by discovering new alchemical formulas and refining existing ones in order to take their place among the greatest masters of the craft.

NEW FAST BREW

Starting when you choose this archetype at 3rd level, you gain the following fast brew option.

Simple Stimulant. You mix ingredients to create a dose of simple stimulant. This bitter, milky fluid gives a creature 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.

REVITALIZING ALCHEMY

At 3rd level, the alchemical items you create have an added revitalizing effect. Any creature that consumes an alchemical item you created regains hit points equal to your Intelligence modifier.

BREW MASTER

Starting at 6th level, when you use an alchemical item, you can reroll any number of dice and must use the new roll.

Once you use this feature, you must finish a short or long rest before you can use it again.

EFFICIENT BREWING

Beginning at 6th level, when you create an alchemical item or grenade, you produce twice the normal amount.

INGREDIENT IMPROVISATION

Starting at 10th level, you learn to make do without the proper ingredients. When you create alchemical items, you can ignore a number of required ingredients equal to your Intelligence modifier (minimum 1).

LIQUID COURAGE

When you reach 10th level, while you are under the influence of an alchemical item, you have advantage on saving throws against being charmed or frightened.

VOLATILE REACTION

By 14th level, you can turn any alchemical substance into a powerful weapon. As a bonus action, you can mix 1 unit of alchemical waste (liquid) into any alchemical item. You can throw the item as if it were an Area of Effect (AOE) 10 grenade. The item deals 4d10 acid, fire, necrotic, or poison damage (your choice).

SYNTHESIZE

At 18th level, you become proficient in mixing otherwise incompatible formulas. When you create an alchemical item, you can choose to combine the effects of two formulas. In addition, when you create a grenade, you can choose to combine the effects of two grenade types.

ROGUE ALCHEMIST

Rogue alchemists are lawbreakers who use alchemy in furtherance of their crimes—although for some, the first crime was to practice alchemy without the approval of a group such as the Order of the Golden Crucible. Frequently found in the criminal underbellies of cities across western Immoren, rogue alchemists are skilled poisoners accustomed to making do without many resources. Cut off from the backing of a powerful alchemy guild, these resourceful individuals have had to steal much of what they have, up to and including formulas copied from another alchemist's notes.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with Stealth and your choice of a poisoner's kit or thieves' tools.

NEW FAST BREWS

Starting when you choose this archetype at 3rd level, you gain the following fast brew options.

Glasseater. You produce 1 ounce of glasseater, a thick

blue-green paste that silently dissolves glass into a harmless vapor. 1 ounce of glasseater is enough to coat a 1-square-foot surface.

Umbroculant Drops. You mix compounds to create a dose of umbroculant drops, an inky-black substance. As an action, you can drip the substance into your own eyes or those of a willing creature. The drops spread to coat the surface of the eye and grant the user darkvision out to 60 feet for a number of minutes equal to your Intelligence modifier (minimum 1).

INGREDIENT SCROUNGER

By 6th level, you have developed a keen eye for finding natural ingredients in the environment. Once per hour while you travel, you can make a Wisdom (Perception) check to scrounge for an alchemical ingredient. The DC equals 10+ the ingredient's cost in gp. On a successful check, you discover 1d4 units of the ingredient in question. The GM has the final say on whether a particular ingredient is available in your vicinity.

WASTE NOT, WANT NOT

Beginning at 6th level, you can use alchemical waste as a weapon. You can splash a vial of alchemical waste onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the alchemical waste as an improvised weapon. On a hit, the target takes 2d6 necrotic damage.

CONTAMINATOR

Starting at 10th level, you can coat a weapon with poison as a bonus action instead of an action, and your attacks that deal poison or necrotic damage deal extra damage equal to your Intelligence modifier (minimum 1).

ALCHEMICAL MAGPIE

Starting at 14th level, you can attempt to determine the effects of an alchemical item by studying it for 1 minute and then making a Wisdom (Perception) check. The DC is equal to the creator's Intelligence score + the creator's proficiency bonus.

If you spend 1 hour distilling an alchemical item, you can discover how it was brewed and add its formula to the formulas you know without needing a copy of the specific formula.

LIFE ON THE RUN

At 18th level, the time you've spent evading powerful alchemists and their guilds has honed your senses to help you fight creatures you can't see. When you attack a target you can't see, you do not have disadvantage on your attack rolls against it just because you can't see it. In addition, you are aware of the location of any invisible creature within 30 feet of you if the creature isn't hiding from you and if you aren't blinded or deafened.

ALCHEMICAL FORMULAS

Unless otherwise specified, alchemical items follow the rules for the Use an Object action.

Each alchemical item retains its potency for 24 hours. After that time, it becomes your choice of 1 unit of alchemical waste (liquid) or 1 unit of alchemical waste (crystal).

COMMON FORMULAS

The following alchemical formulas are often among the first a new alchemist learns. You can brew a common formula by mixing the listed ingredients or expending one use of a field alchemy kit.

ALCHEMICAL ACID

Alchemists find many uses for powerful acids, and this one has been purified to increase its potency. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d8 acid damage.

Ingredients: 1 unit of alchemist's stone, 2 units of organic acid

ALCHEMICAL RESTORATIVE

This fast-acting alchemical pharmaceutical promotes rapid blood clotting and regeneration. A character who consumes alchemical restorative regains 1 spent Hit Die. Additionally, if a creature taking damage from wounds or ongoing bleeding effects consumes alchemical restorative, the damage effect ends.

Ingredients: 2 units of alchemist's stone, 1 unit of mutagenic extract, 1 unit of organic oil

ANTITOXIN

When ingested, this pungent elixir helps counteract many natural and alchemical poisons. A creature that drinks a vial of antitoxin has advantage on saving throws against poison for 1 hour. This item confers no benefit to undead or constructs.

Ingredients: 1 unit of alchemist's stone, 1 unit of organic acid, 2 units of organic toxin

BLACK OIL

Black oil is black, viscous, and glue-like and dries quickly. As an action, you can throw a flask of black oil up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the black oil as an improvised weapon. If you hit a creature with this attack, it is blinded for 1d4 rounds.

Eye protection, such as goggles, protects against the effects of black oil. Black oil is not water-soluble and can only be removed from the eyes by using an action to liberally apply strong alcohol or alchemical solvent to the eyes.

Ingredients: 2 units of alchemical waste (liquid), 1 unit of alchemist's stone, 1 unit of organic toxin

BOTTLED LIGHT

This two-part oil comes tightly sealed in a liquid-filled lantern or jar. One part is a thick, viscous oil; the other is a sickly yellow grease that floats atop the oil. When shaken, the two oils mix and give off light.

You can shake bottled light as a bonus action. Once shaken, bottled light provides bright light in a 20-foot radius and dim light for an additional 20 feet for 1 minute. After a bottle goes dark, it can be shaken again to reactivate the light.

Ingredients: 1 unit of arcane extract, 2 units of bioluminescent extract

FIREBANE SALVE

Dangerous fires sometimes break out within the walled cities of western Immoren, but the invention of alchemical firebane has helped minimize the impact of such disasters. This heavy, foul-smelling ointment protects skin, clothing, and other materials from the effects of fire. Creatures and items treated with firebane salve are much more difficult to set aflame, and they burn at a slower rate.

A single application of firebane salve can cover a single creature of up to Medium size or up to three feet of material. A creature or item treated by an application of firebane salve has resistance to fire damage for 3 hours.

Ingredients: 2 units of alchemical waste (liquid), 2 units of arcane extract

HEALING LINIMENT

This divinely infused alchemical salve is applied to grievous wounds and wrapped with clean bandages to accelerate healing.

For 1 hour after you use this liniment, you regain 1d4 additional hit points whenever you regain hit points.

Ingredients: 1 unit of alchemist's stone, 1 unit of arcane minerals, 1 unit of organic oil

NIGHT'S BLACK

This thick, dull-black ointment is designed to be applied to clothes and equipment. It is difficult to wash out or otherwise clean but helps the wearer blend into the shadows.

A creature that coats its equipment in an application of night's black has advantage on Dexterity (Stealth) checks for 1 hour.

Ingredients: 1 unit of alchemical waste (liquid), 1 unit of mutagenic extract, 1 unit of organic oil

VITRIOLIC FIRE

Vitriolic fire is a dangerous alchemical oil that bursts into superheated flame upon exposure to the air. Some alchemical arms producers make huge batches of this substance for use in cinder bombs.

As an action, you can throw a flask of vitriolic fire up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the vitriolic fire as an improvised weapon. On a hit, the target takes 1d6 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Ingredients: 2 units of alchemist's stone, 1 unit of heavy metals, 1 unit of Menoth's Fury

UNCOMMON FORMULAS

The following section presents alchemical formulas that are more complex than those listed above. You can brew an uncommon formula by mixing the listed ingredients or expending two uses of a field alchemy kit.

ALCHEMICAL EXPLOSIVE

Cheaply made but dangerous to handle, alchemical explosives can be made from any of several unstable compounds used for industrial applications, such as mining. A sudden impact is enough to cause the explosive to detonate.

As an action, you can throw a flask of alchemical explosive up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemical explosive as an improvised weapon. On a hit, the target takes 2d8 bludgeoning damage.

Ingredients: 1 unit of alchemist's stone, 2 units of mineral crystals, 2 units of organic acid

ASHES OF URCAEN

This ashen powder has the faint smell of sulfur and is laced with energy from beyond the living world. When cast into the air, the powder binds with disembodied spirits and drags them into the physical world.

As an action, a character can throw this powder into the air at a point up to 20 feet away. Creatures with the Etherealness feature within 20 feet of that point lose the Etherealness and Incorporeal Movement traits and all damage resistances for 1d4 minutes.

Ingredients: 1 unit of alchemist's stone, 1 unit of arcane minerals, 1 unit of ectoplasm

FEAR GAS

Often used to disperse unruly crowds, fear gas releases a fog that causes terror in those who breathe its vapors.

As an action, you can throw a flask of fear gas up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the fear gas as an improvised weapon. On a hit, the target is exposed to fear gas.

A creature exposed to fear gas must succeed on a Wisdom saving throw against your Alchemy save DC or be frightened of all other creatures for 1 minute. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success.

Ingredients: 1 unit of alchemist's stone, 1 unit of arcane extract, 1 unit of arcane minerals, 1 unit of organic oil

FORTEMORPHIC ELIXIR

This clear, red solution is a strength-enhancement serum designed to be injected into a creature. The side effects can outweigh the benefits with periodic usage.

Administering a dose of this substance requires a clockwork injector or syringe.

When you use this elixir, you have advantage on Strength checks, and your melee attacks deal an extra 1d6 weapon damage. This bonus lasts for a number of rounds equal

GRENADES

Weapon	Damage	Weight	Properties
Grenade, acid	2d10 acid	2 lb.	AOE (5), grenade (range 20/60)
Grenade, explosive	2d10 piercing	2 lb.	AOE (5), grenade (range 20/60)
Grenade, fear gas	—	2 lb.	AOE (5), grenade (range 20/60), special
Grenade, flash	—	2 lb.	AOE (5), grenade (range 20/60), special
Grenade, incendiary	2d10 fire	2 lb.	AOE (5), grenade (range 20/60)
Grenade, knockout bomb	—	2 lb.	AOE (5), grenade (range 20/60), special
Grenade, rust bomb	—	2 lb.	AOE (5), grenade (range 20/60), special

to your Constitution modifier (minimum of 1 round). Immediately after the elixir wears off, you suffer one level of exhaustion.

Ingredients: 1 unit of alchemist's stone, 1 burrow-mawg adrenal gland, 1 unit of mutagenic extract

PERSUASION ELIXIR

This concoction places a creature into a highly suggestible state that makes it much more responsive to interrogation and coercion. The elixir must be either injected into a target's bloodstream or ingested.

If a creature ingests the elixir, it takes effect after 1 minute; if the elixir enters a creature's bloodstream in any other way, the effects are instantaneous. When the elixir takes effect, the creature must make a Constitution saving throw. On a failed save, the creature is charmed by other creatures it encounters for 1 hour. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of persuasion elixir for 24 hours. If harmed by a creature that has charmed it, the charmed creature immediately becomes immune to the effects of the elixir, just as if it had succeeded on its saving throw.

Ingredients: 1 unit of alchemist's stone, 2 units of organic acid, 1 unit of organic toxin

RUST AGENT

This fast-acting alchemical compound temporarily softens metals and then rapidly corrodes them. It consists of two reactive substances that must be mixed to take effect.

As a bonus action, you can mix the two parts of rust agent. Once mixed, the substance must be immediately applied or thrown as an attack. You can splash rust agent onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the rust agent as an improvised weapon. Steamjacks and creatures who are wearing primarily metal armor that are hit by rust agent lose any resistances they have for 1 round. Creatures and steamjacks with immunity to acid damage are not affected.

Ingredients: 1 unit of alchemical waste (crystal), 1 unit of alchemist's stone, 1 unit of heavy metals, 1 unit of mineral acid

SOMNOLENCE ELIXIR

Imbibing just a few drops of this opalescent liquid quickly dulls a creature's senses and helps it have a peaceful night's sleep. A larger dose can knock out an adult trollkin almost immediately.

A creature that consumes somnolence elixir must make a Constitution saving throw. On a failed save, the creature immediately falls unconscious for 1 hour. On a successful save, the creature remains conscious but has disadvantage on Intelligence and Wisdom checks for 1 hour. Constructs and undead are immune to somnolence elixir.

MARTIAL RIFLE

Weapon	Cost	Damage	Weight	Properties
Crucible Arms Model 609 rifle	225 gp	2d8 piercing / 1d4 acid, fire, or poison	12 lb.	Firearm (range 60/180), magazine (1), special, two-handed
Alchemical Blaster	300 gp	2d10 (special)	40 lb.	Firearm (range 40/120), heavy, alchemical magazine (5), special, two-handed

Ingredients: 1 unit of arcane minerals, 1 unit of organic acid, 2 units of organic oil

SPIRIT SALTS

Superstitious Cygnarans in many coastal towns spread lines of salt in front of their doors to keep evil spirits from entering their homes. This defense is mostly symbolic, but when particular minerals are properly prepared and poured in a line upon the ground, the alchemically treated salt forms a barrier that undead and infernals cannot cross.

As an action, you can spread spirit salts into a line 10 feet long and 1 foot wide. Undead and infernals cannot cross this line. The effect lasts for d4 + 1 rounds and ends at the start of your turn.

Ingredients: 2 units of alchemist's stone, 1 unit of ectoplasm, 2 units of mineral crystals

ALCHEMICAL GRENADES

Alchemical grenades are specially treated clockwork vessels designed to contain and detonate alchemical compounds. Each grenade holds one application of an alchemical substance. Pulling a grenade's pin starts the clock's very short timer, which detonates the grenade soon after. The grenade's effects depend on the alchemical compound used.

Because the Iron Kingdoms' militaries have developed industrial production methods for manufacturing grenades, their cost has gone down greatly, even for unaffiliated combat alchemists. As a result, empty clockwork grenade vessels that can be armed with an alchemist's alchemical compound of choice are available on the open market for 5 gp each, which is far less than the cost of the materials an artisan clocksmith needs to build the same device. An alchemist can carefully fill and arm an empty grenade in 10 minutes without making a skill roll.

Acid Grenade. An acid grenade requires 1 vial of alchemist's acid.

Explosive Grenade. An explosive grenade requires 1 application of alchemical explosive.

Fear Gas Grenade. A fear gas grenade requires 1 vial of fear gas. Creatures in the Area of Effect (AOE) do not take damage but are exposed to fear gas on impact.

Flash Grenade. A flash grenade requires 1 dose of bottled light. Creatures in the Area of Effect (AOE) do not take damage but must succeed on a Dexterity saving throw against the creator's alchemy save DC or be blinded for 1 minute. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success.

Incendiary Grenade. An incendiary grenade requires 1 vial of vitriolic fire.

Knockout Bomb. A knockout bomb requires 1 vial of somnolence elixir. Creatures in the Area of Effect (AOE) do not take damage but must succeed on a Constitution saving throw against the creator's alchemy save DC or fall unconscious.

Rust Bomb. A rust bomb requires 1 vial of rust agent. Creatures in the AOE do not take damage but must succeed on a Dexterity saving throw against the creator's alchemy save DC or take a –2 penalty to AC for 1 minute. Steamjacks, targets wearing metal armor, and metal objects have vulnerability to all damage until the end of your next turn if they were in the AOE. Creatures and steamjacks with immunity to acid damage are not affected.

CRUCIBLE ARMS WEAPONS

Crucible Arms weaponry are manufactured for the soldiers of the Crucible Guard. Since these weapon utilize alchemical principles to modify the effects of the rounds fired, an understanding of alchemy is required to use them effectively.

Crucible Arms Alchemical Blaster. This weapon consists of a tank full of pressurized alchemical compounds strapped to the back and attached by a treated hose to a handheld device that sprays the tank's contents at enemy combatants.

When you make an attack with this weapon, choose between acid, cold, fire, or poison damage. You can make a normal single-target attack with an alchemical blaster, or you can spray everything in a 20-foot cone by dispensing the weapon's full magazine. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage, taking no damage on a successful save. Refilling the weapon requires expending one use of a field alchemy kit

Crucible Arms Model 609. This rifle features an alchemical dispersal system affixed to the receiver and forestock. This device contains several precursor alchemical solutions that can be combined in multiple ways to produce an array of effects. As the weapon fires, the device saturates a bullet with a predesignated combination, which is then activated by a catalyzing agent in the forestock chamber.

As a bonus action, you can add an effect to the next ranged attack you make with this weapon. The attack deals your choice of an extra 1d4 acid, fire, or poison damage. After 10 such shots, you cannot use this feature again until you refill the system with 5 units of alchemical waste (liquid) or expend one use of a field alchemy kit.

GUN MAGE

A circle of blue runes flashes into life around the barrel of the Cygnaran soldier's pistol. When her shot strikes her target, the deafening roar of thunder fills the air, and the force of the impact knocks the man she shot off his feet.

Perched on the eave of a roof, the Llaelese sniper settles his sights on his target. Magic flows from him into his waiting bullet. When he fires, his gun makes no sound, and his target falls in eerie silence.

The Ordic gambler dives behind an overturned table just as his three opponents open fire. Despite having only one bullet in his pistol, he grins as he rises and fires, guiding his bullet through his trio of targets.

Gun mages are arcanists who combine firearm skill with the ability to channel magic through rune-inscribed bullets. They carry a particular mystique in the minds of common people. To the average citizen, gun mages are seen as romantic figures: dashing officers and arcanists who are as skilled with their weapons as they are with magic. In truth, these arcanists practice their magic as a dedicated martial discipline. To fully harness their abilities, gun mages make use of magelocks—special firearms made of an expensive steel alloy that is both resistant to heat and responsive to magic. Some might consider a gun mage's reliance on firearms and ammunition to be a limitation compared to other spellcasters, but the deadly effectiveness of a practiced gun mage in battle is indisputable. Firearms are potent weapons in their own right, but augmented by a gun mage, a magelock firearm becomes an incredibly versatile weapon.

FREE SPIRITS

Gun mages tend to be nonconformists. Their magic is not just a talent, but a passion. It is not the bookish training common among other orders, or even the intuitive art of the sorcerer. It requires focus and intense training, as well as a quickness of mind and a sureness of purpose that come only from complete confidence in one's ability. Gun mages tend to be less rigidly ordered and far more impulsive than their arcane brethren. Those who possess more tempered personalities likely underwent rigorous training as part of a military order.

GUNS FOR HIRE

Equal parts deadly and skilled, gun mages are valuable commodities who are in high demand across the Iron Kingdoms. Those who served with an arcane order typically have experience leading men into combat and are often recruited by prominent mercenary companies to serve the same role. By contrast, freelance gun mages often earn substantial coin as guns for hire, bodyguards, or even assassins.

Most independent gun mages learned their abilities intuitively. Following early exposure to firearms, these individuals instinctively carved reinforcing runes into the barrels of their weapons and gradually discovered their potential over the course of their lives. Although less common than those who come from a military order such as the Tempest Academy of Cygnar, freelance gun mages are found across the Iron Kingdoms.

CREATING A GUN MAGE

When creating a gun mage, think about how you discovered your powers. Did you recognize them early on in life when you first laid eyes on a firearm, or were you already an adult before you learned of your gift? Does the gun mage talent run in your family, or are you the first to possess such abilities?

As a starting character, you'll have the opportunity to choose which order of gun mages you belong to. Were you formally trained in one of the foremost academies of gun mages, or are you a lone gunslinger whose abilities can be as surprising to you as to an observer? How do you feel about your unusual talent? Do you see it as a gift, or do you resent having such a close connection to a deadly weapon?

QUICK BUILD

You can make a gun mage quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Charisma. Second, choose the Mercenary or Spy background.

THE GUN MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level
1st	+2	Gun Mage Order, Spellcasting, Rune Shots	2	1	1	1st
2nd	+2	Fighting Style	2	1	2	1st
3rd	+2	Weapon Bond	2	2	2	2nd
4th	+2	Ability Score Improvement	3	2	2	2nd
5th	+3	—	3	3	2	3rd
6th	+3	Gun Mage Order feature	3	3	2	3rd
7th	+3	—	3	3	2	4th
8th	+3	Ability Score Improvement	3	4	2	4th
9th	+4	—	3	4	2	5th
10th	+4	Gun Mage Order feature	4	4	2	5th
11th	+4	Extra Rune Shot (3), Multiple Runes	4	4	3	5th
12th	+4	Ability Score Improvement	4	5	3	5th
13th	+5	Extra Rune Shot (4)	4	5	3	5th
14th	+5	Gun Mage Order feature	4	5	3	5th
15th	+5	Extra Rune Shot (5)	4	5	3	5th
16th	+5	Ability Score Improvement	4	5	3	5th
17th	+6	Extra Rune Shot (6)	4	6	4	5th
18th	+6	—	4	6	4	6th
19th	+6	Ability Score Improvement	4	6	4	6th
20th	+6	Arcane Precision	4	6	4	6th

CLASS FEATURES

As a gun mage, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per gun mage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per gun mage level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple melee weapons, simple firearms, martial firearms

Tools: Rune-etching kit, gunsmith's kit

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Arcana, Athletics, History, Investigation, Perception, and Survival

EQUIPMENT

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

- (*a*) a magelock pistol or (*b*) a magelock rifle
- (*a*) a simple melee weapon or (*b*) a simple firearm
- (*a*) an explorer's pack or (*b*) a soldier's pack
- Leather armor, a dagger, 20 bullets, and a rune-etching kit

GUN MAGE ORDER

At 1st level, you have begun training in one of the orders of gun mages, chosen from the list of available orders. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

SPELLCASTING

Through dedicated training, you have molded your innate spark of magic to augment your martial skill with firearms. See chapter 3 for the Gun Mage spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the gun mage spell list. You learn additional gun mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Gun Mage table.

SPELL SLOTS

The Gun Mage table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your gun mage spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 2nd-level spell *gallows*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know one 1st-level spell of your choice from the gun mage spell list.

The Spells Known column of the Gun Mage table shows when you learn more gun mage spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 5th level, for example, you learn a new gun mage spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the gun mage spells you know and replace it with another spell from the gun mage spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your gun mage spells, so you use your Charisma modifier whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a gun mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a magelock or bonded firearm as a spellcasting focus for your gun mage spells.

RUNE SHOTS

As part of your training, you learn to harness your magical gift to imbue your bullets with arcane energy that produces extraordinary effects.

At 1st level, you gain two rune shot options of your choice from the list below. Once per turn when you fire a firearm as part of the Attack action, you can apply one of your rune shot options to that attack. You must apply the option before making the attack roll.

You have two uses of this ability, and you regain all expended uses when you finish a short or long rest. You gain an additional rune shot option of your choice at 11th, 13th, 15th, and 17th level.

All rune shots are magical effects. If a rune shot requires a saving throw, its DC is the same as your spell save DC.

Accuracy. You guide your rune shot to strike with unerring accuracy. When you use this rune shot, you have advantage on the attack roll.

Black Penny. You empower your rune shot to strike down a nearby foe. When you use this rune shot, you do not have disadvantage on attack rolls made against targets within 5 feet of you.

Brutal. You empower your rune shot to strike with greater force and savagery. When you use this rune shot and hit a creature with an attack, the target takes an extra 2d6 damage, and the attack scores a critical hit on a roll of 19 or 20.

Detonator. You imbue your bullet with explosive energy that detonates after your attack. When you use this rune shot and hit a creature with an attack, that creature and all other creatures within 10 feet of it take an extra 2d6 force damage each.

Earth Shaker. Your rune shot carries an enchantment that makes the ground tremble. When you use this rune shot and hit a creature with an attack, that creature and all other creatures within 20 feet of it must succeed on a Strength saving throw or be knocked prone.

Electro Leap. You empower your rune bullet with electricity, causing tongues of lightning to spring from your target to strike another target nearby. When you use this rune shot and hit a creature with an attack, that creature and one other creature of your choice within 15 feet of it take an extra 2d6 lightning damage each.

Fire Beacon. Your rune shot is empowered to strip away mundane and magical concealment from your targets. When you use this rune shot and hit a creature with an attack, any attack roll against the creature has advantage if the attacker can see it, and the creature cannot benefit from cover. This effect lasts until the start of your next turn.

Freeze Fire. Your rune bullet carries the bite of winter. When you use this rune shot and hit a creature with an attack, that creature takes an extra 2d6 cold damage and must succeed on a Constitution saving throw or have its speed reduced by 10 feet until the start of your next turn.

Heart Stopper. The deathly arcane power of this rune-etched bullet is intended to bring a swift end to your target. When you use this rune shot and hit a creature with an attack, that creature takes an extra 2d6 necrotic damage and must make a Constitution saving throw. On a failed save, the creature cannot regain hit points until the start of your next turn. This rune shot has no effect on constructs or the undead.

Iron Rot. You imbue your rune shot with the power to corrode metal. When you use this rune shot and hit a steamjack or a creature wearing nonmagical metal armor, the target takes a permanent and cumulative –1 penalty to its AC. Armor reduced to an AC of 10 is destroyed. Repairing this damage requires a successful DC 15 Intelligence check and 1 hour of work with tinker's tools. In addition, any nonmagical item that is hit by this rune shot, weighs up to 20 pounds, and isn't being worn or carried immediately corrodes and is destroyed.

Molten Shot. Your rune shot becomes white-hot as you infuse it with fiery magical energy. When you use this rune shot and hit a creature with an attack, that creature takes an extra 2d6 fire damage and 1d6 fire damage at the start of your next turn. Any flammable object hit by this shot ignites.

Phantom Seeker. A bullet inscribed with this rune shot becomes ethereal, curving in flight to seek out your target. When you use this rune shot and make an attack, do not make an attack roll for the attack. Instead, choose a target within the normal range of your weapon. That creature must make a Dexterity saving throw. On a failed save, the creature takes damage as if it were hit by the bullet, plus an extra 1d6 force damage. On a successful save, the creature takes half as

much damage. You do not need to be able to see your target to use this rune shot.

Silencer. You completely muffle the sound of your shot, and your firearm produces no sound when it discharges. When you use this rune shot and hit a creature with an attack, that creature cannot shout or speak until the start of your next turn.

Thunderbolt. Your rune shot hits with thunderous impact. When you use this rune shot and hit a creature with an attack, that creature takes an extra 2d6 thunder damage and must succeed on a Strength saving throw or be pushed 20 feet away from you.

Trick Shot. You empower your bullet to ricochet from your initial target and strike another. When you use this rune shot and make an attack, after the attack, choose a creature within 30 feet of the original target and then make an attack roll to hit the chosen creature. If the attack hits, the chosen creature takes damage from the attack as normal, and any special effects of the attack apply to the creature as normal.

EXPENDING SPELL SLOTS

You can convert available spell slots to additional uses of your Rune Shots feature. You gain one additional use of your Rune Shots feature for each level of the spell slot you expend in this way.

FIGHTING STYLE

Beginning 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.

KEEN SHOT

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

PISTOL DUELING

When you are wielding a pistol in one hand and no other ranged weapons, you gain a +2 bonus to damage rolls with that weapon.

WEAPON BOND

At 3rd level, you forge a deep bond with one of your firearms and instinctively carve protective runes into it.

To bond with your firearm, you must spend at least 1 hour in meditation inscribing protective runes into it, after which the weapon becomes bonded to you. Once you are bonded to your firearm, it counts as one of the total items you can be attuned with. You may forge a weapon bond with additional firearms but may not have more than three bonded weapons at any one time.

If your bonded weapon is ever destroyed, it is no longer counted as one of the items you can be attuned with, and you may forge a new bond.

A bonded firearm counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, a bonded weapon never suffers harmful effects from firing rune shots (see the "Imperfect Instruments" sidebar).

Imperfect Instruments

Although the magelock is the standard weapon of gun mages, these arcanists can also work their magic through mundane arms. Given ample time, a gun mage can craft rune-inscribed bullets for virtually any weapon.

Firearms that have not been designed to harness the awesome power of rune shots deteriorate rapidly as the gun mage's magic scorches their barrels and tears at their fine rifling. Each time a gun mage fires a rune shot empowered with a spell from a non-magelock firearm, the weapon's Misfire property increases by 1. If the weapon does not have the Misfire property, it gains Misfire (1). If the weapon's Misfire property reaches Misfire (5), it is destroyed.

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 RUNE SHOT

At 11th level, you can use your Rune Shots feature three times between rests. At 13th level, you can use your Rune Shots feature four times between rests; at 15th level, five times; and at 17th level, six times. Each time you increase your uses of the Rune Shot feature, you also gain an additional rune shot option of your choice.

MULTIPLE RUNES

At 11th level, you can layer the effects of multiple rune shots onto a single bullet. When you expend a use of your Rune Shots feature to make a rune shot attack, you can choose an additional rune shot effect to affect the target.

Once you use this feature, you must finish a long rest before you can use it again.

ARCANE PRECISION

At 20th level, you are so attuned to your bonded magelock weapon that you are able to sense, at the moment of firing, whether your bullet will strike true and whether using your arcane power would be a waste. When you use your Rune Shots feature or your Multiple Runes feature on an Attack action and fail to hit, you can choose to not expend the feature on that attack.

Once you use this feature, you must finish a short or long rest before you can use it again.

GUN MAGE ORDERS

The orders of Gun Mages have evolved over the centuries of their existence, gradually devising independent identities through training regimens, the nature and form of their spells, and their preferred form of magelock weapons.

At 1st level, you choose which one of the militant orders of gun mages where you began your training as a gun mage. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

THE ORDER OF THE ARCANE TEMPEST

For more than two decades, the gun mages of the Militant Order of the Arcane Tempest have trained in the art of harnessing the arcane through gun fighting. Whereas other gun mages may be dilettantes in war, members of the Militant Order of the Arcane Tempest are hardened fighters trained for battle.

Members of this order serve alongside those of the army's other service branches, whether providing fire support on the battlefields of western Immoren or acting as specialized operatives who protect their nation at any cost.

ORDER RUNE SHOT

Starting at 1st level when you choose this order, you learn the Thunderbolt rune shot. This rune shot does not count toward the total number of rune shots you can know.

GUNFIGHTER

At 1st level, you no longer have disadvantage on attack rolls made against targets within 5 feet of you if you are attacking with pistols or carbines.

RECIPROCATE

Starting at 6th level, when a hostile creature misses you with a ranged attack, you can use your reaction to perform an Attack action with a bonded weapon against the attacking creature.

Once you use this feature, you can't use it again until you finish a short rest.

RUNESMITH

Beginning at 10th level, you develop a means of channeling your arcane power into the ammunition fired by a steamjack you command. Harnessing these forces is not without risks, however, and unlike magelocks, steamjack weapons can seldom handle such power for long before being destroyed by the arcane force of the rune shots (see the "Imperfect Instruments" sidebar earlier in this section).

Only a steamjack armed with a ranged weapon can be affected by this ability, and only when it is firing a pre-etched shot. Weapons that do not fire a projectile, such as flamethrowers and weapons that generate blasts of voltaic energy, do not have ammunition that can be etched. Etching a single round of steamjack ammunition takes 1 hour and uses 5 gp worth of rare metals. Because a steamjack cannot be loaded with ammunition in the heat of battle, you must either make sure all of its rounds are rune-etched or have a system for determining which rounds are etched, such as making sure the steamjack's first and last rounds are always etched.

During your turn, as a bonus action, you can expend one use of your Rune Shots feature to empower the next rune-etched round fired by a steamjack you control with a single rune shot you know. To be empowered, the steamjack must be within 30 feet of you, and the next round loaded in its ranged weapon must be a rune-etched round.

MOMENT OF CLARITY

When you reach 14th level, you reach the pinnacle of the gun mage's art. On your turn, you can use a bonus action to have truesight up to the distance of your bonded weapon's normal range. This effect lasts until the start of your next turn.

Additionally, you can deal an extra 3d6 weapon damage on the first rune shot attack you make during your turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

THE ORDER OF THE THORN

Formerly the Loyal Order of the Amethyst Rose, the Order of the Thorn are consummate survivors skilled in covert military operations. Members of the order wear black to mourn the many years of suffering and occupation that once gripped their homeland. Their somber uniforms are a reminder to never again allow the people of Llael to fall victim to foreign schemes or control.

Thorn gun mages are among the most zealous and dedicated of Llael's soldiers. Having fought in resistance cells during the long years of their kingdom's occupation, many of them are skilled in espionage, sabotage, and assassination. They combine the skillful dueling traditions of the former Loyal Order of the Amethyst Rose with a merciless approach to conflict.

ORDER RUNE SHOT

Starting at 1st level when you choose this order, you learn the Silencer rune shot. This rune shot does not count toward the total number of rune shots you can know.

AMBUSHER

At 1st level, you master ambushing techniques. When you roll initiative, you can choose to roll with advantage. Additionally, during your first turn each combat, before making an attack, you can take the Dash action or Hide action as a bonus action.

MARTYR OF THE RESISTANCE

Starting at 6th level, you can draw on your own inner strength to keep fighting regardless of what it might end up costing you. When you make an ability check or a saving throw, you can use this feature to spend one of your Hit Dice and add it to your roll. You can do so after seeing the initial roll but must do so before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest.

SLAYER OF TYRANTS

Beginning at 10th level, you channel both the pain of your many losses and your hatred of tyranny into your rune shots. The first time each turn you hit a creature with a rune shot attack, you deal an extra 1d10 force damage to the creature. The creature cannot benefit from any damage resistances it possesses against this attack.

EMERGENCY RUNE SHOTS

When you reach 14th level, you are prepared to destroy your enemies with rune-empowered bullets whenever battle starts. If you roll initiative and have expended all uses of your Rune Shots feature, you regain all expended uses of your Rune Shots feature.

Once you use this feature, you can't use it again until you finish a long rest.

THE ORDER OF THE LONE GUN

Not all born with the gift of the gun mage have the privilege to train in a military academy. Some are lone wanderers who learn their craft through trial and error, developing skills and rune shots through raw instinct; others master their technique under the tutelage of an unaffiliated mentor.

ORDER RUNE SHOTS

Starting at 1st level when you choose this order, you learn the Trick Shot rune shot. These rune shots do not count toward the total number of rune shots you can know.

WILD SHOT

At 1st level, you have learned to enhance your attacks with pure, unpredictable energy. When you make a ranged attack with a firearm with which you have proficiency, you can expend a gun mage spell slot to enhance the bullet with raw magical energy. The attack deals an extra 1d8 damage per level of the spell slot used. Roll a d8 and consult the Wild Shot Damage Type table to determine the damage type.

WILD SHOT DAMAGE TYPE

d8	*Damage Type*
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Thunder

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

A FEW MORE SHOTS

Starting at 10th level, you can fuel your rune shots at the cost of your other arcane abilities. When you expend a gun mage spell slot of 1st level or higher to regain uses of the Rune Shots feature, you treat the spell slot as one level higher.

Once you use this feature, you can't use it again until you finish a long rest.

RUNIC IMPROVISATION

Beginning at 14th level, you learn to rapidly improvise new rune shots. When you use your Rune Shots feature, you can use a rune shot you don't already know to resolve your next rune shot attack.

Once you use this feature, you can't use it again until you finish a long rest.

GUNFIGHTER

The mercenary's hand hovers over her holster. Her opponent stands in a similar pose on the opposite end of a dusty street in Ternon Crag. When the clock bells chime, their rivalry will end. One of them will be declared the fastest gun in the Bloodstone Marches; the other will end up in a beggar's grave.

The Khadoran hunter squints at a field of blinding white snow. His targets, a pack of blight-scarred Nyss, are little more than black specks in the distance. He slows his breathing and aims for the lead figure as his finger slowly squeezes the trigger.

A commando slips through the shadowy underbrush toward the circle of cult members, her carbine primed to shoot down their leader. Keeping out of sight, she raises her weapon and prepares to cut the cult's ritual short.

All of these individuals are gunfighters, warriors who live and die by the steadiness of their hand and the sharpness of their eyes. They are a diverse group made up of former soldiers, independent mercenaries, killers for hire, and skilled hunters, but they are united by their unparalleled skill with a firearm. Whether they are fighting on the front lines of battle or participating in a shootout in a backwater saloon, these men and women are intimately familiar with death—and they understand how swiftly it can be delivered.

WAY OF THE GUN

Gunfighters learn how to use a wide variety of firearms. The individual characteristics of these weapons vary, but the core principles—trigger control, sight picture, and controlled breathing—do not. Be they pistoleers who rely on twitch reflexes or patient snipers who wait for the perfect shot, gunfighters learn the skills they need to operate their weapons under a wide array of conditions.

A FISTFUL OF IRON

A gunfighter without a shooting iron is little more than target practice. Most who live by the gun keep their weapons in fine form and clean them meticulously as part of their nightly rituals, and they would feel naked without a rifle slung over their shoulder or a pistol's weight at their hip.

Not everyone who picks up a firearm is a gunfighter. The discipline requires a certain degree of skill, as well as the willingness to go into battle while a hailstorm of lead rains down all around you. Those who survive their first few shootouts find that their weapons become an extension of themselves. Over time, they learn how to coax their shots to greater effect, mastering startling trick shots in order to impress bystanders or turn a fight in their favor.

CREATING A GUNFIGHTER

As you create your gunfighter, think about how you came to choose this life. Did you take up the gun as a soldier in the military, fighting to defend hearth and home against foreign interests? How did you respond to surviving your first firefight? Did you learn your skills from a grueling drill instructor, or did a patient mentor teach you how to shoot?

You might have developed your skills in the throes of war, discovering your aptitude only after a handful of engagements. Perhaps picking up a firearm for the first time was a comfortable and familiar feeling, as if you were destined for this path. Where did you acquire your weapons? Were they bestowed upon you by a benefactor or by your nation's military? Perhaps you scavenged your weapon from the forgotten body of a highwayman and learned how to use it by shooting clay jugs off of stumps, or maybe you first wielded a family member's firearm in order to drive hungry beasts away from your ancestral farm.

THE GUNFIGHTER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Trick Shots (1/rest)
2nd	+2	Fast Reload, Forge Shot
3rd	+2	Gunfighter Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Gunfighter Archetype feature, Trick Shots (2/rest)
7th	+3	Overwatch
8th	+3	Ability Score Improvement
9th	+4	Fast Reflexes
10th	+4	Suppressing Fire!
11th	+4	Gunfighter Archetype feature
12th	+4	Ability Score Improvement
13th	+5	Hit and Run
14th	+5	Low Profile
15th	+5	Keen Eyed
16th	+5	Ability Score Improvement
17th	+6	Gunfighter Archetype feature
18th	+6	Trick Shots (3/rest)
19th	+6	Ability Score Improvement
20th	+6	Dead-Eye

QUICK BUILD

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

CLASS FEATURES

As a gunfighter, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per gunfighter level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per gunfighter level after 1st

PROFICIENCIES

Armor: Light armor, infantry armor

Weapons: Simple weapons, simple firearms, martial firearms

Tools: Gunsmith's kit

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, Perception, Sleight of Hand, and Stealth

EQUIPMENT

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

- (*a*) light armor or (*b*) any simple weapon
- (*a*) a simple or martial pistol or (*b*) a simple or martial rifle
- 20 rounds of ammunition
- (*a*) a soldier's pack or (*b*) an explorer's pack
- a set of gunsmith's tools

FIGHTING STYLE

Beginning at 1st 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.

PISTOL DUELING

When you are wielding a pistol in one hand and no other ranged weapons, you gain a +2 bonus to damage rolls with that weapon.

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.

TRICK SHOTS

You learn to perform signature trick shots with a pistol or rifle. When you use this feature, you choose an effect from the following options. You must be wielding a loaded pistol or rifle to use this feature.

A trick shot can only modify a single attack.

Once you use this feature, you must finish a short or long rest before you can use it again.

Beginning at 6th level, you can use your Trick Shots feature twice between rests, and beginning at 18th level, you can use it three times between rests. You regain all expended uses of this feature when you finish a short or long rest.

Golden Bullet. As part of your attack, you fire a trick shot that strikes your target in a vulnerable gap in its armor. Choose a creature you can see that is within your weapon's normal range, and make a ranged attack against that creature. This attack ignores damage resistances.

Piercing Shot. This trick shot does not modify a single shot. Instead, as an action, you fire a trick shot that passes through multiple targets. Your shot is a line 5 feet wide extending from you to your weapon's normal range in a direction you choose. Creatures in the line must succeed on a Dexterity saving throw or take damage equal to your weapon's damage.

Pinning Shot. As part of your attack, you fire a trick shot that forces your enemies to take cover. When you use this trick shot, choose a creature you can see that is within your weapon's normal range, and make a ranged attack against that creature. If the attack hits, the target must succeed on a Wisdom saving throw or be knocked prone and become frightened until the start of your next turn.

Ricochet Shot. As part of your attack, you fire a trick shot that ricochets off of stone, metal, or a similarly hard surface. When you use this trick shot, if you are aware of a creature in total cover, you can target it if there is a clear path for the bullet to travel along.

Wounding Shot. As part of your attack, you fire a trick shot that leaves your target bleeding or venting vital fluids. When you use this trick shot, choose a creature you can see that is within your weapon's normal range, and make a ranged attack against that creature. If the attack hits, the creature must succeed on a Constitution saving throw or take additional damage equal to your Dexterity modifier (minimum 1) at the start of each of its turns. This effect lasts until a creature uses an action and makes a successful DC 10 Wisdom (Medicine) check to bind the wound or until the creature receives healing. The damage dealt by this trick shot is cumulative with additional wounding shots.

This trick shot works on living creatures and steamjacks but has no effect on other constructs or the undead.

Trick Shots save DC = 8 + your proficiency bonus + your Dexterity modifier

FAST RELOAD

At 2nd level if a firearm you wield does not have any rounds loaded, you can reload the weapon as part of a ranged attack.

FORGE SHOT

Beginning at 2nd level, after you complete a short or long rest, you can produce ammunition for a firearm you are proficient with. Producing ammunition requires you to expend 1 gp worth of lead, blasting powder, and casings. You can craft a number of bullets equal to 10 + your proficiency modifier (minimum 1).

GUNFIGHTER ARCHETYPE

At 3rd level, you choose an archetype that you emulate in your approach to gunfights. Choose Commando, Pistoleer, or Sharpshooter, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 6th, 11th, and 17th 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.

OVERWATCH

Starting at 7th level, if you are currently wielding a firearm, you can use your reaction to make a ranged attack against a creature that moves within your line of sight and is within the firearm's normal range

FAST REFLEXES

At 10th level, the multiple firefights you've survived have honed your reflexes to respond to danger. You have advantage on Dexterity saving throws against effects you can see.

Additionally, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SUPPRESSING FIRE!

At 10th level, you can use your action to expend the magazine of a weapon you're holding against multiple targets. Choose a point you can see within your weapon's range. Any creature within 10 feet of the point you designate must make a Wisdom saving throw against your trick shot DC. On a failed save, the creature's speed is reduced to 0, and it can't use reactions. These effects last until the start of your next turn.

HIT AND RUN

Starting at 13th level, once per turn after hitting a creature with a ranged weapon attack, you may immediately move a distance up to your speed.

LOW PROFILE

At 14th level, you have learned how to maximize cover during a prolonged firefight. You treat half cover as three-quarters cover and three-quarters cover as total cover.

KEEN EYED

At 15th level, you increase the normal range of firearms you wield by 20 feet and the maximum range by 60 feet.

DEAD-EYE

At 20th level, when you perform a ranged weapon attack with a pistol or rifle and miss, you may choose to hit instead. You may use this feature a number of times equal to your Dexterity modifier (a minimum of once). You regain all expended uses when you finish a long rest.

GUNFIGHTER ARCHETYPES

The choice of firearm is an important one to gunfighters. Although the skills needed to use one type of firearm transition to most others, gunfighters develop certain talents for their favored weapon. The gunfighter archetype you choose reflects your preference.

PISTOLEER

Pistoleers deal in lead. They are highly skilled gunfighters who rely solely on their reflexes, skills, and trusty sidearms to take down their enemies. Some have honed this skill over the course of long years of practice both on and off the battlefield; others have learned the fundamentals of shooting in the military or under the tutelage of another pistoleer.

Pistoleers often make their livings by serving as bodyguards or guns for hire, and their skills allow them to easily find employment as mercenaries.

GUNSLINGER

At 3rd level, you no longer have disadvantage on attack rolls made against targets within 5 feet of you if you are attacking with pistols.

QUICK DRAW

At 3rd level, you develop rapid quick-draw skills. You add your Wisdom modifier (minimum 1) to your initiative rolls, and you can draw or stow two pistols when you would normally be able to draw or stow only one.

ADDITIONAL TRICK SHOTS

At 6th level, you learn the Return Fire and Snipe trick shots.

Return Fire. When a creature targets you with a ranged attack, before it makes the attack roll, you can use your reaction to make a ranged attack against the creature. If your attack deals damage, the creature makes its ranged attack roll with disadvantage.

Snipe. As part of an attack, when you attack a creature beyond normal range, you do not have disadvantage on the attack roll.

CHAIN SHOT

At 11th level, when you perform a ranged weapon attack against a target you have already hit with a ranged weapon attack during your turn, you make the attack roll with advantage.

BARRAGE

At 17th level, when you take the Attack action on your turn, you can choose to fire a barrage with a single pistol or rifle. As part of the attack, make an attack roll against a number of creatures you can see within 30 feet equal to the number of bullets in your weapon's magazine.

Once you use this feature, you can't use it again until you finish a long rest.

SHARPSHOOTER

Sharpshooters are masters of the long arm. Given the range from which they traditionally deal death, they are among the most feared combatants across all of western Immoren. Many of these gunslingers were part of an elite military unit or developed their skills as a result of inborn potential and practice. Some hone their talents as hunters living on the frontier of civilization, where one's accuracy with a rifle or another long gun can mean the difference between feast and famine. Those who master the rifle are keen-eyed individuals capable not only of spotting targets at a great distance, but also of finding the ideal sniping position or blind from which to fire.

Sharpshooters who have left military service often find employment as guns for hire, and their skills, along with the high cost of maintaining their weapons, demand a premium fee. Many join criminal organizations and gun down their rivals with a sniper's ruthless accuracy

CRACK SHOT

At 3rd level, your keen eyesight allows you to see through the concealment that obscures your targets. Your ranged weapon attacks ignore half cover, and you do not have disadvantage on Wisdom (Perception) checks in a lightly obscured area.

STEADY AIM

At 3rd level, you learn to make stunning long-distance shots. If you do not move during your turn and make a ranged attack with a rifle at long range, you do not have disadvantage on the attack roll.

PRONE SHOOTER

At 6th level, you learn to fire from a prone position. While you are prone, you do not have disadvantage on attack rolls you make with a rifle.

TRICK SHOT: DUAL SHOT

At 6th level, you learn the Dual Shot trick shot.

Dual Shot. You can use your Trick Shots feature to fire two bullets in quick succession. Once per turn, as a part of the same Attack action, you can perform an additional attack against the same target.

TARGETEER

At 11th level, you learn how to spot gaps in your targets' defenses. As an action, you can study a creature you can see and make a Wisdom (Insight) check with a DC of 5 + the creature's CR. If the check succeeds, you roll one extra die of the weapon's damage on ranged weapon attacks made against that creature.

This effect lasts until you finish a short or long rest. It ends early if you designate a different creature.

SNIPER

Starting at 17th level, your shooting becomes so precise that you can land extremely debilitating and destructive shots against your enemies. Once on each of your turns when you hit a creature with a ranged weapon attack, choose one of the following options.

Headshot. Your target takes additional damage equal to your Wisdom modifier. If the target is a living creature, it must make a Constitution saving throw against your trick shot DC. On a failed save, the creature is stunned until the end of its next turn.

Crippling Shot. Your target takes additional damage equal to your Wisdom modifier. If the target is a creature, it must make a Constitution saving throw against your trick shot DC. On a failed save, the creature's speed is halved, and it has disadvantage on Dexterity saving throws. This effect lasts for 1 minute.

COMMANDO

Commandos have been forged during years of warfare in some of the most brutal fighting in all the Iron Kingdoms. They are among the toughest soldiers in western Immoren, and their special training has forced them to master a variety of skills, including camouflage and covert unit coordination. In battle, they crawl to the very edge of no-man's-land to silently neutralize enemy scouts and snipers before disappearing back into the woods without a trace.

Masters of clandestine operations, sabotage, and targeted elimination behind enemy lines, commandos are elite soldiers of a rare breed—the best of the best. They strike out on the most dangerous and sensitive assignments, and their paramount goal is always simple: complete the mission at any cost.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with martial weapons and grenades, as well as proficiency in the Stealth skill. If you already have proficiency in the Stealth skill, you double your proficiency bonus when you make Dexterity (Stealth) checks.

COMBAT AWARENESS

At 3rd level, you maintain a constant level of vigilance when it comes to your immediate surroundings. You gain a +5 bonus to your passive Wisdom (Perception) score and a +5 bonus when you roll initiative.

RAPID STRIKE

At 6th level, you hone your ability to quickly dispatch unprepared foes. If you hit a creature with a ranged weapon attack and the creature has not yet acted during the round, you can deal an extra 1d6 damage to the creature.

The amount of extra damage you deal increases to 2d6 at 11th level and 3d6 at 17th level.

BRUTAL ASSAULT

Beginning at 6th level, you can combine your ranged and melee weapons in a vicious attack that will swiftly bring down your foes. Once per turn, after making a ranged attack targeting a creature you can see, you can make a melee attack as a bonus action.

STALKER

Starting at 11th level, your mastery over moving undetected while on a mission is nearly absolute. You make Dexterity (Stealth) checks with advantage, and you can take a bonus action on each of your turns to take the Hide action.

TACTICAL FLEXIBILITY

Starting at 17th level, your battlefield expertise allows you to quickly adapt to both the current conditions and your mission's objectives. At the start of each of your turns, you can choose one of the following options.

Silent Operation. You no longer automatically give away your position when you attack from a hidden position; you only give away your position if your attack hits. If your attack misses, a creature must succeed on a Wisdom (Perception) check contested by your Dexterity (Stealth) check to know your position.

Tactical Reposition. On your turn, you can take the Dash action as a bonus action.

Sabotage. The first ranged attack you make each turn against an object, structure, or vehicle deals double damage.

MECHANIK

A seven-foot-tall suit of walking iron bursts through the warehouse wall, sending the Dog Street Cutters into disarray. With a blast of steam from its boiler, the powered armor lashes out with the hook block of the hauling crane mounted on its left shoulder, scattering the gang's members in every direction. The tinny, high-pitched laughter of Dubbin the gobber echoes from deep within the armor. "Not so small anymore, am I?"

Corporal Denton Hurst huddles behind the mangled chassis of the incapacitated warjack. Bullets pinging off the Mule's hull let him know that the Scharde pirates have a bead on his position, and he can hear their captain calling for a cannon to take aim. He takes a blind shot over the 'jack with his pistol and tightens the last clamp on his pneumatic patch. With a quick prayer to Ascendant Corben, the corporal watches the pressure gauge of the 'jack's boiler begin to climb.

Magus Cordelia MacLinn holds her breath and urges her hand to keep steady as she guides her etching tool across the surface of the runeplate on her workbench. This final, critical stroke will be the difference between a runeplate worth thousands of crowns and a fancy, not to mention costly, bit of junk—if she's lucky. She looks across the workshop to the corner where Magus Brunder used to work. The steamworks'custodian had scrubbed the stones for two full hours yesterday but still hadn't managed to pick all the bits of shrapnel out of them. Foolish Brunder. At least she wouldn't have to warn him about his sloppy head serifs again.

Whether they are skilled engineers or talented bodgers, mechaniks can apply quick fixes to damaged machines, much like combat medics patch up wounded soldiers to keep them fighting. There isn't a nation in western Immoren that doesn't have a great need for talented field mechaniks, but those who are unwilling or unable to find employment in the military are always welcome in the many mercenary companies that employ aging warjacks in constant need of vital maintenance, or in the industrial bourgs of cities that rely on laborjacks and massive steam engines to keep the wheels of industry turning.

QUICK WITS AND STUBBORN DISPOSITIONS

Experts of the quick fix, mechaniks specialize in tearing down and rebuilding machines of all types. They are problem solvers with a talent for keeping the most clapped-out and run-down devices functioning, including the weapons and equipment of their comrades in arms. Most are driven to constantly tinker with some new—or, in many cases, old—bit of mechanika, whether trying to improve on the design or simply attempting to get it in working order again.

Their inquisitive nature and stubborn approach to fixing things leads most mechaniks to keep broken firearms, bits of steamjacks, and other miscellaneous components rattling around the bottom of their toolkits. Most have the skill to completely repair the stuff, if only they were willing to dedicate the time and funds to do so, but for many of them, continuing to cobble odd bits into makeshift parts and fix what they can day after day is not only easier, but more satisfying.

KEEPING THE WORLD RUNNING

Since the advent of mechanika, these wondrous machines have needed sturdy individuals to keep them operational. Mechaniks filled this need by applying engineering and machinist principles to the complex and sometimes delicate components of advanced mechanikal devices.

As a group, mechaniks are bursting with ideas for how to improve existing devices and constantly daydreaming about the latest mechanikal inventions. Because most mechaniks are obsessed with discovering more mechanika, scrounging for new and useful parts, and creating new contraptions, being tied down to a single workshop can wear down even the most enthusiastic of them. As a result, some leave the comfort of a steady position in a steamworks factory in search of fortune or new challenges; others take to the road to meet other mechaniks and see devices they'd never see otherwise.

CREATING A MECHANIK

When creating a mechanik, think about how your character developed these skills. Did you learn to pick through the rubble of old machines while working in a scrapyard, or did

you receive formal training from a labor union or a nation's military? Do you want to use your mechanikal skills to protect those you consider your friends, or do you live for the thrill of using your latest mechanikal modifications to crush your enemies? Talk to your DM about your mechanik's personal history and which groups you might have ties to.

QUICK BUILD

You can make a mechanik quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the labor boss background.

CLASS FEATURES

As a mechanik, you gain the following class features.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mechanik level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, rivet guns

Tools: Mechanik's toolkit, steamjacks

Saving Throws: Constitution, Intelligence

Skills: Choose four from History, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

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

- a 'jack wrench
- (*a*) a simple melee weapon, (*b*) a simple ranged weapon and ammunition for 10 shots, or (*c*) a rivet gun, powder, and rivets for 20 shots
- (*a*) a scholar's pack or (*b*) an explorer's pack
- An armored apron, a mechanik's toolkit, and a dagger

TINKERING

You can tinker with devices and machines to make them more effective. To do so, use a bonus action on your turn to choose yourself or a creature within 5 feet of you. That creature gains one Tinkering die, a d4.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one attack roll or damage roll it makes with a weapon, add the number rolled to one ability check it makes with an item, or subtract the number rolled from the damage of a single enemy attack that deals bludgeoning, piercing, or slashing damage. If the creature uses the Tinkering die to modify one of its own attack rolls, damage rolls, or ability checks, it can wait until after it rolls the d20 before deciding to use the Tinkering die, but it must decide before the GM says whether the roll succeeds or fails. If the creature uses the Tinkering die to reduce the damage from an enemy attack, it can wait until the damage has been determined before deciding to use the Tinkering die. Once the Tinkering die is rolled, it is lost. A creature can have only one Tinkering die at a time.

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

Your Tinkering die changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 18th level.

THE MECHANIK

Level	Proficiency Bonus	Features
1st	+2	Tinkering (d4), Mechanik's Savvy
2nd	+2	Expertise, Field Mechanik
3rd	+2	Mechanik Archetype, Bodging
4th	+2	Ability Score Improvement
5th	+3	Inspired Genius, Tinkering (d6)
6th	+3	Expertise, Scrounging
7th	+3	Mechanik Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Brilliant Design, Master Bodger
10th	+4	Mechanik Archetype feature
11th	+4	Tinkering (d8)
12th	+4	Ability Score Improvement
13th	+5	Improved Crafting
14th	+5	Enduring Tinkering
15th	+5	Mechanik Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Hold Together
18th	+6	Tinkering (d10), Mechanik Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Always Tinkering

CRAFTING THROUGH TINKERING

As part of light activity during a long rest, you can pull together spare bits of scrap material to create ad hoc items. If you do so, roll your Tinkering die. You can craft nonmagical items worth a total of 10 gp × the number rolled, but you still must provide material equal to half the items' value.

MECHANIK'S SAVVY

At 1st level, the time you have spent in workshops and around machines of all kinds has provided you with an intuitive sense of danger. You have advantage on Wisdom (Perception) checks while in an industrial environment, such as a mechanik's workshop, the docks of a city, or anywhere

that relies on heavy industrial equipment. Also, you can determine whether a machine is operating within its normal tolerance or if it is in danger of failure.

Starting at 18th level, you add your Intelligence modifier to your initiative rolls. In addition, you have advantage on initiative rolls whenever you are in an industrial locale.

EXPERTISE

At 2nd level, choose two of your skill proficiencies, or choose one of your skill proficiencies and your proficiency with a mechanik's toolkit. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with a mechanik's toolkit) to gain this benefit.

FIELD MECHANIK

At 2nd level, you learn how to repair items quickly in the field. As a bonus action, you can choose a construct, vehicle, mechanikal device, or steam armor within 5 feet of you and expend one of your uses of the Tinkering feature to roll a Tinkering die. The chosen creature or object regains hit points equal to the number rolled.

MECHANIK ARCHETYPE

At 3rd level, you choose an archetype that shapes your path as a mechanik. Choose the Arcane Mechanik, Combat Mechanik, or Ironhead, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th levels.

BODGING

At 3rd level, you can combine your knack for tinkering with scrap materials you find in the field and a bit of time to fashion temporary items. Using a mechanik's toolkit, you can spend 10 minutes to create a piece of gear. You can only bodge items that can be used more than once. Caltrops, a crossbow, or a lantern would be appropriate, but a poison or a flask of oil would not.

The maximum value of an item you can bodge from your supplies is equal to 10 × the roll of your Tinkering die. (You do not need to expend the Tinkering die when you bodge an item; the roll simply represents how effective you are at kitbashing bits and pieces from your mechanik's toolkit into something useful.)

Upon being used, a bodged item lasts for 1 hour or until an attack roll or skill check involving the item is a 1 on the d20. Bodged items cannot be repaired, but their component parts can be returned to your mechanik's toolkit.

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.

INSPIRED GENIUS

Beginning when you reach 5th level, you regain all of your expended uses of Tinkering when you finish a short or long rest.

SCROUNGING

At 6th level, you develop a knack for scrounging up parts for building or repairing mechanika. You can reduce the cost of repairing, bodging, or building an item by scrounging through junkyards, scrap heaps, old battlefields, and refuse piles. You can spend 10 minutes and take the Search action to make a DC 15 Wisdom (Perception) check to find useful items. On a successful check, you find enough spare or makeshift parts to reduce the cost of crafting an item by half.

BRILLIANT DESIGN

Beginning at 9th level, when you expend a Tinkering die, you can choose to take the highest value on your die instead of rolling. The Tinkering die is still expended as normal.

Once you use this feature, you can't use it again until you finish a long rest.

MASTER BODGER

At 9th level, when you bodge an item, you can expend a Tinkering die and roll it to further enhance the value of your bodge. Your bodged item functions for a number of hours equal to the number rolled, and the value of the item can be 20 times the number rolled instead of 10.

IMPROVED CRAFTING

Starting at 13th level, when you roll a Tinkering die while crafting an item during a long rest, double the number rolled to determine the value of your bodge.

ENDURING TINKERING

Starting at 14th level, when you tinker with your equipment or that of your companions, it retains the benefit of your attention. When you use Tinkering, the Tinkering die lasts until the chosen creature finishes a long rest, rather than 10 minutes.

HOLD TOGETHER

Beginning at 17th level, the first time a friendly construct drops to 0 hit points but is not killed outright, you can use your reaction to expend a Tinkering die. The construct continues to function for a number of rounds equal to the roll of your Tinkering die. The construct still must make death saving throws and suffers the normal effects of taking damage while at 0 hit points.

ALWAYS TINKERING

At 20th level, when you roll initiative and have no uses of

Tinkering left, you regain one use.

MECHANIK ARCHETYPES

Different mechaniks choose different approaches to making use of their talents. The mechanik archetype you choose to emulate reflects your approach.

COMBAT MECHANIK

Nothing is ever simple on the battlefield. Armor gets mangled, weapons misfire at the most inopportune times, and warjacks break down under the strain of combat. Combat mechaniks brave the front lines to make crucial repairs under fire. Every one of them must be as adept with a firearm as they are at maintaining and repairing equipment in the field, and many are veteran soldiers who have faced a multitude of foes. Whether handling a traditional weapon, swinging a heavy 'jack wrench, or bodging a piece of hardware back together, combat mechaniks keep their allies in fighting form.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with infantry armor, martial pistols, and martial rifles.

STERNER STUFF

At 3rd level, your hit point maximum increases by 2, and it increases by 2 every time you gain a level in this class.

IRON SENTINEL

Starting at 7th level, you develop a talent for keeping yourself protected while you make repairs. While you are within 5 feet of a friendly steamjack or vehicle, you gain a +2 bonus to AC and cannot be knocked prone.

SABOTAGE

Starting at 10th level, when you attack a construct, vehicle, or structure, you have advantage on the attack roll. The target of the attack must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If it fails, your attack deals extra damage equal to your Intelligence modifier, and the target is incapacitated if it is a construct or vehicle. The target 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 feature, you must finish a short or long rest before you can use it again.

APPLIED MECHANIKS

Starting at 15th level, when you hit a construct, vehicle, or structure with a weapon attack, you can reroll the weapon's damage dice. If you do so, you must use the new roll.

TUNE UP

Starting at 18th level, as an action or part of an attack action, you can tune up your weapons or the weapons of a friendly creature or steamjack within 5 feet. The weapons you tune up have the following benefits:

- The first attack roll made with the weapon is made with advantage.
- The first attack made with this weapon that hits deals extra weapon damage equal to your Tinkering die.
- The weapon loses the Misfire property.

These effects last for 1 round.

IRONHEAD

The ironhead is a prime example of a mechanik who uses technology to overcome any obstacle. An ironhead is an expert in the use of custom steam-powered armor—a master of the cocoon of iron. Together, the ironhead and the steam armor form an unforgettable symbiosis of arcane and mechanikal power that strides across the battlefield as confidently as any warjack.

Many ironheads are part of a mercenary band. For these individuals, the fact that they earn good money waging war is just a bonus. Few ironheads are in it for the financial benefits. For the majority of them, the thrill of living life as a steamjack, exerting massive mechanikal strength, and brandishing weapons no mortal could possibly wield is reward enough.

IRONCLAD

At 3rd level, you gain proficiency with steam armor. In addition, you construct a suit of standard-class steam armor that you wear.

CUSTOM MODIFICATIONS

At 3rd level, you can customize your steam armor. When you do so, choose one of the following armor modifications. Your choice gives you special benefits while you wear your steam armor.

Amphibious Construction. Your armor is outfitted with a fully enclosed control area with waterproof seals, reserve air tanks, and a helmet with a thick glass viewport, all of which allow the armor to function for up to 5 minutes while

fully submerged.

Heavy Boiler. You install a heavy boiler on your armor. You can perform the Dash action as a bonus action. You can't use your heavy boiler in this way again until you finish a short rest.

Ejection Rig. You outfit your armor with explosive bolts designed to rapidly release the occupant by blowing armored sections of the control area clear. You can activate the ejection rig to take off the steam-powered armor as a bonus action, even if the armor is destroyed. Because using the rig partially disassembles the steam-powered armor, you must spend 1 hour gathering and reassembling the armor's components before you can put the armor back on after using this feature

POWERSTRAIN

Starting at 7th level, you learn how to push your armor to extremes others would never dare. You can take a bonus action during your turn in combat to use one of the options below when you are wearing steam armor.
The use of this feature is quite taxing on your steam armor. Once you use this feature, you must finish a short rest before you can use it again.

When you use this feature, choose one of the following options.

Powercharge. Your movement speed in steam armor increases by 10 feet until the start of your next turn.

Haul. You can leverage the armor's weight and power to perform incredible feats of strength. For a number of rounds equal to your proficiency bonus, you have advantage on Strength checks.

Mechanikal Smite. With a surge of power, you direct your armor to deliver a powerful melee strike against a single target. Choose one creature within melee range as your target. If you hit the creature with a melee attack this round, it takes extra damage from your weapon equal to your Tinkering die.

Steam Warrior Stance. You can't be knocked prone and cannot be moved by nonmagical enemy effects. This effect lasts for a number of rounds equal to your proficiency bonus.

ADDITIONAL MODIFICATIONS

At 10th level, you make an additional modification to your steam armor. Choose one of the following options.

Ablative Armor. Your steam armor has resistance to one of the following damage types: bludgeoning, piercing, or slashing. This resistance applies only to damage from nonmagical weapons.

Corrosive Shielding. Your armor has resistance to acid damage.

Electrical Shielding. Your armor has resistance to lightning damage.

Fire Shielding. Your armor has resistance to fire damage.

Temperature Regulators. Your armor has resistance to cold damage.

IMPROVED POWERSTRAIN

Starting at 15th level, you can use your Powerstrain three times between rests.

HOT SWAP

At 18th level, you finish tinkering with your armor's design and add a final modification to it. In addition, at the end of a long rest, you can choose to replace one of your modifications with another option. Choose one of the following.

Artillery Mount. You add a mount to your armor that can accommodate a light steamjack's ranged weapon. The mounted weapon follows all the rules for reloading, removing, and replacing such weapons, as explained in chapter 5, "Steamjacks."

Cargo Crane. You add a cargo crane to your armor. The crane can lift up to 8,000 pounds. Because the power draw of the cargo crane requires you to divert power from other systems, you cannot move and use the cargo crane in the same round.

Hardened Case. Your armor's damage threshold increases by 5.

Steam Venting. As an action, you can vent steam from your armor. The steam produces a cloud that lightly obscures a 20-foot square centered on you. Each other creature in this area must make a DC 14 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. The steam cloud dissipates at the start of your next turn.

ARCANE MECHANIK

Bridging the gap between machines and magic, arcane mechaniks are arcanists with a penchant for mechanikal engineering. They are innovative crafters of mechanikal devices, and they have the necessary skills and knowledge to create and repair mechanikal armor and weapons, as well as the arcane systems of steamjacks.

Arcane mechaniks are respected figures, and their most wondrous creations—the steamjacks found across western Immoren—are among the most iconic symbols of the modern age. Standing at the forefront of practical innovation, arcane mechaniks employ industrial thaumaturgy in the crafting of potent devices. Any good mechanik can assemble and maintain a piece of mechanika, but arcane mechaniks focus on creative and innovative ways to use runeplates and more specialized components.

Creating mechanika is an incredibly expensive undertaking, and many arcane mechaniks turn to adventuring and mercenary work to fund their endeavors. Because their skills are in high demand, they typically have little trouble finding lucrative employment. As an added bonus, the wild and unpredictable life of a freelance mercenary often provides the perfect testing ground for many types of mechanikal creations.

SPELLCASTING

By the time you reach 3rd level, you have studied the fusion of magic and technology required to construct mechanika and have learned how to use this knowledge to cast spells. Your focus on mechanikal devices has defined the field of magic you are most interested in, resulting in magic that modifies and amplifies the behavior of mechanikal devices. See chapter 3 for the Arcane Mechanik spell list.

ARCANE MECHANIK SPELLCASTING

Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level— 1st	2nd	3rd	4th
1	—	—	—	—	—	—
2	—	—	—	—	—	—
3	2	3	2	—	—	—
4	2	4	3	—	—	—
5	2	4	3	—	—	—
6	2	4	3	—	—	—
7	2	5	4	2	—	—
8	2	6	4	2	—	—
9	2	6	4	2	—	—
10	3	7	4	3	—	—
11	3	8	4	3	—	—
12	3	8	4	3	—	—
13	3	9	4	3	2	—
14	3	10	4	3	2	—
15	3	10	4	3	2	—
16	3	11	4	3	3	—
17	3	11	4	3	3	—
18	3	11	4	3	3	—
19	3	12	4	3	3	1
20	3	13	4	3	3	1

Cantrips. You know two cantrips of your choice from the arcane mechanik spell list. You learn an additional arcane mechanik cantrip of your choice at 10th level.

When you gain a level in this class, you can replace one of the arcane mechanik cantrips you know with another cantrip from the arcane mechanik spell list.

Spell Slots. The Arcane Mechanik Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *arcantrik bolt* and have a 1st-level and a 2nd-level spell slot available, you can cast *arcantrik bolt* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level arcane mechanik spells of your choice.

The Spells Known column of the Arcane Mechanik Spellcasting table shows when you learn more arcane mechanik spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown in the table. For example, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the arcane mechanik spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your arcane mechanik spells. Your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever a spell you know refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting. You can cast a spell you know as a ritual if that spell has the ritual tag.

TOOL PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency with a rune-etching kit. If you are already proficient with a rune-etching kit, you gain proficiency with one other type of artisan's tools of your choice.

ARCANE CRAFTING

By 3rd level, you have developed the ability to inscribe rune formulae on runeplates, design and construct mechanikal housings, and build capacitors. When you craft items, you can choose to craft mechanikal items. You can still benefit from using your Tinkering die to craft these items.
For more information on crafting mechanika, see chapter 5, "Mechanika."

RESOURCEFUL

Starting at 7th level, you have advantage on saving throws to maintain concentration.

KNOW THE MACHINE

Beginning at 7th level, you can use Intelligence instead of Strength or Dexterity for the attack and damage rolls of your mechanikal weapons.

EMPOWER

Starting at 10th level, you learn to convert the power of your spells into the pure arcane energy required to power mechanika. As a bonus action, you can expend any level of spell slot to replenish the capacitor of a mechanikal item you have equipped or can touch. The item regains a number of charges equal to 10 × the spell slot's level.

MECHANIKAL UNITY

Starting at 15th level, you can forge a deeper bond with the mechanika you wield. You can attune to mechanikal items as if they were normal magical items. When you are attuned to a mechanikal item, you can choose one of the following effects at the start of a combat encounter. The chosen effect lasts for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

Precise Mechanikal Effect. If a mechanikal weapon deals extra damage, you can reroll the extra damage dice but must keep the new roll.

Prolonged Mechanikal Effect. You double the duration of the mechanikal item's effects.

ARCANTRIK ABSORPTION

Starting at 18th level, you can replenish your own arcane energy by drawing upon the energy within a mechanikal capacitor. As an action, you can drain all the remaining charges of a capacitor from a mechanikal item that is not being worn or carried by another creature. The capacitor must have at least 1 charge remaining. If you do, you replenish one spell slot with a level equal to the capacitor's power output. If you have not expended any spell slots, you instead gain 1d6 temporary hit points for each point of the capacitor's power output. These temporary hit points last for 10 minutes or until you finish a short rest.

MASTERWORK

At 18th level, you learn how best to expedite the process of building mechanika, inscribing spell runes, and manufacturing capacitors. The amount of progress you make toward building a capacitor increases by a number of gp equal to your level in this class, and the time you require to inscribe runeplates and build capacitors is halved. When you use Tinkering dice during crafting, you can further reduce the cost or time needed to craft or retrofit mechanikal housings. You can expend and roll any number of Tinkering dice, increasing your progress for that day by an additional 10 gp × the number rolled.

WARCASTER

The Cygnaran warcaster charges into the enemy's battle line, her sword and hand cannon crackling with arcane energy. Bullets deflect harmlessly off of her power field as she closes the gap. When she reaches the mercenary soldiers, she cuts them down with strikes of her magically empowered blade. The heavy thud of the Ordic warcaster's warjacks cause the ground to tremble as he approaches the infernalists' hideout. No doubt they heard him coming; the stomping of three Toro heavy warjacks is hard to miss. With a telepathic command, he sends his battlegroup crashing through the walls and into battle.

As the barbarian horde draws near, the Khadoran warcaster reflects on the harsh instruction she received from her teachers in the Greylords Covenant. Eschewing blade and bullet, she gestures at the advancing warriors and speaks the words to the arcane formula she has prepared for this moment. With a roar, a storm of ice erupts from her fingertips and falls upon her enemies like the wrath of Menoth himself.

Warcasters are rare and powerful battle mages gifted with the ability to commune with and command the most devastating weapons of war in the Iron Kingdoms: warjacks. Their ability to manipulate the forces of magic is intrinsic, but most learn to hone and shape it in one of the great military institutes responsible for warcaster training—such as

THE WARCASTER

Level	Proficiency Bonus	Features	Focus Points	Cantrips Known	Maximum Spell Level
1st	+2	Bond, Warcaster Tradition, Warcaster Magic	2	2	1st
2nd	+2	Focus Manipulation	2	2	1st
3rd	+2	Steamjack Bond	3	2	2nd
4th	+2	Ability Score Improvement	3	3	2nd
5th	+3	Power Up	4	3	3rd
6th	+3	Warcaster Tradition feature	4	3	3rd
7th	+3	—	4	3	4th
8th	+3	Ability Score Improvement	4	3	4th
9th	+4	—	5	3	5th
10th	+4	Warcaster Tradition feature	5	4	5th
11th	+4	Direct Control	5	4	5th
12th	+4	Ability Score Improvement	5	4	5th
13th	+5	—	6	4	5th
14th	+5	Warcaster Tradition feature	6	4	5th
15th	+5	Refined Focus	6	4	5th
16th	+5	Ability Score Improvement	7	4	5th
17th	+6	Battlegroup	7	4	5th
18th	+6	Warcaster Tradition feature	8	4	5th
19th	+6	Ability Score Improvement	8	4	5th
20th	+6	Focus Recovery	8	4	5th

Cygnar's Strategic Academy—or as an apprentice to another warcaster. Mighty forces on the battlefield, warcasters are armed with a versatile set of combat skills and lethal spells.

THE HEART OF BATTLE

Manipulators of magic are rare in the Iron Kingdoms, but warcasters are the rarest of the rare. Warcasters tap into the great unseen reservoir of magical energy on a level that surpasses anything attainable through traditional arcane and divine methods. The military potency of each nation in the Iron Kingdoms depends on the strength and number of its warcasters, who are key to maintaining each nation's power and fending off its rivals. As such, nearly all warcasters have served in the military at some point. Although many continue to serve their nation in this role today, freelance warcasters can be found among some of western Immoren's greatest mercenary companies, many of which are led by one or more of these masters of the arcane. These freelancers occasionally have difficulty maintaining a stable of warjacks without the support that comes with being part of a standing army, but many willingly make this trade in exchange for the freedom to sell their services to the highest bidder.

LIVING WEAPONS

Most warcasters live their whole life on the battlefield. As soon as they complete a brief apprenticeship or formal academy training, they are thrust into the jaws of combat. Only a handful of them—those who survive decades of constant warfare—reach an age where they could consider retiring to a more peaceful life. Most who do so end up training the next generation of warcasters, for their experience in battle and mastery of the arcane are resources too valuable for a nation to relinquish. Due to the tremendous powers they harness and the importance of their role, each nation's warcasters seem larger than life to its citizens, most of whom do not understand the difficulty of their champions' jobs and the stresses under which they operate.

CREATING A WARCASTER

When creating a warcaster, think about how you discovered your warcaster talent. Did you awaken to it as a child the first time you encountered a steamjack, or did it lie dormant until later in your life?

As a starting character, you'll have the opportunity to choose how you utilize your warcaster gift. Are you a frontline soldier who empowers mechanikal weapons to enhance your combat abilities? Are you more comfortable in the presence of a bonded steamjack than with other people? Do you find the allure of arcane power irresistible?

Think as well about what you're like when you aren't fighting. Warcasters are still people, and many of them had no say in taking up the life of a soldier. Are you a patriotic warrior who fights out of a sense of duty, a reluctant combatant who fights only to protect others, or a professional mercenary who is simply in it to acquire money and prestige along the way?

QUICK BUILD

You can make a warcaster quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Strength or Dexterity, depending on whether you prefer to fight in close combat or at range. Second, choose the mercenary background.

CLASS FEATURES

As a warcaster, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per warcaster level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warcaster level after 1st

PROFICIENCIES

Armor: Light armor, warcaster armor

Weapons: Simple melee weapons, simple firearms, battleaxes, greatswords

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Athletics, Perception, and Survival

EQUIPMENT

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

- (*a*) a mechanikal simple melee weapon or (*b*) a mechanikal pistol with 15 rounds of ammunition
- (*a*) two daggers or (*b*) any simple weapon
- (*a*) a soldier's pack or (*b*) an explorer's pack
- Light warcaster armor

Your choice of mechanikal weapon includes the housing of the chosen weapon, comes with runeplates inscribed with the Bond rune, and is powered by an alchemical capacitor. This item begins the game bonded to you.

BOND

Starting at 1st level, you discover an innate ability to mentally contact and control steamjack cortexes. Your intuitive connection to the arcane also enables you to bond with other mechanikal devices, thereby providing vessels for your channeled power. You can attune to a mechanikal weapon or suit of warcaster armor as if attuning to a magic item by spending an action in physical contact with the item, rather than a short rest. You must still follow the normal rules of attunement for magic items of other types.

WARCASTER TRADITION

At 1st level, you have undergone the basic journeyman training that defines how you wield your warcaster talents. Choose Arcanist, Controller, or Soldier, all detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and additional benefits at 6th, 10th, 14th, and 18th level.

Racking Spells

Warcasters learn a litany of different magical effects over the course of their careers, but keeping the complex runic formulae fresh in their minds is a difficult prospect. For this reason, warcasters have developed a technique known as "racking," in which they meditate on specific arcane formulae they believe will be useful in an upcoming engagement. Warcasters keep their rack of spells at the forefront of their mind, allowing for quick and easy recall.

WARCASTER MAGIC

You were born with an intrinsic ability to manipulate arcane energy, but you likely learned how to control this power through rigorous self-training or at the feet of a mentor. Whatever method you learned to control your focus, it fuels your spells and your link to mechanika. See chapter 3 for the Warcaster spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the warcaster spell list. You learn additional warcaster cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warcaster table.

FOCUS POINTS

Rather than spell slots, you use focus points to cast your spells. These points represent your innate ability to harness arcane energy. The Warcaster table shows how many focus points you have at each level. To cast one of your warcaster spells of 1st level or higher, you must expend a number of focus points equal to the level of the spell that you are casting. You can increase a spell's level in this way but cannot exceed the level shown in the Maximum Spell Level column of the Warcaster table. You regain 1 focus point every 10 minutes, and you regain all expended focus points when you finish a short or long rest.

For example, when you are 5th level, you have 4 focus points. You can cast one 3rd-level spell and one 1st-level spell, or two 2nd-level spells, or four 1st-level spells, and so on.

PREPARING SPELLS

You prepare the list of warcaster spells that are available for you to cast, choosing from the warcaster spell list. When you do so, choose a number of warcaster spells equal to your Intelligence modifier + your warcaster level (minimum of one spell). The spells must be of a level no higher than what's shown in the Warcaster table's Maximum Spell Level column for your level.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of warcaster spells requires time spent in meditation reflecting on arcane formulae: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your warcaster spells, since your spells are powered by the complex formulae you keep foremost in your mind. You use your Intelligence

whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC of a warcaster spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
Spell attack modifier = your proficiency bonus + your Intelligence modifier

CONTROL RANGE

Your control range is a measure of how far your arcane ability to interact with steamjack cortexes can reach. When an ability refers to your control range, this number determines whether a steamjack is within range or beyond it.

Control range = your maximum focus points × 10 feet

SPELLCASTING FOCUS

You can use a bonded mechanikal weapon as a spellcasting focus for your warcaster spells.

FOCUS MANIPULATION

At 2nd level, you learn how to channel the raw arcane energy to not only augment the considerable powers of your mechanikal weapons and armor, but also boost your own combat abilities. Once per round, you can spend focus points for one of the following effects.

Attack Bonus. You can spend 1 focus point after you make an attack with a bonded mechanikal weapon to make the attack roll with advantage.

Damage Bonus. You can spend up to 3 focus points after you make an attack with a bonded mechanikal weapon to deal an extra 1d8 weapon damage per point spent.

Reduce Damage. If you are wearing bonded warcaster armor when you take damage, you can use your reaction and spend 1 focus point to reduce the damage by 5.

Shake It Off. If you are suffering from a condition or enemy effect that can be ended with a successful saving throw, you can spend 1 focus point to make the saving throw with advantage.

STEAMJACK BOND

When you reach 3rd level, you develop the ability to forge lasting bonds with steamjacks. You must touch a steamjack and spend 10 minutes to forge your bond. You can use this feature to attune to one or more steamjacks, allowing you to communicate telepathically with it. A bonded steamjack obeys your commands to the best of its ability and acts on its own initiative in combat, but you determine its actions and decisions. If you are incapacitated in combat, all steamjacks bonded to you suffer backlash and become inert (see chapter 5, "Steamjacks").

If your bonded steamjack is ever destroyed, you can recover its cortex and fit it into a new chassis. This requires 8 hours of uninterrupted work and 250 gp in materials, whether or not any part of the old chassis is salvageable. If the steamjack's cortex is destroyed, you cannot recover your steamjack in this way, in which case your bond with that steamjack is severed and you can form a bond with a new steamjack. A bonded steamjack counts as an attuned item. You can voluntarily end your bond as a bonus action.

FOCUS ALLOCATION

As a bonus action on your turn, you can allocate focus points to a bonded steamjack and in your control range. The maximum number of focus points you can allocate to a steamjack is limited by the quality of its cortex. You cannot allocate focus points to a steamjack that does not have a functioning cortex.

During its turn, a bonded steamjack and in your control range can spend allocated focus points to use the Attack Bonus, Damage Bonus, or Shake It Off effect described in the Focus Manipulation feature.
Focus points allocated in this way are lost after 10 minutes.

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.

POWER UP

Starting at 5th level, at the start of your turn, one bonded steamjack and in your control range gains 1 focus point. A steamjack cannot gain a focus point from this feature if it does not have a functioning cortex. Focus from power up cannot exceed the maximum focus of the steamjacks cortex.

DIRECT CONTROL

Starting at 11th level, on your turn, you can take direct control of one bonded steamjack and in your control range. You see through the steamjack's eyes and control its actions directly.

While you are in direct control of a steamjack, it uses your proficiency bonus for attacks (if it is higher) and gains the benefit of any feats and class features you possess, such as Untouchable or the Focus Manipulation: Extra Attack feature. You can cast spells that require a bonus action to cast while in direct control of a steamjack, but you—not the steamjack—are still considered the point of origin for the spell, and the spell's line of sight and range are determined by your position, not the steamjack's.

You remain in direct control of a steamjack as long as you concentrate (as if concentrating on a spell), or until either the steamjack leaves your control range or you choose to end your control.

REFINED FOCUS

Starting at 15th level, you can use Focus Manipulation each round an additional number of times equal to your

Intelligence modifier (minimum 1) instead of once. Additionally, you may spend focus points for multiple effects as part of the same action, such as using both the Attack Bonus and Damage Bonus effects on a single attack.

BATTLEGROUP

Starting at 17th level, when you use Power Up, it affects a number of steamjacks equal to your Intelligence modifier instead of just one (a minimum of two steamjacks).

FOCUS RECOVERY

At 20th level, when you roll initiative or start your turn during a combat encounter, you regain 4 focus points if you have no focus points left.

WARCASTER TRADITION

Different warcasters employ their innate magical power in different ways. Although many variations exist, most warcasters fall into one of three camps: controllers, arcanists, and soldiers.

CONTROLLER

You focus on augmenting the might of the steam-powered constructs that fight by your side. The close bonds you forge with these mechanikal beings lead you to devote your spellcasting to protecting them and maximizing their terrible power.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with a mechanik's toolkit.

PATCH UP

At 1st level, you can make minor repairs to a bonded steamjack. When you finish a long rest, you can restore a number of hit points equal to your Intelligence modifier (minimum 1) to a bonded steamjack and in your control range. You must have access to a mechanik's toolkit to make these repairs.

BOND

When you choose this tradition at 1st level, you refine your ability to bond with steamjacks. You can choose to replace your bond with a mechanikal weapon with a steamjack bond, which works as described in the Steamjack Bond feature. Bonding with that steamjack does not count toward the total number of items you can be attuned with.

When you gain a level in this class, you can choose a new steamjack to bond to. If you do so, the bond with your previously bonded steamjack is severed.

CLAPPED-OUT STEAMJACK

When you choose this tradition at 1st level, you gain control of a broken-down steamjack made of salvaged components, junkyard scrap, and bolted-on plates. This steamjack is much smaller than a normal laborjack due to missing hull plating, ersatz replacement components, and other workarounds.

CLAPPED-OUT STEAMJACK

Medium construct, unaligned

Armor Class 12 (natural armor)
Hit Points 28 (3d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	5 (−3)	10 (+0)	1 (−5)

Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses passive Perception 10
Languages Understands the language of its manufacturer but can't speak
Challenge —

Clapped Out. The steamjack cannot take the Dash action or the Disengage action. At the end of a turn in which the steamjack rolls a 1 on a skill check or an attack roll, the steamjack is stunned until the end of its next turn.
Cortex. The steamjack's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The steamjack will carry out these commands with no regard for its own safety.
Steam Powered. The steamjack requires coal and water to function. When not in combat, the warjack can function for 7 hours with 200 pounds of coal and fresh water in its boiler. While in combat, the steamjack can function for 1 hour with a full fuel load. If the steamjack's coal and water are not refilled at the end of this time, the steamjack suffers 1 level of exhaustion at the end of each minute.

ACTIONS

Slam. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 bludgeoning damage plus extra bludgeoning damage equal to your proficiency bonus.

The clapped-out steamjack does not come with weapons or equipment and has a Ferrum-grade cortex.

Your clapped-out steamjack has the above statistics.

FOCUS MANIPULATION: STEAMJACK ATTACK

Starting at 6th level, a bonded steamjack and in your control range can spend 1 allocated focus point to attack twice, instead of once, whenever it takes the Attack action on its turn.

OVERPOWER

Starting at 10th level, you can direct a surge of arcane power to your steamjacks. When a steamjack gains focus from your Power Up feature, you can increase the amount of focus it receives to 2. You must finish a long rest before you can use this feature again.

FIELD MARSHAL

Starting at 14th level, you can spend 1 focus point to grant one of the following benefits to all bonded steamjacks that are under your control and in your control range. This benefit

lasts until the start of your next turn.

Aggressive. As a bonus action, the steamjack can move up to its speed toward a hostile creature that it can see.

Flank. When the steamjack makes a melee attack against a hostile creature within reach of a friendly creature, the steamjack gains a +2 bonus to the attack roll and scores a critical hit on a roll of 19 or 20.

Unyielding. Melee attacks against the steamjack are made with disadvantage.

UNITED BATTLEGROUP

Starting at 18th level, when you cast a spell with a range of self, you can spend 1 additional focus point while casting the spell to have it affect all bonded steamjacks that are currently under your control and in your control range.

ARCANIST

Your ability to augment your spellcasting with focus allows you to master the arcane like few others can. Although you bond with steamjacks as other warcasters do, you use these constructs more as watchful sentinels that shield you while you work devastating magic upon your foes.

BONUS CANTRIP

When you choose this tradition at 1st level, you learn one additional warcaster cantrip of your choice.

SHARPER FOCUS

Beginning at 1st level, your maximum number of focus points increases by 1. Starting at 6th level, the focus cost of your spells decreases by 1 to a minimum of 1.

SPELL MANIPULATION

Starting at 6th level, you learn how to channel focus to augment and modify the power of your spells. Once per round, you can spend focus points for one of the following effects.

Enhanced Concentration. When you are forced to make a Constitution saving throw to maintain concentration on a spell, you can spend 1 focus point to make the roll with advantage.

Enhanced Damage. When you roll damage for a spell, you can spend 1 focus point to reroll a number of damage dice up to your Intelligence modifier (minimum of one die). You must use the new rolls.

Enhanced Range. When you cast a spell that has a range of 5 feet or greater, you can spend 1 focus point to double the range of the spell.

ARCANE MASTERY

Starting at 10th level, choose one 5th-level spell from the warcaster spell list as your signature spell. You can cast your signature spell once without expending focus points.

Once you use this feature, you must finish a long rest before you can use it again.

SPELL RESISTANCE

Starting at 14th level, you have advantage on saving throws against spells. Furthermore, you have resistance against spell damage.

ARCANE DOMINANCE

Starting at 18th level, you can fuel the destructive capabilities of your magic with an abundance of focus. When you cast a spell of 1st to 5th level that deals damage, you can spend focus points to ignore the damage resistance of creatures affected by the spell. You ignore one type of resistance per focus point spent.

SOLDIER

You relish being in the thick of battle, and you direct your efforts toward mastering the battlefield. Although you augment your combat abilities with the use of spells and the support of steamjacks as needed, your primary focus is on increasing your skill at arms and expending your focus to cut down great numbers of your foes.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons, martial firearms, and shields.

BOND

When you choose this tradition at 1st level, you refine your ability to bond with mechanikal weapons and armor. Choose one mechanikal weapon or suit of warcaster armor in your possession that you are proficient with. You bond to that item. Bonding with that item does not count to the total number of items you can be attuned with.

When you gain a level in this class, you can replace your bonded item with another mechanikal weapon or suit of warcaster armor.

FOCUS MANIPULATION: EXTRA ATTACK

Starting at 6th level, you can spend 1 focus point to attack twice, instead of once, when you take the Attack action on your turn.

REVITALIZING FOCUS

Starting at 10th level, you can draw on your focus to replenish your strength and stamina. On your turn, you can use a bonus action and spend 1 focus point to gain temporary hit points equal to 1d10 + your warcaster level.

Once you use this feature, you must finish a long rest before you can use it again.

FOCUS FUELED

Starting at 14th level, you gain the ability to further augment your attacks with your focus. As a bonus action, you can expend 1 focus point to grant one mechanikal weapon you touch a bonus when you attack with it. While affected by this bonus, the weapon scores a critical hit on a roll of 19 or 20. This bonus lasts for 1 minute or until you use it again.

VENGEANCE STRIKE

Starting at 18th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

SUBCLASS OPTIONS

Seven classes receive subclass options in this section: the Bard, Cleric, Fighter, Monk, Paladin, Ranger, and Rogue.

BARD

Bards are rare in western Immoren, with only a few individuals who choose to chronicle the sagas of adventuring companies and instill their comrades with strength and courage. Human bards are typically apprenticed to others of their kind and can be found performing roles as chroniclers, storytellers, and chanters. An unusual trollkin tradition, that of the fell caller, is far more common.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The Fell Caller option described below is available to a bard in the Iron Kingdoms, in addition to those offered in the *Player's Handbook*.

FELL CALLER

Fell callers combine terrifying shout attacks with respectable combat ability. They are fearless warriors full of passion, charisma, and—oftentimes—rage. Fell callers are born with their gift, and most find it difficult not to follow the calling. With their incredible voices, fell callers strike fear into their opponents, bolster the courage of their comrades, confuse their enemies, unleash destructive sonic blasts, and even make the ground itself tremble. All such calls are vocal effects and are essentially shouted; indeed, the most notable attribute of nearly all fell callers is their deep, booming voice.

All fell callers in the Iron Kingdoms are trollkin. They are the descendants of the ancient trollkin hero Bragg, the first of all fell callers. His exploits are numerous and legendary, and he is a central figure in many trollkin songs and tales. Although trollkin are sometimes known as a stolid breed, Bragg embodied the fiery temper and garrulous fervor that lurks in those of trollkin blood.

FELL CALL

At 3rd level, you learn how to perform various fell calls, bellowing shouts that can cause your enemies to tremble in fear or instill your allies with unnatural confidence. You can use a bonus action to begin a fell call, or you can begin a fell call when you use Bardic Inspiration. You can maintain a fell call for up to 1 minute but must use either a bonus action or Bardic Inspiration each round to do so.

Performing a fell call does not prevent you from speaking other words or from casting spells with verbal components; you simply shout them as part of your fell call. If you are unable to speak at any time while maintaining a fell call, the fell call ends immediately.

You can begin a fell call a number of times equal to your Constitution modifier (a minimum of once). You regain any expended uses when you finish a long rest. When you begin a fell call, choose one of the following options.

Fell Howl. While you perform this fell call, each enemy creature that can hear you within 60 feet of you has disadvantage on saving throws against being frightened or charmed and takes a –1 penalty on attack rolls and damage rolls.

Quaking Call. While you perform this fell call, all nonmagical objects with an AC of 15 or lower that are not being worn or carried—for example, items made of wood, bone, glass, or paper—within 60 feet of you take 1 thunder damage at the end of each of your turns. You can expend one use of your Bardic Inspiration to increase the damage of this fell call. If you do, roll a Bardic Inspiration die and add the number to the damage dealt by your fell call at the end of each of your turns.

Reveille. While you perform this fell call, each friendly creature that can hear you within 60 feet of you has advantage on saving throws against being frightened or charmed and cannot be knocked prone. Any friendly creature in range that is prone when you begin this fell call may immediately stand up.

Stay Death. While you perform this fell call, each friendly creature within 60 feet of you becomes stable at the end of your turn. This fell call has no effect on undead or constructs.

SONIC BLAST

Beginning at 6th level, you can use an action to channel your shouts into sonic waves of pure destruction. Each creature in a 15-foot cone originating from you must make a Constitution saving throw against your spell save DC. A creature takes 3d6 thunder damage on a failed save, or half as much damage on a successful one. Any exposed brittle objects that an affected creature in the cone is carrying, such as nonmagical glass, are destroyed.

Your shout is so potent that it can penetrate spells that negate sound, such as *silence*.

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

SIGNAL CALL

At 14th level, you learn to project your voice across vast distances. You can make your voice heard clearly up to 1 mile away. This ability is typically used for military signaling or warning allies, but it also affects abilities whose range depends on whether others can hear you, such as Song of

TROLLKIN TRADITION

Only trollkin characters can choose to become fell callers. When you would choose your bard college at 3rd level, you can choose to become a fell caller instead. This restriction reflects the story of fell callers in the Iron Kingdoms, but your GM can lift it if it does not apply to your campaign setting or your GM's version of the Iron Kingdoms.

Rest. You can use Signal Call for up to 1 minute.

While you use this feature, your fell calls affect creatures within 120 feet of you, the range of your Sonic Blast increases to a 40-foot cone, and the damage of your Sonic Blast increases to 5d6 thunder damage.

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

CLERIC

The clergies of the Iron Kingdoms were some of the first humans to ever wield magic, granted to them via divine means. Priests range from humble clerics to militant priests, rooting out heretics with fire and steel.

The gods Morrow and Menoth receive the bulk of worship in the Iron Kingdoms, and the state religions of nations such as Cygnar and Khador center on the veneration of one or both deities, though Thamar has always had a devoted following as well. Priestly orders in the Iron Kingdoms range from militant organizations, such as Morrow's battle chaplains and the various martial traditions in the Protectorate of Menoth, to those focused on healing the sick and spreading the faith to unbelievers.

DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those offered in the *Player's Handbook*: Benefaction, Guile, and Obedience.

DIVINE DOMAIN: BENEFACTION

Morrow emphasizes the pursuit of the greater good, and his followers believe that living a good life requires more than mindless obedience to the True Law—that it must include benevolence, mercy, compassion, and self-sacrifice. The Church of Morrow, although unified, places a great deal of emphasis on choice and interpretation. Worshippers of Morrow seek freedom from the bonds and limitations of this world and liberation of mind, body, and soul.

Working on an international scale, the Church of Morrow advocates for peace. Despite its peaceful nature, however, it acknowledges that warfare is sometimes necessary and that not all disputes can be settled with words. In times of war, the church's primary concerns are that battles be fought honorably, that the wounded be properly tended to, and that last rights be given to the dead. Morrow's divine servants, the ascendants, are an integral part of worship, and they serve as a source of hope and inspiration for all Morrowans. Most devotees also pray to a patron ascendant whose teachings most closely match their own beliefs or lifestyle.

Working to emulate Morrow's example of self-sacrifice and mercy, many priests of Morrow give charitably of themselves to those in need and help protect their flock against both infernal threats and other dangers to body and soul. Morrow's faithful have a complex relationship with the worshippers of the god's dark twin, Thamar, due to the opposing yet intertwined nature of the two deities. Although Morrowans and Thamarites work together to battle the corrupting influence of outsiders such as the infernals, the alliances they forge are always delicate.

BENEFACTION DOMAIN SPELLS

Cleric Level	*Spells*
1st	blessing of health, Solovin's boon
3rd	divine sight, force of faith
5th	banishing ward, blade of radiance
7th	blessings of Morrow, star fire
9th	circle of renewal, dayspring

BLESSING OF SELF-SACRIFICE

Starting at 1st level, whenever you use a spell to restore hit points to a creature, you can choose a number of hit points up to your cleric level or your current hit point total, whichever is lower. You restore an additional number of hit points equal to the amount chosen, and you reduce your current hit points by an equal amount.

Once you use this feature it cannot be used again until you finish a short or long rest.

EMPOWERMENT

When you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself and

empower it with strength. When the chosen creature takes the Attack action, it can make one weapon attack as a bonus action. This blessing lasts for 1 hour or until the creature makes an attack granted by this feature.

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

CHANNEL DIVINITY: HALLOWED RADIANCE

At 2nd level, you can use your Channel Divinity to banish darkness and aid those in need. As an action, you present your holy symbol, causing a sphere of radiance to emanate from you. When you use this feature, you have a pool of hit points equal to 5 × your cleric level that you can use to manipulate the vitality of creatures. Choose any creatures within 30 feet of you, and divide those hit points among them. For each creature, you can choose whether you restore lost hit points to the creature or the creature takes radiant damage instead. This feature can restore a creature to no more than half of its hit point maximum and cannot reduce a creature below half of its hit point maximum.

You can't use this feature on a construct or to restore hit points to an undead.

SACRED VOLITION

At 6th level, the companions you empower fight with greater zeal and divinely inspired strength. When a creature under the effect of your Empowerment feature makes an attack as a bonus action, it deals extra radiant damage equal to your Wisdom modifier (minimum 1).

In addition, your Empowerment feature lasts for 1 hour or until the affected creature makes a number of bonus attacks granted by Empowerment equal to your proficiency bonus.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage. When you reach 14th level, the extra damage increases to 2d8.

SUPREME EMPOWERMENT

Starting at 17th level, you can use a bonus action to use your Empowerment feature. Additionally, you can expend a spell slot of 2nd level or higher and choose a number of friendly creatures within 30 feet of you equal to the level of the spell slot you expend. Each creature you choose is affected by your Empowerment feature.

Other Morrowan Domains

Morrow is a complex deity with many different facets, and his worshippers might follow other paths that exemplify his qualities. In addition to the Benefaction domain, any domain that involves vitality, radiance, honorable conflict, or knowledge would be appropriate for a priest of Morrow.

DIVINE DOMAIN: GUILE

Thamar, the Dark Twin, claims that she wants to liberate minds and free them from the shackles of morality, and her priests follow this creed doggedly. Many of them find their niche in the criminal underworld, but even those who are paid handsomely for their services earn additional money by offering to remove—or bestow—curses and diseases.

On the whole, Thamar's priests are an individualistic lot. There is no single church with authority over the Dark Twin's worshippers, and it is rare even for two septs in the same city to share the same goals. The followers of Thamar seek profit, pleasure, and power, and they see nothing wrong in dealing with infernals or using necromancy—provided that the Thamarite is the primary beneficiary of such an exchange, of course.

Wily and cunning, Thamarite priests often use unwitting accomplices to accomplish their agendas. Thamar advocates the use of any shortcuts to power; in the eyes of the Dark Twin, treason, murder, deception, and betrayal are all tools of the trade. The path of ascension—which, according to Thamar's teachings, involves attaining complete freedom from conventional morality—is essential to Thamarites, although many become too distracted by the lust for power to stay on this path for long.

Despite the general mistrust they inspire among non-Thamarites, not all who worship Thamar are evil or diabolical. During the Claiming, the Dark Twin's followers allied with their Morrowan counterparts to oppose the infernal invaders, although these alliances were always destined to be tenuous and short-lived. In the absence of a mutual threat since the Battle of Henge Hold, many Thamarites have returned to their old, secretive ways.

Like other entities who see value in guile above obedience, Thamar has many worshippers who straddle the line between criminal and cleric. These devotees are seldom interested in healing the sick and wounded; instead, they wield divine magic for the purpose of acquiring higher power and punishing those who would stand in their way.

GUILE DOMAIN SPELLS

Cleric Level	*Spells*
1st	bleed, cloak of fear
3rd	Roth's madness, chains of Ekris
5th	dark fire, devil's tongue
7th	Stacia's hellfire, stygian abyss
9th	scourge of Khorva, Aiden's ghostly shroud

INITIATE OF DECEPTION

When you choose this domain at 1st level, you gain proficiency in the Deception skill. In addition, you know the *eldritch blast* cantrip. This cantrip counts as a cleric cantrip for you, but it doesn't count against the number of cleric cantrips you know.

Other Thamarite Domains

Thamar is a complex deity with many different facets, and her worshippers are similarly diverse. In addition to the Guile domain, any domain that involves death, shadow, or manipulation would be appropriate for a priest of the Dark Twin.

SHROUDED MAGIC

At 1st level, you learn to weave magic with a subtlety others lack. You can suppress the verbal and somatic components of your spells to a point where only those who are paying close attention can notice them, and your spells do not produce spell runes when cast. If you are hiding from the target of a spell when you cast it, make a Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If you win the contest, you remain hidden.

CHANNEL DIVINITY: WHAT YOU CAN'T SEE

Starting at 2nd level, you can use your Channel Divinity to augment your magical powers to afflict others, robbing them of their ability to see your actions. When you cast a spell that deals damage to one or more creatures, you can use your Channel Divinity to add your Wisdom modifier to the damage. Any creature you damage with this modified spell must succeed on a Wisdom saving throw or be blinded until the end of your next turn.

UNWITTING ALLY

At 6th level, you can bind another creature to your will as an unwitting ally. As a bonus action you can expend a spell slot to mark a creature you can see within 30 feet of you with an occult brand. When you cast a spell, you can choose to use the marked creature to determine the range and point of origin of the spell, after which the creature is no longer marked. A marked creature must be within 150 feet of you for you to use the creature in this way. The creature remains marked for a number of hours equal to the level of the spell slot you expend.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

IRREFUTABLE POWER

At 17th level, your pursuit of power reaches its ultimate end. When a creature you can see makes a saving throw caused by one of your spells, you can expend a use of your Channel Divinity to cause the saving throw to be made with disadvantage. If the result is a failure and your spell damages the target, you also mark your target as described in the Unwitting Ally feature for 1 hour without expending a spell slot, regardless of range.

DIVINE DOMAIN: OBEDIENCE

One might think that fear is the cornerstone of worshipping Menoth, yet most Menites remain true because of their belief in the vows and rules laid out by the Canon of the True Law. The strength of their faith is evident in their every action and in their adherence to a strict set of guidelines and commandments that every responsible worshipper must know by rote.

Clerics of the Lawgiver draw their power not from fonts or tokens, but from preaching to the flock and maintaining their vows. Teaching the faithful to keep order and follow the dictates of the canon instills a sense of discipline; maintaining the laws of Menoth keeps the body and mind pure. Outwardly, clerics of Menoth are stern, controlled, and disciplined individuals with the bearing of a soldier and the wisdom of a stern taskmaster.

The vows a Menite cleric makes follow the precepts of justice, penitence, obedience, purity, and wrath. To a cleric of Menoth, these vows are as sacred as prayer, and they require the cleric to make special rites and devotions as a sign of obedience and willingness to pursue the Lawgiver's will. Life is filled with struggles, pain, and toil—as it should be—and maintaining one's vows requires constant struggle, even for the most devout. Whether they are dealing out the harsh justice of Menoth, atoning for their own shortcomings through acts of penitence, displaying their absolute obedience

to Menoth and their superiors in the clergy, abstaining from unblessed food or drink, or meting out divine wrath upon oath breakers and the unfaithful, most Menite clerics maintain their vows with a militant level of discipline.

OBEDIENCE DOMAIN FEATURES

Cleric Level	*Features*
1st	Bonus Proficiencies, Hymns
2nd	Channel Divinity: Lawgiver's Rebuke
6th	Additional Hymns
8th	Divine Strike
17th	Choir

OBEDIENCE DOMAIN SPELLS

Cleric Level	*Spells*
1st	flames of wrath, guided blade
3rd	ashes to ashes, Lawgiver's wrath
5th	cleansing fire, rebuke the lawbreaker
7th	lamentation, righteous flames
9th	compelled obedience, howling flames

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in the Intimidation skill.

HYMNS

At 1st level, you learn to inspire your allies with unifying hymns. As an action, you can perform a hymn. Any hymn you perform affects friendly creatures within 30 feet of you who can hear you and understand you, but a creature can be affected by only one hymn at a time. A hymn lasts until you lose your concentration (as if you were casting a concentration spell), you are incapacitated, or you use an action to perform another hymn.

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

Hymn of Battle. You sing a hymn of battle ordained by your god. Each affected creature gains a +2 bonus to the damage roll of the first weapon attack it makes each round.

Hymn of Passage. You sing a hymn of safe passage through the lands of the unjust. Whenever an affected creature takes bludgeoning, piercing, or slashing damage from a nonmagical weapon, that damage is reduced by 2.

CHANNEL DIVINITY: LAWGIVER'S REBUKE

At 2nd level, as an action, you present your holy symbol and speak a prayer censuring those who deny the laws of your god, using your Channel Divinity. Each humanoid creature not of your faith or not friendly to you that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is immediately knocked prone and cowed for 1 minute.

If a cowed creature makes a weapon attack against you, a creature of your faith, or another creature friendly to you, it takes psychic damage equal to your proficiency bonus after the attack.

OTHER MENOTH DOMAINS

Menoth is a complex deity with many different facets, and worshippers might follow other paths that exemplify his qualities. In addition to the Obedience domain, any domain that involves justice, battle, or zeal would be appropriate for a priest of the Lawgiver.

ADDITIONAL HYMNS

At 6th level, you learn additional hymns.

Hymn of Divine Strength. You sing a hymn calling on your companions to fight with the righteous fury of your god. Any weapon attack made by an affected creature is considered a magical attack.

Hymn of Obedience. You sing a hymn praising the virtue of obedience to your god and no other. Affected creatures are immune to being charmed or frightened.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

CHOIR

At 17th level, your hymns inspire your companions to join you in your songs of devotion. As long as one other friendly creature affected by your hymns is not incapacitated, you cannot lose concentration on a hymn. In addition, the range of your hymns increases to 60 feet.

FIGHTER

Fighters are pervasive in the Iron Kingdoms. They are the mainstay warriors, forming the backbone of the kingdoms' armies and count many bravos and bandits among their numbers.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the *Player's Handbook*: the Battle Chaplain, the Man-at-Arms, and the Storm Knight.

BATTLE CHAPLAIN

Battle chaplains are warriors first and priests second. They safeguard the souls of the faithful, disrupt enemy magic, and, in the worst-case scenarios, provide last rites to ensure that the fallen are not subjected to an eternity of torment. These warrior-priests march to battle and swear their lives to preserving the souls and bodies of their comrades from the clutches of infernal horrors, granting the injured surcease from pain, and driving the wicked from the world.

BATTLE CHAPLAIN SPELLCASTING

			Spell Slots per Spell Level			
Fighter Level	***Cantrips Known***	***Spells Known***	***1st***	***2nd***	***3rd***	***4th***
3rd	2	2	2	—	—	—
4th	2	3	2	—	—	—
5th	2	3	3	—	—	—
6th	2	3	3	—	—	—
7th	2	4	3	—	—	—
8th	2	4	4	2	—	—
9th	2	5	4	2	—	—
10th	3	6	4	2	—	—
11th	3	7	4	3	—	—
12th	3	7	4	3	—	—
13th	3	8	4	3	2	—
14th	3	9	4	3	2	—
15th	3	9	4	3	2	—
16th	3	10	4	3	3	—
17th	3	10	4	3	3	—
18th	3	11	4	3	3	—
19th	3	11	4	3	3	1
20th	3	12	4	3	3	1

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Battle Chaplain Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *healing word* and have a 1st-level spell slot and a 2nd-level spell slot available, you can cast *healing word* using either slot.

Spells Known of 1st Level and Higher. You know two 1st-level cleric spells of your choice, both of which you must choose from the abjuration and evocation spells on the cleric spell list.

The Spells Known column of the Battle Chaplain Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 9th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or

evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, which come from your devotion to your deity. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

BONUS PROFICIENCY

Beginning when you choose this archetype at 3rd level, you gain proficiency in the Religion skill.

SACRED WARD

Starting at 3rd level, the rites of your faith shield you from enemy magic. When a creature targets you with a spell attack, you can use your reaction to gain a bonus to your AC equal to your Wisdom modifier (with a minimum bonus of +1) against enemy spell attacks, and if the enemy spell causes you to make a saving throw, you make the roll with advantage.

BATTLE PRAYERS

Beginning at 7th level, when you use a spell to restore hit points to a creature, you can make one weapon attack as a bonus action.

SPELL BREAKER

Starting at 10th level, your strikes can mute an enemy's ability to work magic. When you hit a creature with a melee weapon attack, it has disadvantage on Constitution saving throws to maintain concentration. If you cause a spell to end in this way, you can restore an expended spell slot equal to or lower than the level of the spell you ended.

RISE ABOVE

At 15th level, those who fight by your side are armored against the grip of death. Friendly creatures within 30 feet of you can add your Wisdom modifier to their death saving throws, and a roll of 1 on the d20 does not count as two failures.

BLESSED TOOLS OF WAR

At 18th level, your weapons and armor are imbued with holy radiance. Any weapons you wield are magic weapons, and while you are wearing medium or heavy armor, you have resistance to bludgeoning, piercing, and slashing damage caused by nonmagical weapons.

MAN-AT-ARMS

Men-at-arms are highly skilled warriors who focus primarily on defense but are also capable of unleashing a devastating offensive. Many find employment as prison guards, city watchmen, or bodyguards for aristocrats, and they defend their stations and charges with strength and steel. They are accustomed to fighting with a wide variety of weapons but favor melee weapons with considerable reach and great crushing or cleaving power.

BODYGUARD

Beginning when you choose this archetype at 3rd level, you can use your reaction to deflect blows when a friendly creature within 5 feet of you is hit by a melee weapon attack. When you do so, make a normal melee attack roll. If your result equals or beats the attacker's roll, the attacker's attack is deflected and automatically misses. If you are wielding a shield, you have advantage on this 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.

ARM'S LENGTH

At 7th level, you learn to master all forms of polearms, as well as new techniques for protecting your allies. Add 5 feet to your reach when you make an attack with a melee weapon, as well as when determining your reach for opportunity attacks with it. (This is in addition to the distance added by the weapon's reach property.) The weapon must have the heavy and reach properties for you to gain these benefits.

If you are wielding a shield, when a friendly creature within 15 feet of you is hit by a melee weapon attack, you can use your reaction to move up to 15 feet toward the creature. If you end this movement within 5 feet of the creature, you can then use Bodyguard as part of this same reaction.

SET DEFENSE

At 10th level, you gain a +2 bonus to AC against melee attacks if the attacker did not begin its turn within 10 feet of you.

PIKEMAN

Beginning at 15th level, you have advantage on melee attack rolls against mounted targets and their mounts.

When you score a critical hit with a melee attack against a mounted target, the target is automatically dismounted and knocked prone. Your weapon must have the heavy and reach properties for you to gain this benefit.

If you are wielding a shield, mounted creatures and their mounts have disadvantage on melee attack rolls against you and friendly creatures within 5 feet of you.

IMMOVABLE OBJECT

At 18th level, you become an immovable wall of steel and determination. You cannot be stunned or knocked prone by nonmagical effects.

If you are wielding a shield, you cannot be moved by nonmagical effects unless you want to be moved, and

friendly creatures within 5 feet of you cannot be moved by nonmagical effects unless you want them to be moved.

STORM KNIGHT

Most Storm Knights serve the nation of Cygnar as elite military soldiers, although some have betrayed their oaths to the Crown and gone rogue or have retired from the order completely in order to pursue their own interests. These warriors combine ancient fighting traditions with state-of-the-art mechanikal weaponry, lighting up the battlefield with blasts of arcing electricity from their unique weapons. In addition to being masters of several fighting skills, Storm Knights are trained in both battlefield command and the etiquette expected of a knight.

TRAINING COMPLETE

Beginning when you choose this archetype at 3rd level, you have learned the fundamentals of wielding the unique arms and armor of the Storm Knight. You gain proficiency with Storm Knight armor and one of the following weapons of your choice: storm glaives, storm lances, storm throwers, or voltaic halberds.

If you are in good standing with the Storm Knight Academy in Cygnar, you receive one suit of Storm Knight armor and the storm weapon you gained proficiency with at no cost. In return for receiving these items, you must swear loyalty to both the Crown and the Storm Knights, and you may be called upon to serve in the Cygnaran military at the GM's discretion.

ARC LIGHTNING

At 7th level, when you hit a target with a melee or ranged attack, you can arc lightning onto nearby enemies. When you do, choose another target within 5 feet of the creature you originally hit and make the same type of attack roll against the chosen target. If you hit, that target takes 1d8 lightning damage.

This additional attack cannot generate another Arc Lightning attack; only your normal melee and ranged attacks can do so. Your weapon must have the storm property and must be activated for you to gain this benefit. Arc Lightning damage does not benefit from the additional damage granted by a weapon's storm property.

NOBILITY

Beginning at 10th level, your noble presence inspires your allies. Friendly creatures within 30 feet of you can use your Charisma modifier instead of their own when making a Charisma saving throw or a Charisma skill check.

Additionally, if you have not betrayed your loyalty to the Crown, you are granted noble status within the kingdom. You have advantage on Intimidation and Persuasion skill checks against Cygnaran citizens that are not royalty, and you are granted ownership of 10 acres of unsettled land within Cygnar.

VETERAN LEADER

At 15th level, you can direct the tides of battle by shouting commands through the din of combat. As a bonus action, you can use one of the following commands. Each command's benefit lasts until the start of your next turn. Friendly creatures cannot gain these benefits if they cannot see or hear you or cannot understand you. You can use this feature three times. You regain all expended uses of it after you finish a short or long rest.

Hold the Line. Creatures cannot score critical hits against you or friendly creatures within 30 feet of you. Additionally, you and friendly creatures within 30 feet of you cannot be killed by instant death or effects that kill you outright. Instead, affected creatures fall unconscious with 0 hit points.

Press Forward. You and friendly creatures within 30 feet of you increase their speed by 5 feet.

Strike Back. You and friendly creatures within 30 feet of you can use a reaction to make an opportunity attack with a melee weapon after a creature attacks them. This opportunity attack must target the attacking creature.

EYE OF THE STORM

At 18th level, you become a master of the Storm Knight tradition without equal. Your activated storm weapons deal 1d8 lightning damage instead of 1d4, your storm generator attacks deal 1d12 lightning damage instead of 1d8, and you can choose three different targets each time you use the Arc Lightning feature. Additionally, friendly creatures within 30 feet of you have immunity to lightning damage.

You must be wearing Storm Knight armor and wielding a weapon with the storm property to gain any benefits from this feature.

MONK

Monks are rare in the Iron Kingdoms, but they do exist and belong primarily to human religious orders. The Order of the Fist exists within the Temple of Menoth. Also known as the Fist of Menoth, these monks serve as a secret Temple police force, able to move amongst the populace without the need for obvious weapons. More a path followed by some of Thamar's worshippers than an organized order, the Way of Deception are shadowy figures who manipulate the minds of those who stand in the way of their personal goals.

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook*: the Way of Deception and the Way of the Fist.

WAY OF DECEPTION

Monks dedicated to the Way of Deception excel at manipulating others through mystic means to further their own goals or the goals of their order. These warriors are capable of twisting the mind's eye to see the emotions of others, pillage their memories, and dictate their mental state. Their unique blend of martial arts and psychic manipulation makes these monks excellent spies who are quite capable of infiltrating the inner circles of even the most paranoid organizations and absconding with their greatest secrets.

A select few followers of Thamar have followed the dark goddess and transcended their mortality. These Thamarite paragons are known as scions. Each has a unique philosophy and sphere of influence, but all scions watch over their followers and grant them unnatural boons. It is not uncommon for the most disciplined martial warriors, whether devoted to Thamar or to one of her scions, to begin training in the Way of Deception. Those who follow Scion Drayce, a gentleman robber in life who ascended to become a patron of rogues and corrupt politicians, are the most common practitioners of this dark art.

THE ART OF THE TWISTED VISAGE

Beginning when you choose this tradition at 3rd level, you learn to control your musculature to such a degree that you can alter your gait, facial expressions, voice, and physical demeanor, making you capable of becoming unrecognizable in a matter of moments.

You gain proficiency in the Deception skill and proficiency with a disguise kit. Additionally, during your turn, you can spend 1 ki point to gain one of the following benefits.

Blend In. If you are in a crowd of humanoids, you can use a bonus action to make a Charisma (Deception) check with advantage in an attempt to hide among the crowd, following the normal rules for hiding

Impersonate. You can make your voice sound exactly like that of any humanoid you have heard speak before. This does not allow you to speak or understand its language, just to mimic its voice perfectly. This benefit lasts for 1 hour. A creature that does not see you speaking cannot recognize that your voice is fake except by magical means. If you are disguised as the humanoid you are impersonating, a creature that can see you speaking can recognize that your voice is fake by listening carefully and succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check.

Mimic. As a bonus action, you can change your face to look like another humanoid of the same race as your own. You are even capable of mimicking scars by causing small wrinkles and discolorations to appear, but you cannot change your skin tone entirely. This benefit lasts for 1 hour. A creature can recognize that your face is fake by inspecting your appearance and succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check.

IDENTITY THIEF

At 6th level, you master a forbidden technique that allows you to absorb the memories of those you battle. When you target another creature with a melee weapon attack, you can spend 4 ki points to use this technique. If you hit, the attack deals an extra 2d8 psychic damage, and the target must succeed on an Intelligence saving throw or permanently lose one memory. If a humanoid target loses a memory in this way, you gain that memory and can remember it with as much detail as the target could before losing it. If you are aware of knowledge the target has that you want, you can choose the memory the target loses; otherwise, the GM determines the memory. This feature cannot affect spells memorized by the target.

SENSE EMOTIONS

At 11th level, you can sense emotions, which appear to you as brightly colored auras that radiate around nearby creatures. You always know the emotional state of living sentient creatures within 60 feet of you.

Additionally, if you can sense a creature's emotional state, you have advantage on Wisdom (Perception) and Wisdom (Insight) checks to determine whether that creature is trying to deceive you. This emotional vision allows you to see creatures in complete darkness, as well as creatures that are invisible. Physical objects block the glowing aura, thereby allowing creatures to hide from you normally.

MASTER MANIPULATOR

At 17th level, you can manipulate your enemies' ki to twist their minds and manipulate their emotions. As an action, you can spend 6 ki points to impose one of the following effects on a target within 60 feet of you. A creature targeted by one of these effects is aware that you caused it only if the creature succeeds on the saving throw associated with the effect.

Amplify Anxiety. The target must make a Charisma saving throw. On a failed save, the creature has disadvantage on skill checks and attack rolls for 5 rounds.

Dull Awareness. The target must make a Wisdom saving throw. On a failed save, attack rolls against the creature are made with advantage, and the creature's passive Perception is 0 for 5 rounds.

Placate the Fierce. The target must make a Wisdom saving throw. On a failed save, the creature takes a –2 penalty to its AC, can't use reactions, and is charmed by you. This effect lasts for 5 rounds or until you harm the creature.

Stupefy. The target must make an Intelligence saving throw. On a failed save, the creature can't cast spells, activate magic items, understand languages, or communicate in any intelligible way for 5 rounds.

WAY OF THE FIST

No warrior looks more unassuming at rest—or is more devastating in motion—than a monk dedicated to the Way of the Fist. This unique fighting style was created by the infamous Garrick Voyle, former hierarch of the Protectorate

of Menoth. Voyle deciphered the lost secrets of ancient priest-kings and their guardians and melded them with the martial skills of the Idrian people to create techniques that unite a mortal body with the eternal will of Menoth.

Practiced primarily by the Allegiants of the Order of the Fist within the Protectorate, this martial art fuses faith with unwavering discipline and absolute self-control. Disdaining weapons and wearing little to no armor, allegiants are expert pugilists who can effortlessly evade rifle fire, deflect enemy blades, and counterattack enemies with a flurry of kicks and punches.

REED IN THE WIND

Beginning when you choose this tradition at 3rd level, you master the Shifting Sands Stance, allowing you to weave through your foes' strikes unharmed.

If you do not move during your turn, you can enter Shifting Sands Stance as a bonus action at the end of your turn. While you are in this stance, you gain a +2 bonus to AC, your movement doesn't provoke opportunity attacks, and you can immediately move up to 15 feet plus your Unarmored Movement bonus when a creature misses you with an attack.

Shifting Sands Stance lasts until the start of your next turn, at which point you can choose to maintain it without using a bonus action. The stance ends automatically if you move during your turn, are knocked prone, or are incapacitated.

You cannot gain these benefits if you are wearing armor or wielding a shield.

SERPENT STRIKES

At 6th level, the kinetic force of your unarmed strikes can damage creatures far beyond the physical reach of your fists and feet. You can spend any number of ki points to increase the range of your unarmed strikes as a bonus action. For each ki point you spend, add 5 feet to the reach of your unarmed strikes. This benefit lasts until the end of your turn.

FLYING FISTS

At 11th level, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks. Additionally, when you use Step of the Wind, your jump distance is quadrupled, and you can make one unarmed strike immediately after you take the Disengage or Dash action as part of that feature.

You cannot gain these benefits if you are wearing armor or wielding a shield.

FLESH OF STEEL

At 17th level, you gain the ability to make your flesh as hard as forged steel in response to being struck, and you can transmit the kinetic energy of the blow into your fists in order to deliver a counterstrike capable of felling a giant.

When a creature hits you with a melee attack, you can spend 3 ki points to reduce the damage by half. After the attack is resolved, you can use your reaction to make an unarmed strike targeting the creature that hit you. If you do, you have advantage on the attack roll, and if you hit, the attack deals extra bludgeoning damage equal to the amount by which the creature's damage was reduced.

PALADIN

Holy warriors are common to the faiths of Menoth and Morrow. Morrowan knights protect the holy city of the Sancteum in Caspia and act as the mailed fist of the Morrowan Church against undead, infernal, and other aberrations. The Order of the Wall are an ancient Menite order who protect the members of Menoth's flock. They believe even the wayward can be guided back to the path of the Creator, a philosophy for which they are beloved by the people who see the paladins as true heroes.

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those offered in the *Player's Handbook*: the Oath of Radiance and the Oath of the Wall.

OATH OF RADIANCE

Paladins dedicated to the Oath of Radiance are shining beacons of hope sworn to keep the darkness at bay. They value peace but know full well that some conflicts can only be resolved by bloodshed. Following a strict code of honorable conduct on the battlefield, these paladins hold to the convictions that war does not excuse depravity and that victory does not excuse immorality. Ensuring the proper burial of the dead is among their sacral duties, and they take equal care with the corpses of comrades and enemies alike.

The undead are an affront to all these blessed champions stand for, and they will stop at nothing to put the shambling dead and other unquiet spirits to eternal rest.

Perhaps the most famous of these types of paladins are the Precursor Knights of Cygnar, who follow the virtues taught by the warrior-philosopher god Morrow and his martial ascendants. Although Morrow is worshipped throughout western Immoren, the Precursors are a distinctly Cygnaran order. Originally sanctified on the holy grounds of Caspia's Archcourt Cathedral, they occupy a number of far-flung fortress monasteries throughout the kingdom.

TENETS OF PURIFICATION

A paladin who takes the Oath of Radiance swears to show compassion in battle, strive for peace, and eradicate the threat of the undead.

Compassion. Aid others, protect the weak, and punish those who threaten the powerless. Show mercy to your foes, but temper it with wisdom.

Discipline. You are the shield against the endless terrors of the world. Your blade must be forever sharp and your spirit pure.

Purity. You are the cleansing light that vanquishes the foul and unclean. You will not tolerate the corruption of the innocent, whether in life or in death.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Blessing of Purity. As a bonus action, you speak a blessing of purification and cleanse any spells maintained by your foes. Each enemy creature within 30 feet of you that is concentrating on a spell must succeed on a Constitution saving throw against your spell save DC to maintain concentration. This roll is made with disadvantage.

Condemn Undead. As an action, you present your holy symbol and shout a battle prayer condemning the undead. Each undead within 30 feet of you that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is knocked prone and stunned until the end of your next turn.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF RADIANCE SPELLS

Paladin Level	*Spells*
3rd	exorcism, guiding bolt
5th	spellpiercer, spiritual weapon
9th	beacon of hope, sunburst
13th	freedom of movement, hold undead
17th	hallow, purification

AURA OF RADIANCE

Starting at 7th level, fey, fiend, and undead creatures within 10 feet of you have disadvantage on attack rolls, Wisdom saving throws, and Charisma saving throws.

At 18th level, the range of this aura increases to 30 feet.

FINAL RITES

At 15th level, you can use a bonus action to mark a fey, fiend, or undead creature you can see within 60 feet of you for 1 minute. While the target is marked, you deal an extra 1d10 radiant damage to it whenever you hit it with a weapon attack. If the target drops to 0 hit points while marked, its corporeal form explodes in a blast of radiant energy with a 15-foot radius centered on the target. Friendly humanoid creatures in the explosion regain a number of hit points equal to 2d8 + your Charisma modifier. Undead creatures in the explosion take radiant damage equal to 2d8 + your Charisma modifier.

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.

ETERNAL LIGHT

At 20th level, your divine spirit radiates with such intensity that corrupt magic withers in your presence. You and friendly creatures within 30 feet of you take half damage from necromancy spells and damage dealt by fiend, fey, and undead creatures. Additionally, undead and infernal creatures that start their turn within 5 feet of you take radiant damage equal to your Charisma modifier.

OATH OF THE WALL

Paladins who take the Oath of the Wall are stalwart defenders of the faithful masses. They prioritize mercy and protection of the innocent and are capable of becoming physical embodiments of their god's will in order to protect their flock. Encased in heavy armor and trained to hold against any enemy, these devout warriors have honed their bodies into unbreakable living weapons over years of intense training.

The best-known organization of paladins sworn to this oath is the Order of the Wall in the Protectorate of Menoth. This order has served humanity since the first words of the Canon of the True Law were revealed. Their dedication to the common people of the Protectorate often puts them at odds with the ruthless scrutators, who prefer to penalize the wayward with torture and death rather than guide them back to the path of the Creator.

TENETS OF THE WALL

Paladins who take the Oath of the Wall swear to protect the innocent faithful of their deity.

Compassion. Aid others, protect the weak, and punish those who threaten the powerless. Show mercy to your foes, but temper it with wisdom.

Discipline. You are the shield against the endless terrors of the world. Your blade must be forever sharp and your spirit pure.

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.

Vigilance. The threats you face are cunning, powerful, and subversive. Be ever alert for their corruption.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Righteous Vengeance. When a friendly creature within 30 feet of you is damaged by an enemy creature's attack, you can use your reaction to respond with holy indignation. When you do, you gain a +2 bonus to attack and damage rolls made with melee weapons for 1 minute.

Stone-and-Mortar Stance. As an action, you can assume an unbreakable martial stance empowered by the divine might of your god. You gain a +5 bonus to AC. You can remain in this stance for up to 1 hour or until you move, are knocked prone, or are incapacitated.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE WALL SPELLS

Paladin Level	Spells
3rd	retaliation, sanctuary
5th	calm emotions, sacrosanct
9th	bulwark, spirit guardians
13th	hallowed avenger, stoneskin
17th	chasten, wall of stone

AURA OF VIGILANCE

Starting at 7th level, you and friendly creatures within 10 feet of you cannot be surprised in combat and gain a bonus to initiative rolls equal to your Charisma modifier.

At 18th level, the range of this aura increases to 30 feet.

MARTYRDOM

At 15th level, you can absorb damage inflicted on others. Any wound absorbed in this way will appear on you approximately where the original target was struck. When a friendly creature within 30 feet of you is damaged, you can use your reaction to absorb any amount of damage caused by the attack. Divide the damage between yourself and the friendly creature in any way you choose, even if this incapacitates or kills you.

The amount of damage that can be absorbed is determined after any resistances or vulnerabilities from the original damage roll are calculated. This feature doesn't transfer any other effects that accompany the damage, and the damage you absorb can't be reduced in any way.

If you absorb any damage in this manner, you can immediately assume Stone-and-Mortar Stance without using an action or expending one of your uses of Channel Divinity. Once you use this feature, you can't use it again until you finish a long rest.

UNBREAKABLE

At 20th level, you can become as unassailable as a wall of stone. As a bonus action, you can gain immunity to nonmagical bludgeoning, piercing, and slashing damage until the start of your next turn. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

You must be wearing heavy armor to gain this benefit.

RANGER

Rangers often serve as advance scouts and long-range patrols for the militaries of the kingdoms. The rangers of the Cygnaran Reconnaissance Service and the Exemplar Errants of the Exemplar Order are two of the larger groups of rangers, but rangers also act as bounty hunters and in even more unusual capacities, like Iosan mage hunters and the vigilants of the Order of Illumination.

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the *Player's Handbook*: the Bounty Hunter, the Mage Hunter, and the Vigilant.

BOUNTY HUNTER

Bounty hunters make their living hunting criminals, deserters, and wanted people of all stripes. The occupation often calls for capturing rather than killing, meaning most bounty hunters are equally skilled at armed and unarmed combat.

Because bounty hunters must take work where they can get it, they often range far afield to enter dangerous and hostile territory in pursuit of their targets. Many of them enjoy working in pairs or on teams, increasing their chances of capturing valuable targets while minimizing occupational hazards. Several prominent mercenary companies in the Iron Kingdoms receive a significant portion of their revenues from regularly collected bounties.

WANTED: DEAD OR ALIVE

At 3rd level, you are seasoned at the art of negotiating bounty claims, tracking your prey, and bringing them in alive if necessary. When you reduce a creature to 0 hit points with any type of attack, you can choose to knock the creature out.

You can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

In addition, you gain proficiency in the Persuasion skill, and you have advantage on Charisma (Persuasion) checks when negotiating a bounty-hunting contract. Once you have accepted a contract, you gain your favored enemy benefits against the contract's targets until either you are no longer actively hunting them or the contract has been fulfilled.

If you accept multiple contracts, you can apply this benefit to only one contract each day. Choose a contract each time you finish a long rest, but no more than once every 24 hours.

INEVITABILITY

Starting at 7th level, you can maintain your concentration on the *hunter's mark* spell indefinitely, including while you are unconscious. While a creature affected by *hunter's mark* is on the same plane of existence as you, you know the creature's general cardinal direction, and you can make a Wisdom (Survival) check to begin tracking the creature. If you succeed, you can track the creature from anywhere on the plane.

HUNTING STYLE

At 11th level, you gain one of the following features of your choice.

Ambusher. Your first weapon attack roll against a surprised creature scores a critical hit if you successfully hit the target.

Deceiver. You gain proficiency in the Deception skill. As an action, you can attempt to charm a nonhostile humanoid within 30 feet of you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If you succeed, the target is charmed by you for one hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. Each hour, unless the creature is unconscious, you must make a new Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If you succeed, you maintain the charm. If you fail, the creature knows you have deceived it and immediately becomes hostile.

You can charm up to three creatures at a time with this feature.

Trapper. When you use an action to set a hunting trap, any creature that steps on the plate must succeed on a DC 17 Dexterity saving throw instead of a DC 13 Dexterity saving throw to avoid taking damage, and the trap deals 1d10 piercing damage on a failed save instead of 1d4 piercing damage. Additionally, a creature that uses its action to free itself or another creature from the trap must succeed on a DC 17 Strength check instead of a DC 13 Strength check, and each failed check deals 1d6 piercing damage to the trapped creature instead of 1 piercing damage.

HUNTER'S PREMONITION

At 15th level, your senses are so keen that almost no one can escape your detection. You gain the following benefits:

- You gain a +8 bonus to your Intelligence (Investigation) and passive Wisdom (Perception) scores.
- You do not have disadvantage on attack rolls against invisible creatures.
- You have advantage on Intelligence (Investigation) checks against illusion spells.
- Enemy creatures within 60 feet of you have disadvantage on Dexterity (Stealth) checks.

MAGE HUNTER

Mage hunters specialize in eliminating enemy spellcasters and arcane constructs. These unconventional ranged assassins frequently hunt in circumstances regular soldiers rarely face, such as deep behind enemy lines. Mage hunters learn to be at home in any environment, to scavenge and improvise whenever needed, and to kill without a moment's hesitation. Even in pitched battles, mage hunters will use misdirection and stealth to gain the element of surprise.

The Retribution of Scyrah have used these silent assassins to wage a secret war against humanity for centuries. These Iosans believe that human arcanists and their mechanikal constructs are responsible for the harm done to their god, Scyrah. Initial training and drills at the Syvash Stronghold only take aspiring recruits so far, and they are not counted as full mage hunters until they join a strike team in one of the many operations currently underway in the human kingdoms. This unforgiving environment puts their skills to the test on missions where the stakes are life and death. Those found wanting never last long, but those who remain are hardened by field experience. In time, the best of them no longer need the support of a group and can work independently.

BONUS PROFICIENCY

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 instead.

BANE OF THE ARCANE

At 3rd level, you gain an additional favored enemy: arcane spellcaster. You gain your favored enemy benefits against bards, gun mages, sorcerers, warcasters, wizards, warlocks, and any creature that casts spells and uses its Intelligence modifier for its spell save DC.

Additionally, when you damage a creature that is concentrating, add 5 to the DC of the creature's Constitution saving throw to maintain concentration.

SPELL STALKER

Starting at 7th level, you are capable of perceiving residual arcane energies left behind by spellcasting and can track the spellcaster responsible. When you spend 1 minute to search an area, you automatically know the school and level of any spells that were cast in that area within the last 24 hours, but not who cast the spells or which specific spells were cast. If the spellcaster is on the same plane of existence as you, you can track the creature for up to 7 days after the spell was cast by succeeding on a daily Wisdom (Survival) check with a DC equal to the spellcaster's spell save.

Additionally, when a favored enemy begins to cast a spell that you can see or hear, you can use your reaction to attack that creature immediately before the spell is cast. If your attack reduces the creature to 0 hit points, the spell is not cast, but the spell slot for the casting is still spent.

DECONSTRUCTION

At 11th level, you ignore all damage immunities and resistances when attacking constructs. Additionally, when you hit a construct with a weapon attack, it takes an extra 1d8 weapon damage.

PHANTOM HUNTER

Beginning at 15th level, as a bonus action, you can imbue one arrow, bolt, or bullet with ethereal capabilities that allow you to strike enemies through solid matter. Your next ranged weapon attack with this phantom shot ignores half cover and three-quarters cover, and the targeted creature's AC becomes 10 + its Dexterity modifier for this attack. The imbued arrow, bolt, or bullet loses this benefit at the start of your next turn.

Additionally, you can use the imbued ammunition to attack a creature that you can't see, but you must know the creature's general area (for example, standing on the other side of a door or hiding behind a wall) and must make a Wisdom (Perception) check contested by the creature's Dexterity (Stealth) check to hear the creature and locate its position. The creature has advantage on this check if it is more than 30 feet away from you. If you succeed, your next ranged weapon attack with this phantom shot ignores total cover, and the targeted creature's AC becomes 10 + its Dexterity modifier for this attack.

Once you use this feature, you can't do so again until you finish a long rest or expend a spell slot of 4th level or higher.

VIGILANT

Vigilants are religious zealots trained to stalk and dispatch unnatural predators, including otherworldly horrors such as infernals. Through whispered words, they weave blessings into their weapons as they strike down witches, abnormalities, and planar invaders.

The Church of Morrow's Order of Illumination investigates occult threats. When force of arms is required, it dispatches teams of vigilants to eliminate these threats and limit harm to the general populace. With weapons empowered by the light of Morrow, these tireless hunters stave off the horrors of the unknown and provide sanctuary to those incapable of defending themselves.

HORROR HUNTER

Beginning when you choose this archetype at 3rd level, you gain the following favored enemies: aberrations, fey, fiends, and undead.

When you hit an aberration, fey, fiend, or undead with a weapon attack, you deal an extra 2d6 radiant damage to the target. This damage increases to 3d6 at 11th level and 4d6 at 16th level. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

WHISPERS OF PURIFICATION

Starting at 7th level, you can whisper the blessings of your deity as a bonus action, empowering one weapon you are wielding. When you do so, the empowered weapon becomes magical for 1 minute, during which you gain a +2 bonus to weapon attack rolls you make with it. You cannot empower another weapon until the effect ends.

Additionally, when you deal damage to an aberration, fey, fiend, or undead with an empowered weapon, that creature's

hit point maximum is reduced by the amount of damage taken. This includes additional damage dealt by other effects, such as the Horror Hunter feature. This reduction lasts until the target finishes a long rest. If a target's hit point maximum is reduced to 0 by this feature, it is utterly destroyed and cannot be rejuvenated, resurrected, or returned in any capacity.

OCCULT ANATHEMA

At 11th level, you gain a +10 bonus to Wisdom (Survival) checks to track aberrations, fey, fiends, or undead and to Intelligence checks to recall information about them.

Additionally, when an aberration, fey, fiend, or undead that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

RITE OF CLEANSING

At 15th level, you can perform a ceremony to bless a single arrow, bolt, or bullet with divine energies capable of nullifying the strongest of unnatural foes. This rite takes 1 hour to complete and can only be completed once every 24 hours. The ammunition remains blessed until it is used or until you complete another such rite. When you hit a creature with a weapon attack using the blessed ammunition, you gain one of the following benefits, depending on the type of creature:

- If the creature is an aberration or fey, it must succeed on a Charisma saving throw against your spell save DC or be paralyzed for a number of rounds equal to your Wisdom modifier (minimum of 1 round).
- If the creature is a fiend, it must succeed on a Wisdom saving throw against your spell save DC or be banished to its home plane of existence. If it is already on its home plane of existence, it takes an extra 4d6 radiant damage instead.
- If the creature is an undead, it must succeed on an Intelligence saving throw against your spell save DC or have vulnerability to radiant damage for a number of rounds equal to your Wisdom modifier (minimum of 1 round).

Any other creature must succeed on a Dexterity saving throw against your spell save DC or be knocked prone and become stunned for 1 round.

ROGUE

Rogues are a common sight within all of the Iron Kingdoms. Ranging from petty thugs who lurk in the undercity of Corvis to the *bratyas* who serve the merchant princes of Khador, rogues of every stripe can be found in every major population in western Immoren.

ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: the Cutthroat and the Duelist.

CUTTHROAT

Cutthroats are unrepentant killers who make their living by preying on those weaker than themselves. They associate with those who operate outside the law and often band together with other nefarious rogues for a common purpose. Cutthroats typically earn their living by accepting payment for murder or by robbing the corpses of their victims, but some accept employment as bodyguards or hired thugs.

Many cutthroats learn their murderous trade by simply surviving in the gloom-haunted streets of places like Blackwater or in other villainous dens scattered throughout the Iron Kingdoms. Regardless of where they learned the finer points of their craft, cutthroats are skilled at stalking their victims and striking a fatal blow from the shadows.

BACKSTAB

At 3rd level, you are an artisan of twisting the knife into the back of an unsuspecting foe. When you deal sneak attack damage to an enemy with a melee weapon attack, you may choose one of the following options.

Hamstring. The creature damaged by your sneak attack has its speed halved for a number of rounds equal to your Dexterity modifier (a minimum of 1 round). Special movement types are not affected by Hamstring.

Eye Gouge. The creature damaged by your sneak attack is blinded for a number of rounds equal to your Strength modifier (a minimum of 1 round).

Mug. As part of your attack, you may remove one small item (such as a coin purse or necklace) worn by the creature damaged by your sneak attack as long as you have an open hand with which to grab it.

Silencer. The creature damaged by your sneak attack cannot speak for a number of rounds equal to your Dexterity modifier (a minimum of 1 round). Creatures who can audibly communicate without speaking are unaffected by this benefit.

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

THUG

At 9th level, you gain proficiency in the Intimidation skill. Additionally, you can attempt to terrorize a humanoid within 30 feet of you into cowering in fear as a bonus action. Make a Strength (Intimidation) check contested by the target's Wisdom (Insight) check. If you succeed, the creature is frightened for a number of rounds equal to your Strength modifier (a minimum of 1 round).

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

RUN THE STREETS

At 13th level, you know how to traverse urban environments as well as a ranger can the wilds. You gain the following benefits while in an urban environment:

- You have advantage on Wisdom (Survival) checks to track creatures.
- You cannot become lost by nonmagical means.
- Moving through nonmagical difficult terrain does not cost you extra movement.
- Your speed increases by 10 feet.
- You have advantage on Charisma (Deception), Charisma (Persuasion), Dexterity (Sleight of Hand), and Dexterity (Stealth) checks.

NEFARIOUS PLOTTING

At 17th level, you can study a creature to determine its weaknesses and the best way to exploit them. If you observe a creature undetected for 8 cumulative hours as it goes about its daily routine, the creature has vulnerability to your sneak attack damage for 28 days. (These hours can be split up among many days.)

Additionally, you gain proficiency in the Insight and Investigation skills and have advantage on Wisdom (Insight) checks and Intelligence (Investigation) checks.

DUELIST

Possessing exceptional speed, nerve, and skill at arms, duelists are expert combatants. Both blade and pistol are their forte, and they must be supremely skilled with one or both to defeat their opponents.

For many, the code duello is simply a way of life. More than one military officer and aristocrat has turned to dueling to settle personal scores and public disputes, and some professional duelists make their living by serving as stand-ins for such important personages. Duelists who continue to win duels for their noble patrons can earn both fame and wealth for their endeavors. In many nations, underground fighting circuits offer duelists a chance to ply their trade, but the more conventionally minded find that their skills are always in demand among those who need capable bodyguards or skilled mercenaries.

DANCE OF DEATH

Starting when you choose this archetype at 3rd level, you can mix martial combat with performance art, making each of your duels a show sure to please the masses. You gain proficiency in the Performance skill. In addition, you gain the following benefits.

Dual Attack. Immediately after you make a melee attack on your turn, you can use a bonus action to make one ranged attack with a pistol, thrown weapon, or hand crossbow.

Twirling Demise. If a creature drops to 0 hit points as a result of your melee attack, you can immediately use a bonus action to take the Disengage action, followed by the Dash action, followed by the Dodge action.

Mocking Flourish. You can use a bonus action to insult a humanoid that can see or hear you within 30 feet of you. Make a Charisma (Performance) check contested by the creature's Intelligence check. If you succeed, the creature has disadvantage on attack rolls against creatures other than you until the start of your next turn.

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

WHIRLWIND PARRY

At 9th level, when you are targeted by a melee attack, you can use your reaction to gain a +5 bonus to AC against all melee attacks, including the triggering attack, until the start of your next turn. You must be wearing light armor or no armor, wielding a melee weapon, and able to see your attacker to gain this benefit.

INJURY TO INSULT

At 13th level, you add your Charisma modifier (a minimum of +0) to your melee and ranged weapon attack rolls.

Additionally, when you score a critical hit with a melee or ranged weapon attack against a creature the same size as you or smaller, the creature is stunned for 1 round.

COUP DE GRACE

At 17th level, you can easily dispatch foes incapable of protecting themselves. When you hit an incapacitated creature with a melee attack, that creature must succeed on a Constitution saving throw with a DC of 8 + half the damage taken or be slain outright. This feature has no effect on constructs, oozes, plants, or undead.

You can use this feature a number of times equal to your Dexterity modifier (a minimum of once). You regain any expended uses when 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*
Alchemist	Intelligence 13
Gunfighter	Dexterity 13
Gun Mage	Dexterity 13 and Charisma 13
Mechanik	Intelligence 13
Warcaster	Intelligence 13 Additionally, your character must have been aided by a steamjack or attacked by one during a previous hostile encounter.

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*
Alchemist	Grenades, field alchemy kit, one skill of your choice from the class's skill list
Gunfighter	Simple pistols, martial pistols, simple rifles, gunsmith's kit
Gun Mage	Martial pistols, Arcana, rune-etching kit
Mechanik	Mechanik's toolkit, one skill of your choice from the class's skill list
Warcaster	Martial weapons, Arcana

BACKGROUNDS

The following section provides new backgrounds and adventuring companies for characters in an Iron Kingdoms game.

IRON KINGDOMS BACKGROUNDS

The characters exploring the Iron Kingdoms during the time of Requiem find themselves thrown into new lives far from their most familiar places and daily routines. Your character, like everyone else in the Iron Kingdoms, has lived through a recent brush with a potential apocalypse. The Claiming touched every corner of the continent, and even if your character didn't confront the horrors of it firsthand, someone close to your character likely did.

Choosing a background offers cues about what sort of person your character is, which experiences have shaped your character's identity, and how those events have molded your character's behavior. What caused you to stop living the life depicted in your background and start living a life of adventure? Did you salvage your equipment from the aftermath of a battle against the infernals, or did your equipment help you protect yourself against the horrors of the Claiming? If service to a nation's military is part of your background, are you still a loyal soldier, or did you abandon your post? How and when did you learn the skills provided by your class? How do other people with your background regard you, and what sets you apart from them? Answering questions such as these will help you flesh out your character and that character's place in the Iron Kingdoms.

ABILITY SCORE INCREASES

The ability score increases in this section are intended to be used with the essence rules found elsewhere in this book. Do not use the increases associated with these backgrounds if your campaign uses the standard racial rules for determining ability score increases.

OTHER BACKGROUNDS

If you are using the essence rules but want to use a background not included in this book, you and your GM should discuss which ability score increases would be most appropriate for that background. For example, a character who spent many years as an acolyte of a religious order would likely receive a +1 bonus to Wisdom or Charisma.

EXPLORER

You've charted paths through the inhospitable jungles of Alchiere and the trackless wastes of the frozen north to fill in the blank areas on the map. You are more at home in a freshly unsealed Orgoth tomb than in the bustling streets of a major city. You've been lost more times than you can count but have always found your way back to civilization.

Ability Score Increase. Your Intelligence or Wisdom score increases by 1.

Skill Proficiencies: Nature, Perception

Tool Proficiencies: Cartographer's tools

Languages: Two of your choice

Equipment: Cartographer's tools, a set of traveler's clothes, a scroll case containing maps in progress, and a pouch containing 15 gp

FEATURE: PATRON

You receive a stipend from a university, a wealthy individual, or another organization each month as long as you continue to explore new regions, report back regularly, and bring your patron the occasional gift from an exotic place. The amount of this stipend is 1d10 gp per character level. At the GM's discretion, your benefactor can give you heftier sums for noteworthy accomplishments.

SUGGESTED CHARACTERISTICS

Explorers feel called to the unknown and forgotten. They are accustomed to packing light enough to travel but well enough to be prepared for whatever challenges await. Much of their socializing consists of huddling around campfires and exchanging stories of extraordinary and dangerous journeys, both in the past and yet to come. Their motivations generally involve increasing either their general knowledge or their personal gain, while their flaws are often the consequence of too much curiosity.

d8	*Personality Trait*
1	I crave the excitement of being the first to enter a long-forgotten place.
2	I can quote any of Professor Pendrake's essays; in fact, I do so whenever I get the chance.
3	Studying at a prestigious university has prepared me for life on the road.
4	I believe knowledge is for everyone, and I work to make sure all my discoveries end up in museums, where others can benefit from them.
5	I love learning new languages and can sit with a book of lore for hours.
6	I've spent so much time in the wilderness that I forget myself in polite company.
7	Despite wise counsel, if it involves a tomb, the Orgoth, or a curse on all who enter, I'm going in.
8	Campfires are the perfect stage, and I love telling stories.

d6	Ideal
1	Discovery. I want to discover all there is to know about the world, expand my understanding of it, and share that understanding with others. (Good)
2	Ambition. My name will go down in history as one of the greatest explorers of the age. (Any)
3	History. Understanding our nations' past is the only way to plot our path forward. (Good)
4	Profit. I want to sell my discoveries in order to acquire immense personal wealth. (Neutral)
5	Adventure. I cannot be content living an everyday life and seek adventure however I can find it. (Chaotic)
6	Power. I want to discover ancient relics and use them to amass power. (Evil)

d6	Bond
1	I owe a significant debt to a prestigious institution as a result of a previous expedition.
2	I "accidentally" defiled a sacred site and am no longer allowed in particular villages.
3	A rival I once beat to a find will stop at nothing to discredit me.
4	I will one day have my writings published in my university's library.
5	I will be the first to chart the unknown mysteries of Zu.
6	One day, I will be as famous as Viktor Pendrake.

d6	Flaw
1	Being first to a discovery is more important than being safe, and I have the scars to prove it.
2	If presented with a riddle or puzzle, I can think of nothing else until it's solved.
3	I cannot abide a closed door. I must at least take a peek at what's behind it.
4	My obsession with being prepared often leaves me overly encumbered and broke.
5	I am irrationally terrified of an ordinary animal.
6	My overconfidence in my abilities is matched only by the inadequateness of my preparation.

ORDER OF WIZARDRY

Widely known and respected as an institution for training those of arcane aptitude, the Order of Wizardry has been home to you and many other mages eager to progress along the established ranks of their craft, learn the secrets of wielding and controlling spells, and apply those skills to the benefit of their nations and the world at large.

Ability Score Increase. Your Intelligence or Charisma score increases by 1.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Steamjacks

Languages: One of your choice

Equipment: Proof of your membership in the Order of Wizardry, robes, a staff, a set of common clothes, and a pouch containing 10 gp

FEATURE: ORDER LODGE

The Order maintains public lodges in most of the major cities in Cygnar and Ord and recently began reestablishing its facilities in Llael. It also maintains secret facilities in other nations' population centers, but these are available to members only with specific permission. At the GM's discretion, you can contact one of these locations and request reasonable aid if you are in good standing with the organization.

FEATURE: MAGUS TRAINING

Prerequisite: Spellcasting, Warcaster Magic, or Pact Magic class Feature

Add the spells on the Magus Training Spells table to the spell list for your spellcasting class. (If you are a multiclass character with multiple spell lists, add these spells to all of them.)

MAGUS TRAINING SPELLS

Spell Level	Spell
Cantrip	mage hand
1st	detect magic
2nd	magic weapon
3rd	dispel magic
4th	arcane eye
5th	scrying

SUGGESTED CHARACTERISTICS

Defined by their study and dedication to magecraft, members of the Order of Wizardry are well suited to long periods of research and introspection on arcane matters. Depending on the specific chapter they join—and the interests of the cabal that holds the most influence within that chapter—members of a specific group of the Order may be more inclined to advising leaders, developing new mechanika, or delving into secret lore. Their greatest flaw is often hubris, a reflection of their elevated opinion of themselves.

d8	Personality Trait
1	I like trying to figure out how things work. Don't leave mechanika around me if you don't want it taken apart.
2	There are rules to everything, and I remind people of that regularly.
3	I've seen a lot, so I'm tough to rattle.
4	I am comfortable being in charge, even if I was not asked.
5	I don't put myself above others, but I do hold myself to higher standards.
6	You can have all the money and fame in the world, but a fireball will still ruin your day.
7	I take pride in how much others rely on me, and I offer aid whenever I can.
8	I read every chance I get. An expansive vocabulary enables an extensive arsenal.

d6	Ideal
1	Glory. I will go down in history as one of the greatest arcanists of the age. (Any)
2	Comfort. I would like to live a life of quiet luxury, although I have to earn it first. (Neutral)
3	Knowledge. I seek to further my knowledge of the arcane, even if it means studying the darker side of things. (Any)
4	Order. I am committed to my order, not to ideals. (Lawful)
5	Power. I see the arcane as a tool to acquiring great personal power. (Evil)
6	Mastery. I seek to perfect my understanding of the arcane at any price. (Any)

d6	Bond
1	I made off from the Order's library with a tome I should have left behind.
2	My goal is to be published as one of the preeminent scholars of mechanikal theory.
3	I was run out of my institution and must work to clear my name.
4	I made a horrible miscalculation on a spell as a student, and someone was seriously injured. I will never be so careless again.
5	A patron paid for my studies, and I now owe that individual a rather large favor.
6	I am tortured by dreams of finding a relic long thought lost.

d6	Flaw
1	I cannot walk away from any chance to increase my knowledge.
2	I cannot hide my disdain for those I scorn, and it gets me into trouble.
3	When something goes wrong, I start pointing fingers.
4	I have several vices that part me from my coins very quickly.
5	When things turn from good to bad, I am the first to flee.
6	For better or worse, I have absolute faith in the leaders of my order.

GREYLORDS COVENANT

You are a member of the Greylords Covenant, the arcane branch of both the Khadoran Army and the Khadoran government. As such, you've worked alongside accomplished arcanists, patriots, and soldiers in one of the most formidable occult organizations in western Immoren.

Ability Score Increase. Your Constitution or Intelligence score increases by 1.

Skill Proficiencies: Arcana and your choice of Nature or Survival

Languages: One of your choice

Equipment: A fur-lined cloak, a staff inlaid with Greylord runes, a set of fine clothes, and a pouch containing 5 gp

FEATURE: CHAPTER HOUSE

The Greylords Covenant maintains public chapter houses in most significant Khadoran towns and secret facilities in the major population centers of other nations. At the GM's discretion, you can contact one of these locations and request reasonable aid if you are in good standing with the organization.

FEATURE: UCHENIK TRAINING

Prerequisite: Spellcasting, Warcaster Magic, or Pact Magic class Feature

Add the spells on the Uchenik Training Spells table to the spell list for your spellcasting class. (If you are a multiclass character with multiple spell lists, add these spells to all of them.)

UCHENIK TRAINING SPELLS

Spell Level	*Spell*
Cantrip	ray of frost
1st	fog cloud
2nd	gust of wind
3rd	glyph of warding (cold damage only)
4th	ice storm
5th	cone of cold

SUGGESTED CHARACTERISTICS

Members of the Greylords Covenant are expected to demonstrate their devotion to both Khador and the study of the arcane. Greylords combine their mastery of magic with many other disciplines, such as intelligence gathering and national security. Many stand shoulder to shoulder on the battlefield with other warriors of the empire, but some find their place as spies, assassins, or any other roles the Motherland requires. Their ideals are shaped by the militant training they undergo. Their flaws often emerge in response to the kind of work they do for their government.

d8	*Personality Trait*
1	My loyalty to Khador and my Empress is undying.
2	People find me distant and cold, but I am watching and listening to everything.
3	Offer me a mystery or riddle to grab my attention.
4	I strive to excel at everything I put my mind to.
5	Failure is the best teacher, but it is harsh and unforgiving.
6	I am deeply concerned about the welfare of my comrades and will do anything for them.
7	The ends justify the means, and I will not waiver in my duty.
8	I require all available information about a situation before I commit to a course of action.

d6	*Ideal*
1	Nation. My nation and its people are all that matter. (Any)
2	Security. There is no price too high to keep the empire safe. (Lawful)
3	Influence. The higher I rise in the ranks of my order, the more significant my say in its future. (Neutral)
4	Law. Adherence to the law is the only thing that keeps civilization united. (Lawful)
5	Discipline. Because of my arcane power, I must maintain a strict code of personal conduct. (Good)
6	Secrets. Everyone is hiding something. By learning what that is, I gain power over them. (Evil)

d6	*Bond*
1	I am beholden to the patron who sponsored my training.
2	I am bound by duty to bring a fugitive of my chapter house to justice.
3	I work to be seen as a hero to my people.
4	A comrade died so that I might live. I work to honor that sacrifice.
5	I learned a dark secret and must keep it hidden.
6	I have a lost love whose heart I hope to reclaim through great deeds.

d6	*Flaw*
1	Chain of command is to be obeyed, whether I agree or not.
2	I cannot abide insults to my integrity or honor.
3	I find solace only in the bottom of a bottle.
4	I am an exceptionally harsh judge of character, my own included.
5	My abilities make me superior to others.
6	Trusting others is nearly impossible for me.

INVESTIGATOR

You are a skilled detective adept in the techniques of deduction, criminology, and interrogation. In the past, you may have been a watch inspector who used your abilities to catch criminals and keep your city safe, a former inquisitor, or a member of a military intelligence-gathering organization who ferreted out the secrets of your nation's enemies, both foreign and domestic.

Ability Score Increase. Your Intelligence or Wisdom score increases by 1.

Skill Proficiencies: Insight, Investigation

Tool Proficiencies: Forensics kit

Languages: One of your choice

Equipment: A magnifying glass, a hooded lantern, a flask of oil, a tinderbox, a small journal, a set of common clothes, and a pouch containing 10 gp

FEATURE: ASTUTE

Your keen mind and sharp eyes miss very little. Throughout all your years of solving crimes, these qualities have always kept you one step ahead of the criminals you pursue. You can gain advantage when you make a Wisdom (Insight), Intelligence (Investigation), or Wisdom (Perception) check, but you can't use this feature again until you finish a long rest.

SUGGESTED CHARACTERISTICS

Investigators are practical individuals who trust only their own eyes and try to back up their observations with other tools and methods. They often have a strong sense of right and wrong, although their perspective does not always align with written law. Discovering the truth often takes precedence over assigning blame. Many investigators have an ironclad resolve and a bit of a daredevil streak when it comes to apprehending their quarry. Their ideals are shaped by their devotion to their duty, while their flaws are a darker mirror of that sense of duty.

d8	***Personality Trait***
1	I pride myself on my part in keeping things from descending into chaos.
2	Trust must be earned. I never give it freely.
3	I am fascinated by people and love to study their mannerisms and interactions.
4	I am blunt and to the point. I have no time for pointless exposition.
5	I live for the thrill of the chase. I feel free only when I'm in pursuit.
6	I love recounting my exploits.
7	I am willing to overlook crimes of necessity in order to focus on those who harm others.
8	If I believe someone is hiding something, I cannot concentrate on anything else until the secret is uncovered.

d6	***Ideal***
1	Justice. I seek justice for all who have suffered wrongdoing. (Lawful)
2	Responsibility. I have a responsibility to others that guides my actions. (Good)
3	Truth. The truth, no matter how uncomfortable, must be discovered and told. (Lawful)
4	People. I believe people are worth preserving, not ideals or unfeeling laws. (Neutral)
5	Reason. Logic, not emotion, should guide my choices and actions. (Any)
6	Punishment. Lawbreakers must be discovered so that I may punish them. (Evil)

d6	***Bond***
1	I wasn't good enough to catch someone who ended up ruining my life, but I will have justice.
2	I owe everything to a mentor whose ideals I strive to live up to.
3	If anyone learned a secret about my past, all my honor would be lost.
4	I always take a stand whenever I witness injustice.
5	I made a mistake and ended up in a crime lord's pocket.
6	I constantly train to be at the peak of my ability.

d6	***Flaw***
1	My career kept me from forming any real connections. I still have a hard time making friends.
2	I expect to be lied to at every turn.
3	I am quick to see people's flaws and can't help but point them out.
4	I see everything in black and white.
5	Things only work well when I am in full control.
6	The only thing I'm better at than pessimism is cynicism.

IRON FANG

You are a trained Iron Fang and were recently part of the mighty legions of Khador. Your grueling training and battlefield experience have made you dauntless and have inured you to the hardships of battle. Skilled at formation fighting, you feel most comfortable in action when allies are close at hand and you can watch each other's backs.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Armor Proficiencies: Plate

Weapon Proficiencies: Blasting pike

Skill Proficiencies: Animal Handling, Intimidation

Equipment: A Khadoran symbol of rank, a trophy taken from an enemy (a dagger, broken weapon, or tarnished emblem), a set of common clothes, and a pouch containing 10 gp

FEATURE: WALL OF IRON

You are accustomed to fighting shoulder to shoulder with fellow members of the Iron Fang legions. You gain +1 AC while standing within 5 feet of an ally. Additionally, when you take the Help action to aid an ally's attack, you can make one weapon attack as a bonus action.

SUGGESTED CHARACTERISTICS

Teamwork, trust, and fraternity are core values to all Iron Fangs. They are expected to support all the other members of their unit, and that attitude becomes second nature, even when they are not on the battlefield. Most Iron Fangs are quick to take on more than their share of work for any task. The regimented military life of an elite unit helps shape their ideals. Their flaws are often the byproduct of a life spent on the front lines of battle.

d8	*Personality Trait*
1	Trust is key if I want to ensure success.
2	I am quick to aid others but slow to change my opinions of them.
3	I am implacable unless someone disparages my military unit or my Empress.
4	Risk is irrelevant. Achieving the goal is the only thing that matters.
5	I am cold and brutal on the battlefield but warm and gregarious off it.
6	I do not hesitate to lend aid to someone in need—even to my enemies.
7	I cannot abide those who prey on others.
8	Take care of your equipment, and it will take care of you.

d6	*Ideal*
1	Comrades. My loyalties lie with my comrades in arms, not with any code of ethics. (Neutral)
2	Duty. I swore an oath to fight to my last breath. I will not betray it. (Lawful)
3	Nation. Any threats to the Motherland must be destroyed. (Any)
4	Victory. By defeating others, I prove my strength. (Chaotic)
5	Protection. My might saves others from harm. (Good)
6	Violence. I thrill at destroying those who dare challenge me. (Evil)

d6	*Bond*
1	I would die to protect my comrades in arms.
2	My bond to my homeland is paramount. I will do anything Khador requires of me.
3	I seek renown for my prowess in battle.
4	My unit kommander betrayed us. I will never forget this treachery.
5	I cannot return home until I have reclaimed my father's shield.
6	I intervene in any situation that seems unfair.

d6	*Flaw*
1	My default plan in any situation is to be stronger and tougher than the problem.
2	I act with haste but am slow to process information.
3	I can't keep out of trouble if provoked.
4	If everyone just did things my way, there wouldn't be any problems.
5	I am a coward when I am unarmed.
6	I regularly forget my strength and often pay a steep price for it.

KAYAZY

You are related to one of the *kayazy*, Khador's infamous "merchant princes." By tradition, members of the kayazy are leaders of both legitimate commercial industry and the criminal underworld, something they perceive as a natural and inevitable extension of their role in mercantile and industrial business. Whether or not you are related by blood to your family's leader, you are a valued member of the organization and can expect to draw support from it when needed.

Ability Score Increase. Your Dexterity or Charisma score increases by 1.

Skill Proficiencies: Intimidation, Persuasion

Tool Proficiencies: Your choice of thieves' tools or poisoner's kit

Languages: One of your choice

Equipment: A dark-colored set of common clothes with a hood, a knife, a crowbar, and a pouch containing 15 gp

FEATURE: HISTORY OF VIOLENCE

You've been on both sides of so many ambushes that you are very accustomed to situations turning violent in the blink of an eye. You gain a +2 bonus to Dexterity checks when determining initiative. Additionally, you cannot be surprised by humanoids in an urban environment.

SUGGESTED CHARACTERISTICS

Things are seldom black and white among the kayazy, and a pragmatic outlook is almost a requirement for those in the business. Distrustful by nature, kayazy know all the ways in and out of every room they enter, as well as which people to keep a close eye on. Coin is the great equalizer, and everything has a price. The close-knit nature of a kayazy organization shapes the ideals of its members, whose flaws reflect the depths to which they are willing to sink in pursuit of profit.

d8	***Personality Trait***
1	Trust is only as strong as the coin backing it up.
2	I am swift in action, silent in deed.
3	I calculate every risk and am prepared in any situation.
4	I judge by actions, not words.
5	I'm always fidgeting if I'm not doing something.
6	Gallows humor is the only humor I have.
7	I'm haunted by the things I've done.
8	I believe nothing is straightforward or simple.

d6	***Ideal***
1	Cunning. You don't have to outfight an opponent you can outthink. (Any)
2	Tradition. The old ways must be respected. (Lawful)
3	Greed. Honor and duty are for poor people. I just want more wealth. (Evil)
4	Freedom. This life allows me to choose my path. (Chaotic)
5	Power. When you have power and influence, you can do anything. (Any)
6	Family. Without my family, I am nothing. (Any)

d6	***Bond***
1	I am still obligated to the terms of a contract I have yet to fulfill.
2	I seek to undo a horrible wrong from my past.
3	I was betrayed by a comrade. I will have my revenge.
4	I will do anything to acquire great wealth.
5	I believe in those I fight with, and I will atone for my past by ensuring their future.
6	I send most of my gains to my struggling family.

d6	***Flaw***
1	I will take just about anything of value that isn't nailed down.
2	If it comes to money or those I care about, I care about the money.
3	I am confident in my abilities and have trouble tolerating differing opinions.
4	I put too much trust in family, and it might get me killed.
5	I fixate on problems and have trouble letting go of a goal.
6	I am secretly in the government's employ and have infiltrated the organization to keep tabs on its activities.

KNIGHT EXEMPLAR

You are one of the elite armored warriors of the Menite faith. You live by a strict code of absolute obedience to the Menite Temple's priests, especially those in the scrutator caste, and follow every order without question or hesitation. You fight with a faith that borders on the inhuman. Able to withstand punishment that would cripple those of lesser faith, you are made nearly unstoppable by the divine gifts bestowed on you by the Creator.

Ability Score Increase. Your Strength or Charisma score increases by 1.

Armor Proficiencies: Plate

Weapon Proficiencies: Hand crossbows, light crossbows, heavy crossbows, relic blade

Skill Proficiencies: Athletics, Religion

Equipment: A small reliquary, a set of fine clothes, a prayer book, and a pouch containing 15 gp

FEATURE: RIGHTEOUS ANGER

You have been trained to fight alongside a group of other knights and to protect those who stand beside you. When an enemy attack damages one or more of your allies while they are within 10 feet of you, you gain +2 STR and +2 AC for 1 round. Once you use this feature, you can't use it again until you finish a short or long rest.

SUGGESTED CHARACTERISTICS

Knights Exemplar tend to be both virtuous and vengeful. Most are willing to sacrifice their safety for others, at least to some extent, and that willingness is key to their ideals. A Knight Exemplar who witnesses the sacrifice of a comrade in arms will stop at nothing to obtain vengeance, but this thirst for retribution has thinned their numbers significantly since the Claiming. Those who remain still fight body and soul for the glory of the Creator.

d8	*Personality Trait*
1	I am engrossed in the history of Menoth's greatest heroes and often discuss their words and deeds.
2	Failure to maintain my routine causes me great distress—distress that I am quite willing to pass on to others.
3	I am constantly optimistic, even when it isn't warranted.
4	Showing others respect is very important to me.
5	Having lost too many of my fellow knights, I am slow to make friends with my fellow warriors.
6	Overcoming great darkness has made me callous to many other dangerous situations.
7	I am jaded from constant battle and see little reason for hope in the material world.
8	Only humanity can feel Menoth's true righteousness and attest to his will. All other species are therefore innately suspect.

d6	Ideal
1	Scripture. I am personally dedicated to the laws and dictates of scripture, which I prioritize over my health and well-being. (Lawful)
2	Selfless. Sacrifice for others is my ultimate motivation. Only self-sacrifice will let me claim my place in Urcaen by Menoth's side. (Good)
3	Avenger. Those who have harmed the faithful deserve only death, no matter the cost. (Evil)
4	Beneficent. I fight for the betterment of my fellow man, either in deed or in battle. Being a knight means helping the helpless. (Good)
5	Aspiration. I seek to prove myself to both Menoth and his church in order to acquire a station worthy of my deeds. (Any)
6	Orthodox. All must adhere to the dictates of scripture. Failure to do so will only lead them to damnation. (Neutral)

d6	Bond
1	During the recent horrors, I rescued a small group of refugees who have become my surrogate family.
2	Several artifacts were stolen from my town's temple after its decline, and I will stop at nothing to reclaim them.
3	I owe a great deal to my spiritual mentor, an elderly scrutator.
4	I have become wary of a specific branch of the church, and I am locked in a dangerous game of cat and mouse with them.
5	My every service is rendered unto the ordinary people in the Creator's name.
6	A heretic killed a vital member of my temple, and I have devoted myself to righteous vengeance.

d6	Flaw
1	I sometimes doubt the power of the Creator in light of all that has happened to western Immoren in the last decade.
2	My thinking is rigid, and I view the world in black and white.
3	Unless I have a specific reason to do otherwise, I place absolute faith in the clergy.
4	I have a penchant for claiming vengeance for even minor slights.
5	Once I have an important goal or quest, I fixate on it to the near exclusion of all else and am unwilling to accept failure.
6	I implicitly distrust those who have no specific faith or whose faith does not match my own.

KNIGHTS OF THE PROPHET

You are a member of one of the largest orders of knights serving the Church of Morrow. Although you are not forbidden from defending your nation, you have taken solemn oaths to protect and preserve the church itself above all else. You may have felt called to join, or you may have been knighted as a notable defender of the faith and a pious warrior who acted on your initiative in times of great peril. You've frequently been dispatched to protect Morrowan temples in war-torn regions, where you were required to remain neutral in the battles taking place around you unless they threatened the sacred sites you were sent to protect.

Ability Score Increase. Your Strength or Wisdom score increases by 1.

Armor Proficiencies: Plate

Weapon Proficiencies: Longsword, shortsword, greatsword

Skill Proficiencies: Insight, Religion

Languages: One of your choice

Equipment: The book *Prayers for Battle*, a Morrowan holy symbol, a set of fine clothes, and a pouch containing 10 gp

FEATURE: MORROW'S GUIDANCE

You felt the touch of Morrow on your life before you joined the order, and you can still feel his hand guiding you to defend his church. You can pray to Morrow to give you guidance in a task related to your calling. When you use this feature, you gain advantage on any roll for an action that takes no longer than a single round. Once you use this feature, you cannot use it again until you finish a short or long rest.

Additionally, at the GM's discretion, you can seek aid or council at the main chapter house for the Knights of the Prophet in the Sancteum or at any of the major chapter houses in Highgate and Ceryl.

SUGGESTED CHARACTERISTICS

Knights of the Prophet act as the military wing of the Church of Morrow. Those who become knights of Morrow must honor goodness and light while fighting for the greater good. A life of balancing these two often contradictory goals is challenging but ultimately fulfilling. Their ideals reflect the Ascendants whose example they seek to emulate, while their flaws can be the product of their stubbornness or ego.

d8	Personality Trait
1	I tend to be too quick to trust. People often call me gullible.
2	I hate even the smallest lies so much that I often say painfully true things that make others shy away from me.
3	The loss of many comrades in arms haunts me and makes it difficult for me to create new friendships.
4	I have a lesson for every situation drawn from either scripture or experience.
5	Very little can shake my optimistic outlook on the world—not even the Claiming itself.
6	I can find the right words to inspire people in even the darkest times.
7	I speak formally at all times and do not like it when others use vulgar language.
8	I look down on nobles who treat commoners poorly.

d6	Ideal
1	Valor. Vanquishing dark forces from the world for humanity's benefit is my ultimate duty and goal. (Good)
2	Knowledge. Gaining knowledge of the world is the best way to improve it. (Neutral)
3	Honesty. People's paths should reflect honestly on themselves. (Any)
4	Charity. I attend to the Prophet's will not only through conflict, but also by relieving the suffering of the downtrodden. (Good)
5	Faith. I am an instrument of the Prophet, and his revelations help me accomplish his will. (Lawful)
6	Freedom. Tyrants and dictators cannot be allowed to lord over the people. (Chaotic)

d6	Bond
1	A thief stole from my church and killed an innocent soul in the process. I will bring this criminal to justice.
2	I will follow any orders from the church, even if I harbor doubt about them.
3	Before becoming a knight, I learned the sword from a kindly swordmaster. I have lost track of my teacher but look forward to our reunion.
4	I was raised in an orphanage dedicated to my god. I return to offer aid whenever possible.
5	The Claiming left me with only one surviving family member, whose safety is paramount to me.
6	I made a powerful enemy of a specific group of cultists when I revealed them to the church.

d6	Flaw
1	I am often far too truthful for my own good.
2	I find it difficult to imagine that a person can truly be good without faith in the Prophet.
3	I secretly take great pleasure in killing my foes and fear someone will uncover my true nature one day.
4	Once set on a path, I will ignore almost everything else to attain my goal.
5	Although it was not directly Morrow's doing, I have a hard time maintaining my faith after the culmination of the course he and his sister put humanity on.
6	I take tremendous pride in my skills and deeds. All those who fail to show me the respect I deserve are suspect.

LABOR BOSS

Before your life as an adventurer, you led laborers on the docks of a port city or in the heart of a factory district. You have experience directing the activities of those under you, even when they would rather be in charge, and you have an eye for the essential parts of a task.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Steamjacks and one type of artisan's tools

Languages: Two of your choice

Equipment: A set of rugged work clothes, a set of common clothes, a billy club (club), and a pouch containing 10 gp

FEATURE: EASY EMPLOYMENT

Your years of experience make you a highly desirable asset in any labor market, and you can easily find work during any downtime. If you spend your time between adventures practicing a profession, you can maintain a comfortable lifestyle. In addition, you save an amount of gold per day equal to half the result of an Athletics or Intimidation check.

SUGGESTED CHARACTERISTICS

Labor bosses are stern folk who take pleasure in seeing a job through to completion. They are the first to step up to a challenge and pit their strength and wits against whatever problem is at hand, and their responses to such challenges help form their ideals. Keeping a crew of dockworkers, mechaniks, or builders in line requires a strong set of lungs and an even stronger scowl, and being a labor boss requires a forceful personality, if not an outright overbearing one.

d8	*Personality Trait*
1	If a job's worth doing, it's worth doing right.
2	I work as hard as I play.
3	I am far craftier than I let on.
4	Camaraderie with my fellow workers is important to me.
5	I have always been a serious person. People often call me gruff.
6	At the end of the day, people only respect a firm hand.
7	I can maintain an upbeat attitude through most events.
8	Routine is important to me. Even if I'm on the road, having a ritual keeps me grounded.

d6	*Ideal*
1	Union. When the voices of the workers unite, we cannot be ignored. (Good)
2	Opportunity. Labor may be challenging, but it offers work in every city and port. (Neutral)
3	Independence. Being in charge means that no one can tie me down. (Chaotic)
4	Respect. I afford others the same respect they give me. (Neutral)
5	Profession. I'm good at what I do, and it puts food on the table. (Any)
6	Master. I like being able to order other people around and make them listen to me. (Evil)

d6	*Bond*
1	The first crew I ran became a surrogate family. I still have strong ties to them.
2	After an unfortunate workplace death, I have been blacklisted in a particular city.
3	A person I had to fire has it in for me.
4	I have a reputation for being a bit of a tyrant.
5	My sibling left to become an adventurer, and now I seek to reconnect us.
6	I ran such an efficient crew that I was able to create a good relationship with our wealthy benefactor.

d6	*Flaw*
1	I am frugal to the point that people often call me a penny-pincher.
2	I'm quick to anger when confronted.
3	Some people I have worked with call me a bully.
4	My disillusionment with my day-to-day life has caused me to become a risk-taker.
5	I have a fairly severe drinking habit.
6	I have trouble keeping track of money. If I'm not very careful, I can lose an entire month's wages before I know it.

MARITIME ORDER OF THE TRIDENT

Your early years were spent training as an arcanist working in concert with the Ordic navy. Although your service recently ended, you likely still serve in an auxiliary capacity alongside the kingdom's naval forces, as a magical aide to the captain of a merchant vessel, or as a valued member of a pirate crew.

Ability Score Increase. Your Strength or Intelligence score increases by 1.

Skill Proficiencies: Arcana, Nature

Tool Proficiencies: Vehicle (water)

Languages: One of your choice

Equipment: An insignia of rank in the Ordic navy, 50 feet of silk rope, a set of common clothes, and a pouch containing 15 gp

FEATURE: ORDIC VETERAN

You spent your early years as a member of the Ordic Royal Navy. Whether you left on good terms or less favorable ones, you still have many friends who serve. At the GM's discretion, you can secure passage on an Ordic ship if one of your friends has enough sway or is the vessel's captain.

FEATURE: MAGUS-AT-ARMS TRAINING

Prerequisite: Spellcasting, Warcaster Magic, or Pact Magic class Feature

Add the spells on the Magus-at-Arms Training Spells table to the spell list for your spellcasting class. (If you are a multiclass character with multiple spell lists, add these spells to all of them.)

MAGUS-AT-ARMS TRAINING SPELLS

Spell Level	*Spell*
Cantrip	acid splash
1st	create or destroy water
2nd	acid arrow
3rd	water breathing
4th	control water
5th	conjure elemental (water only)

SUGGESTED CHARACTERISTICS

Members of the Maritime Order of the Trident are comfortable living a wanderer's life. More at ease sleeping in a moth-eaten hammock than on a comfortable bed, they are sometimes as unpredictable as the seas they ride and the weather they manipulate. Despite this seemingly chaotic bent among its members, the Order instills a sense of patriotic duty, military ethic, and courage.

d8	*Personality Trait*
1	I always feel at home when I'm on or around the sea.
2	Performing my duties precisely is extremely important to me.
3	I love telling tall tales of the sea.
4	Simple solutions to problems are often the best.
5	I try to prepare for any and all contingencies.
6	I often talk at length about the intricacies of sailing to anyone who will listen—and a few who won't.
7	I love vulgar banter, even if I'm the subject.
8	I am a very reliable friend.

d6	Ideal
1	Crew. I am committed to my crew, not to ideals. (Chaotic)
2	Exploration. I use my abilities to guide myself and others to undiscovered places. (Any)
3	Independence. This life allows me to change course whenever I feel like it. (Chaotic)
4	Protection. My abilities allow others to safely return home from the sea. (Good)
5	Duty. I have a duty to protect my nation's assets. (Lawful)
6	Greatness. I'll use my powers to sink anyone who tries to impede my rise to greatness. (Evil)

d6	Bond
1	My first captain and I enjoyed a great relationship and have become lifelong friends.
2	When the day comes to an end, I'm the first one to the tavern.
3	I was knocked out during a brutal storm and fell into the sea. I owe my life to the person who saved me.
4	I successfully thwarted a pirate raid years ago, and that crew has had it in for me ever since.
5	A strict hierarchy is extremely important. My allegiance is to the captain first and the crew second.
6	I lost a great deal of money gambling in a particular port and then skipped town to avoid paying my debt.

d6	Flaw
1	I follow orders from my superiors even when I know full well they are wrong.
2	I have little respect for those who have not earned their sea legs.
3	I have been known to act somewhat wildly during shore leave.
4	My great pride in myself borders on hubris.
5	I enjoy starting a rousing sea shanty. Anyone who grumbles for me to stop had best grumble in tune.
6	I often pocket small trinkets I find interesting.

MERCENARY

The long history of bloody conflict in the Iron Kingdoms has created an endless opportunity for those willing to commit violence for coin. War is so ubiquitous across western Immoren, it is only natural that a certain breed approaches it like any other trade. You are one of these mercenaries: a soldier of fortune generally loyal only to whichever paymaster is currently filling your pockets. Where war thrives, you inevitably follow.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Armor Proficiencies: Steam armor
Skill Proficiencies: History, Insight
Tool Proficiencies: Steamjacks
Languages: Two of your choice
Equipment: An ink pen, a one-ounce bottle of ink, parchment, a set of traveler's clothes, an abacus, and a pouch containing 10 gp

FEATURE: THE CHARTER

A long-standing code of conduct called simply "the Charter" defines the rules and strictures under which mercenaries operate. It clarifies how mercenaries are expected to treat employers, civilians, opposing and allied militaries, prisoners, and other mercenary companies. It offers rules for claiming territory, dividing loot, and ransoming prisoners. It also lays out what constitutes armed rebellion and what orders a company-for-hire can lawfully disobey, such as the slaughter of civilians. When interacting with other mercenaries or potential employers, you can expect them to understand the Charter's basics and not to impede your fulfillment of a contract unless it actively goes against their interests. Your GM has the final say on exactly how any NPC views the Charter.

Additionally, you have advantage on Charisma (Persuasion) or Charisma (Intimidation) checks related to haggling over a contract, negotiating with a kingdom's military personnel to not interfere with your actions, or interacting with anyone in way that directly relates to your fulfillment of a contract. For more on the Charter, see page 166.

SUGGESTED CHARACTERISTICS

Although mercenaries might seem like nothing more than soldiers for hire, they are often far more complex. Any mercenaries worth their salt must learn contract negotiation and trade laws as a side vocation. Because they are so well traveled, they often lack biases common among soldiers of national militaries. A life of conflict and bargaining is key to shaping their ideals. Mercenaries who have survived more than a few contracts are likely savvy, observant individuals who have honed their martial skills, but certain jobs can leave an indelible mark on their spirit and manifest as deep flaws.

d8	Personality Trait
1	I tend to be rather selfish.
2	Combats and contracts are to be taken seriously; everything else is trivial.
3	Even though many see me as an unethical mercenary, I hold dear to my faith and its tenets.
4	I am slow to trust even my comrades in arms.
5	I live every day as if it might be my last. In this profession, it just might be.
6	I am deeply dedicated to my martial training.
7	I enjoy the work of calculating numbers, but only when it comes to making money.
8	Some have called me a conniver, and they aren't exactly wrong.

d6	Ideal
1	Gold. I kill people for coin. It's nothing personal. (Neutral)
2	Might. In battle, I can prove to others how strong I truly am. (Any)
3	The Charter. I follow my contracts to the letter. If you wanted something else, you should have negotiated better terms. (Lawful)
4	Protection. Though I fight to get paid, I go out of my way to defend the helpless. (Good)
5	Freedom. The mercenary life allows me to live how I choose. (Chaotic)
6	Battle. I feel truly alive only when I'm cutting down someone else. (Evil)

d6	Bond
1	One of my parents taught me arithmetic. It's turned out to be very important to me, but they aren't exactly pleased with how I use it.
2	I recently struck out on my own, but my old mercenary company will always be my home.
3	A retired mercenary taught me the ropes. I still look up to my mentor as a parental figure.
4	I burned a bridge with a particular mercenary group when I was forced to flee from a fight.
5	I have become acquainted with a Thamarite cleric who oddly shows up from time to time during my journeys.
6	I once saved the life of a merchant who hired me as a bodyguard. Now that word has spread, merchants are always trying to hire me for similar jobs.

d6	Flaw
1	When combat begins to turn in an even slightly unfavorable direction, I am the first to run.
2	I have become too jaded by the callous nature of those who pay others to fight their battles.
3	Violence is the only language I truly understand.
4	If the coin is good, I'm willing to get my hands dirty working jobs that are considered questionable even by those in my profession.
5	I'm disillusioned with the mercenary life, but I can't afford to walk away.
6	Battle has scarred me physically and mentally, and I will never be the same again.

NORTHERN CRUSADE

The Protectorate of Menoth launched the Northern Crusade at the same time that Hierarch Voyle declared the nation's independence from Cygnar. You may have been in the initial wave of soldiers who marched hundreds of miles through the Bloodstone Marches, then into Cygnar, and finally into eastern Llael. Or perhaps you were one of the faithful thousands who joined the Crusade in the years of the occupation, fighting to spread the truth of the Lawgiver to the faithless. No matter when you joined the Crusade, you were there when it ended. You were left behind when the bulk of the army marched south to protect Tower Judgement from skorne invaders, and you witnessed the slow decline of the Protectorate's presence in Llael, the horrors of the Claiming, and—finally—the restoration of Llael's independence. You've been left without a purpose, and your faith is nearly shattered.

Ability Score Increase. Your Constitution or Wisdom score increases by 1.

Skill Proficiencies: Insight, Religion

Languages: One of your choice

Equipment: A holy symbol of Menoth, an emblem of the Northern Crusade, a set of traveler's clothes, and a pouch containing 5 gp

FEATURE: FAITH IN WHAT'S REAL

Your experiences in Llael have left you disillusioned with your former faith. You have learned that blindly following the words of others is sometimes neither the best nor the safest path. You have advantage on Wisdom (Insight) checks the first time you interact with a creature.

SUGGESTED CHARACTERISTICS

Former members of the Northern Crusade are often disillusioned and distrustful of others. Following the gradual erosion of the Protectorate's holdings in Llael, even those who remained in Llael now live as wanderers or outcasts, and this shift has had a lasting effect on their ideals. Despite these changes, some maintain a semblance of firm conviction in their religion, with bonds and flaws arising from their specific circumstances in the crusade's former territory.

d8	*Personality Trait*
1	I have a scriptural quote for any situation I find myself in.
2	I am quick to anger.
3	I have a soft spot for children.
4	I often take time to enjoy the simple things in life.
5	I have a somber demeanor.
6	My moral code is essential to me and often dictates my actions.
7	Others gain my trust slowly, but once they have it, it is hard to lose.
8	I carry out my goals with unflinching persistence.

d6	Ideal
1	Dedication. Despite the end of the crusade, I am still dedicated to its ideals. (Lawful)
2	Hopelessness. I have seen the ending of not just my organization, but the world I thought I knew. I seek new meaning but am uncertain I will ever find it. (Chaotic)
3	Reform. To create something useful and just, we must cast the old order aside. (Chaotic)
4	Faith. It is in the faith of the Creator, not the worldly church, that we find meaning. (Neutral)
5	Justice. I seek justice for all who have suffered wrongdoing. (Lawful)
6	Vengeance. Those who pervert the Creator's will deserve only punishment. (Evil)

d6	Bond
1	My time in Llael has created deeper connections there than in my homeland.
2	Powerful members of the church sponsored my training and were extremely angry with me when I joined the crusade rather than their force.
3	During my time in the crusade, I learned a terrifying truth about one of my superiors, who now has it in for me.
4	I became affiliated with a specific resistance group in Llael and still have friendly contacts there.
5	I have a secret in my past I will do anything to hide.
6	I was an orphan, and a kindly older couple raised me.

d6	Flaw
1	Anyone who besmirches my honor deserves retribution.
2	Violence is always the ultimate solution.
3	I am brutally honest.
4	After losing many comrades, I have become extremely jaded.
5	I often find solace at the bottom of a tankard of ale.
6	After the horrific events of the Claiming and everything that transpired afterward, I have become disillusioned with my religion.

PRIVATEER

You are a privateer, buccaneer, or pirate. Although your victims make no distinction, you have always prided yourself on having a code that sets you apart from the common raiders on the high seas and rivers of western Immoren. You may have gained your skills and reputation as a crew member on an infamous ship or as part of a legitimate mercantile or naval force. Whether you served with the Mercarian League, sailed aboard a Cygnaran or Khadoran warship, or scavenged trading routes as part of a ruthless pirate crew, you learned your lessons well. You're a deadly close-quarters combatant who can manage a shipboard gun in a pinch. Lately, you've plied your trade more legitimately. Issued a letter of marque from one of the Iron Kingdoms, you've most recently hunted and captured the ships of enemy nations or fought your former fellows as they preyed upon merchant ships.

Ability Score Increase. Your Dexterity or Wisdom score increases by 1.

Skill Proficiencies: Deception, Intimidation

Tool Proficiencies: Navigator's tools, vehicles (water)

Languages: Two of your choice

Equipment: A cutlass or simple pistol, a set of dice, a vest and tattered pants, and a pouch containing 5 gp

FEATURE: LEGAL AUTHORITY

You have detailed documentation that grants you permission to prey upon the ships of enemy nations. Choose one nation: Cygnar, Khador, Ord, or the Protectorate of Menoth. You have a reasonable expectation of assistance from this nation's naval authorities and can, at the GM's discretion, avoid legal repercussions for your actions as long as you can prove that such actions hurt your nation's enemies.

SUGGESTED CHARACTERISTICS

Privateers begin their careers for many reasons, but their ideals are shaped by a desire to stick with the trade because of their love of the sea and lack of faith in traditional authority. Due in part to the many strange and unknowable dangers found at sea, superstition is common among them.

d8	Personality Trait
1	I have been to many ports of call and have seen much of the world, so I have little bias when it comes to other nations' cultures.
2	I put absolute faith in a myriad of superstitions and apply them to numerous situations on both land and sea.
3	Almost any disagreement can be settled with a drink, and for those that can't—well, that's what these fists are for.
4	I always make sure everyone gets their fair share in any interaction.
5	I challenge any leaders I see as unfit or undeserving.
6	I value my freedom above all else and cannot abide seeing anyone else tethered or oppressed.
7	I have no interest in "saving my coin" or "hoarding wealth" if there is a game of chance to be had.
8	I will take any opportunity to show off or enhance my reputation.

d6	Ideal
1	Crew. My crewmates are more important to me than any code of ethics. (Any)
2	Plunder. In the end, all I'm looking for is the next big score. (Any)
3	Freedom. My ship gives me the freedom to go wherever my heart desires. (Chaotic)
4	Fear. If people fear me, it means they respect me. (Evil)
5	Charity. The wealth I steal on the seas can change the lives of the less fortunate. (Good)
6	Code of Conduct. I plunder only from those my letter of marque permits me to. (Lawful)

d6	Bond
1	There is a price on my head.
2	I am searching for a long-lost treasure.
3	I want to captain a vessel.
4	I have vowed revenge on the person who forced this life upon me.
5	I seek to be reunited with a lost love.
6	My crew is my life, and I protect them at all costs.

d6	Flaw
1	If my real name were to become widely known, my family would be disgraced.
2	I react violently to any perceived slight.
3	I do not know when to quit if dice are involved.
4	I get despondent if I am away from the sea for too long.
5	I am incapable of running from a fight.
6	Since I expect everyone to take full advantage of any perceived weaknesses, I don't show any.

RESISTANCE VETERAN

Whether you were a loyal citizen of Llael or a Cygnaran soldier fighting for Llael's independence, you were trapped in southeast Llael after the fall of the capital. You spent many long, bleak years fighting but never gave up the dream of restoring the nation. You performed some dark deeds while the country was divided, but you did what had to be done in order to hold on to what little of Llael was still free.

Ability Score Increase. Your Dexterity or Charisma score increases by 1.

Skill Proficiencies: Insight, Investigation

Tool Proficiencies: Steamjacks

Languages: Two of your choice

Equipment: A souvenir from your battles for the Resistance (a Khadoran insignia, a charred coin, etc.), a set of common clothes with a dark hooded cape, a knife, and a pouch containing 15 gp

FEATURE: UNDERGROUND NETWORKS

You have first-hand knowledge of the secrets a city can hold and know how to communicate with the many underground elements found in urban settings. While you are in an urban area, you have advantage on Intelligence (Investigation) checks to find information about the location of black markets, criminal enterprises such as smuggling rings, and other similar subversive aspects of a city. While you are in Llael, you double your proficiency bonus for these checks.

SUGGESTED CHARACTERISTICS

Veterans of the Resistance tend to be driven individuals. Their ideals are shaped by years of an oppressive regime that has left them with not only deep scars, but also an ability to empathize with others who have endured the same. Their drive to realize their ideals borders on obsession, if not outright mania. Although pragmatic or even cynical, they care deeply for their fellows and all who are oppressed.

d8	*Personality Trait*
1	I have great faith that we ordinary people can overcome any hardship if we all work together.
2	I am and always have been a realist. The occupation of Llael only solidified my outlook.
3	I have a lackadaisical attitude, but it is merely cover for my scheming nature.
4	When forced into a leadership role during the Resistance, command came naturally to me.
5	I never trust those with authority; instead, I work under them only out of necessity.
6	For anything done in the name of the greater good, the ends always justify the means.
7	After seeing the horrors of war, I have come to view violence as a last resort.
8	I am always optimistic and happy, even when faced with difficult circumstances.

d6	*Ideal*
1	Change. The old world is gone. It is time to make a new one. (Chaotic)
2	People. The people who struggled by my side matter much more than ideals. (Neutral)
3	Tradition. If we do not preserve what remains of our culture, we will forget who we truly are. (Lawful)
4	Obligation. My people have suffered. I fight every day so that they will never go through such pain again. (Good)
5	Punishment. Some of those responsible for our suffering have yet to be punished for their actions, but I will see to it that they are. (Evil)
6	Reconstruction. One way or another, I'll see my home return to its former glory. (Any)

d6	*Bond*
1	During the occupation, I was secretly working for a deposed politician who now has power again.
2	I was tasked with assassinating a Khadoran official. I succeeded, but that person's family now knows my name and face and has sworn to claim vengeance.
3	I was a government official before the occupation, but after everything was taken from me, I gave up my old identity entirely.
4	While on a mission into occupied Llael, I took several street urchins under my wing. To this day, I still look after them.
5	I lost track of my sibling during the occupation and the Claiming. I hope one day we will be reunited.
6	When I first joined the Resistance, a grizzled veteran taught me the ropes. I still owe this old-timer a great deal.

d6	*Flaw*
1	I have become irrevocably scarred after watching the massacre of my friends and family during the Claiming.
2	I am deeply devoted to the idea that embracing anarchy is the only way to truly claim one's freedom.
3	I have a troubling vice in alcohol and an addictive personality.
4	I lie so often, not even I can unravel all the untruths anymore.
5	There can be no peace until vengeance has been wrought in full. Those who do not understand this are naive.
6	I can't resist a pretty face.

RETRIBUTION OF SCYRAH

You are one of the Iosan zealots who believe that human arcanists' eradication will restore your gods. Whether you were a lifelong believer in the cause or one of the thousands who joined the movement more recently, your devotion is certain. You may have been part of the Retribution's newly gathered army in Ios or one of the far-flung agents who worked in human lands for centuries, but no matter how you served, you believe fighting is better than accepting extinction.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Weapon Proficiencies: Longsword, shortsword, hand crossbows, light crossbows

Skill Proficiencies: Acrobatics, Athletics

Languages: One of your choice

Equipment: An Iosan-made shortsword or longsword, a ring with a concealed Retribution of Scyrah emblem, a set of traveler's clothes, and a pouch containing 10 gp

FEATURE: INTENSE TRAINING

Members of the Retribution undergo intensive training that breaks them down and remakes them into weapons for their gods. As a result of this training, you can pursue objectives over extended periods with razor-sharp focus. Whenever you make a skill check using tools you are proficient with and spend at least 10 minutes working on the task, you can treat a d20 roll of 9 or lower as a 10.

SUGGESTED CHARACTERISTICS

Firm resolve is a hallmark of most members of the Retribution, but this steadfast determination can blind them to alternative ways of thinking or perspectives and make them slow to change their opinions. When it comes to the Retribution's ultimate objective—securing a world for the embattled people of Ios—their vision and purpose ensure that they never waiver. Between the cold truth and numerous setbacks, however, this clarity has become fragile and could shatter at any moment. By keeping themselves moving toward their goal, members of the Retribution hope to outpace the cruel reality of their situation.

d8	*Personality Trait*
1	Since birth, I have had a hard time expressing nearly any emotion.
2	For anything done in the name of the greater good, the ends always justify the means.
3	I have a short temper.
4	I am incredibly dedicated. Once I set a goal, I will do everything in my power to attain it.
5	I tend to be too serious for my own good.
6	I have always found it easier to lie than to be honest.
7	I find dangerous situations exhilarating.
8	Performing my duties with precision is extremely important to me.

d6	*Ideal*
1	Obedience. Following the orders of those above us keeps us all safe. (Lawful)
2	Duty. I swore an oath to fight until my last breath. I will not betray it. (Lawful)
3	Nation. Ios and its people are all that matter. (Any)
4	Vengeance. I seek to bring death to those who have sullied Scyrah. (Evil)
5	Comrades. My loyalties lie with my comrades in arms, not with any code of ethics. (Neutral)
6	Discipline. I am extremely disciplined when it comes to honing my martial prowess. (Any)

d6	*Bond*
1	A swordmaster taught me my skills at a young age. I still look up to this teacher.
2	A particular human mage has eluded me but will fall to my blade one day.
3	When I first joined the Retribution, I angered a superior officer, who still has it in for me.
4	I joined the Retribution in order to be seen as a hero to my people.
5	All I do with my free time is train.
6	I fight to honor the memory of a close comrade in arms.

d6	*Flaw*
1	I follow any order even if, deep down, I know it is wrong.
2	I try to hide it, but I delight in violence.
3	I stay and fight even when all hope is lost.
4	My great pride in myself borders on hubris.
5	I will have my revenge on anyone who sullies my honor
6	Ever since the Claiming, I have secretly been losing faith that the gods can be restored.

SEEKER

Driven by the goal of rectifying the troubles that plague your people, you are a member of a minority religious sect and movement among some Iosans who voluntarily live as exiles from Ios. Unlike those in the Retribution, you believe in finding answers rather than assigning blame or seeking vengeance, and your search for a solution to whatever mysterious ailment has afflicted the goddess Scyrah has taken you far from home. You cling to the hope that the Vanished are awaiting rediscovery somewhere beyond Ios' borders, and you remain optimistic that engaging in active investigation abroad and developing strong alliances with knowledgeable individuals of other races will help you find a remedy for the current state of your race still in Ios.

Ability Score Increase. Your Intelligence or Charisma score increases by 1.

Skill Proficiencies: Investigation, Religion

Languages: Seekers' code and two others of your choice

Equipment: A set of traveler's clothes, a journal for cataloging your findings, 10 torches or 1 bottled light, and a pouch containing 10 gp

FEATURE: SECRETIVE PURPOSE

Seekers rarely identify themselves as members of the sect and are understandably secretive about their ultimate purpose. You can read and write messages written in Seekers' code, a secret mix of signs and symbols that allows Seekers to hide messages in the borders of roadside signs and to incorporate information into what appears to be common graffiti. This code allows you not only to keep your correspondence with others of your order secret, but also to contact other sect members in your area. You can usually rely on these fellow Seekers to lend you their aid from time to time. Your GM determines the availability and extent of any assistance you seek.

Additionally, you can be a member of any adventuring company and do not need to fulfill any membership prerequisites.

SUGGESTED CHARACTERISTICS

Adaptive and bold, Seekers possess a well of pervasive hope. The need to mask their faith and intentions can hamper their ability to forge deep connections with others, but they are willing to work with anyone who can bring them closer to their goals. Sometimes painfully optimistic, they prefer to seek solutions rather than languish in defeat. Even in victory, the nagging fear that their quest might prove fruitless is never far from their thoughts.

d8	*Personality Trait*
1	I enjoy a good puzzle—maybe a little too much, in fact.
2	I find humor in things others find odd.
3	When people lie, I make a game out of finding out why they are lying.
4	I am quite fond of thought experiments and bring them up frequently.
5	I give my trust freely to others, but those who lose it will find it all but impossible to regain.
6	I have always been a bit dour.
7	People truly fascinate me. I can sit and watch them interact for hours.
8	I work well in a group and consider myself a team player.

d6	Ideal
1	Discovery. Experiencing new cultures, places, and events is the only correct path to salvation. (Any)
2	Collaboration. I seek to exchange information with knowledgeable individuals from all over the world. (Any)
3	Truth. The truth, no matter how uncomfortable, must be discovered and told. (Lawful)
4	Knowledge. Learning creates new possibilities all on its own. One can touch the divine purely by pondering the theoretical. (Neutral)
5	Journey. The journey itself and the connections I make will teach me what I need to know to better the lives of my people. (Chaotic)
6	Service. My many travels have taught me that service to others can teach you much about the world. (Good)

d6	Bond
1	I have grown rather close to a young student during my travels, and I return to this individual's university from time to time to check in.
2	I do not know what happened to my mentor, who was near Ios when tragedy struck. I aim to find out one day.
3	I was once part of a close-knit adventuring company but had to move on in order to continue my journey as a Seeker.
4	During my travels, I mistakenly angered a human noble, who still has it in for me.
5	I loved a fellow Seeker dearly but never revealed my feelings. I hope one day our paths will cross again.
6	My entire family is part of the Retribution. I long for the day when they will leave the group.

d6	Flaw
1	I believe every situation—even personal ones—should be approached intellectually.
2	I am radically blunt and often point out people's flaws.
3	Those without a proper education are beneath me.
4	Once I find something new to learn, I can't stop until I understand it.
5	I can do no wrong. Should something go awry, it is certain to be someone else's fault.
6	I have begun to doubt that a solution to my people's plight can be found.

SPY

You are an intelligencer, either a freelance operative or an agent of one of the Iron Kingdoms. Until recently, you've lived in a shadowy world of hidden truths and shifting alliances. From simple research to more direct means, you know numerous ways to gain the information your clients seek.

Ability Score Increase. Your Dexterity or Wisdom score increases by 1.

Skill Proficiencies: Deception, Investigation, Stealth

Tool Proficiencies: Disguise kit, forgery kit, thieves' tools

Languages: Two of your choice

Equipment: Your choice of one set of tools (disguise kit, forgery kit, or thieves' tools), a badly forged passport (a souvenir of your first attempt), a set of fine clothes, a set of common clothes, a set of traveler's clothes, and a pouch containing 15 gp

FEATURE: COVER IDENTITY

In addition to establishing numerous cover identities for yourself, you have hidden troves of corroborating evidence in multiple cities across western Immoren. These stashes contain disguises, bogus documentation, forgery kits, and other useful items created for the purpose of proving that you are whoever you say you are. For each location you visit, you and your GM can discuss the likelihood that it contains one of these caches, as well the difficulty of accessing it.

SUGGESTED CHARACTERISTICS

Whether for purposes nefarious or benign, spies look to glean the truth of any matter laid before them. Trust doesn't come easy, if ever, but it can be the difference between life and death. Officially sanctioned spies may suffer from an arrogance of purpose and a distaste for anything that distracts them from their goal.

d8	Personality Trait
1	I am a consummate flatterer.
2	Collecting and telling stories are two of the greatest tools in my arsenal.
3	Gambling is one of my vices, but I try my best to resist it while on the job.
4	I always have a plan. I'm a born schemer.
5	I often use humor to deflect attention.
6	My patience is nearly endless.
7	I fall in and out of love easily and always have my eye on my next paramour.
8	I sometimes find it hard not to be sarcastic.

d6	Ideal
1	Independence. The best part of being a spy is that I can operate with nearly complete independence. (Chaotic)
2	Dedication. Being a spy is the greatest part of my life. (Neutral)
3	Aspiration. I will use anything and everything at my disposal to move up in the world. (Any)
4	Nation. I owe absolute loyalty to my home country. (Any)
5	Creativity. Never tell the same lie twice. (Chaotic)
6	Deception. If you want to keep everyone on their toes, learn to lie well. If you have to tell a truth, make sure it's only a partial one. (Chaotic)

d6	Bond
1	I fell in love with someone while on duty but had to leave after my cover was blown.
2	Part of my agreement to become a spy was that my employer would take care of my sibling.
3	I was forced to commit a vile crime during one of my missions. No one must ever discover the truth.
4	I had to abandon a child in my care while pursuing one of my missions. I regret not making a different choice.
5	I will do anything to prove myself to my mentor.
6	The family of a powerful noble found out I was the one who revealed incriminating information about some unsavory activities they preferred to keep hidden. Despite losing most of their power, they still have it in for me.

d6	Flaw
1	In my line of work, it is incredibly hard for me to trust anyone—even my allies.
2	I am at the apex of my craft. No one could ever fool me.
3	Living to fight another day sure beats dying and giving up the fight entirely.
4	I lie so often that the truth has become mostly irrelevant to me.
5	I'm always fretting that the other shoe will drop at any moment.
6	I can't resist a pretty face.

TEMPLE FLAMEGUARD

You are a true soldier of the Menite faith. Originally tasked with guarding a sacred temple, you have since marched to war, guided by the hand of the Creator and his priests. Although you no longer serve directly as a member of the Protectorate army, you are still true to your faith and the will of the priesthood.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Flame spear, shields

Skill Proficiencies: Intimidation, Religion

Equipment: A white tabard, a Menofix helm, a holy symbol of Menoth called the Menofix, a set of common clothes, and a pouch containing 10 gp

FEATURE: FIERY COURAGE

Your years of service to the Temple have been filled with flame—both in the rituals of your belief and in the arms you carried into battle. You are so inured to the heat that you barely notice its presence, but its absence worries you. While carrying a fiery item such as a torch or a flame spear, you have advantage on saving throws against being frightened, and effects caused by flames cannot frighten you.

SUGGESTED CHARACTERISTICS

Faith honed to a razor's edge by a life spent in service has left little room for doubt in the minds of the Temple Flameguard. Whether they display magnanimity or distaste for those who don't believe depends on the temple they were brought up in. Quick to act, they know right from wrong, whether or not others agree.

d8	*Personality Trait*
1	I have an uncanny knack for twisting every conversation to the subject of my faith.
2	I'm boisterous whenever I'm off duty, which is all the time now.
3	Scripture is my guide to most moral dilemmas.
4	I'm a serious person and have little time for those who aren't.
5	Once I set my mind to something, I do my best to achieve it.
6	I revere a particular hero of the Protectorate and often inject my idol into conversations.
7	I have always been an optimistic soul.
8	I see the world in black and white.

d6	*Ideal*
1	Duty. Even though I no longer serve the Protectorate directly, I still aim to better the lives of the faithful through my actions. (Lawful)
2	Power. I joined the Flameguard as a means of gaining strength and standing. (Evil)
3	Greater Good. I fight for the good for the many, not just the good of the church. (Good)
4	Faith. The Creator's tenets are sacrosanct and should be followed to the letter. (Lawful)
5	Ambition. I left the Flameguard in order to fulfill my great potential. (Any)
6	Vengeance. Realizing that I could not claim true vengeance against those who blaspheme the Creator, I struck out on my own to rectify this impiety. (Evil)

d6	*Bond*
1	The Claiming left me with only one family member, whose safety and happiness are very important to me.
2	During my service, I made friends with a superior officer who still holds a position in the Flameguard.
3	I left the Flameguard in order to recover an ancient relic.
4	I was left at a church as a baby. I still owe a debt to the clergy there for raising me.
5	Despite having left the church's direct service, I still follow any command it gives.
6	I left the Flameguard because an officer had it in for me. Time has clouded the reason for this conflict but has not lessened the officer's enmity.

d6	*Flaw*
1	No one sees my true greatness; clearly, others are just jealous of me.
2	I judge everyone harshly, myself included.
3	I am so courageous that many call me foolish.
4	Violence is always the correct solution.
5	Those who do not show my faith the proper respect shall be punished.
6	I lost my faith years ago. Guilt gnaws at my heart, and I fear the gaze of the scrutators.

TRADER

You might have been a member of the Searforge Commission in charge of one of their trading posts outside of Rhul, or perhaps you spoke for a group of traveling gobber bodgers who hoped to pick up some odd jobs in the wake of passing armies. Whatever your past, you've always had a nose for a deal and the ability to out-haggle almost anyone you've come across.

Ability Score Increase. Your Intelligence or Charisma score increases by 1.

Skill Proficiencies: Insight, Persuasion

Languages: Two of your choice

Equipment: A set of traveler's clothes, an abacus, a one-ounce bottle of ink, an ink pen, 5 sheets of parchment, and a lockbox containing 20 gp

FEATURE: MASTER HAGGLER

Your business sense allows you to easily read markets and identify opportunities to make or save a little bit of coin. You have advantage on Charisma checks made while trying to establish the price of goods and services. Additionally, when setting out on a long journey, you can negotiate with a fellow trader either for passage in exchange for guarding a shipment or for information about which goods may be needed in your destination's markets. At the GM's discretion, if you know the destination of a significant journey, you can purchase any one type of common good (spices, clothes, livestock, etc.) in your starting location and sell it for a profit at your destination. Your GM determines the amount of the profit.

SUGGESTED CHARACTERISTICS

Whether they are of noble or common birth, traders know how to interact with—and get the best deal from—nearly everyone. Equally at home setting up shop in a large city or on the road, they know the next transaction is just around the corner. A careful balance of pragmatism and optimism not only keeps them going, but also helps ensure they're prepared for the next deal that comes their way.

d8	*Personality Trait*
1	I am committed to fairness in all transactions, and I respect those who feel the same.
2	I love turning a phrase. No blade is sharper than my wit.
3	Those who can't appreciate the finer things in life are barely worth my time.
4	I take great delight in completing a transaction.
5	Learning what makes people tick is an important part of my profession.
6	If it's worth doing at all, it should be done right.
7	I am always upbeat. Few events, if any, can sour my mood.
8	I could go on forever when someone gets me talking about my profession.

d6	*Ideal*
1	Profit. Honestly, I'm just looking to get paid. (Neutral)
2	Honesty. I'll never cheat or swindle someone who offers me a fair deal. (Lawful)
3	Superiority. Pulling one over on someone else means I'm cleverer than they are. (Evil)
4	Rarity. Common baubles don't interest me. I'm looking for the most unusual things I can find. (Any)
5	Freedom. This life makes me the master of my destiny. (Chaotic)
6	A Bargain. I'm happiest when I know I've gotten the best possible deal on something—on anything, really. (Any)

d6	*Bond*
1	I have a deep hatred for a powerful noble who went back on a lucrative deal.
2	I work hard to provide for my family.
3	During the course of my dealings, I came across some scandalous information about a powerful person.
4	One of my trade deals went poorly. Even though it wasn't my fault, the other trader still has it in for me.
5	I hope that becoming wealthy will allow me to attain a specific person's love.
6	I am part of a merchant's guild that helped me a great deal when I was just getting started as a trader. I still feel I owe that organization a debt.

d6	*Flaw*
1	I'm constantly saving for a rainy day, to the point of almost never spending money.
2	Acquiring a noble title is a dream I would kill for.
3	I never trust anyone in a transaction. Everyone else is out to cheat me until proven otherwise.
4	I have sticky fingers and often pocket small tokens or coins even if they have little or no value.
5	Risking my life for rare and priceless items is certainly not out of the question.
6	To me, money is equivalent to power. Amassing both is my ultimate goal.

TRENCHER

You've fought on the front lines of numerous conflicts and have spent many miserable hours hunkered down in a trench or a foxhole between firefights. These experiences have taught you not only the value of allies, but also the importance of looking out for yourself first if necessary.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Bayonet, trench knife

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Steamjacks

Equipment: A bayonet or trench knife, an entrenching spade, enlistment papers, a set of common clothes, a greatcoat, a small souvenir of a specific battlefield (a piece of a wall, an expended shell casing, an enemy insignia, etc.), and a pouch containing 5 gp

FEATURE: SLEEP ANYWHERE

You have years of practice falling asleep in the most uncomfortable positions, even when battle looms. If you choose to 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 the first Hit Die you spend.

SUGGESTED CHARACTERISTICS

A mix of stoicism, grit, and sheer stubbornness keeps a trencher alive on the battlefield, and many trenchers carry those traits into every other interaction. Having been through the worst, they tend to be unflappable in bad situations. At their best when surrounded by people they trust, they can be particularly good at helping keep morale strong—especially if they can keep their hubris or their blasé attitude at bay.

d8	*Personality Trait*
1	I have a story to match every situation I find myself in before a fight.
2	I lead the charge when a battle begins, providing encouragement to allies who might hesitate.
3	I gesticulate a lot when I talk.
4	I can be rather callous and often do not recognize how others are feeling.
5	When I'm down, I try to hide it by staying positive and upbeat.
6	I often use vulgar language and tell bawdy jokes.
7	I don't consider myself lazy, but I try to avoid work when I can.
8	When faced with a problem, I prefer a simple, straightforward solution.

d6	Ideal
1	Responsibility. I always do what I can to adhere to authority. (Lawful)
2	Comrades. I fight for those who stand next to me. (Good)
3	Might. At the end of the day, power rests with those whose forces are strongest. (Evil)
4	Nation. I fight for my nation above all else. (Any)
5	Ambition. Rising through the ranks is my paramount goal. (Any)
6	Independence. My time as a trencher has taught me that blindly following orders is a path to ruin. (Chaotic)

d6	Bond
1	A comrade died saving me on the field of battle, and I do my best to provide for the surviving spouse.
2	My unit was ambushed and defeated. I will never forgive the commanding officer who led us into the trap.
3	There is little I wouldn't do for those I served beside.
4	I fight in the hope that no one else will have to experience this level of calamity.
5	I fight for those who cannot fight for themselves.
6	One of my parents was a high-ranking military figure who still holds sway within the Corps.

d6	Flaw
1	I react violently to those who question my courage.
2	There's nothing quite like the thrill of gambling.
3	Years of bitter war have left me with a blind hatred of my enemies.
4	My experiences on the battlefield have led me to believe that I am rarely wrong.
5	Memories of war often lead me to the bottom of a bottle.
6	I made a critical mistake that led to the deaths of several comrades. I will live with that shame for the rest of my life.

VAGABOND

In the last few decades, life in certain parts of the Iron Kingdoms has been irrevocably disrupted. A great tragedy befell the entire Nyss homeland, driving many of the survivors south as refugees. Lands that trollkin kriels had called home for centuries were destroyed by war and the greed of human nations. More recently, thousands of members of every race have had to pack up their belongings and flee as hordes of infernals swept across the lands. Although many of these exiles found a new place to settle, some embraced the life of a wanderer and found themselves drifting from one adventure to the next.

Ability Score Increase. Your Dexterity or Wisdom score increases by 1.

Skill Proficiencies: Survival and your choice of History or Nature

Languages: One of your choice

Equipment: A set of traveler's clothes, a small memento from your homeland (a family picture, a single coin, or something of similar value), a waterskin, a bedroll, 2 days of rations, a tinderbox, soap, and a pouch containing 5 gp

FEATURE: DANGER SENSE

Your life as a wanderer began in the aftermath of an unfortunate event. You sometimes feel as if bad luck has a way of catching up to you, but it hasn't caught you yet. You have advantage on initiative rolls. When you roll a 1 on a Wisdom (Perception) or Wisdom (Insight) check, you can reroll the die but must use the new roll.

SUGGESTED CHARACTERISTICS

Whether they bemoan or celebrate the turn of events that led them to life on the road, vagabonds call wherever they are home. A life of nearly constant momentum means they have seen and experienced much. As a result, many vagabonds have an open mind, or at least a willingness to overlook the occasional slight or judgmental stare in the name of securing their next meal or place to sleep. Adaptable and energetic, they are inspired by the hope that whatever they seek might be just over the next hill.

d8	Personality Trait
1	I've seen it all. Nothing surprises me anymore.
2	I truly enjoy serving those in need.
3	I am keenly aware of how others are feeling.
4	My constant interactions with refugees have left me jaded.
5	I'm a daydreamer who often gets lost in potential futures.
6	I make friends quickly. For whatever reason, people tend to like me.
7	Having seen several different cultures now, I have great respect for different perspectives.
8	I'm always prepared for things to go wrong and am often the first to react.

d6	Ideal
1	Community. I work to better the lives of those who suffer as I have. (Good)
2	Tradition. Preserving the ways of the past keeps me going. (Lawful)
3	Reform. The world must change if we are to survive. (Chaotic)
4	Gloom. The world is a cruel and heartless place. I will do anything to survive it. (Evil)
5	Dignity. No matter what the circumstances, everyone deserves to be treated with dignity. (Neutral)
6	Liberty. I will maintain my freedom even if I have to sleep in a gutter. (Any)

d6	Bond
1	I lost everything after the Claiming, but I continue to search for my long-lost sibling.
2	For whatever reason, I keep coming across the same antagonist.
3	Staying on the move is the only thing that brings me solace anymore.
4	I always do what I can to help those who are lost.
5	One day, I hope to thank the soldier who saved my life.
6	My journey has become one of self-improvement.

d6	Flaw
1	I have dark thoughts of eventually getting my revenge on all who look down on me.
2	I am easily distracted by minor mysteries.
3	A life on the road has made me slow to trust others.
4	I tend to overindulge in all kinds of intoxicants.
5	I don't respect anyone who hasn't had a life as hard as mine.
6	I believe in throwing caution to the wind and living life to its fullest.

WINTER GUARD

Having failed to prove yourself as capable as the best conscripts your age, you spent your required years of service to the Motherland in the Khadoran Winter Guard. As a soldier, you engaged the Motherland's enemies on the front lines, where you formed lasting bonds of fellowship and learned of numerous possibilities beyond the township of your birth. You are grateful for the experience but are glad it's all behind you now.

Ability Score Increase. Your Dexterity or Constitution score increases by 1.

Weapon Proficiencies: Blunderbuss, handaxe, military rifle

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Steamjacks

Equipment: A fur hat, a Khadoran insignia of rank, a trophy taken from an enemy (a dagger, broken weapon, or tarnished medal), a set of common clothes, and a pouch containing 10 gp

FEATURE: BOND OF SERVICE

Every Khadoran town and village is filled with former veterans and trained military personnel, many of whom store their old uniforms and weapons in a place of honor. You have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks when interacting with current or former members of the Winter Guard. In addition, you can call on aid from older veterans when times are tough. Your GM determines the amount and extent of any aid other Winter Guard provide.

SUGGESTED CHARACTERISTICS

Veterans of the Winter Guard are proud and notoriously durable. Service is a badge of honor they carry with them into many situations, even long after they've served. Tested in battle, they rarely back down from a challenge or obstacle. Many still cling to a superstition or vice picked up during their many years of service.

d8	Personality Trait
1	My friends know that they can rely on me.
2	I am haunted by the memories of all the comrades I have lost.
3	The horrors of war have left me nearly fearless.
4	I am always polite and respectful.
5	I try to insert my war stories into as many conversations as possible.
6	Once I'm off duty, I'm the life of the party.
7	I enjoy making crude jokes.
8	I always prefer to respond in a calm, measured manner.

d6	Ideal
1	Protection. I use my talents to protect the vulnerable. (Good)
2	Obedience. Following the orders of those above us keeps us all safe. (Lawful)
3	Variety. I approach each task as a new opportunity to prove myself. (Chaotic)
4	Comrades. I am committed to those who fight by my side, not just to ideals. (Neutral)
5	Ambition. By rising in rank, I can wield more power over others. (Evil)
6	Uniformity. A simple life is its own reward. (Any)

d6	Bond
1	Before joining the Winter Guard, I was a mess. I owe a debt to my superior officer for whipping me into shape.
2	I fight so that others don't have to.
3	An enemy once spared my life. I hope to meet that person again one day.
4	My comrades in arms are worth dying for.
5	I became close to a fellow Winter Guard but never confessed my attraction.
6	Honor is the most important thing in my life.

d6	Flaw
1	My experiences on the battlefield have left me skittish.
2	Those who have never experienced a harsh winter cannot be trusted.
3	I'm quick to anger and slow to forgiveness.
4	I always try to avoid responsibility.
5	I require a very regimented lifestyle.
6	As a child, I overheard many terrible stories told by traveling sages. I still have nightmares about those tales.

ADVENTURING COMPANIES

Adventuring companies represent groups of characters bound together for some purpose. A company provides a theme, unique benefits, and a loose framework for a group of characters. The following companies are available to adventurers in the Iron Kingdoms:

- Arcane Order
- Cult Assembly
- Intrepid Investigators
- Law Dogs
- Mercenary Charter
- Outlaws
- Pirate Crew
- Spy Ring

Creating an adventuring company is optional and can be done only with the GM's consent before the start of the game. Unless the GM mandates the use of an adventuring company, all players must decide whether to form a company. If they agree to do so, they then select one company concept for their characters. A group of characters can gain the benefits of only a single adventuring company; it cannot benefit from belonging to multiple adventuring companies.

If the party decides to form an adventuring company, all the player characters in the group must be members of the company and must satisfy its membership requirements. Likewise, new characters who join the company must meet the company's membership requirements.

Not every adventuring company concept is appropriate for every campaign, and the GM is the final arbiter of which concepts, if any, are permitted in a campaign. The GM might even choose to base an entire campaign on a particular adventuring company concept. Players should feel free to expand upon the skeleton of the company concept they have chosen: pirates should name their ship, criminal gangs should name their crew, and so on. Such embellishments help players breathe life into their characters and the organization they are part of.

PRESTIGE

As you adventure, your adventuring company becomes an increasingly important part of the world. The territory in which you operate expands, your list of contacts and associates grows, and you receive more significant and frequent opportunities to advance your adventuring company's agenda.

Prestige measures your adventuring company's status. As your company increases its prestige, it unlocks new and more powerful features for itself and its members.

When you create a new adventuring company as starting characters, your company's prestige is 0. Few people will have heard of the company, and you will have to work to gain the attention or notoriety you crave.

EARNING PRESTIGE

As an adventuring company completes adventures and accomplishes specific goals, its prestige increases, as described below.

Company Accomplishments. The rules for each adventuring company include several accomplishments that grant the company 1 prestige. The GM determines whether the company's actions qualify as an accomplishment. The company can achieve a single accomplishment several times, earning prestige each time it does so. For example, an Intrepid Investigators adventuring company can achieve the "discovering an ancient ruin" accomplishment multiple times, but the company can only earn prestige the first time it discovers a particular ruin. The GM is the final arbiter when it comes to deciding whether a particular task is worthy of being considered an accomplishment.

Leveling. Whenever a member of the company gains a new level, the company gains 1 prestige.

LOSING PRESTIGE

An adventuring company can not only gain prestige, but also lose it as well. After a string of defeats, once-great mercenary companies can find their supply of recruits becoming as barren as their prospects for employment. Among outlaw gangs, it is common for younger, hungrier groups to take down their older and more complacent rivals.

The GM determines when a company loses prestige, as well as how much it loses. A loss of prestige usually follows a failed attempt to complete a major mission or objective or a string of small defeats, but it can also be due to the company's failure to pursue its opportunities.

If a company loses enough prestige to drop to a lower tier, it loses any benefits it received from its previous tier. The company must sell off assets to stay afloat, hirelings move on to seek employment elsewhere, and patrons reduce their commitment to the company in favor of other ventures.

TIERS

As an adventuring company earns accomplishments and gains notoriety, it receives unique benefits and recognition for its deeds. This is represented in-game by the adventuring company's tier.

Each company begins at tier 1. When a company earns enough prestige, its tier increases by 1 to a maximum of 4. Each tier provides certain benefits and represents the adventuring company's growing importance. To advance to a new tier, the company must have the minimum amount of prestige for the new tier, and each member of the company must have gained the minimum number of character levels for that tier, as shown in the Prestige and Tiers table.

PRESTIGE AND TIERS

Company Tier	Company Prestige	Minimum Character Level
1	0–10	1
2	11–24	3
3	25–49	6
4	50+	12

COMPANY BENEFITS

Each adventuring company offers specific benefits to its members as a group. For example, an Outlaws adventuring company can earn protection money from businesses in its territory, and any gold received in this fashion is split evenly among the adventuring company's members.

The benefits an adventuring company receives at each tier are cumulative with all those from lower tiers.

COMPANY PREREQUISITES

Certain adventuring companies have prerequisites for membership. Any character created as a part of the company must meet any specified prerequisites to form or join the company. These prerequisites take many forms, including archetype, class, background, and proficiency in specific skills or with specific tools.

CHANGING ADVENTURING COMPANIES

At various points during their careers, members of a company may decide to pursue different goals. For example, a criminal gang might abandon its illicit ways and choose to serve the law instead, or a group of arcanists seeking knowledge of magic might pledge its loyalty to a god or infernal as a newly formed cult.

Members of an adventuring company can decide to create a new company at any time, provided that the current company was not mandated by the GM. All members of the company must agree to form a new company. If they do so, their new company begins with 0 prestige, and they lose any benefits earned by their former company.

COMPANY DOWNTIME ACTIVITIES

In addition to regular downtime activities such as crafting and training, members of an adventuring company can perform certain unique downtime activities. These range from spending time interacting with friendly contacts to learning more about a particular opponent or opportunity, drumming up new recruits from the local population, or participating in specific questionable or unethical pursuits.

As with normal downtime activities, any activities the company attempts require a certain number of days to perform, with at least 8 hours each day spent attempting the activity. Each member of the company must contribute to the effort in order to make progress on a company's downtime activity.

The rules below describe general downtime activities that can be undertaken by any adventuring company, regardless of type. In addition, each company can engage in special activities available only to that company, as explained in the rules for each company later in this chapter.

BOASTING

One of the essential skills of a growing adventuring company is the ability to market itself. A company can increase its prestige by spending time hitting the streets and sharing information about its exploits and capabilities. Each day spent boasting increases the company's prestige by 1. A company cannot use this downtime activity to increase its prestige beyond the maximum prestige for its current tier, as listed in the Prestige and Tiers table.

PRISON BREAK

A company can spend time and influence to have an arrested individual freed from imprisonment or to reduce the arrested individual's punishment. Members of the company must persuade or bribe officials, find exculpatory evidence, or discover or fabricate a credible alibi for the accused.

Regardless of the method, it costs 10 gp per day of activity. The number of days required is equal to the level or challenge rating of the arrested individual (minimum of 1 day).

RECRUITMENT DRIVE

Many companies rely on a modest cohort of hirelings to function at their full capacity. Unfortunately, events can cause hirelings to seek employment elsewhere—or to perish while attempting to fulfill their duties. Members of a company can try to replace lost hirelings by visiting local watering holes, setting up notices for employment, and hitting the streets to spread the word. A recruitment drive requires 1 gp per day of activity. The number of days spent engaged in this activity determines the number and challenge rating of the hirelings the company attracts, as shown in the Recruitment Drive table. (Depending on the region, more or fewer hirelings might be available, at the GM's discretion.)

RECRUITMENT DRIVE

Days Spent	Hirelings Recruited
1	2d4 CR 0 hirelings or 1d4 CR 1/8 hirelings or 1 CR 1/4 hireling
2	2d4 CR 1/8 hirelings or 1d4 CR 1/4 hirelings
4	2d4 CR 1/4 hirelings or 1d4 CR 1/2 hirelings or 1 CR 1 hireling
8	2d4 CR 1/2 hirelings or 1d4 CR 1 hirelings

ARCANE ORDER

The Iron Kingdoms are home to many guilds and orders that exist to promote the arcane arts and esoteric sciences. You belong to one such group, which might represent a small chapter house of a larger organization or be the sole members of a smaller order.

PREREQUISITES

Any character can belong to an Arcane Order company, but it must include at least one character with the Spellcasting or Pact Magic feature. Those with the Spellcasting or Pact Magic feature are full members of the organization with an equal vote on decisions pertaining to the good of the order or chapter house. Those who are not spellcasters are assumed to be guards and skilled experts in the order's employ.

FORMULA EXPERIMENTATION

If you have the Spellcasting, Warcaster Magic, or Pact Magic feature, you can spend your downtime experimenting with modified versions of known arcane formulas. If you do, you gain your choice of a bonus to your next cantrip damage roll or advantage on Intelligence (Arcana) checks for a number of days equal to the number of days spent studying, up to your Intelligence modifier (minimum of 1 day).

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you prove your arcane supremacy through acts such as the following:

- Using arcane magic to protect a notable figure
- Recovering a rare or ancient book of arcane lore
- Discovering a unique magic item
- Destroying an unnatural threat such as an infernal or a powerful grymkin or undead creature
- Developing a powerful new spell or rediscovering a forgotten one
- Fabricating a mechanikal item worth at least 1,500 gp

TIER 1: LOCAL WIZARDS

At this tier, your company is a small independent order or a small local chapter of a larger group such as the Order of Wizardry or the Greylords Covenant. You have limited influence in the world of the arcane and might be just starting out in your pursuit of esoteric knowledge.

BENEFITS

Guild House. Your company begins the game with a small guild house that includes servants' quarters, a stable, a kitchen, a great hall, a meeting room, bedchambers for the members, guest rooms, and an alchemical workshop.

Knowledge of the Arcane. You can replace one proficiency you gain from your race or background with proficiency in the Arcana skill. If you are a spellcaster, you learn one additional cantrip from your spell lists.

TIER 2: SKILLED SPELLCASTERS

At this tier, your company has gained enough notoriety to draw the attention of arcane society at large. Hopeful apprentices offer their services in exchange for your wisdom, and you gain access to better resources with which to further your work.

BENEFITS

Assistants and Retainers. Your order has begun to establish itself, drawing the attention of others looking to join as initiates or to offer their services to the order's members. You gain 1d6 hirelings you can keep as guards, servants, apprentices, or research assistants. Hirelings obtained by this benefit must have a challenge rating of 1/4 or lower. Hirelings with the ability to cast spells are new initiates to the order, while others fill more mundane positions.

Research Library. Your company gains access to a library containing volumes on arcane history and research. The library might be connected to the company's guild house, or it could be located somewhere in the vicinity, such as at a university or in a private collection. Regardless of its location, the library is useful for anyone who intends to engage in research as a downtime activity, and members of the company can search the archives for information about spells and mechanika runes.

You can spend time in the research library copying arcane formulas. To do so, you must spend 8 hours in the library searching for an appropriate volume, deciphering the formula within it, and memorizing the necessary spell runes. After this time, you can replace one known 1st-level spell with another one from your spell lists, begin the process of copying a 1st-level spell from your spell lists into a spellbook, produce 1d4 spell scrolls containing cantrips from one of your spell lists, or learn one new mechanika rune with a rune point cost of 3 or lower.

TIER 3: ARCANE AUTHORITIES

Upon reaching this tier, your company has firmly established itself as an authority on matters of the arcane. If it is part of a larger order, it is counted as one of the foremost chapters; if it is an independent order, it holds authority on par with those of more significant, well-established groups.

BENEFITS

Improved Research Library. Your company's research library grows to include rarer and more significant volumes. A member of the company who spends time in the research library can now replace or reproduce spells of 3rd level or lower, produce 1d4 1st-level spell engine, or learn one new mechanika rune with a rune point cost of 3 or lower.

Respected Arcanists. Your company has earned enough prestige that other arcanists have taken notice of your accomplishments. While interacting with other practitioners of the arcane, you gain a +2 bonus to Charisma (Persuasion) checks.

TIER 4: MASTERS OF MAGIC

At this tier, your company is among the most respected arcane orders in its kingdom. Prominent figures look to you for guidance in arcane matters. You might be summoned to advise lords and generals. You and your fellow members are respected authorities on matters of an inscrutable nature, and your words hold considerable weight in the arcane community.

BENEFITS

Advanced Research Library. Your company's research library expands to include some of the rarest and most potent volumes of arcane lore. A member of the company who spends time in the research library can now replace or reproduce spells of 5th level or lower, produce 1d4 3rd-level spell scrolls, or learn one 5th-level mechanika rune.

The Great and Terrible. Your company's reputation as master spellcasters precedes you. When interacting with others, you can replace Charisma (Intimidation) or Charisma (Persuasion) checks with Intelligence (Arcana) checks, using your understanding of magic to placate or terrify others.

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 order is made up of former members of other arcane organizations. You might be disillusioned with your former order, or you could have been forced out due to prohibited practice of the arcane.
2	Your order was founded after a close encounter with a hostile creature from beyond Caen, such as an infernal or grymkin. You seek arcane power in order to destroy the creature.
3	Your order was founded as an extension of a larger organization in an effort to secure new territory but was promptly forgotten and left to its own devices.
4	Your order has a patron who makes frequent, if sometimes irritating, requests of it.
5	One of your order's founding members was kicked out after violating a central belief and now schemes against you and your comrades.
6	Members of your order have a unique ornament, seal, or set of clothing to distinguish themselves from the common folk.
7	Your order's guild house is haunted by a benign shade or specter that occasionally writes less-than-helpful advice on the walls.
8	Your order is the latest incarnation of an earlier arcane order. The previous order could have been disbanded due to loss of membership or catastrophic event or could have been driven into hiding, but it has been reborn in this new form.
9	Your order was founded in the back room of a busy tavern. By tradition, no member of the order can turn down a drink purchased by a friend.
10	The Claiming inspired the formation of the order. All of you have sworn an oath to destroy any who would consort with infernals and risk bringing about a second disaster of such proportion.

CULT ASSEMBLY

Not all belief systems in western Immoren are viewed equally. You are part of a group devoted to an unpopular, or perhaps dangerous, deity. Your organization could be the remnant of an infernalist cult that remains hidden in the shadows, adherents to an aspect of the Devourer Wurm, fringe worshippers of Cyriss, or perhaps devotees of one of the Defiers of the Wicked Harvest. Your cult might be a fringe group of a dominant faith, or you might be the only known worshippers of your deity.

Many cults operate at the edges of society, working in secret to grow their power and swell their ranks as they pay obeisance to the figure they worship. In return, some of the cult's inner circle receive blessings from their unusual gods.

PREREQUISITES

Any character can belong to a Cult Assembly company, but the company must include at least one character proficient in the Religion skill.

INDOCTRINATION RITUALS

By spending multiple days in intense religious rituals, you can indoctrinate attendees into your beliefs and cause. Indoctrination requires at least 5 days spent praying, chanting, and performing obeisance to your cult's deity. At the end of this time, your company earns 2d6 new followers. These followers are commoners devoted to the cult's leaders. Followers pay 1 gp apiece to the cult each day from their meager wages and obey the orders of the cult's leadership to the best of their abilities, with some even willing to lay down their lives for the cult.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you prove your faith and devotion through acts such as the following:

- Inducting an influential person into your cult
- Defeating a rival organization that wants to destroy your cult
- Recovering a relic or religious text important to your deity
- Performing a significant ritual
- Witnessing a manifestation of your god in action
- Consecrating a place of significance to your deity

TIER 1: FRINGE CULT

At this tier, your cult is a small but devoted group of individuals. Gathering in back rooms and dim alleys to hold your services, you have yet to curry the favor of your deity and must keep your organization secret in order to avoid the attention of those who fear your ultimate goals.

BENEFITS

Life in the Shadows. Your company operates in the shadows, away from the prying eyes of those who find your beliefs unsavory and dangerous, but you can easily find a safe place in slums, abandoned warehouses, derelict factories, and similar locations to convene and practice your faith.

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 cult must meet to perform an important ritual whenever one of the moons is full.
2	You and your fellow cult members wear masks that depict an aspect of your deity in order to conceal your identities during gatherings.
3	You and other members of your cult bear a symbol that represents your devotion. Examples include ceremonial weaponry, consecrated talismans, and concealed tattoos.
4	A former member of the cult has left, threatening not only to undermine its efforts, but also to reveal its members to local authorities.
5	Your cult strives to establish a great hidden temple to your god.
6	You and your fellow cultists seek to become foremost among your god's worshippers and are willing to absorb or destroy all other sects you encounter.
7	Your cult meets only underground or at night. Holding religious services during the day is considered blasphemy.
8	Your cult is divided into two equal but competing halves that trade leadership and responsibilities based on their accomplishments.
9	Newcomers to your cult must undergo an arduous physical, mental, or spiritual ordeal before being initiated as members.
10	Members of your cult are forbidden to partake of a particular food, drink, or activity.

Coded Speech. You and your fellow cultists share a language known only to each other and other members of your faith. You can replace one language you gain from your race or background with a unique language based on your worship. For example, if your cult is devoted to the Maiden of Gears, you might employ complex mathematical theorems, whereas if you are an infernalist, your speech might be interwoven with the almost unpronounceable words of your dark masters. Members of your company should define the nature of your coded language.

TIER 2: DEVOTED FOLLOWING

As your cult grows, you gain more influence and the first inklings of divine attention. Like-minded individuals begin to seek you out, hoping to join your ranks and demonstrate their faith.

BENEFITS

Acolytes. As your company's influence grows, you learn of potential new members to induct into the cult. You gain 2d10 new members who serve the cult as aides, guards, and messengers. Acolytes attend important rituals and learn the cult's secret language. These cultists can have a challenge rating of 1/4 or lower.

TIER 3: KEEPERS OF THE FAITH

Upon reaching this tier, your cult has grown to a point where it can compete with the region's established faith. Although you must still operate in secret, a significant number of the local population either joins you in worship or pays tithes to you out of respect.

BENEFITS

Faithful Masses. You and your fellow cultists command respect and obedience from a large swath of the local population. You can expect a 10 percent discount on goods and services from vendors in your local area, either out of deference to your position or for fear of reprisal from the faithful. Additionally, you gain 2d10 acolytes with a challenge rating of 1/2 or lower.

Tithes. Each week, you receive 1d6 gp per class level as a tithe from the faithful.

TIER 4: EYE OF THE GODS

When your company reaches this tier, it is among the most significant groups devoted to its god. Your cult's smaller cells have spread to the far corners of your territory, spreading your faith to new believers. As one of the heads of this hierarchy, you command a faithful legion.

BENEFITS

Devotion. You and all members of your cult gain advantage on saving throws against being charmed or frightened. You also gain advantage on Charisma (Persuasion) checks made to convince cult members to follow your commands.

INTREPID INVESTIGATORS

The pursuit of knowledge might be its own reward, but like any pursuit, it is not without cost. You are part of a group of individuals who seek a greater understanding of the mysteries of western Immoren. You could be explorers, ghost hunters, tomb robbers, or perhaps an expedition from Corvis University tasked with indexing the more unusual flora and fauna of the Thornwood Forest. In the Iron Kingdoms, many academics who spend time in the field learn how to handle a pistol or sword, but few are unwilling to hire guards and assistants to accompany them on their occasionally perilous research missions.

PREREQUISITES

Any character can belong to an Intrepid Investigators company, but it must include at least one character with the Explorer, Investigator, or Seeker background or proficiency in Investigation or Survival.

EXHAUSTIVE RESEARCH

"Forewarned is forearmed," as the saying goes. Before setting off on an adventure against unknown threats, you may spend time in archives and libraries uncovering and researching pertinent firsthand accounts. The cost of this activity depends on the amount and rarity of available resources, requiring 1d6 gp per day spent. After 3 days, each member of your company gains one Education die, a d6. Once during the adventure, you can roll the die and add the number rolled to one ability check, attack roll, or saving throw you make. You can wait until after you roll the d20 before deciding to use the Education die but must decide before the GM says whether the roll succeeds or fails. Once the Education die is rolled, it is lost. You can have only one Education die at a time.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you uncover obscure information through acts such as the following:

- Discovering an ancient ruin
- Recovering ancient treasure or an artifact worth at least 1,000 gp
- Observing a dangerous animal up close
- Confronting a powerful undead creature or grymkin
- Solving an antiquated mystery or puzzle
- Using your specialized knowledge to save someone's life

TIER 1: FLEDGLING ADVENTURERS

At this tier, your company is a fledgling group of explorers. You might be the newest members of an established adventuring society or university or the founding members of a new organization dedicated to unraveling mysteries.

BENEFITS

Linguistics. You can replace one language you gain from your race or background with an ancient or uncommon language, such as an ancient form of Caspian, Khurzic, Old Morridane, Orgoth, or one of the less common Molgur dialects. If the language has a written counterpart, you can read and write it.

An Eye for the Abnormal. You have a keen eye for any signs of something being out of the ordinary. With a mere glance, you can spot depressions in the ground that indicate the foundation of a long-collapsed structure or concealed passages. You gain a +2 bonus to passive Wisdom (Perception) checks to notice hidden entrances, ruins, ancient inscriptions, and similar elements.

Expedition Opportunities. You begin the game with a modest network of scholars, explorers, and savvy travelers who can provide you with information about expeditions into the wider world. If your company agrees to join an expedition, each member receives 50 gp to purchase equipment and supplies for the journey. As part of the expedition, the company will be assigned a specific task. It could involve transporting an NPC to a significant ruin, retrieving an artifact, capturing a live specimen of a wild creature, making contact with a wilderness tribe, or any number of other tasks.

You learn of new expedition opportunities from your network once every 1d10 days.

TIER 2: NOTABLE EXPLORERS

At this tier, your company has participated in several successful expeditions, made important discoveries, and earned a name for itself among the explorer societies of your kingdom. This recognition brings with it numerous opportunities to set out and discover new information.

BENEFITS

Outfitters. You have a good relationship with local vendors of adventuring gear. You receive a 10 percent discount on adventuring gear, ammunition, equipment packs, tools, and mounts and vehicles.

Sponsorship. After making several noteworthy discoveries, you gain the attention of a sponsor for your adventures. The sponsor could be a noble patron, a university, or a religious organization. Your sponsor establishes an expense account of 100 gp per month for the company. You can spend these funds however you see fit, but any unspent gold is lost at the end of the month and cannot be carried over into the next month. In return for this support, your sponsor expects to receive a monthly report of any discoveries you make, as well as the first chance to purchase any significant artifacts you discover in your adventures.

TIER 3: FAMOUS INVESTIGATORS

Upon reaching this tier, your company has firmly established itself as the foremost investigative body in your region. If it is associated with a university or another organization, it is counted among that organization's most prestigious teams; if it is an independent operation, its members are held in equal esteem with prestigious academics of history.

BENEFITS

Applied Knowledge. A great deal of time spent delving into ancient trap-filled ruins, crumbling halls, and the lairs of fearsome beasts has armed you with a keen sense for potential dangers. Members of the company gain advantage on Dexterity saving throws to avoid traps or environmental hazards but cannot use this benefit if they are blinded, deafened, or incapacitated.

Noteworthy Investigators. You have earned so much prestige that other explorers and wilderness folk have taken notice of your accomplishments. While interacting with other explorers or wilderness tribes, you gain a +2 bonus to Charisma (Persuasion) checks.

TIER 4: MASTERS OF DISCOVERY

At this tier, your company is recognized as the premier organization in its field. It has contributed significantly to the knowledge and understanding of the larger world, uncovered many relics and forgotten temples, made contact with isolated villages, and earned its place in history.

BENEFITS

Improved Sponsorship. As your notoriety increases, so too does the investment of your sponsor. To keep you happy—or to prevent you from seeking out a new sponsor—the sponsor increases your expense account to 500 gp per month.

Remarkable Accomplishments. Your company's reputation as master explorers and investigators reaches far and wide. When interacting with others, you can replace Charisma (Intimidation) or Charisma (Persuasion) checks with Intelligence (Investigation) or Wisdom (Survival) checks, using stories of your exploits and accomplishments to impress or horrify your audience.

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 extremely careful to confirm any discoveries it makes. Failure to do so in the past has tarnished the reputation of its members.
2	The Claiming left many places scarred in its aftermath. Your company seeks to recover knowledge abandoned during those dark times.
3	Your company has no particular interest in discoveries beyond how much a particular relic can be sold for. Some people would call it grave robbing; others would call it a good business plan.
4	Many arcane artifacts are not only powerful, but dangerous. Your company seeks such items in order to keep them out of the wrong hands.
5	Your company specializes in acquiring rare and powerful beasts. You try to bring specimens back alive whenever possible but also associate with a skilled taxidermist, just in case.
6	Your company began as a university study group. Its first expeditions were an attempt to earn extra credit with a particularly stingy professor, but things got out of hand.
7	You and the other members of your company started out as research assistants to an adventurous professor who has gone missing. You have continued your work in the professor's absence. Maybe you'll cross paths again someday.
8	Your company was founded not to pursue noble goals or to expand the common knowledge of western Immoren, but to provide a convenient excuse to get out of the city and travel.
9	Your company was founded by a kingdom's military in order to catalog any unknown resources or unusual threats within its borders.
10	Your company was founded on the idea that knowledge is power. You seek to acquire both.

LAW DOGS

You and your fellow characters are professional law enforcers and bounty hunters who make your living tracking the most dangerous criminals and army deserters, dismantling criminal enterprises, and putting a stop to the nefarious activities of outlawed organizations. Your company might be a branch of a city watch, a specialist military outfit, or a group of independent bounty hunters. A good law-enforcing bounty hunter must be ready to go wherever the trail leads, and so you regularly traverse the Iron Kingdoms with little concern for national borders or boundaries in pursuit of a target. In the end, bagging your quarry is all that matters.

PREREQUISITES

Any character can belong to a Law Dogs company, but it must include at least one character proficient in Investigation or Insight.

UPHOLD THE LAW

You can patrol the streets of your district during your downtime, reassuring the locals and serving as an intimidating presence against any lawbreakers. For a number of days equal to the days spent engaged in this activity, you gain advantage on Charisma (Persuasion) checks to gain information from local citizens.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you uphold the law through acts such as the following:

- Foiling a criminal plot
- Placing a known criminal into custody
- Recovering stolen goods
- Preventing an innocent person from being wrongfully punished
- Resolving a case with irrefutable evidence
- Protecting the innocent and upholding the law

TIER 1: ROOKIES

Your company is a group of local law enforcers or certified bounty hunters who track down lower-level criminals. At this tier, you are just establishing yourself in the world of law enforcement and might encounter resistance from more senior officers of the law.

BENEFITS

Badges. You have a badge, writ of authority, or other symbol that indicates your status as an upholder of the law. Other members of society understand that this gives you the authority to enforce laws, take captives, and interrogate suspects.

Precinct House. You have access to a minor precinct house somewhere in your territory. This building has a small barracks where you can rest, a holding cell, and a secure storage room where evidence is stored. You are not expected to pay to maintain the precinct house but do not own it outright. Other law enforcement might also require the building at any given time.

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	Members of your company carry a challenge coin to identify current and former members.
2	Each member of your company is expected to contribute an equal share to the funeral funds of any fallen members.
3	Your company has a signature weapon. Even if the weapon is ceremonial, carrying it is considered part of the company's traditions.
4	Apprehending criminals is your company's primary concern. You view killing only as a last resort.
5	Your company adheres to the letter of the law, if not always its spirit. Company members carry a comprehensive book of laws they can cite whenever the need arises.
6	You and the other members of your company are former criminals yourselves. (It takes a crook to catch a crook, after all.)
7	Your company has sworn to protect a particular person, part of the city, or institution against any dangers.
8	Your company consists of law enforcers who were driven away from their previous postings for overzealous administration of the law.
9	Members of your company cannot accept any gifts, no matter how innocent, while on the job.
10	Your company killed a known criminal who evaded punishment through a legal loophole, noble status, or a similar privilege. If news of this got out, you would become outlaws.

TIER 2: LAW ENFORCERS

At this tier, your company has established a reputation for upholding the law and punishing wrongdoers. This earns you esteem in the eyes of bounty hunters, members of the city watch, and military enforcers, and criminals know to fear you.

BENEFITS

Armory. You have access to an armory affiliated with one of the major law-enforcing bodies in your region. The exact inventory of the armory is determined by the GM,

but under most circumstances, it contains adventuring gear and weapons worth 25 gp or less. You can requisition items from the armory but are responsible for their care and are expected to return them after completing a case or apprehending a suspect.

Fearful Reputation. You and your fellow law dogs have earned a reputation among the criminal world for swiftly and capably executing the law. You gain a +2 bonus on Charisma (Intimidation) checks involving lawbreakers and their associates.

TIER 3: PEACEKEEPERS

Upon reaching this tier, your company is well established as a peacekeeping force in your community. Others often turn to you for help solving tricky cases or bringing notorious figures to justice, particularly those who have evaded previous efforts to capture them.

BENEFITS

Broad Authority. Your company is in good standing with the commanding officers of local law enforcement. You have complete access to the facilities of any city watch or garrison while pursuing a criminal target.

Request Backup. While you are pursuing a criminal, you can request backup in the form of 1d6 **city watch** plus one **watch commander** or one **light laborjack** or **heavy laborjack**. These backup forces can help the company secure the streets, guard potential exits, apprehend criminal suspects, and collect evidence. Backups requested via this benefit remain under your command for 24 hours or until a task is completed, whichever comes first. After you request backup, you cannot do so again for the next 24 hours.

TIER 4: JUSTICIARS

Once your company reaches this tier, it is the most highly regarded body of law enforcement in its region. Your jurisdiction reaches beyond the scope of a single city or geographical area, and you are authorized to bring to justice any wrongdoers within your nation's borders. Along with this responsibility comes the privilege of enforcing laws as you see fit, provided that your actions are justified by the results.

BENEFITS

Legal Immunity. Your company has earned so much respect from lawmakers and other enforcement in your kingdom that you can operate with near impunity. Barring extraordinary circumstances, you are immune to reprisal for actions that occur during your pursuit of a criminal. Abuse of this privilege is frowned upon and could lead to its revocation and a loss of status for the company, but you are permitted to bend or break legal statutes if your actions serve the greater good of enforcing the law.

MERCENARY CHARTER

You and your fellow characters represent a recognized mercenary company and possess a charter sanctioned by most nations and authorities in the Iron Kingdoms. You might be in the employ of a larger organization such as the Steelheads Mercenary Company, or you could be the only members of your charter. You have an easier time negotiating work as sell-swords than those without a charter and are members of a well-respected, if sometimes brutish, profession.

PREREQUISITES

Any character can belong to a Mercenary Charter company.

GUARD DUTY

Between contracts, you can earn extra funds by keeping watch over a client's property. For each day your company spends on guard duty, each member receives 2d4 gp.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases when you prove your martial supremacy through acts such as the following:

- Winning a battle against overwhelming odds
- Defending a village, stronghold, or military asset against an enemy force
- Negotiating a favorable contract
- Acquiring a warjack
- Destroying a warjack under enemy control
- Capturing an enemy commander

TIER 1: FREELANCE FIGHTERS

At this tier, your company is a small independent group or a small local chapter of a larger group such as the Steelheads. You have limited importance in the world of military contracts and might be just starting out in your careers.

BENEFITS

Mercenary Charter. Your company holds a mercenary charter that permits it to lawfully contract as sell-swords. The charter's terms outline the taking and distributing of loot, the company's conduct regarding civilians, and what defines a breach of contract between you and your employers. Charters vary somewhat by mercenary company, but most of them have the following stipulations in common:

- Civilians are to be treated fairly and are not to come to undue harm.
- Loot taken from enemy forces is to be distributed evenly among the company's members. If goods secured from an enemy cannot be fairly distributed, they are to be sold at the earliest convenience and their value distributed among the company's members.
- The company is under no obligation to follow a law that violates either natural law or the laws of the company's primary kingdom of operation.
- The company is beholden to an employer for the duration of its contract with that employer. Following the completion of a contract, the company cannot contract with the employer's enemies for at least 30 days.
- Failure to comply with the terms of a contract on the part of an employer constitutes a breach of contract and voids all previous agreements.

Military Supplier. You can purchase weapons and armor at a 10 percent discount from a reliable military supplier.

Contracts. Members of your company can hit the streets to gather information about potential mercenary contracts. Collecting information can involve numerous approaches, such as buying drinks in a local tavern, talking with a military garrison to learn of new prospects, or scouting out nearby communities in need of protection.

Gathering information about a possible contract is a downtime activity. Depending on your territory and the availability of contracts, the GM determines how many days it takes to find a promising lead, with most requiring at least 1d4 days. Each day expended looking for a job requires 1d4 gp spent buying drinks, chasing leads, and purchasing information.

At this tier, the contracts usually involve minor jobs worth no more than 200 gp, but some contracts are instead paid in items and goods of equivalent value, such as military supplies or services.

TIER 2: SOLDIERS OF FORTUNE

At this tier, your company has gained enough notoriety to draw the attention of more lucrative employers, and your local municipality sets aside a modest amount of territory to serve as a garrison from which you can operate.

BENEFITS

Fresh Recruits. Your company has earned enough notoriety to draw new candidates.You gain 1d10 hirelings to act as privates and support staff. Hirelings obtained by this benefit must have a challenge rating of 1/4 or lower.

Garrison. Your company gains a modest chapter house containing a barracks, a mechanik's workshop, a muster field, a smithy, and stables. You can stay at the garrison and maintain a modest lifestyle at no expense.

TIER 3: PROFESSIONAL SOLDIERS

Upon reaching this tier, your company has firmly established itself as a highly skilled group of soldiers. If it is part of a larger mercenary organization, it is counted as one of the most important chapters; if it is independent, it commands the same respect given to significant, well-established forces.

BENEFITS

Better Negotiators. When your company begins negotiations for a new contract, one of you can barter for improved pay by succeeding on a Charisma (Persuasion) check with a DC equal to 12 + 2 for each 100 gp over the company's standard pay. If the check succeeds, the extra gold is paid as an advance; if it fails, the company cannot attempt to negotiate the contract again.

Improved Recruits. You gain your choice of 1d10 hirelings with a challenge rating of 1 or lower to act as privates and support staff or 1d4 hirelings with a challenge rating of 2 or lower to act as command staff.

TIER 4: LORDS OF WAR

At this tier, your company is among the most respected mercenary companies in your kingdom. Lords, generals, and other prominent figures look to you for guidance in military matters. You and your fellow members are respected authorities on war, and your words hold considerable weight in the sell-sword community.

BENEFITS

Fearsome Reputations. Your company has earned a strong reputation in military circles. The sight of your banners on the horizon can inspire dread in your enemies and hope in your allies. You gain a +2 bonus on both Charisma (Intimidation) checks involving enemy forces and Charisma (Persuasion) checks involving friendly forces.

Superior Recruits. You gain your choice of 1d10 hirelings with a challenge rating of 2 or lower to act as privates and support staff or 1d4 hirelings with a challenge rating of 4 or lower to act as command staff.

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 started as a penal battalion and earned its freedom and charter by participating in the defense of a city during the Claiming.
2	Your company consists of soldiers from various military units, now-defunct mercenary companies, and nations. All of you joined up after your previous units suffered high casualties.
3	Your company began as a local branch of a larger organization, the parent company's first branch in a new location.
4	While scavenging battlefield dead, your company discovered an official mercenary charter on one of the fallen. After deciding mercenary work paid better than corpse picking, you adopted the charter and assumed the role of the defeated company.
5	Your company spent its first months of operation guarding a distant outpost against wild beasts and feral tribes from the nearby wilderness.
6	Members of your company joined forces to protect a vulnerable village against a horde of infernal cultists. The villagers didn't have much gold to offer but promised to welcome you and provide you with safe haven should the need ever arise.
7	Your company was mustered to participate in a massive battle, but it was over before you reached the field. Now you're called the ones who didn't show up in time.
8	After the Claiming, you and the other members of your company spent months wandering the cities of the Iron Kingdoms looking for work. To you, a mercenary contract is just another job.
9	Your company's members used to be bitter adversaries on the battlefield but have put aside your rivalries in order to protect the defenseless.
10	Each member of your company lost someone close to them to war. All of you are united by a pledge to prevent others from suffering as you did.

OUTLAWS

Crime does pay, but sometimes in blood. This lesson is learned by criminals across the Iron Kingdoms, from the syndicates of Five Fingers to the vicious bratyas of the Korsk underworld to the feral gangs of the Cryxian port of Blackwater. You and your fellow characters are members of a close-knit gang of criminals, ruffians, and thugs motivated by the promise of coin or blood for blood's sake.

PREREQUISITES

Each member of an Outlaws company must have at least one of the following:

- The Criminal or Kayazy background
- Proficiency in Deception, Intimidation, Sleight of Hand, or Stealth
- Proficiency with thieves' tools

CRIME SPREE

You can launch a reckless spree of thieving, picking pockets, looting, and hijacking goods from caravans or your local area's dockside. For each day spent on a crime spree, each member of your company chooses and rolls a d4, d6, d8, or d10 and earns 10 gp times the result of the roll in stolen goods. However, if any die roll is a 1, or if the total of all rolls a character makes during the crime spree is higher than the character's Wisdom modifier + proficiency bonus, that member has slipped up and drawn the attention of local law enforcement. After securing funds in exchange for loot, the character is incarcerated for 1 day for every 10 gp worth of stolen goods.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you prove your criminal superiority through acts such as the following:

- Destroying a rival gang and claiming its territory
- Breaking someone out of prison
- Stealing an item worth at least 1,000 gp
- Hijacking a steamboat, train, or military vehicle
- Smuggling illegal goods worth at least 1,000 gp or a cortex of aurum grade or higher

TIER 1: LOCAL HOODS

At this tier, your company is a small-time outfit with a limited scope of operations. You might be a group of bandits who prey on a stretch of highway, a gang that holds sway over a small village, or an outfit that operates out of a single district in a city. You might be part of a larger criminal organization looking to expand its interests or small-time hoods just beginning your careers as outlaws.

BENEFITS

Hideout. Your company begins the game with a hideout watched over by a network of gang affiliates who keep an eye out for dangerous rivals and the law. When a threat is spotted, you are quickly alerted. The hideout itself consists of a meeting area, an administrative office, sleeping chambers, hidden cells, and several secret exits or hidden passages.

Five Cant. You can replace one language you gain from your race or background with Five Cant.

Criminal Info. You can hit the streets to gather information about potential targets in the vicinity of your hideout. Collecting information can involve numerous approaches, such as buying drinks in a local tavern, bribing corrupt city guards for information about new prospects, or scouting nearby businesses for vulnerabilities.

Gathering information about a possible score is a downtime activity. Depending on the company's territory and the availability of targets, the GM determines how many days it takes to find a promising lead, with most requiring at least 1d4 days. Each day engaged in looking for a target requires 1d4 gp spent buying drinks, greasing palms, and purchasing information.

At this tier, your targets are usually minor scores of coins or goods worth no more than 100 gp but could instead involve a common mechanikal weapon or item, a weapons cache, or a ransom target of equivalent value.

TIER 2: CRIMINAL OUTFIT

Your company's criminal operations expand in scope and notoriety. Contacts in your territory begin to offer information about more lucrative scores, local businesses know that they'll have to pay you to stay on your good side, and crooks looking to join a gang come calling. Smaller gangs try to avoid getting on your bad side, while larger ones might seek you out for support on more lucrative heists.

BENEFITS

Improved Criminal Info. At this tier, the targets your company learns about from the Criminal Info benefit increase in value. After successfully gathering information, you can learn of targets worth up to 200 gp, including more valuable mechanika, military equipment, and similar items. You may also learn about alternative methods of entry, the presence and number of guards, and other information the GM deems appropriate.

Protection Racket. Local vendors provide you with a steady income of 100 gp in protection money each month.

New Recruits. Up-and-coming criminals seek out your gang to prove their worth. You gain 1d4 criminal hirelings you can use to gather information, shake down businesses for money, or take the fall for your crimes. Hirelings gained by this benefit must have a challenge rating of 1/4 or lower.

TIER 3: UNDERWORLD BOSSES

At this tier, your gang has become one of the foremost criminal outfits in your home region. Other criminal outfits defer to you out of respect, as any hostile action is perceived as an attack on a potentially city-spanning criminal empire.

BENEFITS

Eyes on the Street. Information about targets the company learns about from the Criminal Info benefit arrives daily, citizens of your territory treat gang members like visiting nobles, and your protection money increases to 200 gp each month.

Additional Hideouts. No matter where you and other members of your gang travel inside your territory, lesser criminal operations provide you with safe and secure hideouts. Each such location is equivalent to your company's tier 1 Hideout benefit.

Better Recruits. An increasing number of skilled criminals seek out your company in order to join it. The number of hirelings you can have increases by 1d4, and your hirelings can have a challenge rating of 1 or lower.

TIER 4: CRIME SYNDICATE

At this tier, your company is one of the most powerful criminal organizations in your kingdom, and your influence has spread to most developed communities across the kingdom in the form of small chapter houses.

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 gang has a strict code regarding which individuals and organizations it will and will not swindle, cheat, or steal from.
2	You and the other members of your gang maintain law-abiding identities in your community. Anyone who knows you would be surprised to learn of your illicit operations.
3	Your gang is part of a larger crime family or organization. Although you seek to expand your own operation, you must also follow the orders of those higher up the criminal food chain.
4	Your gang's hideout is disguised as a house of worship. Members of the gang are believed to be priests and retainers.
5	You and the other gang members met in the military. Your first few scores involved skimming supplies from your garrison to sell on the black market.
6	Your gang started as a way to punish the city's elites, who too often neglected the common folk.
7	Your gang's hideout is an abandoned warehouse, scrapyard, or industrial building whose former owners vanished during the Claiming.
8	Although the local authorities fear and despise you, the citizens who live within your territory treat you with respect.
9	Your gang consists of corrupt and former law enforcers.
10	Your gang's original founder is rotting away in a prison cell for a crime one of the gang's other members committed. If the founder were ever to escape or be released, you would be faced with a significant foe who knows everything about you.

BENEFITS

Gang Tithes. Lesser gangs pay a percentage of their scores to you, amounting to 500 gp each month.

Premier Recruits. Top-level criminals seek out your company. The number of hirelings you can have increases by 2d4, and these NPCs can have a challenge rating of 2 or lower.

PIRATE CREW

Whether pirates or privateers, you and your fellow characters are the ranking officers of a small frigate. You might be criminals of the sea, pillaging and looting the coasts of the Iron Kingdoms for your own purposes, perhaps even in the employ of Cryx's Black Fleet. Or you might be officially recognized privateers bearing a letter of marque issued by the naval authorities of Cygnar, Khador, or Ord.

PREREQUISITES

Any character can be a member of a Pirate Crew company, but at least one member must be proficient with vehicle (water).

SMUGGLE CARGO

You can earn extra finances to maintain and equip your ship by smuggling illicit cargo or passengers along the coasts and rivers of western Immoren. This activity requires spending at least 3 days finding an employer and securing cargo, plus a number of days determined by the distance to the cargo's destination. For each day of travel, each member of the company earns 1d10 gp.

COMPANY ACCOMPLISHMENTS

Your company's prestige whenever you demonstrate your mastery of the seas through acts such as the following:

- Plundering at least 1,000 gp in goods from a merchant vessel
- Navigating a dangerous storm
- Defeating a significant beast of the sea
- Stealing a navigational rudder from a rival captain
- Surviving a battle against a military vessel
- Plundering a coastal village

VARIANT: *HOSTIS HUMANI GENERIS*

Rather than taking on a letter of marque, you might decide that you don't want to bow to any authority, regardless of what benefits doing so might offer. If all members of the company agree, they may choose to take the following benefit instead.

Hostis Humani Generis. Your crew does not have any authorization to take prizes, making you true pirates. This means that you are subject to any legal consequences for your piracy and are not welcomed in any civilized port in which you are recognized. For each vessel your crew defeats in battle, not only does your company earn 1 prestige as your infamy grows, but also you gain a +1 bonus to Charisma (Intimidation) checks.

TIER 1: LOCAL CORSAIRS

At this tier, your small-time crew has little reputation or presence. You might be river raiders who prey on lightly armed crews transporting goods down the Dragon's Tongue River, coastal bandits who flee at the sight of a kingdom's navy, or the crew of the newest vessel in a larger armada. Although you can safely harbor in a number of known pirate ports, you will need to plunder a few ships before you can take on additional members of any real value.

BENEFITS

Any Port in a Storm. Your company begins the game with knowledge of a network of hidden pirate lairs and smuggling ports along the coast. These places are ideal for lying low from the authorities, making repairs, and fencing any plunder the crew takes on the seas.

Five Cant. You can replace one language you gain from your race or background with Five Cant.

Starter Vessel. Your company has a small keelboat crewed by three loyal but fairly unskilled sailors. These sailors handle the ship's day-to-day operations but do not participate in combat. They use the **commoner** stat block.

Your crew either stole or salvaged the keelboat, which is in poor condition. One or more of the keelboat's systems has taken damage and has been reduced to half its total hit points. Refurbishing the keelboat—or, better yet, replacing it—is one of your top priorities.

If the keelboat is lost or destroyed, you will need to purchase or pilfer a replacement.

TIER 2: PRIVATEERS

Upon reaching this tier, your company has earned enough reputation to draw the attention of a powerful authority. Under the auspices of that authority, you become privateers who can legally attack certain ships. This newfound status makes it easy for you to pick up new crew members in many different ports.

BENEFITS

Letter of Marque. Your company gains a letter of marque issued by an authority in your region. The letter of marque authorizes your crew to take rival vessels as prizes without fear of retribution from the issuing authority. For each rival vessel your crew defeats in battle, your company earns 1 prestige.

Sea Dogs. Up-and-coming criminals seek out your company to prove their worth. You gain 1d4 hirelings you can use in boarding actions and on coastal raids. Hirelings gained by this benefit must have a challenge rating of 1/4 or lower.

TIER 3: INFAMOUS MARAUDERS

At this tier, your crew has earned a fearsome reputation. Some of your targets are more likely to surrender than to put up a fight, as losing a bit of wealth and cargo is better than the alternative. Word of your crew's deeds has spread to most of the coastal cities and ports on the mainland, drawing the attention of a better breed of sailors.

BENEFITS

Dread Pirates. Your crew's pirate flag chills the blood of those who see it on the horizon. While you fly your colors, anyone who is not part of your crew but recognizes your flag must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened of all crew members for 10 minutes. A creature can repeat the saving throw at the start of each of its turns, ending the effect on a success. If a creature's saving throw is successful, the creature is immune to this effect for the next 24 hours.

Better Recruits. More skilled sailors seek out your company, looking to join up. The number of hirelings you can have increases by 1d4, and your hirelings can have a challenge rating of 1 or lower.

TIER 4: SEA REAVERS

At this tier, your company is one of the most powerful pirate crews on the Meredius. Your infamy is so great that you can command the loyalty of other smaller vessels, and the sailors who want to sign up with your crew are some of the finer scallywags to walk a deck.

BENEFITS

Commodores. Your company's reputation as master pirates and the riches of your plunder earn you esteem in the eyes of lesser sailing crews. When you launch a pirate raid on a city or flotilla belonging to an enemy of the authority that issued you its letter of marque, you can call upon the assistance of 1d4 smaller vessels. These ships are keelboats with a crew of 1d10 + 10 NPCs with a challenge rating of 1 or lower. The vessels accompany your crew for the duration of the raid or attack before looting what plunder they can and sailing back to their home ports.

Premier Recruits. Top-level sailors seek out your company. The number of hirelings you can have increases by 2d4, and these NPCs can have a challenge rating of 2 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's ship was a smuggler's boat before your crew acquired it. It has several hidden compartments below decks, as well as a few suspicious packages the previous owner left behind.
2	Your company was founded by mutineers who overthrew their previous captain.
3	Your company discovered its first ship washed ashore after a severe storm. None of the former crew were aboard, but their personal effects were mysteriously left behind, completely intact.
4	Your company consists of former members of a major kingdom's navy. You possess knowledge of your former nation's patrol routes and routines but will face a military tribunal if you ever return home.
5	Your company's ship coincidentally shares its name with the flagship of a notorious and feared pirate admiral.
6	Your company has made a foe of a rising captain from a significant trade house, such as the Mercarian League or House Mateau. This rival is not yet a significant threat but watches your career with keen interest.
7	Your company's ship was previously used to ferry goods to colonies far from the mainland. It still has an infestation of troublesome but harmless pests carried back from the colonies.
8	All the members of your company are survivors of a brutal shipwreck. Although you survived, you witnessed the loss of many fellow sailors to the unmerciful sea.
9	Your company's ship once belonged to a cruel and careless captain whose skull now serves as an eye-catching piece of the ship's figurehead.
10	Your company's starting vessel was once a part of Cryx's Black Fleet. It seems to catch the wind no matter what the prevailing weather, and the strange and unsettling runes carved into the timbers of its lower decks pulse with dark inner power.

SPY RING

You and the other members of your party are intelligencers employed by a kingdom, major organization, or private concern. You could be members of the Cygnaran Reconnaissance Service, agents of a noble house, or simply freelancers in the employ of the highest bidder. In any case, all of you are professionals practiced in the art of espionage and surveillance.

PREREQUISITES

Each member of a Spy Ring company must have the Greylords Covenant, Investigator, Resistance Veteran, Spy, or Vagabond background or proficiency in Deception or Stealth.

NEW IDENTITY

If the cover identity of any member of your company becomes compromised, or if your company's members need cover identities for a specific task, you can spend 7 days establishing new cover identities. You and the other members of your company spend this time purchasing forged documents, developing cover stories, researching details significant to your unique stories, and seeding the local region with rumors about your new identities in order to establish a sense of validity. When your company creates new cover identities, each member receives a plausible cover, along with appropriate documentation. The cost of these new identities is 25 gp per member.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you undermine the security of your rivals through acts such as the following:

- Blackmailing someone beholden to a rival power
- Forging documents to misdirect your opponents
- Uncovering a valuable secret known only to your foes
- Infiltrating the inner circle of your target's trust
- Rescuing a captured ally
- Sabotaging enemy assets worth at least 1,000 gp

TIER 1: INFILTRATORS

At this tier, your company is a small group of infiltrators newly established in a target location. You occasionally receive coded messages from your employer directing you to a specific location or individual to uncover information the employer requires.

BENEFITS

Cover Story. Your employer has set up your company with a credible cover designed to help you pursue your employer's goals. This includes all documentation required for travel. Any papers you carry are forgeries whose quality is sufficient to pass any cursory inspection.

Expense Account. You have access to a company account set up by your employer. You can use this account to purchase mission-critical equipment, secure services and hirelings, or do anything else you need to do while executing your duties. The account contains 50 gp per member of the company, which is replenished at the start of each month. Any money not spent by the end of the month is reclaimed by the employer and lost.

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 employer is an enigmatic figure who is known to you only by a pseudonym and who communicates through proxies and mysterious letters.
2	Your company answers to the military intelligence of your nation's armed forces.
3	You and the other members of your company became spies unwillingly after your current employer threatened you with unpleasant blackmail about your past misdeeds.
4	Your company's employer is an independent person, such as an influential merchant, one of the High Captains of Five Fingers, or one of the Stone Lords of Rhul.
5	Your company is affiliated with a religious institution such as the Church of Morrow in Caspia or the Temple of the Flame in Sul. You gather intelligence about potential heresies and enemies of the faith for your masters.
6	Your company consists of the remnants of a resistance cell or rebel group, such as the Vinter loyalists of Cygnar or former Inquisitors.
7	Your company is employed by a powerful organization such as the Order of the Golden Crucible, Order of Wizardry, or Steam and Iron Workers Union.
8	Your company is a free agency—a group of mercenary spies with no single employer.
9	Your company is employed by a rebellious noble who seeks to undermine the authority of your kingdom's current ruler.
10	Your company answers to a powerful and inhuman authority such as Lord Toruk or one of the remaining infernal masters.

TIER 2: OPERATIVES

Your company has proved its capability and value to its employer, who will begin diverting additional resources to help you pursue your missions.

BENEFITS

Safe Houses. Your employer sets up a network of safe houses where you can lie low, plan, or recover after a mission. Many of these accommodations are cramped and tucked away in an unsavory part of the world, but each is secured with strong locks and stout doors and has at least one back entrance to facilitate a quick escape.

Contact Network. Having proved your capability to your employer, you learn the identity of multiple contacts in your region. These contacts do not typically join you on your missions but can provide other assistance, such as presenting intelligence about a target location or individual, acting as getaway drivers, and helping you find alternative routes into a location. If the GM requires stats for a contact, these contacts can be any NPC with a challenge rating of 2 or lower.

TIER 3: ESPIONAGE EXPERTS

At this tier, your company is a reliable and valuable asset to its employer, which diverts greater funds to your use and puts you in touch with contacts who possess greater intelligence related to your missions.

BENEFITS

Advanced Intel. When you gain intelligence from your contact network, you can request specific information about a target. Your contacts might not have all the information you request, but they will often be able to provide valuable information such as the number and strength of guard patrols, the location of trapped or secret passages, the identity of significant figures at a target location, and so on. Depending on the quality of the information, you gain a +1 or +2 bonus on ability checks and saving throws related to the subject of inquiry, at the GM's discretion.

Increased Expenses. The value of your company's expense account increases by 50 gp per member per month.

TIER 4: SPYMASTERS

At this tier, your company is among the most skilled—and least known—covert groups in operation. Although your identities remain unknown, the secret work you perform in the shadows directs the fate of nations.

BENEFITS

Black Market. Your company finds a supplier of black-market goods. This vendor sells illegal or difficult-to-obtain items and military gear. You receive a 10 percent discount on the market price of any items purchased from the black market, and the vendor purchases stolen goods from you at three-quarters of their value rather than half.

Everyone's Secrets. Your company has gathered scraps of rumor and information about everyone you might come into contact with. If you spend at least 8 hours surveilling a location, speaking with contacts, or shadowing a target, you learn of a single piece of information your target would prefer to keep undisclosed. For example, a nobleman might have a secret mistress whose exposure would destroy his reputation, a notable scholar could be plagiarizing the works of her students, or a soldier could be stealing supplies from a garrison in order to sell them to criminals. The GM determines the nature of any secret information you gather in this way. You can use this information to gain advantage on Charisma (Persuasion) or Charisma (Intimidation) contests against a surveilled target.

3 MAGIC

At its most fundamental, magic is a supernatural energy and medium that can be manipulated to affect the underlying fabric of reality by an effort of will. Magic allows those who master its principles to defy or bend natural law, whether subtly or overtly, and its practitioners have useful but dangerous forces at their disposal.

Some say this is the gods' power made manifest—a way for mortals to perceive and affect the weft and weave of the ineffable essence of reality—but many arcanists view it as a natural science with its own laws, limits, and predictable interactions that are not yet fully understood. Some practitioners make it their life's work to add to the understanding of these powers and pass this lore to their peers, but for others, magic is purely an outpouring of one's own will and is wielded intuitively, like a weapon. Mortal minds find it difficult to control the vast and dangerous energies required to shape reality, and very few attain power that blurs the line between the mortal and the divine.

Producing magic requires tapping into a source of this supernatural energy and shaping it by mentally visualizing and manipulating formulae comprised of mystical runes. Once an arcanist is satisfied with a formula, activating its runes triggers the release of energy that completes the spell and invokes the magic.

To accomplish this exploit, one must have a special gift to see and shape mystical runes. This ability is found in humans, dwarves, elves, trollkin, and certain other races but remains dormant and unharnessed by most. Humanity has long had a complicated relationship with this talent. For most of recorded history, only priests could manifest magic, but this changed during the rebellion against the Orgoth. As this power became more widespread, it began manifesting unpredictably in young individuals—a product of the deal Morrow and Thamar struck with the infernals, which ultimately led to the catastrophic Claiming of recent years.

RUNES AND FORMULAE

Harnessing a power that can ignore the laws of nature or produce tremendous surges of awe-inspiring elemental force is neither a subtle nor an invisible practice. Although their techniques for shaping magic vary, all casters work through runes and formulae, and these become visible to those around them when a spell is cast.

Each rune's exact shape and color spectrum vary according to the caster's background and training, although certain fundamental sigils are shared by many groups. For example, all of humanity's modern arcane orders draw from the same foundation—one based on sigils developed during the early rebellion against the Orgoth. By contrast, untrained sorcerers have less distinct runes and simpler formulae, and they must pour raw power into their sigils to make up for their lack of finesse. Sorcerers' runes are closely aligned with their origin and have a more limited vocabulary. Some arcanists learn to customize the manifestations of their runes, but this requires considerable practice.

When an arcanist casts a spell, glowing runes depicting a tangible manifestation of formulae appear briefly around the arcanist's person, their size and scope relative to the power invoked. Less potent spells are prefigured by circles of runes around either the caster's hand or an item used as a point of focus, such as a weapon; more significant effects result in concentric rings of runes around the caster's body, typically at waist height, at the shoulders, or around the head. If a spell is affecting someone else nearby, runes briefly manifest around that person as well.

To most people, these glowing runes are indistinct and quickly forgotten manifestations of magic—nothing more than an ominous sign of gathered supernatural forces. But other arcanists who witness a spell's runes can anticipate its scope and nature, an aptitude that can provide a tremendous tactical advantage. These runes, though bright, are too brief and focused to be used as a source of light, although they certainly draw attention to a caster in a dark place. To counter this, many casters involved in clandestine activities develop the ability to mask these runic formulae. Runes must manifest in order for this type of magic to function, but a skilled practitioner can suppress their size and intensity to the point that they are all but unnoticeable. Spells specifically designed to augment stealth typically include these techniques as part of their casting.

MAGIC COMPONENTS IN THE IRON KINGDOMS

The magic used in the civilized parts of western Immoren is a refined art of runic formulae. Its practitioners use the verbal and somatic components as mnemonic devices to help them focus their will on the correct arrangement and sequence of these runes, forming a perfect mental picture they can use to call forth a spell. It is not the gestures or words themselves that bring magic into being, but rather the willpower of the person commanding it.

Few spells used in the Iron Kingdoms require a material component. Bits of dried plants, esoteric ingredients, and precious stones are common among the wild folk of western Immoren, such as the gatormen of the deep swamps, tribal human shamans, and rural hedge witches. Any material component used in a spell is most likely a point of focus—something spellcasters can meditate on while weaving their will into the proper arrangement of runes.

RUNIC COMPONENTS (R)

Spell runes manifest as part of the casting of magic. If a spell requires a runic component, the appropriate runes appear in a momentary flash of light. Higher-level spells create more complex arrangements of runes with a greater intensity of light.

A character who sees a spell's runes can attempt an Intelligence (Arcana) check against the spellcaster's spell save DC to determine the nature of the spell being cast.

CHANNELING

Some characters and equipment, known as channelers, can act as passive relays for spells and thereby extend their

effective range. In the Iron Kingdoms, the most commonly known channeler is the arc node, a mechanikal device fitted to certain steamjacks. Among the wild peoples of western Immoren, there are other types of channelers, including enthralled undead, consecrated shrines, and unnatural entities inexorably tied to the powers of the arcane.

Each channeler has a number of rules that determine how it can be used. A channeler must be in range of a chosen spell for the spellcaster to cast spells through the channeler.

A spellcaster channeling a spell is still the character casting the spell, but the channeler becomes the spell's point of origin. This means that eligible targets and the spell's range are measured from the channeler and that the channeler must have a clear path to the spell's target. Channeling a spell does not require the spellcaster to have a clear path to the spell's target.

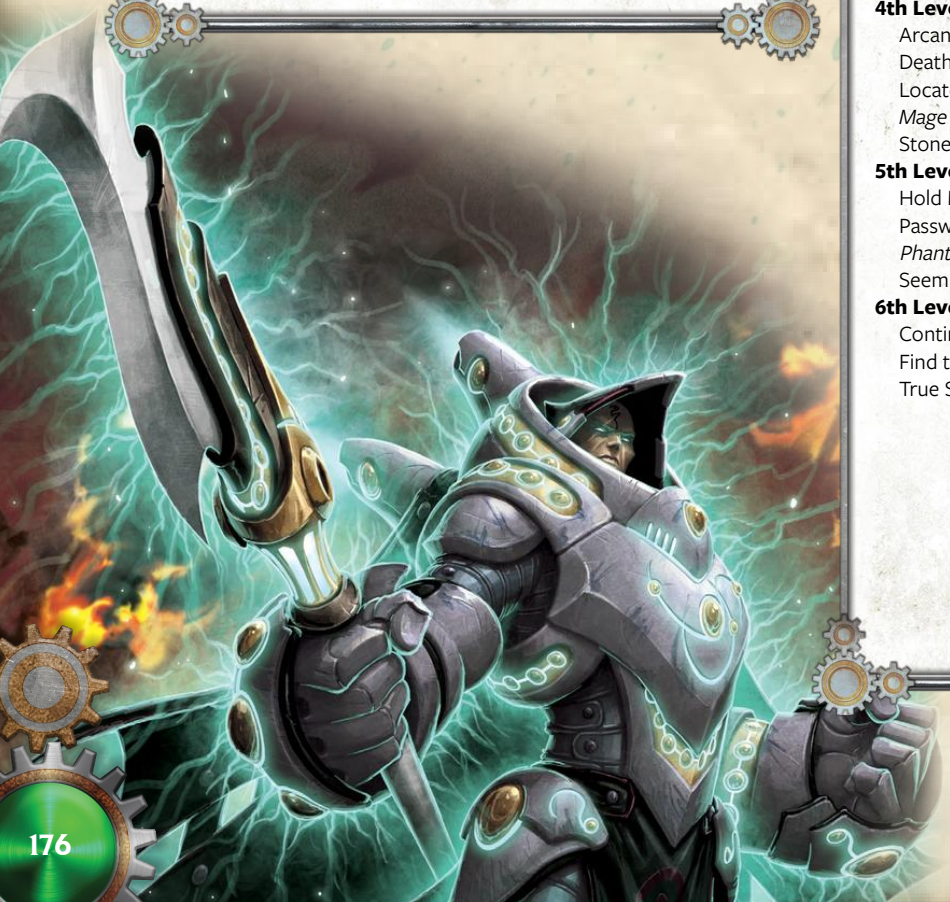
A channeler can be the target of a spell it channels, but a spell with a range of "Self" cannot be channeled. Remember, the channeler is just a relay. Being used to channel a spell is a passive effect that occurs during a spellcaster's turn and has no impact on the channeler's own turn.

A spellcaster can channel a spell through a single channeler at a time. Spells cannot be relayed from one channeler to another.

A channeler in the melee reach of an enemy cannot channel spells.

MAGIC AND EXISTING CLASSES

Some of the new spells within this chapter are added to the spell lists of existing classes from the *Player's Handbook*. You can find those spell lists in chapter 6. Also found within chapter 6 are some spells that characters within the Iron Kingdoms cannot cast or that are severely restricted in one way or another.



CLASS SPELL LISTS

The following spell lists show which spells can be cast by characters of each new class presented in this book. The names of new spells described later in this chapter are italicized.

GUN MAGE SPELLS

Cantrips (0 Level)
- Dancing Lights
- Light
- Mending
- Prestidigitation
- True Strike

1st Level
- *Bullet Dodger*
- Detect Magic
- Disguise Self
- Expeditious Retreat
- Fog Cloud
- Jump
- Shield
- *Snipe*
- *Zephyr*

2nd Level
- *Blur*
- Darkvision
- *Endless Magazine*
- *Gallows*
- Misty Step
- See Invisibility
- Spider Climb

3rd Level
- Blink
- *Calamity*
- Daylight
- Haste
- *Heightened Reflexes*
- Protection from Energy
- *Refuge*

4th Level
- Arcane Eye
- Death Ward
- Locate Creature
- *Mage Sight*
- Stoneskin

5th Level
- Hold Monster
- Passwall
- *Phantom Barrage*
- Seeming

6th Level
- Contingency
- Find the Path
- True Seeing

WARCASTER SPELLS

Cantrips (0 Level)
- Acid Splash
- *Arcane Bolt*
- Chill Touch
- Fire Bolt
- Light
- Ray of Frost
- *Sense Cortex*
- Shocking Grasp
- True Strike

1st Level
- Burning Hands
- *Conceal Cortex*
- Detect Magic
- Fog Cloud
- Jump
- *Jump Start*
- *Razor Wind*
- Shield
- Thunderwave

2nd Level
- Acid Arrow
- *Battering Ram*
- Blur
- Continual Flame
- *Electrical Blast*
- Flaming Sphere
- *Flashing Blade*
- Gust of Wind
- Misty Step
- *Redline*
- Scorching Ray
- *Seize Gears*
- Shatter

3rd Level
- Counterspell
- *Eruption*
- Fireball
- *Grind*
- Haste
- Lightning Bolt
- *Overdrive*
- *Scramble*
- Sleet Storm
- Slow

4th Level
- Fire Shield
- Ice Storm
- Stone Shape
- Wall of Fire

5th Level
- Cone of Cold
- *Seismic Shock*
- Telekinesis
- Wall of Force
- *Winter's Wrath*

SUBCLASS SPELL LISTS

The following spell lists show which spells can be cast by characters of each new subclass presented in this book. The names of new spells described later in this chapter are italicized.

ARCANE MECHANIK SPELLS

Cantrips (0 Level)
- *Arcane Hammer*
- Light
- Mending
- *Power Booster*
- Resistance
- Shocking Grasp
- *Short Out*

1st Level
- *Arcantrik Bolt*
- *Electrify*
- Expeditious Retreat
- *Fortify*
- Grease
- *Jump Start*
- *Power Siphon*
- Shield

2nd Level
- Aid
- Arcane Lock
- Blur
- Heat Metal
- Knock
- Locate Object
- *Polarity Shield*
- *Redline*
- Shatter
- Silence

3rd Level
- Call Lightning
- *Grind*
- Haste
- Lightning Bolt
- Protection from Energy
- *Refuge*
- Slow

4th Level
- *Blackout*
- Fabricate
- Freedom of Movement
- Resilient Sphere
- *Wall of Steam*

BENEFACTION DOMAIN SPELLS

1st Level
- *Blessing of Health*
- *Solovin's Boon*

2nd Level
- *Divine Right*
- *Force of Faith*

3rd Level
- *Banishing Ward*
- *Blade of Radiance*

4th Level
- *Blessings of Morrow*
- *Star Fire*

5th Level
- *Circle of Renewal*
- *Dayspring*

GUILE DOMAIN SPELLS

1st Level
- *Bleed*
- *Cloak of Fear*

2nd Level
- *Roth's Madness*
- *Chains of Ekris*

3rd Level
- *Dark Fire*
- *Devil's Tongue*

4th Level
- *Stacia's Hellfire*
- *Stygian Abyss*

5th Level
- *Scourge of Khorva*
- *Aiden's Ghostly Shroud*

OATH OF RADIANCE SPELLS

1st Level
- *Exorcism*
- *Guiding Bolt*

2nd Level
- *Spellpiercer*
- *Spiritual Weapon*

3rd Level
- *Beacon of Hope*
- *Sunburst*

4th Level
- *Freedom of Movement*
- *Hold Undead*

5th Level
- *Hallow*
- *Purification*

OATH OF THE WALL SPELLS

1st Level
- *Retaliation*
- *Sanctuary*

2nd Level
- *Calm Emotions*
- *Sacrosanct*

3rd Level
- *Bulwark*
- *Spirit Guardians*

4th Level
- *Hallowed Avenger*
- *Stoneskin*

5th Level
- *Chasten*
- *Wall of Stone*

OBEDIENCE DOMAIN SPELLS

1st Level
- *Flames of Wrath*
- *Guided Blade*

2nd Level
- *Ashes to Ashes*
- *Lawgiver's Wrath*

3rd Level
- *Cleansing Fire*
- *Rebuke the Lawbreaker*

4th Level
- *Lamentation*
- *Righteous Flames*

5th Level
- *Compelled Obedience*
- *Howling Flames*

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AIDAN'S GHOSTLY SHROUD

5th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, R
Duration: Concentration, up to 1 minute

You weave a shroud of insubstantial soul-stuff to protect you, as was once done by Aidan, the scion of grave robbers. You take on a spectral appearance for the duration of the spell, and threads of intangible energy unravel from your form to fill the air around you. Until the spell ends, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical sources, and if you are hit by an enemy attack, after the attack, your ghost shroud retaliates, lashing out to push the attacker 15 feet away from you if it is Large or smaller.

ARCANE BOLT

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

Magical bolts of energy streak at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

ARCANE HAMMER

Evocation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S , R
Duration: Instantaneous

A bolt of energy erupts from your hand, delivering a powerful blow to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is a creature larger than Medium. On a hit, the target takes 1d8 bludgeoning damage and is pushed 5 feet away from you.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ARCANTRIK BOLT

1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, R
Duration: Instantaneous

A crackling blue stream of arcantrik force hurtles toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against the target. On a hit, the target takes 2d8 lightning damage. If the target of this spell is a steamjack, it must succeed on a Constitution saving throw or be incapacitated until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ASHES TO ASHES

2nd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S , R
Duration: Instantaneous

With an utterance of sacramental discipline, you immolate a target you can see within range in ravening flames. The target must make a Constitution saving throw. On a failed save, it takes 4d6 fire damage, or half as much damage on a successful save. If this damage reduces the target to 0 hit points, ashes descend to cover the ground in a 10-foot radius centered on the target, and each creature in the area takes 2d6 fire damage.

BANISHING WARD

3rd-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S , R
Duration: Concentration, up to 1 minute

You extend your hand to a friendly creature and encircle it with radiant runes that unmake the magic of your enemies. Enemy spells affecting the chosen creature end immediately, and the target creature cannot be affected by enemy concentration spells for the duration of this spell.

BATTERING RAM

2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

A blast of devastating force 60 feet long and 5 feet wide flies out in a direction you choose, slamming into everything in its path. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes 3d8 bludgeoning damage, and if it is Large or smaller, it is also pushed 25 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

BLACKOUT

4th-level abjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, R
Duration: Instantaneous

Arcantrik interference explodes nearby in a location you specify. Each creature in a 20-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 2d8 lightning damage and 2d6 force damage on a failed save, or half as much damage on a successful one.

This spell has an additional effect on mechanika in the affected area. A creature that is carrying a mechanikal item and fails the saving throw takes an additional 1d6 force damage for each point of the collective power output of all the mechanikal item capacitors it has equipped.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the lightning damage increases by 1d8 for each slot level above 4th.

BLADE OF RADIANCE

3rd-level evocation

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S , R
Duration: Instantaneous

A blade of blinding light flies forth in a direction you choose, cutting a line 60 feet long and 5 feet wide. Each creature in the line must make a Wisdom saving throw, taking 8d6 radiant damage on a failed save, or half as much damage on a successful one. Infernals and undead have disadvantage on this saving throw.

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.

BLEED
1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You gesture at a creature within range, causing blood to erupt from its flesh and flow to you in a revitalizing stream. Make a ranged spell attack against the target. On a hit, the target takes 2d8 necrotic damage, and you regain hit points equal to half the damage dealt. This spell has no effect on constructs or undead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BLESSING OF HEALTH
1st-level evocation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a living creature and bestow upon it a blessing of well-being. The creature has advantage on Constitution saving throws against poison and disease for the spell's duration. This spell has no effect on constructs or undead.

BLESSINGS OF MORROW
4th-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, R
Duration: Concentration, up to 10 minutes

You invoke the divine blessings of Morrow to strengthen and revitalize your allies. A friendly creature you touch regains a number of hit points equal to your Wisdom modifier (minimum 1). In addition, while you are concentrating on the spell, the creature regains the same number of hit points at the start of each of its turns.

BULLET DODGER
1st-level abjuration

Casting Time: 1 bonus action
Range: 50 feet
Components: R
Duration: 1 minute

You empower a willing creature within range with a preternatural ability to dodge bullets. For the duration of the spell, ranged attacks against the creature have disadvantage, and if a ranged attack misses the creature, it may move up to 20 feet as a reaction without provoking attacks of opportunity.

BULWARK
3rd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, R
Duration: Concentration, up to 1 minute

You imbue yourself with a rune of protection that extends to nearby allies. You and friendly creatures within 5 feet of you gain a +2 bonus to AC and cannot be grappled or knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of this spell's benefit extends by 5 feet for each slot level above 3rd.

CALAMITY
3rd-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, R
Duration: 1 minute

You lay a debilitating curse on a target, causing bullets, arrows, and spells to find their way to the weakest and most vulnerable points in its armor. A creature you can see within range must succeed on a Wisdom saving throw or have vulnerability to damage from ranged attacks for the spell's duration. The creature 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 duration increases by 1 minute for each slot level above 3rd.

CHAINS OF EKRIS

2nd-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Concentration, up to 1 minute

You bind a creature you can see within range with the invisible chains of fate, as discovered by Scion Ekris. The target must make a Wisdom saving throw. If it is a grymkin, an infernal, or an undead, it makes the saving throw with disadvantage. On a failed save, you can alter the course of the target's fortunes for the duration of the spell. Whenever the target makes an attack roll or a skill check, you may roll a d20 as well. You can choose to replace the target's roll with your own, but you must do so before the GM determines whether the attack roll or ability check succeeds or fails. If you do, the spell ends.

CHASTEN

5th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, R
Duration: Instantaneous

A bolt of divine energy streaks from your fingertips toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 10d6 radiant damage, it immediately loses concentration on any spells it is maintaining, and any enemy spells affecting them are dispelled.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

CIRCLE OF RENEWAL

5th-level conjuration

Casting Time: 1 action
Range: Self (150-foot radius)
Components: V, S, R
Duration: Concentration, up to 1 minute

With a prayer of blessing, pulsing waves of rejuvenating energy suffuse the affected area, closing wounds, invigorating allies, and bringing great harm to infernals and undead. For the duration, at the start of your turn, a pulse of healing energy restores 1 hit point per spellcaster level to friendly living creatures within the spell's area. Infernals and undead in the affected area take the same amount of radiant damage instead.

In addition, for the spell's duration, all allies within the spell's area of effect make saving throws with advantage.

CLEANSING FIRE

3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

A 20-foot-radius sphere of purifying flames erupts to fill a point you can see within range. Each creature within the affected area must make a Dexterity saving throw. A target takes 4d10 fire damage on a failed save, or half as much damage on a successful one. If this spell damages a creature that is under the effect of one or more enemy spells of 3rd level or lower, all such enemy spells are dispelled.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, it dispels any enemy spell whose level is less than or equal to the level of the spell slot you used.

CLOAK OF FEAR

1st-level illusion

Casting Time: 1 bonus action
Range: Self
Components: V, S, R
Duration: Concentration, up to 1 minute

A creature of your choice that you can see perceives you as a terrifying being. The target must succeed on a Wisdom saving throw or be frightened of you for the duration. Constructs and undead are unaffected.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends.

COMPELLED OBEDIENCE

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, R
Duration: Concentration, up to 1 minute

You touch a creature and place an invisible mark of obedience on it. The creature must succeed on a Wisdom saving throw or be marked for the duration. If you or creatures friendly to you are fighting the target, it has advantage on the saving throw.

While the target is marked, you can issue commands to it (no action required). You and the creature must share a language, and it must be able to hear your commands and understand them. You can specify a simple and general course of action, such as "Wait here," "Open that door," or "Kneel."

A creature cannot follow commands that would cause it to harm itself or violate its core beliefs. If the creature fails to follow your command with its next action, the mark you placed on it bursts into searing light. The creature takes 4d10 fire damage and 4d10 radiant damage, and the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

CONCEAL CORTEX

1st-level illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You muffle the arcane energy of steamjack cortexes in order to prevent their discovery. While a bonded steamjack is under your control and in your control range, its cortex cannot be detected by another spellcaster for the spell's duration.

DARK FIRE

3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You call forth a column of black flames. Choose one creature that you can see within range. The target must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one.

If this spell reduces the target to 0 hit points, the creature dies, and you capture its soul. As a bonus action on your turn, you can expend the soul to regain a spell slot of 3rd level or lower, gain temporary hit points equal to twice the dead creature's proficiency bonus, or have advantage on a spell attack roll. You can have one such soul in your possession at a time. Expending the soul destroys it, and it will gradually fade away over 24 hours if it is not destroyed. If a creature's soul is destroyed, the creature cannot be returned to life.

DAYSPRING

5th-level evocation

Casting Time: 1 action
Range: Self (60-foot-radius sphere)
Components: V, S , R
Duration: Concentration, up to 1 minute

You call down a sphere of cleansing daylight surrounding yourself. The area affected by the spell is filled with bright light, and even magical darkness within the area vanishes. Each hostile creature within the sphere must make a Wisdom saving throw. A creature takes 8d8 radiant damage and is blinded for 1 minute on a failed save, or half as much damage and isn't blinded on a successful one. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEVIL'S TONGUE

3rd-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S, R
Duration: Concentration, up to 10 minutes

You gain the ability to communicate using an unpleasant form of primordial infernal speech that weaves hypnotic influence into your words. Until the spell ends, you can be understood by any intelligent creature as if you shared a language, and you make Charisma (Deception) checks with advantage.

Any creature you communicate with in this way other than grymkin or infernals can recall the general topic of conversation but cannot recall any specific words, and its memory of your speech is rendered garbled and thoroughly repellent.

DIVINE SIGHT

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, R
Duration: 1 hour

The eyes of a living creature you touch glow with a golden radiance, giving the creature the gift of divine sight. For the duration, the target has darkvision out to a range of 120 feet, can't be blinded, and has advantage on Wisdom (Perception) checks that rely on sight.

ELECTRICAL BLAST

2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

A crackling dome of lightning erupts at a point of your choice within range, where it envelops a 30-foot-radius sphere. Each creature within the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 lightning damage. On a successful save, it takes half as much damage. A steamjack damaged by this spell loses all its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, until the start of your next turn.

ELECTRIFY

1st-level abjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, R
Duration: Concentration, up to 10 minutes

A crackling field of electricity shrouds a creature of your choice within range, granting it a +1 bonus to AC for the duration. During this spell's duration, if another creature touches the target creature or hits it with a melee attack while within 5 feet of it, the attacking creature takes 1d12 lightning damage.

ENDLESS MAGAZINE
2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: S, R
Duration: 10 minutes

You touch a firearm containing at least one bullet. For the duration of the spell, the firearm remains loaded and ready to fire regardless of how many times it has already been fired. This effect ends immediately if an attack roll made with the weapon is a 1 on the d20.

ERUPTION
3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

A point you choose within range explodes violently in a blast of arcane fire. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 5d6 fire damage on a failed save, or half as much damage on a successful one. The affected area becomes difficult terrain. Clouds of smoke fill the area, and it is heavily obscured until the start of your next turn.

EXORCISM
1st-level abjuration (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, R
Duration: 1 hour

You attempt to force evil spirits out of a creature, object, or room (up to 2,500 square feet) that you touch. Any fey, fiend, undead, or otherworldly creature possessing the target or within 10 feet of the target must make a Wisdom saving throw. On a failed save, the creature is forced out of the target if the creature was possessing it. Additionally, whether or not the creature was possessing the target, the creature becomes corporeal on a failed save and loses traits such as Incorporeal Movement. An affected creature that failed its save cannot become incorporeal or possess another creature until the spell ends.

FLAMES OF WRATH
1st-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S, R
Duration: Concentration, up to 1 minute

The melee weapons of a creature you touch are wreathed in the wrathful flames of judgment. When the target creature reduces an enemy to 0 hit points with a melee weapon attack, each enemy creature within 5 feet of the unconscious enemy takes 2d6 fire damage.

FLASHING BLADE
2nd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, R
Duration: Instantaneous

Your body blurs as you lash out with strikes too fast for the eye to follow. Choose a number of creatures within your weapon's reach, up to your Dexterity modifier. Make a melee weapon attack against each of these creatures.

FORCE OF FAITH
2nd-level evocation

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S, R
Duration: Instantaneous

A pulse of force explodes outward from you, catapulting your foes away. Each hostile creature within the spell's radius must make a Constitution saving throw. On a failed save, a creature takes 4d6 force damage and is pushed away from you until it is completely outside the spell's 20-foot radius. On a successful save, it takes half as much damage and isn't pushed by the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's radius increases by 5 feet and the damage increases by 1d6 for each slot level above 2nd.

FORTIFY
1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, R
Duration: Concentration, up to 10 minutes

You touch a willing construct and harden its chassis with arcantrik power until the spell ends. For the duration of the spell, the target gains a +2 bonus to its AC and cannot be involuntarily moved by an enemy effect.

GALLOWS
2nd-level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You point to a target creature within range, clench your fist, and pull it closer to you with a noose of invisible force. The target must make a Strength saving throw. On a failed save, the creature takes 3d8 necrotic damage, and if it is Large or smaller, it is pulled 20 feet toward you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the target is pulled an additional 10 feet for each slot level above 2nd.

GRIND

3rd-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, R
Duration: Concentration, up to 1 minute

You curse a target construct to grind its gears, cause metal plating to tangle, or otherwise break down, punishing it for every movement it makes. The target must succeed on a Constitution saving throw or be affected by this spell for the duration. Steamjacks have disadvantage on the saving throw, and vehicles fail the saving throw automatically.

An affected target takes 1d10 fire, slashing, or piercing damage (your choice) for every 5 feet it moves. If the target can make more than one attack per turn, it also takes this damage for each attack it makes after the first.

GUIDED BLADE

1st-level transmutation

Casting Time: 1 action
Range: 40 ft.
Components: V, S, R
Duration: 1 hour

You enchant the weapon of a target creature in range. The creature has advantage on the next melee weapon attack it makes with this weapon. The weapon also becomes magical for the duration if it isn't magical already.

HALLOWED AVENGER

4th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, R
Duration: Concentration, up to 10 minutes

A creature you touch is guided by divine spirits to seek retribution and justice for any harm done to its allies. If any other friendly creatures within 30 feet of the spell's target are damaged by an enemy between the end of the affected target's last turn and the start of its next turn, the target can choose to seek divine retribution. If it does, at the start of its next turn, it can immediately move up to its speed and then make a melee attack, after which its turn begins as normal and this spell ends. The target doesn't provoke opportunity attacks during this movement, and it has advantage on its melee attack roll.

HEIGHTENED REFLEXES

3rd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: R
Duration: 1 minute

This spell bestows upon you superhuman reflexes and resistance to enemy attacks designed to slow you down. For the spell's duration, you have advantage on Dexterity saving throws, you cannot be paralyzed or knocked prone, and opportunity attacks against you are made with disadvantage.

HOLD UNDEAD

4th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Concentration, up to 1 minute

Choose an undead that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the spell's duration. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional undead for each slot level above 4th. All the targets must be within 30 feet of each other when you cast the spell.

HOWLING FLAMES

5th-level evocation

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, R
Duration: Instantaneous

A howling spiral of flames erupts from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 6d10 fire damage on a failed save, or half as much damage on a successful one. The flames ignite any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range of the cone increases by 15 feet for each slot level above 5th.

JUMP START

1st-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S, R
Duration: Instantaneous

A surge of arcane power energizes you and your steamjacks. You and any steamjacks under your control and in your control range can immediately move up to 10 feet but do not provoke opportunity attacks during this movement. Additionally, as part of this movement, affected targets that are prone can stand up without spending any movement.

LAMENTATION

4th-level evocation

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, R
Duration: Concentration, up to 1 minute

When an enemy spellcaster casts a spell in the affected area, the spell is considered to be one level higher than normal for the purpose of expending spell slots. For example, an enemy spellcaster would need to expend a spell slot of 2nd level or higher to cast *burning hands*. If a spell has more powerful effects when cast at a higher level, it does not benefit from these effects unless the spellcaster expends a slot that is at least two levels higher than the spell's normal level. For example, an enemy spellcaster would need to expend a spell slot of 3rd level or higher to increase the damage of *burning hands*.

LAWGIVER'S WRATH

2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: 10 minutes

You create a magical zone that rebukes liars and deceivers in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time or starts its turn there must

make a Charisma saving throw. On a failed save, a creature that speaks a deliberate lie while within the radius takes 6d6 fire damage.

You do not know whether each creature succeeds or fails on its saving throw. If an affected creature is unaware this specific spell was cast, they will not be aware they are under the effects of the spell until they speaks a deliberate lie and take damage.

MAGE SIGHT

4th-level divination

Casting Time: 1 action
Range: 120 feet
Components: R
Duration: 1 minute

This spell renders visible all creatures who pass within its boundaries. Choose a point within range. A 30-foot-radius, 30-foot-high cylinder centered on that point becomes visible to you and friendly creatures. Each creature in the area loses the benefits of concealment, half cover, and three-quarters cover and will appear to be haloed in glowing light that is visible through objects and the environment. In addition, you and other friendly creatures can see invisible creatures in the affected area.

OVERDRIVE

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You channel a sudden surge of power into a construct within range, drastically enhancing its power but reducing its precision. For the spell's duration, the target has advantage on melee weapon attack rolls using Strength, but attack rolls against it have advantage.

PHANTOM BARRAGE

5th-level transmutation

Casting Time: 1 action
Range: Special
Components: S, R
Duration: Instantaneous

You unleash a barrage of spectral ammunition from a firearm you hold, striking all enemies before you. Each hostile creature you can see within the normal range of a firearm you are currently wielding must make a Dexterity saving throw. On a failed save, a creature takes damage as if you had hit it with your firearm and is knocked prone. On a successful save, a creature suffers half damage and isn't knocked prone.

POLARITY SHIELD

2nd-level enchantment

Casting Time: 1 minute
Range: 10 feet
Components: V, S, R
Duration: 1 hour

You weave a field of magneto-arcantrik energy to shield yourself or one willing creature you can see within range. When a melee attack roll is made against the chosen creature, it can dismiss this spell on itself to make the attacker roll with disadvantage. In addition, if the attacker started its turn more than 5 feet away from the chosen creature and the attack misses, the attacker is knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

POWER BOOSTER

Enchantment cantrip

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, R
Duration: Concentration, up to 1 minute

You concentrate on subtly improving the flow of power through nearby mechanikal devices. For the duration of the spell, the charge cost of activating mechanika is reduced by 1 to a minimum of 1 for friendly creatures.

POWER SIPHON

1st-level alteration

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You extend a hand toward a mechanikal item within range and draw its power back into yourself. The item loses 2d4 charges from its capacitor, and you gain temporary hit points equal to half the number of charges drained.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the item loses an additional 1d4 charges for each slot level above 1st.

PURIFICATION

5th-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You unleash a wave of pure divine magic from within yourself, cleansing the magic of your enemies. Each hostile creature and each object within range is affected. Any spell of 3rd level or lower on an affected target ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than two levels lower than the spell slot you used.

RAZOR WIND
1st-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You gesture at a creature within range, summoning a blade of air to slice through it. Make a ranged spell attack against the target. On a hit, the target takes 2d10 slashing damage.

REBUKE THE LAWBREAKER
3rd-level abjuration

Casting Time: 1 reaction
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You punish a creature that is in the process of casting a spell. Choose a creature that you can see within range that is currently casting a spell. The creature must succeed on a Wisdom saving throw or take 1d6 fire damage for each level of the spell it is casting. If this damage reduces the creature to 0 hit points, the creature's spell is not cast.

REDLINE
2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, R
Duration: Concentration, up to 10 minutes

This spell causes a steamjack's boiler to overheat, giving it an incredible burst of speed while cooking its internal components. Choose a friendly steamjack that you can see within range. For the spell's duration, the steamjack can take the Dash action as a bonus action on each of its turns but takes 1d4 fire damage at the end of each of its turns.

REFUGE
3rd-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, R
Duration: Concentration, up to 1 minute

You point to a friendly creature within range and bestow upon it an uncanny ability to flee from harm. For the duration of the spell, if the target creature hits another creature with a spell or weapon attack, until the start of its next turn, it can use its reaction to move up to its speed. An affected creature does not provoke opportunity attacks during this movement.

RETALIATION
1st-level abjuration

Casting Time: 1 bonus action
Range: Touch
Components: V, S, R
Duration: 1 minute

Your touch quickens a creature's reflexes and blesses its soul with divine retribution. When an affected creature is hit by a melee attack, immediately after the attack, the affected creature can make a melee attack against the enemy that hit it. If the affected creature makes the melee attack granted by this spell, this spell ends after that attack.

RIGHTEOUS FLAMES
4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, R
Duration: Concentration, up to 1 minute

You wreathe a creature you touch in a halo of holy fire. The creature has immunity to fire damage for the duration of the spell. Until the spell ends, any creature that touches the affected creature or hits it with a melee attack while within 5 feet of it takes 2d10 fire damage.

ROTH'S MADNESS
2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You unleash the full fury of Roth—scion of soldiers and mercenaries—causing an enemy to descend into mindless frenzy. Choose a creature you can see within range. The target must make a Wisdom saving throw. On a failed save, the creature must use its reaction to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, or if it can't use its reaction, the target takes 3d10 psychic damage.

This spell has no effect on constructs or the undead.

SACROSANCT
2nd-level abjuration

Casting Time: 1 action
Range: 10 feet
Components: V, S, R
Duration: Concentration, up to 10 minutes

A creature you can see within range gains a divine ward that forces enemies that harm the creature to their knees. When an enemy damages an affected creature with an attack or a spell, after the attack or spell is resolved, the attacker must succeed on a Strength saving throw or be knocked prone and unable to make any additional attacks this turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

SCOURGE OF KHORVA
5th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, R
Duration: Concentration, up to 1 minute

Following the example of Khorva, scion of assassins, you inflict a debilitating curse on a creature you can see within

range. The creature must make a Wisdom saving throw. On a failed save, its natural and nonmagical worn armor begins to fester and crumble, and the creature takes a –2 penalty to AC for the spell's duration. Until the spell ends, whenever the target takes damage from a weapon or spell attack, it takes an extra 1d8 necrotic damage.

SCRAMBLE

3rd-level transmutation

Casting Time: 1 action
Range: 25 feet
Components: V, S, R
Duration: 1 minute

You extend your hand toward a steamjack within range and cause its cortex to crackle with overwhelming arcane energy. The target must succeed on a Constitution saving throw or lose any focus points it currently has and then use all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. At the end of this move, the target makes a single melee attack targeting a random creature within its reach.

SEISMIC SHOCK

5th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You create a sudden tremor that shakes the earth at a point on the ground that you can see within range. This tremor rips through a 50-foot-radius circle centered on that point. The area becomes difficult terrain until the start of your next turn. Each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature takes 8d6 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

SEIZE GEARS

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

You cause the clockworks or gear mechanisms of a single target in range to fuse together, completely freezing and stopping the mechanism. The object is rendered useless until the spell expires, at which point the gears revert to their original state.

Any construct, including steamjacks and warjacks, targeted by the spell must succeed on a Constitution saving throw or become paralyzed even if it is immune to the condition. At the end of each of its turns, an affected target can repeat the saving throw, ending the effect on itself on a success.

SENSE CORTEX

Divination cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

When you cast this spell, you immediately become aware of the presence and grade of each active mechanikal cortex within your control range, and you know whether each of these cortexes is protected by a cortex lock. You cannot detect the presence of inactive steamjacks or other constructs that do not use cortexes.

SHORT OUT

Enchantment cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S, R
Duration: Instantaneous

You unleash a burst of energy into the capacitor of a mechanikal item within range, shorting it out in a burst of chromatic sparks. A creature can spend an action to reactivate the item. Steamjacks and warcaster armor are unaffected by this spell.

SNIPE

1st-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: S, R
Duration: 1 hour or until triggered

You touch a creature and give it eyes as keen as an eagle's. The next ranged attack made by the target does not have disadvantage against a target at long range.

SOLOVIN'S BOON

1st-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

For the duration, you can use a bonus action to stabilize a creature without a healer's kit or the need to make a Wisdom (Medicine) check. A creature you stabilize in this way regains hit points equal to your Wisdom modifier (minimum of 1).

SPELLPIERCER

2nd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, R
Duration: Concentration, up to 10 minutes

You and up to two other creatures within 10 feet of you ignore enemy creatures' bonuses to AC granted by spells or magic items.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

STACIA'S HELLFIRE

4th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, R
Duration: Concentration, up to 1 minute

Emulating Scion Stacia, whose rampant arson once plunged cities into terror, you unleash a torrent of green eldritch flames. The hellfire is a 10-foot-radius, 30-foot-high cylinder centered on a point within range you can see. As an action, you can move the hellfire up to 30 feet in any direction along the ground. The hellfire damages objects in the area and ignites flammable objects that aren't being worn or carried.

When a creature enters the hellfire for the first time or starts it turn there, or when the hellfire enters a creature's space, the creature must make a Dexterity saving throw. On a failed save, the creature takes 4d6 fire damage. On a successful save, the creature takes half as much damage. If any dice in a damage roll match, the damaged creature cannot regain hit points until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

STAR FIRE

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, R
Duration: Instantaneous

A bolt of pure radiance plummets from the sky to obliterate your enemies. Each hostile creature in a 20-foot-radius sphere centered on a point you choose within range must make a Wisdom saving throw. A target takes 7d6 radiant damage on a failed save, or half as much damage on a successful one. In addition, until the start of your next turn, if a hostile creature you can see within 120 feet of you ends its turn closer to you than it was at the start of its turn, it must make a Wisdom saving throw, taking 3d6 radiant damage on a failed save, or half as much damage on a successful one.

STYGIAN ABYSS

4th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, R
Duration: Concentration, up to 1 minute

Grasping shadows fill an area you choose within range. The affected area consists of up to five 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. The area becomes magically dimly lit. When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a Strength saving throw. The creature takes 4d10 force damage on a failed save, or half as much damage on a successful one. A Large or smaller creature that fails the saving throw is blinded while in the area.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can place one additional cube for each slot level above 4th.

SUNBURST

3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, R
Duration: Instantaneous

A miniature sun emerges from your hand, flying to a point you choose within range and detonating in a radiant explosion that harms your foes but leaves your allies intact. Each nonfriendly creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the explosion increases by 5 feet for each slot level above 3rd.

WALL OF STEAM

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, R
Duration: Concentration, up to 5 minutes

You cause a wall of scalding steam to erupt within range. You can make the wall up to 40 feet long, 20 feet high, and 5 feet thick, or you can make a ringed wall up to 20 feet in diameter, 10 feet high, and 5 feet thick. The area covered by the wall is heavily obscured.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a

creature takes 6d10 fire damage, or half as much damage on a successful save. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there.

As a bonus action on each of your turns, you can move the wall 5 feet in any direction. The wall must maintain the original shape you chose when you cast the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

WINTER'S WRATH

5th-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Instantaneous

A flash of ice springs from your extended hand to a point you choose within range and then erupts into a storm of killing cold. Each creature in a 25-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 6d8 cold damage and is frozen solid and subjected to the petrified condition until the start of your next turn. On a successful save, it takes half as much damage and isn't petrified.

ZEPHYR

1st-level evocation

Casting Time: 1 bonus action
Range: Touch
Components: R
Duration: 1 round

A gust of wind lifts the target off the ground and into the air. Until the end of the target's next turn, it gains a fly speed of 20 feet. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

NEW MAGIC ITEMS

While most of the magical items and weapons found in the Iron Kingdoms are the product of mechanikal engineering, some are relics of the Orgoth that survived the Scourge, holy weapons empowered by the blessings of the priesthood or rune-inscribed to produce magical enhancements.

MAGIC ITEMS IN THE IRON KINGDOMS

FIREBRAND

Weapon (Caspian battleblade), rare (requires attunement by a creature of Menite faith)

The Firebrand is an ancient Menite weapon that erupts with holy power while in the hands of the faithful. In the hands of a faithful Menite, the weapon's blade burns with roaring fire. It emits bright light in a 20-foot radius and dim light for an additional 20 feet. In the hands of a character attuned to it, the weapon deals an additional 2d6 fire damage and can ignite any flammable object it strikes that isn't being worn or carried.

FELLBLADE

Weapon (greatsword), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you are immune to being frightened. When you are subjected to a spell that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Curse. A fellblade is a cursed weapon, and becoming attuned to it extends the curse to you. When you reduce a creature to 0 hit points while this weapon is in your possession, you must succeed on a DC 16 Charisma saving throw or become enraged. While enraged, you cannot take any action other than to move your speed toward the nearest creature (friend or foe) and attack it with this weapon. You focus your attacks on that creature until you incapacitate it, after which you move on to a new nearest creature. You remain enraged until you end your turn with no creatures you are aware of within reach of your weapon.

ORGOTH STAFF

Weapon (quarterstaff), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you gain a +2 bonus to AC against spell attacks and have advantage on saving throws caused by spell effects.

If you are attuned to this weapon, any creature wielding a fellblade within 60 feet of you is charmed by you. If a creature wielding a fellblade is enraged and within 60 feet of you, you can use a bonus action to make it no longer enraged.

RELIC BLADE

Weapon (greatsword), common (requires attunement by a creature of Menite faith)

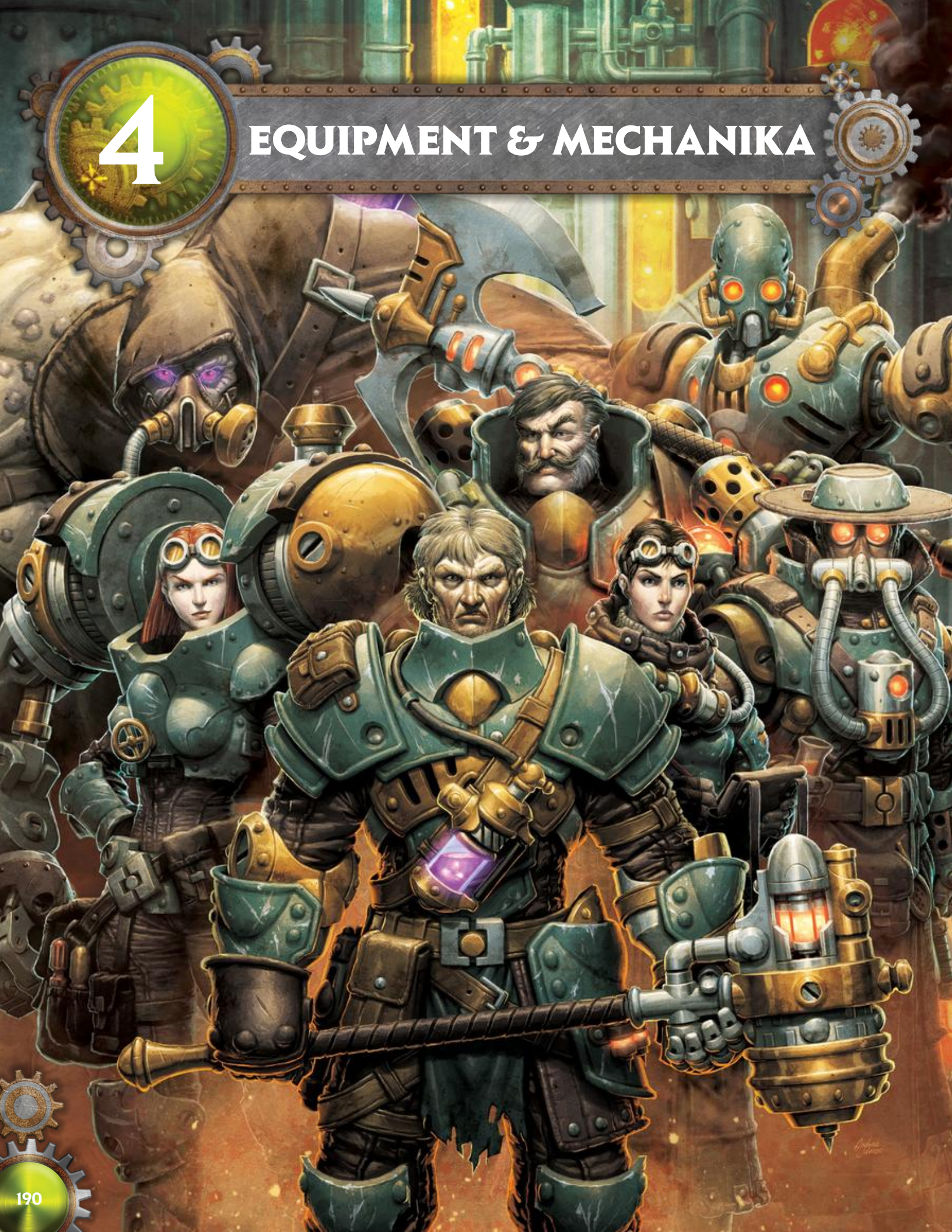
Relic blades are sacred swords entrusted to the Knights Exemplar. Each is inscribed with holy runes and purified by the prayers of Menite priests. Only a follower of Menoth can attune to this magic weapon. While in the hands of an attuned Menite, this weapon deals an additional 1d8 radiant damage to fey, fiends, and the undead.

RUNE AXE, GREYLORDS

Weapon (battleaxe), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, if you score a critical hit against a creature with it, the target must succeed on a DC 14 Constitution saving throw or become paralyzed until the end of your next turn.

4 EQUIPMENT & MECHANIKA



The Iron Kingdoms are fraught with all sorts of peril, and any self-respecting fortune hunter or campaigner always keeps an implement of destruction close at hand. For those who travel the byways of western Immoren, battle is inevitable whether one is a soldier, scholar, priest, or rogue.

This chapter explores the weapons, armor, and gear commonly carried throughout the Iron Kingdoms, as well as the wonders of mechanika.

AVAILABILITY OF GOODS

This chapter covers an expansive list of goods that can be found across western Immoren. It does not address factors such as scarcity or supply and demand. We encourage GMs to be as liberal or as strict with the items and prices in this chapter as they need to be in order to meet the needs of their campaign.

Not all items are readily available everywhere. It can be hard to find a winter hat for sale in the deserts of the Bloodstone Marches at any price. Rare mechanika is unlikely to be found in a remote village unless that village boasts an arms firm or a retired arcane mechanik. Even in times of peace, the nations of the Iron Kingdoms engage in all manner of trade wars and embargoes against one another. Under such circumstances, characters need to be creative or hit the road to find what they want.

FIREARMS

The majority of today's firearms in the Iron Kingdoms are breech-loading weapons. Reloading such a weapon involves opening a trapdoor on the rear of the firearm, placing a round within it, and closing the trapdoor, after which the firearm is ready to be fired. The cartridge sits snugly in the weapon's chamber until the trigger is pulled, which releases a pin that drives into the rear of the round through two silk pouches, each of which contains one of two components that, when mixed, combine to create blasting powder. The resulting chemical reaction and subsequent explosion drive the bullet that sits ahead of the pouches forward and out of the weapon's muzzle.

The Order of the Golden Crucible was the first organization to manufacture firearms in western Immoren. Its first such weapons utilized a multipart loading process that involved dropping the two silk pouches down the muzzle of the firearm, following the pouches with a bullet tucked inside a bit of wadding, and tamping down all these elements with a rod before firing the weapon. Once fired, the bullet and wadding would be ejected from the weapon's muzzle, burning up the silk pouches and leaving the barrel empty and ready for another load.

The breech-loading system was a significant development, as it allowed the bullet and the silk pouches containing the blasting powder to be loaded into the chamber through the rear of the gun. Combining the bullet and the powder into a single cartridge wrapped in thin paper, though a minor development, reduced the cost of ammunition and left very little fouling in the chamber of the average weapon. Although these paper cartridges could withstand regular handling on a battlefield, they fell apart if they became wet or were subject to any significant trauma. Although the components could still be useful if loaded individually, doing so significantly increased the shooter's reloading time and slowed the subsequent rate of fire.

Paper cartridges were seen as an improvement over the previous multipart loading process, but the extra paper had two detriments on a firearm's internal workings. First, they caused more fouling and led to more malfunctions if a weapon was not cleaned correctly after significant use. Second, the firing pin needed to drive through more material in order to puncture the silk pouches wrapped within the cartridges. This extra stress could cause even the sharpest firing pins to become dulled or bent and thereby rendered useless. Thus, in order for a firearm that used paper cartridges to remain reliable, it needed to be regularly maintained following any extended use.

Muzzle-loading pepperbox mechanisms were created at around the same time the breech-loading firearm was developed, and the ammo wheel was introduced shortly after that. The ammo wheel allowed a shooter to reload the wheel's chambers with paper cartridges inserted through the rear of the weapon. In addition to being easier to reload, the pin that held the ammo wheel in place could be pulled, allowing the ammo wheel to be removed and replaced with another preloaded ammo wheel. This simple feature meant that the ammo wheel of a weapon could be replaced—and the weapon fully reloaded—in the time an average shooter took to reload 1 round of a breech-loading rifle. The pepperbox and ammo wheel actions contained multiple preloaded chambers. The first pepperbox actions were advanced by hand, but later actions incorporated clockwork mechanics that advanced the chamber with the pull of a trigger before striking the cartridge with the firing pin. This development finally made rapid-firing firearms a reality.

Gunsmiths changed the battlefields of western Immoren once again with the development of the metal cartridge. Placing the two silk pouches inside a metal cartridge capped with a bullet created a cartridge that left less fouling and guided the firing pin into the round through a small well without significantly damaging or dulling the firing pin. By using a small drop of wax to cap the rear of the cartridge where the pin entered, firearm manufacturers also created a water-resistant cartridge.

Once western Immoren's gunsmiths had metal cartridges that slid with less resistance than paper cartridges and ejectors to remove spent cartridges, they produced the next major development in firearm technology: the belt-fed automatic gun. Metal cartridges' relative lack of friction allowed for gravity-fed magazines that could somewhat reliably drop rounds into a cycling action, but the belt-feed action greatly increased the reliability and consistency of firearms on the battlefield. These new weapons used the recycled energy of their cartridges to power the cycling of the automatic action, which ejected the previous cartridge while reloading a new cartridge into the chamber and recharging and releasing the firing pin. This advancement allowed one man to fire so many shots with one pull of the trigger that

he could outpace the capabilities of the weapon's barrel, necessitating the development of water-cooled barrels.

AMMUNITION

Although small variances exist in bullet calibers and the amount of powder grain used in the many cartridges available across western Immoren, most weapons accept one of three standard sizes of cartridges: light rounds, heavy rounds, or slug rounds. Light rounds—those with a circumference of less than half an inch—are used in most modern pistols and rifles. Heavy rounds are used in heavy rifles, hand cannons, and mounted antipersonnel weapons. With a circumference of over half an inch, a heavy round creates a tremendous amount of trauma as it travels through a target. Slug rounds are about fifty percent larger than heavy rounds and transfer an enormous amount of energy to a target upon impact.

Some weapons are also armed with shot, a collection of small bullets driven forward when a charge is ignited. Because shot usually disperses across a wide area, it has a larger impact on a target and results in multiple entry wounds. The average shot round is the same size as a slug round.

Firearm ammunition in the Iron Kingdoms is either wrapped in paper or encased in metal. Both types of ammunition include a bullet, a casing, and silk-wrapped packets of the two blasting powder components. Although paper cartridges are more fragile than metal-cased rounds, they can be assembled by hand on the battlefield and do not require any special equipment to press.

BLASTING POWDER AND THE END OF MONOPOLY

Although blasting powder was once an expensive and carefully regulated commodity of the Order of the Golden Crucible, the organization's virtual monopoly on the manufacture of this key ingredient ended long ago. The initial dissolution of the Golden Crucible following Khador's invasion of Llael spread the secrets of blasting powder's creation to hundreds of independent chapter houses and alchemical shops throughout the Iron Kingdoms, and every kingdom now has its own supply and methods of manufacture.

Blasting powder is now plentiful throughout the Iron Kingdoms, but the quality of ammunition varies from one locale to another. Certain groups, such as the Order of the Golden Crucible, have a reputation for providing high-quality, consistent product and can charge a premium accordingly.

ARMOR

Although the armor worn by each standing army in the Iron Kingdoms consists of identical battle dress, the mercenaries and adventurers of western Immoren mix and match the elements of their armor in order to meet their personal preferences and needs. Mercenaries commonly wear scavenged hodgepodges of armored elements that afford as much protection as they can secure. The Armor table shows the cost, weight, and other properties of the common types of armor worn in the Iron Kingdoms. New armors are described below.

LIGHT ARMOR

Light armor trades protection for mobility and is favored by those who rely on agility and stealth. Typically made of lighter materials such as hardened leather, light armor offers limited protection. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Alchemist's Leathers. This loose-fitting suit of leather armor is hardened with alchemical treatments and includes a heavy leather cloak. Typical of the armor worn by the Iron Kingdom's battle alchemists, this armor is treated to provide maximum protection against blasts and alchemical agents. Alchemist's leathers provide +2 AC against attacks that deal only acid or fire damage.

MEDIUM ARMOR

Medium armor strikes a balance between protection and mobility. Many varieties incorporate rigid metal components in order to protect vital organs. Although medium armor affords better protection than its lighter counterparts, it can impede mobility. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Armored Apron. Reinforced with metal plates on its inner surface, this tough leatherworker's apron is designed to protect the wearer's abdomen and upper legs. It is often worn by mechaniks to safeguard against workplace hazards.

Infantry Armor. Consisting of an armored chest plate, shoulder pads, and armored leggings over layers of leather and sometimes chain, infantry armor exists in numerous variations throughout the Iron Kingdom's many armies and mercenary companies. Cygnar's trenchers and long gunners, Khador's Winter Guard, and Rhul's gun corps all wear variations of this armor.

Tailored Plate. This suit of light plate armor usually includes full torso protection along with armored leggings and gauntlets over layers of form-fitting chain mail and leather. It sometimes includes a fitted armored coat as well. Because it is customized to the wearer, tailored plate is typically quite expensive. Such armor is a status symbol among successful mercenaries, famed duelists, and wealthy aristocrats. A character wearing tailored plate custom-fit to another person has disadvantage on Dexterity (Stealth) checks.

HEAVY ARMOR

Heavy armor offers the greatest amount of protection against harm. It typically covers the entire body but limits the wearer's mobility. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Storm Knight Armor. The heavy armor of Cygnar's renowned Storm Knights layers extremely heavy plate armor over padded insulation that protects the wearer from the electrical fury of the Storm Division's voltaic weapons. A character wearing this armor is immune to lightning damage.

GREATCOATS

Greatcoats are ubiquitous in the Iron Kingdoms. Some adventurers choose to add concealed armored plates or chain liners to their greatcoats for increased protection.

Armored Greatcoat. The armored greatcoat is popular among combatants and adventurers across western Immoren. Made up of layers of leather, chain, and plate, it not only provides protection against weaponry, but also serves as a barrier against inclement weather. A character wearing an armored greatcoat gains +1 AC. An armored greatcoat can be worn over light armor.

SHIELDS

Assault Shield. An assault shield has spikes or blades mounted on its front face, allowing it to be used as a weapon in close fighting. If you successfully shove a target while equipped with an assault shield, the target takes 1d4 piercing damage.

UNUSUAL ARMORS

In addition to the more common types of armor seen on the battlefield, some armors incorporate steam-powered or mechanikal components for additional effects.

STEAM ARMOR

Steam-powered armor has existed in one form or another for centuries. In terms of their impact on military design, the fundamental mechanics of steam-powered armor parallel the development of warcaster armor. When the first mass-produced suit of steam armor emerged from Jachemir Venianminov's foundry in Khorsk, it simply affirmed the usefulness and durability of such devices. Steam-powered warriors, unlike warcasters, did not require elite training, and they consumed fewer resources than warjacks while providing a similar return on the battlefield.

Because steam-powered armor has a reputation for being able to dole out and absorb punishment nearly as well as a light warjack, it has become widespread among mercenary companies and militias that cannot easily afford warjacks. The Man-O-War—the most widely known type of steam-powered armor—is a prime example of a mass-produced version. Built in accordance with sturdy Khadoran mechanikal designs, it is often the inspiration for those looking to build a customized suit of steam armor.

Most suits of steam armor are cobbled together by

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Padded (SRD)	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather (SRD)	10 gp	11 + Dex modifier	—	—	10 lb.
Studded leather (SRD)	45 gp	12 + Dex modifier	—	—	13 lb.
Alchemist's leathers	55 gp	12 + Dex modifier	—	—	13 lb.
Medium Armor					
Hide (SRD)	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Armored apron	30 gp	13 + Dex modifier (max 2)	—	Disadvantage	20 lb.
Chain shirt (SRD)	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail (SRD)	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Infantry Armor	85 gp	14 + Dex modifier (max 2)	Str 13	—	35 lb.
Breastplate (SRD)	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate (SRD)	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Tailored plate	800 gp	15 + Dex modifier (max 2)	—	—	20 lb.
Heavy Armor					
Ring mail (SRD)	30 gp	14	—	Disadvantage	40 lb.
Chain mail (SRD)	75 gp	16	Str 13	Disadvantage	55 lb.
Splint (SRD)	200 gp	17	Str 15	Disadvantage	60 lb.
Plate (SRD)	1,500 gp	18	Str 15	Disadvantage	65 lb.
Storm Knight	1,575 gp	18	Str 15	Disadvantage	65 lb.
Shields					
Shield (SRD)	10 gp	+2	—	—	6 lb.
Assault shield	20 gp	+2	Str 13	—	10 lb.
Steam Armor					
Standard-class steam armor	1,250 gp	17	Str 14*	Disadvantage	300 lb.
Heavy-class steam armor	1,800 gp	19	Str 16*	Disadvantage	600 lb.
Warcaster Armor					
Light	2,010 gp	13 + Dex modifier	—	—	30 lb.
Medium	2,060 gp	15 + Dex modifier (max 2)	Str 13*	Disadvantage*	55 lb.
Heavy	2,760 gp	18	Str 15*	Disadvantage*	90 lb.
Extras					
Greatcoat, armored	20 gp	+1	—	Disadvantage	10 lb.

**Applies only while the armor is unpowered.*

mechaniks. Some are retrofit models that use salvaged parts and customized armor, while others are unique models built entirely from scratch with signature styles. The individuality and built-in idiosyncrasies of such armor often render it operable only by the builder, although Man-O-War armor is built with a standard series of controls an elite solider can be trained to use.

Most suits of steam-powered armor stand six to ten feet tall. No matter their size, such suits are uniformly designed to be driven by a steam-based power plant—the boiler—mounted on the rear of the armor. Most suits of steam armor are bulky, heavily armored, and enhanced with numerous mechanikal attachments.

The operator's space, aptly called "the coffin," is a heavily insulated and armored cavity in the chest of the armor. The operator sits in the coffin with arms and legs extended into the arms and legs of the suit, and the inner arms are equipped with grasp manipulators and various controls that fit in and around the operator's hands. The coffin only partially covers the operator. A hinged armored cowling, much like the visor on a knight's helm, typically covers the operator's head. This cowling is often folded up in order to ventilate fresh air into the armor's interior but is folded down in battle in order to foil snipers and protect against shrapnel.

Optional Feat: Steam Armored

Prerequisites: Proficiency with heavy armor

You have trained to master the use of steam armor and gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20
- You gain proficiency with steam armor

GETTING INTO AND OUT OF STEAM ARMOR

Due to a large number of straps, locking buckles, and secure points, steam armor is difficult to put on and take off. Standard-class steam armor takes 15 minutes to put on and 10 minutes to take off, and heavy-class steam armor takes 18 minutes and 12 minutes, respectively.

STEAM ARMOR FEATURES

Steam armor has several unique features, as described below.

- While you are operating steam armor that has power, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- Steam armor has a damage threshold of 5.
- You have a maximum Dexterity modifier of 0 while wearing steam armor.
- While wearing steam armor, your base speed becomes 20 unless it is already lower.
- If you are wearing steam armor and hit a target with an unarmed strike, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Power Plant. The fuel load of medium steam armor is 10 pounds of coal and 5 gallons of water, which allows for roughly 5 hours of general labor or 1 hour of combat. Heavy armor requires 20 pounds of coal and 8 gallons of water. Operating at full steam implies that the armor is running its boiler under combat conditions, in which case 1 minute at full steam is equal to 5 minutes at normal power.

If you are wearing steam armor that doesn't have power, you are subjected to the full weight of the armor. Your speed drops by an additional 10 feet, and you have disadvantage on saving throws and ability checks that use Strength or Dexterity until the armor has power again.

A steam armor's power plant has the same vulnerability to water as a steamjack's boiler.

CRITICAL DAMAGE

A solid hit can still rock a massive suit of steam-powered armor. If you are wearing such armor, roll on the Critical Damage table whenever one of the following happens:

- An attacker scores a critical hit against you.
- The armor is subjected to circumstances that warrant a dangerous malfunction, as determined by the GM.

Repairing Critical Damage. Repairing critical damage requires the proper tools and time spent off the battlefield adjusting components and patching ruptured pressure lines. Refer to the Repair column of the Critical Damage table to determine the DC of the Intelligence check and the time required to repair a critical damage effect.

WARCASTER ARMOR

The Iron Kingdoms' militaries equip their warcasters with mechanikal armor so advanced that only the most skilled armorers and arcane mechaniks understand its construction techniques. Each suit of warcaster armor is custom-fitted to the individual. Although plate armor is the basis for warcaster armor, many types can be modified to suit the needs of an individual 'caster, with some warcasters choosing to sacrifice protection in order to augment their mobility. Every suit of warcaster armor is unique, and the cost, look, and specific materials vary considerably. The most expensive and refined suits are built from the finest alloys by the militaries of wealthy nations, and they include small, precisely tooled components. By contrast, those produced by mercenary companies and poorer nations are usually more cumbersome and employ heavier metals and thicker pipes and gauges. Yet even these are marvels of modern mechanika, using scores of dedicated runeplates connected by an intricate lattice of arcane conduits.

Most importantly, each suit of warcaster armor integrates an arcane turbine, a highly efficient and advanced type of steam engine worn on the back and fueled by coal. The steam engine in an arcane turbine powers small internal mechanisms, the negligible weight of which allows the turbine to run for many hours on a small quantity of coal. A turbine typically needs to be refueled once a day, although it can sustain itself at its lowest setting over several days of use if its wearer does not engage in active combat.

Warcaster armor includes exhaust pipes for venting smoke and excess steam pressure. These tubes expel thick plumes when running at full power but only a trickle when dampened. Warcasters must be wary of running an arcane turbine at full power in enclosed spaces, such as aboard a passenger train, where emissions can quickly become a breathing hazard.

The heart of the turbine is a complex series of wire-coiled wheels spinning inside a thinly layered metal lattice, all constructed of arcane-sensitive alloys. When worn by a warcaster who has bonded to the armor, the turbine powers a protective power field around the warcaster that helps negate the armor's encumbrance and safely disperses the heat generated by its boiler. This field absorbs damage that would otherwise be sustained by the warcaster. A warcaster can enhance the field's protective qualities by overboosting it, thereby allowing the warcaster to walk unscathed through explosions and direct fire that would otherwise be instantly fatal.

When it comes time to don a suit of armor and prime the turbine, many military warcasters call upon the aid of an adjutant, but practiced mercenaries can don their armor with just a bit of hassle and additional time. The turbine requires only a couple of minutes to be stoked and quickly reaches peak efficiency.

CRITICAL DAMAGE

d10	Result	Repair
1–2	No internal systems are damaged.	—
3	***Operator Rattled.*** The damage causes a minor steam rupture and rattles you. You cannot take reactions until the end of your next turn.	—
4	***Arm Damaged.*** One of the steam armor's arms is crippled as a result of the damage. Randomize which arm is damaged. Until the damage is repaired, you have disadvantage on attack rolls made with the damaged arm.	DC 10 Intelligence. Repair requires 1 hour of work and proficiency with tinker's tools.
5	***Loss of Power.*** The armor's steam pressure has been compromised, resulting in a severe loss of power to the armor. Until the damage is repaired, you have disadvantage on Strength checks.	DC 10 Intelligence. Repair requires 1 hour of work and proficiency with tinker's tools.
6	***Movement Damaged.*** The armor's movement systems have been damaged. Until the damage is repaired, your maximum speed is reduced by 10 feet and you cannot take the Dash action.	DC 15 Intelligence. Repair requires 2 hours of work and proficiency with tinker's tools.
7	***Boiler Leak.*** The armor's boiler has been damaged, venting dangerous steam into the suit itself. Until the armor is removed, you take 1d4 fire damage each minute.	DC 15 Intelligence. Repair requires 2 hours of work and proficiency with tinker's tools.
8	***Operator Hit.*** The attack bypasses the suit's armor. You take any damage from the attack, ignoring the armor's damage threshold.	—
9	***Rupture.*** The armor's outer plating rips open, drastically reducing its protective ability. Until the armor is repaired, ignore its damage threshold.	DC 17 Intelligence. Repair requires 3 hours of work and proficiency with tinker's tools.
10	***Boiler Explosion.*** The attack causes a catastrophic boiler explosion. The boiler detonates, dealing 5d6 fire damage to you and any creature within 10 feet of you. Until the damage is repaired, the armor loses power.	DC 17 Intelligence. Repair requires 3 hours of work and proficiency with tinker's tools.

WARCASTER POWER FIELDS

The Focus Manipulation feature allows a warcaster to reduce incoming damage while wearing warcaster armor, but in addition, excess power from the armor's arcane turbine can be used to produce a protective shield around a bonded wearer. While its boiler is fueled and its arcane turbine is operating, a bonded suit of warcaster armor generates a power field that acts as a buffer against incoming damage. Note that non-bonded warcaster armor cannot generate a power field.

As a bonus action, a warcaster can expend charges from the armor's arcane turbine. Each charge expended in this way grants the warcaster 1d4 temporary hit points that last for 1 minute.

Warcaster Armor, Light. This warcaster armor is made of lightweight plate and includes a breastplate designed to support the armor's turbine and boiler. Because much of the warcaster's body is left unarmored, this armor relies primarily on the power field for protection.

Light warcaster armor incorporates an arcane turbine with a power draw of 5 charges per hour for the bond plate and the power field's mechanikal devices. Additional devices can be connected to the turbine, as described in the arcane turbine rules.

If this armor does not have power, its wearer has –2 AC.

Warcaster Armor, Medium. This warcaster armor is based on the infantry armor used throughout the Iron Kingdoms. Although it invariably includes a fitted breastplate that houses the armor's arcane turbine, other elements vary from nearly full suits of plate armor to armored shoulder and leg elements in combination with an armored greatcoat.

Medium warcaster armor incorporates an arcane turbine with a power draw of 5 charges per hour for the bond plate and the power field's mechanikal devices. Additional devices can be connected to the turbine, as described in the arcane turbine rules.

If this armor does not have power, its wearer has –2 AC.

Additionally, while it does not have power, this armor reduces its wearer's speed by 10 feet, and the wearer has disadvantage on Stealth checks unless the wearer has Strength 13 or higher.

Warcaster Armor, Heavy. This warcaster armor is based on extremely heavy full plate armor and fitted with a huge boiler and arcane turbine. Although the armor is effectively weightless, its sheer bulk somewhat restricts its wearer's movement.

Heavy warcaster armor incorporates an arcane turbine with a power draw of 5 charges per hour for the bond plate

and the power field's mechanikal devices. Additional devices can be connected to the turbine, as described in the arcane turbine rules.

If this armor does not have power, its wearer has –2 AC.

Additionally, while it does not have power, this armor reduces its wearer's speed by 10 feet, and the wearer has disadvantage on Stealth checks unless the wearer has Strength 15 or higher.

WEAPONS

Your class grants proficiency in certain weapons, reflecting both its focus and the tools you are most likely to use. Whether you favor a longsword or a repeating pistol, your weapon and your ability to wield it effectively can mean the difference between life and death.

The Weapons table shows the most common weapons used in the Iron Kingdoms, their price and weight, the damage they deal when they hit, and any special properties they possess. Each weapon is classified as melee, ranged, firearm, or grenade. A **melee weapon** is used to attack a target within 5 feet of you, whereas **ranged weapons**, **firearms**, and **grenades** are used to attack a target at a distance.

NEW WEAPON PROPERTIES

Some weapons in the Iron Kingdoms have new special properties related to their use, as shown in the Weapons table.

Area of Effect (AOE). This weapon's ammunition explodes when it hits a target and may hit nearby creatures standing as well. Each other creature within a number of feet equal to the AOE range (noted in parentheses) must make a Dexterity saving throw with a DC of 13 or 10 + the attacker's proficiency bonus, whichever is higher. On a failed save, the creature takes half of the damage taken by the target.

Hidden. The true nature of this weapon is concealed until the wielder reveals it or a creature discovers it. A creature within 10 feet of the weapon can discern its true nature if the creature has a passive Wisdom (Perception) score of at least 20 or if the creature is actively looking for concealed weapons and succeeds on a DC 15 Wisdom (Perception) check. A creature that handles a weapon disguised to look like something else discovers the weapon's true nature if the creature has a passive Wisdom (Perception) score of at least 10 or automatically if the creature is actively looking for concealed weapons.

Firearm. You can use a weapon that has the firearm property to make a ranged attack, but only if ammunition is loaded into the weapon's magazine. Each time you attack with a firearm, you expend 1 round from the magazine. Rounds fired from a firearm are destroyed.

A firearm produces a loud report when fired. Unless affected by mechanikal or magical silence, creatures with the ability to hear can hear the sound of a firearm discharging from a great distance, sometimes up to a mile or more in open conditions.

Grenade. You must throw this weapon to make a ranged attack with it. Add your Dexterity modifier to the attack roll, but do not add it to the damage roll.

Missing with an AOE

Rather than worry about where a grenade scatters or an errant artillery shell falls, assume that missed AOE attacks are duds or explode in an otherwise harmless area.

Magazine. A weapon with the magazine property has an amount of ammunition stored inside it (noted in parentheses). Once you use the weapon to make a number of attacks equal to its magazine rating, you must use an action or a bonus action (your choice) in order to reload it.

Magelock. A magelock weapon is specially hardened against the effects of a gun mage's rune shots. While in the hands of a gun mage, a magelock weapon is a magic weapon.

Misfire. If you roll equal to or lower than a weapon's misfire rating (noted in parentheses), the weapon jams as its ammunition fails. The attack automatically misses, and the weapon cannot be used again unless you use an action or a bonus action to clear the chamber and fix whatever caused the weapon to misfire.

Rearm. You can use a weapon that has the rearm property to make a melee attack, but only if you have the expendable component the weapon uses. Each time you attack with the weapon, you expend this component. You must take a bonus action to draw the component from a bandolier or another container and attach it to the weapon.

If you use a weapon that has the rearm property to make a melee attack without replacing the expendable component, you treat the weapon as an improvised weapon.

Storm. As a bonus action, you can activate or deactivate this weapon. While activated, this weapon deals 1d4 lightning damage in addition to its normal damage. Each time you make an attack with this weapon while it is activated, you suffer 1d4 lightning damage after resolving the attack. For more on this weapon, see "Mechanika" on p. 213.

Storm Generator. You can use this weapon to discharge lightning as a ranged attack rather than use it as a melee weapon, but only if the weapon is activated. If you do so, this weapon's damage changes to 1d8 lightning damage.

Volley. You can use a weapon with the volley property to make an attack against a single target, or you can fire multiple shots into a 10-foot cube within the weapon's normal range, in which case each creature in the area must make a Dexterity saving throw with a DC equal to 8 + your attack modifier. On a failed save, the creature takes normal damage from the weapon. A volley cannot hit more targets than the number of pieces of ammunition in the weapon's magazine when it is fired.

SPECIAL WEAPONS

Weapons with special rules are described here.

Bayonet. Bayonets are small, dagger-like blades that can be affixed to the barrel of a firearm. They are most often affixed to military rifles used by soldiers in close-quarter trench warfare. Some specialized bayonets have been crafted for use with both multibarreled firearms and crossbows. A bayonet attached to a ranged weapon allows you to make

WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Bayonet	3 gp	1d6 piercing	1 lb.	Special
Club (SRD)	1 sp	1d4 bludgeoning	2 lb.	Light
Coal shovel	1 gp	1d4 bludgeoning	3 lb.	Special, versatile (1d6)
Dagger (SRD)	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Gaff	2 gp	1d4 piercing	1 lb.	Light
Gaff spear	4 gp	1d8 piercing	3 lb.	Special, two-handed
Greatclub (SRD)	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe (SRD)	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Harpoon	3 gp	1d8 piercing	5 lb.	Thrown (range 20/60)
'Jack wrench	15 gp	1d8 bludgeoning	5 lb.	Heavy
Javelin (SRD)	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Knuckledusters	5 sp	1d4 bludgeoning	1 lb.	Special
Light hammer (SRD)	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace (SRD)	5 gp	1d6 bludgeoning	4 lb.	—
Pickaxe	5 gp	1d6 piercing	3 lb.	Light
Quarterstaff (SRD)	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle (SRD)	1 gp	1d4 slashing	2 lb.	Light
Spear (SRD)	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Spear, flame	25 gp	1d6 piercing	6 lb.	Special, versatile (1d8)
Springblade	4 gp	1d4 piercing	2 lb.	Finesse, hidden, light
Stave of authority	Special	1d6 bludgeoning	7 lb.	Special, versatile (1d8)
Simple Ranged Weapons				
Bola	1 sp	1d4 bludgeoning	2 lb.	Special, thrown (range 20/60)
Crossbow, light (SRD)	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart (SRD)	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow (SRD)	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling (SRD)	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
Simple Pistols				
Pistol	20 gp	1d10 piercing	4 lb.	Firearm (range 40/120), light, magazine (1)
Pistol, musket	15 gp	1d12 piercing	3 lb.	Firearm (range 20/60), light, magazine (1), misfire (4)
Pistol, repeating	25 gp	1d10 piercing	6 lb.	Firearm (range 40/120), light, magazine (5)
Rivet gun	10 gp	1d8 piercing	8 lb.	Firearm (range 10/30), magazine (10)
Rynnish holdout	30 gp	1d6 piercing	1 lb.	Firearm (range 20/60), light, magazine (2)
Simple Rifles				
Blunderbuss	15 gp	1d8 piercing	16 lb.	AOE (5), firearm (range 30/90), magazine (1), misfire (3), two-handed
Harpoon gun	50 gp	2d6 piercing	15 lb.	Ammunition (range 60/120), loading, special, two-handed
Musket	18 gp	1d12 piercing	15 lb.	Firearm (range 35/105), magazine (1), misfire (4), two-handed
Rynnish walking stick	30 gp	1d8 piercing	2 lb.	Firearm (range 20/60), magazine (1), two-handed, hidden
Scattergun	20 gp	2d8 piercing	8 lb.	Firearm (range 30/90), magazine (1), two-handed
Martial Melee Weapons				
Battleaxe (SRD)	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Blasting pike	30 gp	1d8 piercing	18 lb.	Heavy, reach, rearm, special, versatile (1d10)

WEAPONS

Name	Cost	Damage	Weight	Properties
Caspian battleblade	25 gp	1d8 slashing	12 lb.	Heavy, versatile (2d6)
Chain blade	20 gp	1d6 slashing	6 lb.	Finesse, reach
Cutlass	20 gp	1d8 slashing	3 lb.	Finesse
Flail (SRD)	10 gp	1d8 bludgeoning	2 lb.	—
Flail, two-handed	15 gp	1d12 bludgeoning	4 lb.	Heavy, two-handed
Glaive (SRD)	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe (SRD)	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword (SRD)	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd (SRD)	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Kopis	12 gp	1d8 slashing	3 lb.	—
Lance (SRD)	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword (SRD)	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul (SRD)	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar (SRD)	15 gp	1d8 piercing	4 lb.	—
Nyss claymore	Special	1d10 slashing	5 lb.	Finesse, two-handed
Ogrun warcleaver	35 gp	1d12 slashing	35 lb.	Heavy, reach, two-handed
Pike (SRD)	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier (SRD)	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar (SRD)	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword (SRD)	10 gp	1d6 piercing	2 lb.	Finesse, light
Sword cane	40 gp	1d8 piercing	2 lb.	Finesse, hidden
Trident (SRD)	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
Storm glaive	1,500 gp	1d8 slashing	5 lb.	Storm, storm generator (range 20/60), versatile (1d10)
Electro lance	1,750 gp	1d12 piercing	10 lb.	Reach, special, storm, storm generator (range 30/120)
Storm thrower	1,000 gp	1d4 piercing	20 lb.	Special, storm, storm generator (range 80/320)
Trench knife	3 gp	1d4 piercing	2 lb.	Light, special
Trench sword	12 gp	1d6 piercing	3 lb.	Light, special
Voltaic halberd	1,110 gp	1d10 slashing	9 lb.	Heavy, special, reach, storm, two-handed
War pick (SRD)	5 gp	1d8 piercing	2 lb.	—
Warhammer (SRD)	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip (SRD)	2 gp	1d4 slashing	3 lb.	Finesse, reach
Martial Ranged Weapons				
Blowgun (SRD)	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand (SRD)	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy (SRD)	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, repeating	80 gp	1d10 piercing	20 lb.	Ammunition (range 100/400), heavy, magazine (6), two-handed
Longbow (SRD)	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net (SRD)	1 gp	—	3 lb.	Special, thrown (range 5/15)
Nyss bow	65 gp	1d10 piercing	3 lb.	Ammunition (range 200/800), heavy, two-handed
Martial Pistols				
Hand cannon	100 gp	2d6 piercing	8 lb.	Firearm (range 80/240), heavy, magazine (1)
Hand cannon, dual	250 gp	2d6 piercing	10 lb.	Firearm (range 80/240), heavy, magazine (2), special
Pistol, magelock	150 gp	1d10 piercing	8 lb.	Firearm (range 40/120), magazine (1), magelock

WEAPONS

Name	Cost	Damage	Weight	Properties
Pistol, dual magelock	280 gp	1d10 piercing	8 lb.	Firearm (range 40/120), magazine (2), magelock, special
Radcliffe quad-iron	40 gp	1d6 piercing	10 lb.	Firearm (range 20/80), magazine (4), volley
Martial Rifles				
Cannon-shield	90 gp	1d8 piercing	10 lb.	Firearm (range 10/30), magazine (1), special
Carbine	65 gp	2d8 piercing	10 lb.	Firearm (range 50/150), magazine (5), two-handed
Ogrun battle cannon	145 gp	2d12 bludgeoning	30 lb.	AOE (5), firearm (range 50/150), heavy, magazine (1), two-handed
Rifle, heavy	60 gp	2d10 piercing	16 lb.	Firearm (range 60/180), magazine (1), two-handed
Rifle, magelock	200 gp	2d8 piercing	13 lb.	Firearm (range 60/180), magazine (1), magelock, two-handed
Rifle, military	45 gp	2d8 piercing	12 lb.	Firearm (range 60/180), magazine (1), two-handed
Slug gun	150 gp	2d12 piercing	18 lb.	Firearm (range 10/30), magazine (1), two-handed
Rifle, repeating	100 gp	2d8 piercing	13 lb.	Firearm (range 60/180), magazine (5), two-handed
Sword-cannon	175 gp	2d8 piercing	15 lb.	Firearm (range 50/150), heavy, magazine (1), special, two-handed
Vanar Liberator	150 gp	2d8 piercing	18 lb.	Firearm (range 100/300), heavy, magazine (1), two-handed
Grenades				
Grenade, explosive	10 gp	4d10 piercing	2 lb.	AOE (5), grenade (range 20/60)
Grenade, fear gas	25 gp	—	2 lb.	AOE (5), grenade (range 20/60), special
Grenade, flash	10 gp	—	2 lb.	AOE (5), grenade (range 20/60), special
Grenade, incendiary	35 gp	4d10 fire	2 lb.	AOE (5), grenade (range 20/60)
Grenade, smoke	5 gp	—	2 lb.	AOE (5), grenade (range 20/60), special
Grenade, strangle gas	25 gp	—	2 lb.	AOE (5), grenade (range 20/60), special

melee attacks without relinquishing your weapon. When not attached to a pistol or rifle, a bayonet is considered an improvised weapon. When mounted on the end of a rifle, a bayonet gains versatile (1d8).

Blasting Pike. The Iron Fang blasting pike is among the most devastating polearms ever developed in western Immoren. It is tipped with a powerful explosive charge that delivers a directional blast capable of obliterating common foes and ripping gaping holes in warjacks. The explosion can also knock any surviving foes to the ground. If you hit a target with a blasting pike, you can choose to detonate the pike's explosive head before you roll for damage. If you do, the target takes an additional 1d10 bludgeoning damage and must make a Strength saving throw with a DC of 10 or half the total damage dealt, whichever is higher. On a failed save, the target is knocked prone. You cannot use this feature again until you rearm the blasting pike with a new explosive head and cannot use the blasting pike as a normal weapon again until you rearm it with either a new explosive head or a standard spearhead. A blasting pike armed with a standard spearhead cannot be detonated in this manner but does not need to be rearmed between attacks.

Bola. A bola is a simple throwing weapon made of lengths of rope and chain affixed together and ending in heavy weights. The weapon causes little damage, as its true purpose is to entangle and trip its target. A Large or smaller creature hit by a bola must succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

Cannon-Shield. This device consists of a heavy, short-range rifle mounted in the center of a shield. It can be used as both a shield and a ranged weapon. A cannon-shield grants +2 AC while it is equipped.

Coal Shovel. When another creature targets you with a melee attack, you can use your reaction to try and parry the attack with the head of this weapon. If you do, you gain +1 AC against that attack. You cannot use this reaction while also wielding a shield.

Dual Hand Cannon. Extremely heavy and well-made pistols, hand cannons are expensive firearms most commonly found in the possession of ranking military officers. These enormous handguns pack a significant punch and are accurate to a range far beyond that of most other pistols. A dual hand cannon has two barrels. Each can be fired independently, or both can be discharged together to produce a massive single blast. When you make an attack with a dual hand cannon, you can choose to fire one or both barrels. If you fire both barrels, you make the attack with disadvantage, but if the attack hits, you score a critical hit.

Dual Magelock Pistol. A dual magelock pistol has two barrels. Each can be fired independently, or both can be

discharged together in a single attack. When you make an attack with a dual magelock pistol, you can choose to fire one or both barrels. If you fire both barrels, you make the attack with disadvantage, but you can apply two of your Rune Shot options to that attack.

Flame Spear. This spear has a reservoir of Menoth's Fury that ignites when the weapon strikes a target. A flame spear does an additional 1d6 fire damage, and its reservoir holds enough fuel for 12 attacks before it needs to be refueled. If you have 5 gp worth of Menoth's Fury, you can use an action or a bonus action to refuel this weapon.

Gaff Spear. A large hook is mounted at the base of the spearhead of this sturdy weapon, which can be used as a spear but also allows you to make a special trip attack with the hook. If you use a gaff spear to shove a creature, you have advantage on the Strength (Athletics) check.

Harpoon Gun. This specially designed firearm is designed to propel a harpoon over long distances. It typically has short, stout barrels and is fitted with iron rings that can be used both to tie off the harpoon line and to anchor the harpoon gun into secured mounting, such as that found on a ship. The true range of a harpoon gun is limited by the rope or cable attached to it. If a harpoon fired from a harpoon gun damages a creature, the harpoon embeds in it. As an action, you can attempt to pull a Large or smaller creature with an embedded harpoon closer by making a contested Strength (Athletics) check against the creature's Strength (Athletics) check. If you succeed, you pull the creature 5 feet closer. Dealing 5 slashing damage to the line (AC 7) destroys it without causing additional damage to the harpooned creature.

Knuckledusters. Knuckledusters are metal braces made to fit over the hand in order to increase the damage of punches and strikes with the hand. You can use this weapon to make an unarmed strike. On a hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier. (If your unarmed strikes already roll a damage die, you can reroll the damage die when you roll a 1 but must use the new roll.)

Nyss Claymore. These weapons have become very rare since the disaster that befell the Nyss in 606 AR. Most such blades found outside of northern Khador are either family heirlooms fiercely guarded by the refugees who wield them or the prized possessions of wealthy collectors. If a player wants to purchase a Nyss claymore, the GM should first determine whether such a weapon is available and then, if so, determine an appropriate price.

Springblade. A favorite of assassins and street fighters alike, this weapon is a dagger with a retractable blade in its hilt. When a wielder touches a button on the weapon's handle, a powerful internal spring forces the blade outward, at which point the blade is locked in place and ready to be used in combat. You can draw or sheathe a springblade for free, even if you've already drawn or sheathed a weapon during your turn.

Stave of Authority. A stave of authority is a weapon of steel or banded hardwood set with a heavy head and a tip capable of delivering crushing blows. The clergy of Menoth favor these battle staves as their primary armaments and symbols of office. Being granted to priests to denote their station with the clergy, these items are not normally available for purchase. If a player wants to purchase a stave of authority, the GM should first determine whether such a weapon is available and then, if so, determine an appropriate price. A stave of authority can be used as a holy symbol.

Storm Thrower. The storm thrower is a complex weapon designed to interact with and complement the standard equipment of Stormblade knights. It shoots bolts of mechanikally generated electricity that act as channels for the rest of the unit's storm glaive attacks, drawing their blasts unerringly toward the target. A foe who survives an initial storm thrower bolt will find no reprieve from the rapid onslaught of white lightning discharged by nearby Stormblade weapons. When you hit a target with this weapon as part of a storm generator attack, the next attack roll made against the target with a weapon, spell, or effect that deals lightning damage has advantage. This effect lasts until the end of your next turn.

Sword-Cannon. This weapon integrates a heavy single-shot rifle with the blade of a sword. A sword-cannon can be used as a melee weapon; when used as a melee weapon, it is treated as a greatsword.

Trench Knife. In addition to using this weapon to make a melee attack, you can use it to make an unarmed strike. On a hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier. (If your unarmed strikes already roll a damage die, you can reroll the damage die when you roll a 1 but must use the new roll.)

Trench Sword. In addition to using this weapon to make a melee attack, you can use it to make an unarmed strike. On a hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier. (If your unarmed strikes already roll a damage die, you can reroll the damage die when you roll a 1 but must use the new roll.)

Voltaic Halberd. The hallmark of the Cygnaran Stormguard, this electrically charged mechanikal halberd is powered by a storm chamber. If you are a Storm Knight, you have advantage on attack rolls made with this weapon when you use the Arc Lightning class feature. (See "Storm Knight" on p. 116.)

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Ammo Bandolier. This simple leather crossbelt features ten to twelve leather loops suitable for holding firearm charges that can be easily accessed during combat. Such gear is usually issued to both military units and pistol-armed forces such as the Corvis Watch.

Armor Resistance Treatment. The people of the Iron Kingdoms have devised multiple methods of resisting certain types of damage, whether the electrical shielding incorporated into the Storm Division's armor, the alchemical resistance worked into the protective coverings worn by Crucible Guard infantry and countless other independent

alchemists, or simply the heavy insulation lining a Winter Guard soldier's uniform. When armor you wear receives this treatment, choose one of the following damage types: acid, cold, fire, or lightning. You have resistance to the chosen damage type while wearing the armor.

Clockwork Injector. This complex device consists of a fragile tube terminating in a maw of sharp needles with four vials mounted on a gear-driven carousel. Each vial can be loaded with one dose of an injectable alchemical substance or poison. The wielder simply selects one of the vials, and the device swiftly rotates the correct vial into position. Although the clockwork injector is far from a serviceable weapon, it can quickly deliver a number of alchemical solutions. A creature hit with a clockwork injector takes 1 piercing damage and is exposed to the selected alchemical solution or poison. Injecting an unwilling creature requires an attack roll, and the clockwork injector is treated as an improvised weapon. It takes 1 minute to replace or refill the contents of a clockwork injector.

Gas Mask. Once unique to the Golden Crucible's workshops, gas masks have become a rare but not unobtainable piece of gear throughout the Iron Kingdoms. Affixed tightly to the head with adjustable buckles and straps, this face mask creates an impermeable seal around the wearer's mouth and nose. The mask's "breather" is a large oblong leather sack affixed to the mask with a metal screw cap. Alchemically treated fibers in the filter allow clean air in but prevent particles and alchemical substances from permeating the filter's membranes, thereby allowing the wearer to breathe in dangerous or outright caustic environments without fear of damaging the lungs or windpipe.

A character can don or doff a gas mask as a bonus action. While wearing a gas mask, a character suffers a –5 penalty to passive Perception but is immune to inhaled toxins, such as those produced by the *stinking cloud* spell.

Replacement filters for a gas mask cost 5 gp each and provide enough protection for 1 hour of exposure to caustic gases and other undesirable particles the wearer might breathe.

Goggles. Created for mechaniks, alchemists, and others who work in hazardous professions, goggles have entered widespread use across western Immoren. Made of thick glass with adjustable leather straps, they protect the wearer's eyes from flying metal fragments and other dangers. A character wearing goggles has advantage on saving throws to avoid being blinded.

Grenade Bandolier. A grenade bandolier is a leather belt with loops that can store up to 6 grenades for easy access.

Gun Brace. A gun brace is effectively a heavy leather bandolier for pistols. It has enough sleeves to hold three or four pistols. Some gunfighters and pirates are even known to wear two full braces of loaded pistols. Rather than reloading, a character with a gun brace simply pulls another pistol when it comes time to make an attack. A character wearing a gun brace can draw two pistols as part of a single attack action.

Some pirates simply tie a length of rope between two pistols and hang them around the neck as a cheap alternative to the gun brace. If you want to begin the game with a rope gun brace of this kind, you can do so for free, but it is not reliable. If you are wearing a rope gun brace and roll a 1 on

ADVENTURING GEAR

Item	Cost	Weight
Alchemical Ingredients		
Alchemical waste, crystal	1 cp	—
Alchemical waste, liquid	1 cp	—
Alchemist's stone	2 sp	—
Arcane extract	5 gp	—
Arcane minerals	7 gp	—
Bioluminescent extract	1 gp	—
Burrow mawg adrenal gland	5 sp	—
Ectoplasm	10 gp	—
Heavy metals	5 sp	—
Menoth's Fury	3 gp	—
Mineral acid	2 sp	—
Mineral crystals	3 sp	—
Mutagenic extract	8 sp	—
Organic acid	3 sp	—
Organic oil	1 sp	—
Organic toxin	5 sp	—
Ammo bandolier	15 sp	1½ lb.
Ammunition		
Light rounds (5)	2 gp	1 lb.
Heavy Rounds (5)	3 gp	1 1/2 lb.
Slug (1)	5 gp	2 lbs.
Armor resistance treatment	15 gp	—
Clockwork injector	12 gp	2 lb.
Entrenching spade	10 sp	4 lb.
Flint striker	5 cp	—
Gas mask	20 gp	2 lb.
Goggles	5 sp	—
Grenade bandolier	5 gp	1½ lb.
Gun brace	10 sp	2½ lb.
Oilskin tarp, 9 by 9 ft.	4 gp	2 lb.
Pocket watch	20 gp	—
Coal		
20-pound bag	3 gp	—
50-pound bag	5 gp	—
Delivery of 1,000 pounds	60 gp	—
Delivery of 2,000 pounds	100 gp	—
Tools		
Field alchemy kit	25 gp	30 lb.
Forensic kit	20 gp	15 lb.
Gunsmith's kit	5 gp	10 lb.
Mechanik's toolkit	35 gp	35 lb.
Rune-etching kit	75 gp	5 lb.
Weatherometer	50 gp	25 lb.

the d20 for a Dexterity check or Dexterity saving throw, the brace falls from your neck.

Weatherometer. Utilizing advances made by the Royal College of Cygnar to chart general information about weather conditions and even make predictions about the weather for short periods of time, this construction of wood and metal includes a number of small, clever devices that measure various effects, including the speed and direction of the wind, precipitation, air pressure, and temperature.

Portable weatherometers are cherished by adventurers, sailors, and merchants alike. If rumors are to be believed, the Royal College is currently researching a mechanikal version of this device that can acquire more detailed information over a larger area. Setting up or breaking down a weatherometer takes 10 minutes. If you use a weatherometer, you make Wisdom (Nature) and Wisdom (Survival) skill checks with advantage to measure and predict weather conditions for the next 24 hours.

EQUIPMENT PACKS

Second-Story Pack (50 gp). Favored by cat burglars and infiltrators who need to scale tall buildings, this pack includes a backpack, a grappling hook, a climber's kit, a hammer, 10 pitons, and a dark set of traveler's clothes. A 35-foot coil of hemp rope is strapped to the outside of the pack.

Soldier's Pack (16 gp). This gear consists of a backpack, a bedroll, a mess kit, a tinderbox, a small hammer, 3 yards of oilcloth, 10 days of rations, and a canteen. A 30-foot coil of hemp rope is strapped to the outside of the pack.

TOOLS

A tool helps you do something you couldn't otherwise do, such as craft or repair an item, modify a firearm, or disassemble a steam engine. Your race, class, background, and feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Because proficiency with a tool represents broad knowledge of its use, tool use is not tied to a single ability. For example, if you are using mechanik's tools, your GM might ask you to make a Dexterity check to attach a delicate arcane conduit to a piece of mechanika but a Strength check to loosen a particularly stubborn bolt.

Field Alchemy Kit. This carefully packed case includes several small but durable glass beakers and tubes, a ceramic pestle, miniature burners and fuel, mixing rods of various materials, cork stoppers, and essential alchemical ingredients. The kit has ten uses. Refilling a field alchemy kit requires 5 gp worth of ingredients.

A character requires a field alchemy kit or a lab to create alchemical solutions.

Forensic Kit. This leather satchel contains fingerprint powder, alchemical solutions used to identify blood, tweezers, calfskin gloves, magnifying lenses, and other specialized tools useful for investigating a crime scene. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to investigate a crime scene for clues.

Gunsmith's Kit. In addition to specialized gunsmith tools, this kit includes a number of tools useful for cleaning, disassembling, and reassembling firearms, as well as a scale for measuring blast powder, lead and molds for pouring shot, and a secure area for storing completed cartridges and charges. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to maintain or repair a firearm or to craft ammunition.

Mechanik's Toolkit. This kit consists of a heavy wooden box or leather belt pouch stuffed with the tools of the mechanik's trade. In addition to common mechanik's tools such as wrenches, hammers, and bolt drivers, a mechanik's toolkit includes an array of other instruments, including several varieties of ratchets, pliers, tongs, spanners, calipers, and dividers. The kit of a mechanik who works on steamjacks will also include bores, chisels, reamers, scrapers, injectors for priming pneumatic chambers, expanders for piston cylinders, and several more esoteric items besides. Proficiency with a mechanik's toolkit lets you add your proficiency bonus to any ability checks you make to craft or repair mechanika, steamjacks, and similar devices.

Rune-Etching Kit. An arcane mechanik's rune-etching kit includes the tools necessary to create arcane mechanika: conductance awls, etcher tubs, rune scrivers, conduit grips, glyph irons, and a variety of pristine measuring devices such as precision calipers, arcanometric slide rulers, warding sticks, highly calibrated aligning devices, and jeweler's tools for handling delicate mechanikal components, as well as socket-mounting wrenches, arcano-conduction contact primers, and other obscure tools. Proficiency with a rune-etching kit lets you add your proficiency bonus to any ability checks you make to inscribe rune plates, craft mechanika, or maintain it.

WEAPON ACCESSORIES

Bipod (10 gp). A bipod is a lightweight brace for a rifle. A character who takes the time to set up and brace a rifle with a bipod ignores the weapon's heavy property if it has one. A character's first attack each turn with a bipod-braced rifle gains a +1 bonus to the attack roll.

Scope, Rifle or Pistol (20 gp). When attached to a rifle or pistol, this sighting device provides optical magnification that increases a shooter's long-range accuracy. When you take the Attack action and attack with a rifle or pistol equipped with a scope, you can use a bonus action to aim through the scope, which increases the weapon's normal and long ranges by 50 percent. A scope also functions as a spyglass.

Wrist-Spring Holster (15 gp). These leather bracers are fitted with a spring-arm mechanism that holds a dagger or holdout pistol in place and swiftly projects it into the wearer's hand when triggered. The nature of this device enables it to be easily concealed beneath a loose, billowy sleeve. You can draw or sheathe a weapon in a wrist-spring holster for free, even if you've already drawn or sheathed a weapon during your turn.

MEMENTOS

Nearly everyone in western Immoren endured difficult challenges during the Claiming. Many lost friends and family members. Whole battalions fell against the infernal invaders. Entire nations were sundered and are still struggling to rebuild. As a reminder of this hardship, it has become common for many people across western Immoren to carry some memento or trinket from their former lives.

At character creation, you can roll on the Mementos table to gain such an object. GMs can also use this table to add an item to a creature's inventory or to provide characters with an interesting oddity to discover.

MECHANIKA

Steam-powered constructs and other advanced technologies have existed in one form or another since the first colossal strode across the field of battle, crushing Orgoth invaders beneath its immense metal fists. This science has proven as potent as the Gift of Magic and has progressed just as swiftly. As a result of centuries of innovation and study, magic in the form of mechanika has become commonplace today throughout western Immoren.

Mechanika is the application of magic to augment physical science. Steam pistons and hydraulics work in concert to provide power to magical conduits. Mechanika runes enable arcane mechaniks to create devices that function consistently and are easy to use despite their extraordinary workings.

MECHANIKAL ITEMS

A mechanikal item has three components: a housing, a capacitor, and a runeplate. The housing is the shell that contains the item's mechanikal components. In the case of a mechanikal weapon, this is the weapon itself. The capacitor is the arcane power source that powers the mechanikal components. The runeplate is the special plate inscribed with the arcane glyphs that give the item its magical effects. The runes inscribed on the runeplate determine the mechanikal item's particular magical properties.

Some items require specialized runes and runeplates that function only with items of a particular type. Other devices can work with a host of different runes, and switching between runeplates gives an item different arcane effects, provided that the runeplates are appropriate for the item. For example, a mechanikal sword can function with either a Cold rune or a Fire rune, each of which produces different arcane effects, but it cannot be made to function with the Fleet rune from a suit of mechanikal armor.

Some runes provide a constant benefit while the item is powered, and others are activated only briefly for a short-term effect. For example, some mechanikal weapons are set with force triggers that activate only when a blow is struck in combat.

All runeplates for mechanikal weapons and armor integrate glyphs that compensate for the added weight of mechanikal augmentation. These glyphs are constantly active but draw only a minute amount of power from the device's capacitor.

MEMENTOS

D20	Memento
1	A tarnished medal claimed from a fallen hero
2	A fine cigar from a destroyed manufacturer
3	A folded and yellowed broadsheet from the last day before the Claiming
4	A tattered child's doll
5	A vial of an infernal creature's blood
6	A silver flask inscribed with the motto of a military unit
7	A soldier's heartfelt letter to family members back home, spattered with dried blood
8	A single rune-inscribed bullet
9	The ship's log of an infamous vessel that washed ashore with no crew aboard
10	The undamaged eye of a destroyed steamjack
11	A small wooden jewelry box containing a symbol of faith
12	The cameo of a beautiful person in a silver locket
13	A clockwork device that plays a haunting but slightly off-key tune
14	A tarnished flint striker engraved with crossed swords
15	A set of five weighted dice in a leather cup
16	A string of prayer beads, one of which has an unusual color or is made of a strange material
17	An old recruitment poster rolled into a small case
18	An eyepatch made of brass and leather
19	A pocket watch with a cracked face that plays a faint tune at midday
20	A set of playing cards whose backs are adorned with an illustration of a riverboat named *The Gambler's Bride*

NECROTECH

The necromancers of the Cryxian Empire acquired the secrets of mechanika from the mainland. After stealing the corpses of arcane mechaniks and arcanists, they were able to compel the dead to share their secrets. In just a few decades, the servants of Cryx had not only learned the fundamentals of fabricating mechanika but also managed to modify and improve these processes to suit their own methods. By using necromantic shortcuts, they were able to craft their devices more quickly,

giving birth to a hideous fusion of mechanika and the magic of death, an arcane science known as necrotech. The existence of this dark science is abhorrent in the eyes of those who dwell in the mainland kingdoms, and the use of such technologies there is punishable by death.

Necrotechs also benefit from access to sources of fuel and energy too grotesque for others to consider. The foul mineral called necrotite, found in grounds thick with carnage and resonating with atrocity, is one example. Extremely concentrated, it functions similarly to coal but is able to burn far longer. Necrotite is as toxic as it is efficient, however, and the smoke and residue produced from burning it is harmful to the living.

Necrotechs have also toyed with older, darker power sources, including those adapted from the Orgoth. One of these inherited pieces of nefarious technology is the soul cage, a device that captures souls freed from the body during death and traps them indefinitely until they can be tormented and drained to fuel other necromantic devices.

MECHANIKAL WEAPONS

While its capacitor has charges, a mechanikal weapon is considered a magic weapon.

If a mechanikal weapon's capacitor is reduced to 0 charges, attacks with the weapon are made with disadvantage until the capacitor has been recharged or replaced.

MECHANIKAL ARMOR

The housing for mechanikal armor is based on rigid armors, such as infantry armor and plate mail. Chain mail and leather armor tend to be useless for mechanikal housing, but a suit of mechanikal armor can integrate elements of chain mail and leather armor into its design.

If the capacitor in a suit of mechanikal armor is reduced to 0 charges, the wearer suffers –2 AC until the capacitor has been recharged or replaced.

ACTIVATING A MECHANIKAL ITEM

Depending on the nature of its runes, a mechanikal device must be activated either in advance by using a bonus action or as part of an attack action.

FABRICATION AND ASSEMBLY

As noted earlier, the key components of any mechanikal device are the housing, the capacitor, and the runeplate. A character who wants to fabricate or assemble a mechanikal device must first assemble the necessary parts. The character can build the device from scratch, build some parts and purchase others, or collect the component parts separately.

The rules below are an extrapolation of the building process. Players need not be concerned with the specifics of every length of conduit, trickle switch, or arcantrik divining gauge.

SOME ASSEMBLY REQUIRED

After gathering the three necessary components for constructing a mechanikal device, a character must spend time assembling the device. Assembling a handheld device takes approximately two hours. Assembling larger devices can take much longer. Regardless of the amount of time required, assembly also requires tinker's tools.

A character can disassemble a mechanikal device in half the time required to assemble it. Although the nature of the other components of a mechanikal object is obvious, a character will have no way to identify the meaning of a device's runeplate by sight unless the character is proficient in the Arcana skill.

CHANGING A CAPACITOR

Mechanikal devices require constant power, and the creation of alchemical and mechanikal power supplies is a growing industry throughout the Iron Kingdoms. Changing the capacitor in a mechanikal device requires five minutes but does not require any specialized tools or skills.

CHANGING A RUNEPLATE

One of the strengths of mechanika is the ease with which runeplates can be exchanged to give an item a different arcane effect. Not all mechanikal devices can have their runeplates switched in this way. Many have dedicated plates that do not function without a very specific set of runes empowering the device.

Changing a runeplate involves opening the housing, carefully extracting the plate currently set within the housing, and replacing it with a new plate before bolting the housing back together. A character with a mechanik's tookit can fully change the runeplate of a handheld device, a weapon, or a suit of armor in 5 minutes.

HOUSING

A mechanikal device's housing is the shell or body that houses the capacitor, runeplate, triggers, conduits, venting, and other parts required to create a functioning piece of mechanika. The time and cost required to fabricate the housing for a mechanikal device depend on the size and complexity of the object being constructed.

CRAFTING A HOUSING

A skilled mechanik can fabricate the housing of a mechanikal weapon or suit of armor with the appropriate tools, materials, and time. Creating the housing for a mechanikal item requires materials worth three times the purchase cost of a mundane version of the item, proficiency with tinker's tools, and any tool proficiencies required to produce a normal version of the item. For example, crafting the housing for a mechanikal firearm requires proficiency with gunsmith's tools, while crafting the housing for a mechanikal longsword requires proficiency with smith's tools.

For every day you spend crafting, you make progress in gp equal to your proficiency bonus + your Intelligence modifier (minimum 1), modified by any applicable features provided by your essence, race, and class. When your progress equals the market value of a mundane version of the item, the construction is complete.

Multiple characters can combine their efforts toward the crafting of a single item, provided all of them have proficiency with the requisite tools and are working together in the same place. Each character contributes progress in gp equal to that of the lead artisan for each day spent helping to craft the item, as the character is following the creator's instructions and is guided by the creator's vision.

A character engaged in the manufacture of an item's housing is assumed to work for 8 hours each day. A character can halt this process and resume it later, making progress in smaller chunks of time instead.

PURCHASING A HOUSING

Because crafting an item's housing requires a great deal of dedicated time, most people who want to create mechanikal items pay others to construct the housing. The cost of purchasing mechanikal housing is ten times the cost of a mundane version of the item in question.

RETROFITTING

Instead of constructing or buying the housing for a mechanikal device, a character can retrofit an existing item, such as a pistol or shield, to serve as mechanikal housing.

A character attempting to retrofit an existing item must first purchase the raw mechanikal components for the retrofit. These components cost the same as the original price of the item. Once a character has the necessary parts, it takes a week to modify the retrofitted object. Retrofitting an item requires proficiency with tinker's tools.

A character can also purchase a retrofitted housing, which can save a substantial amount of coin. The cost of a retrofitted housing is 5 times the original cost of the non-mechanikal version of the item.

Retrofitting is relatively cheap, but it does have its drawbacks. Retrofitted items have a clunky and unbalanced appearance and are not as efficient as housing built for that purpose. The power requirement of the runeplate of a retrofitted device increases by 1.

CAPACITORS

Every mechanikal device requires a power source to fuel its runeplate. Although capacitors technically function very differently from one another, each is designed to provide energy to the item it powers. The amount of energy a capacitor stores depends on the size and type of the capacitor, and the rate at which the energy is consumed depends on the item's runeplate and how it is used.

POWER OUTPUT CHARGES AND LIFESPAN

A capacitor is measured by three factors: power output, charges, and lifespan. The power output is the maximum number of charges the capacitor can put out at one time, the charges reflect the capacitor's storage capacity, and the lifespan indicates how long the capacitor can function before it needs to be recharged or replaced. A capacitor's lifespan is reduced only while the device is active.

A capacitor with a low power output but a high number of charges has good storage capacity but can trickle out only enough of a charge to produce minor effects, while a capacitor with the inverse properties can discharge almost its full yield of arcane power in a very short amount of time. Choosing the best capacitor for a piece of mechanika involves balancing how much power the runeplate needs against how long the device is required to function.

CRAFTING A CAPACITOR

A skilled mechanik can fabricate a custom capacitor with the appropriate tools, materials, and time. Creating a capacitor requires materials worth half the capacitor's purchase cost

CAPACITOR CRAFTING TIMES

Capacitor	*Crafting Time*
Alchemical capacitor	4 hours
Arcane interval generator	7 weeks
Arcane turbine	10 weeks
Arcanodynamic accumulator	1 week
Clockwork capacitor	1 week
Runelock capacitor	1 week
Storm chamber	5 weeks

CAPACITORS

Item	*Cost*	*Weight*
Alchemical capacitor	10 gp	1 lb.
Arcane interval generator	350 gp	10 lb.
Arcane Turbines		
Small (e.g., warcaster armor)	500 gp	10 lb.
Large (e.g., steamjack)	500 gp	120 lb.
Arcanodynamic accumulator	50 gp	5 lb.
Clockwork capacitor	55 gp	1 lb.
Runelock capacitor	55 gp	1 lb.
Storm chamber	250 gp	5 lb.

and proficiency with tinker's tools. The Capacitor Crafting Times table indicates how long each capacitor takes to manufacture.

ALCHEMICAL CAPACITOR

An alchemical capacitor is a small alchemical battery that can be used to power most handheld devices. It functions by creating an alchemical reaction that generates power. Although alchemical capacitors are the least expensive mechanikal power sources available, they lose efficacy rapidly over time, whether used or not.

Power Output: 3
Charges: 15
Lifespan: 1 week

An alchemical capacitor loses charge after 1 week, whether it was in use or not. An alchemical capacitor cannot be recharged, but the item's housing can be reused. An expended alchemical capacitor's alchemical components can be harvested to produce 1 unit of alchemical waste (liquid).

ARCANE INTERVAL GENERATOR

This device contains several rune-inscribed cylinders of various precious metals mounted on a rotary point within an insulating glass housing. A heavy mechanical spring is attached to the rotary mount of the cylinders, each of which is carefully inscribed with hundreds of runes that produce a momentary but powerful arcane charge when brought into alignment with those on the other cylinders. The cylinders rotate at high speed when the mainspring is released, causing the interacting runes to produce constant charges.

Power Output: 5
Charges: 20, replenished when the capacitor is recharged
Lifespan: 3 hours, with the ability to be recharged

Completely rewinding the mainspring of a discharged arcane interval generator requires 30 minutes.

Constructing an arcane interval generator requires proficiency with glassblower's tools.

ARCANE TURBINE

This highly efficient and advanced generator transforms a steam engine's energy into arcane energy. The heart of the capacitor is a complex series of wire-coiled wheels spinning inside a thinly layered metal lattice of arcane-sensitive alloys. The resulting energy is carried through arcane conduits to power various mechanikal functions, most notably the power field of warcaster armor and peripheral steamjack systems such as sensory equipment and reflex triggers.

Although the arcane turbines used for warcaster armor vary greatly, most include an integrated and highly efficient steam engine that provides a steady charge for up to 6 hours of operation on a full load of coal and water. Setting such turbines to minimal power deactivates the power field but maintains the warcaster's range of movement, doubling the operation time while reducing smoke output. These arcane turbines integrate cooling systems to protect the wearer from the steam engine's heat. The arcane turbines on a steamjack are powered by steam vents from its main steam engine and do not require separate coal or water.

Making It All Fit

Capacitor descriptions are written in broad strokes and do not take into account the specific shapes and sizes required by particular housings. Unless it was created in a military arms factory that takes care to standardize its production, each piece of mechanika is unique—a device of art as much as science. There are no general stores selling one-size-fits-all capacitors; instead, each capacitor is crafted to fit the housing of the device it was designed to power. As a result, unless a character purchases a capacitor at the same time as the device's housing, the capacitor needs to be custom-fit to the housing. The same is true of buying a replacement capacitor. Custom-fitting a capacitor does not add to its cost but is simply rolled into the cost of doing business.

Custom-fitting a capacitor can take considerable time. That said, a skilled mechanik can bodge together almost any piece of mechanika with a capacitor of any size if given a little time, some coupling tubing, and the right tools. A character attempting to bodge together a custom-fitted device must make a DC 15 Intelligence (Arcana) check. If the roll succeeds, the ill-fitting capacitor powers the device normally but is unbalanced and haphazard in appearance.

Power Output: 8
Charges: 20 (An arcane turbine that has power replenishes 5 charges at the start of each of your turns.)
Lifespan: 6 hours at a time if provided with a steady supply of coal and water

An arcane turbine is typically housed in a suit of mechanikal armor but is not limited to powering that suit of armor. Arcane conduits can be used to connect the turbine to weapons and shields at a cost of 10 gp per item.

An arcane turbine requires 1 gp of coal per day for 6 hours of continuous operation.

ARCANODYNAMIC ACCUMULATOR

This capacitor is constructed with glass cylinders or spheres that contain steel and gold scrolls etched with complex runes that generate an arcane charge. It takes a long time to produce but packs a great deal of energy. An arcanodynamic accumulator can be used to power almost any handheld device.

Power Output: 4
Charges: 16
Lifespan: 1 month

The complex mechanika of an arcanodynamic accumulator allows it to keep its charge much longer than an alchemical capacitor can.

An arcanodynamic accumulator cannot be recharged, but the item's housing can be reused. An expended arcanodynamic accumulator's alchemical components can be harvested to produce 1 unit of alchemical waste (liquid).

CLOCKWORK CAPACITOR

This ingenious mechanikal device can be recharged by winding it. The Cult of Cyriss produces a vast array of these devices, many of which are much more sophisticated than those commonly available throughout the markets of the Iron Kingdoms. A clockwork capacitor can be built in any size but has the same general attributes, regardless of size.

Power Output: 2
Charges: 10, replenished when the capacitor is recharged
Lifespan: 1 day, with the ability to be recharged

Completely recharging this item requires 15 minutes of winding.

RUNELOCK CAPACITOR

This device consists of a metal cylinder inscribed with runes on rotating rings. The rings lock into place when aligned in the proper configuration, completing a formula and releasing an arcane charge that provides an immense amount of power for a short period of time before the device burns itself out.

Power Output: 5
Charges: 20
Lifespan: 1 day

Runelock capacitors deteriorate over time. At the end of each month, a runelock capacitor's total charges decrease by 1, regardless of whether the device was used during the month. A runelock capacitor cannot be recharged.

STORM CHAMBER

Developed by the Cygnaran military and used widely throughout its ranks, this accumulator is powered by lightning generated and harnessed within the alchemically hardened glass chamber itself.

Power Output: 5
Charges: 20 (A storm chamber replenishes 1d8 charges at the start of each of your turns.)
Lifespan: 1 year

A creature handling an activated storm chamber suffers 2d8 electrical damage. Such power sources are either designed to be used by individuals with galvanic shields or integrated into housing that shields individuals from contact. Storm chambers cannot be recharged.

RUNEPLATES

Runeplates are the surfaces on which magical runic formulae are inscribed. They are created from rare, magically attuned materials that can harness powerful arcane energy. Mechanika runes are the magical formulae inscribed onto runeplates. These runes transform the magical energy charging the runeplate into arcane effects. Each rune is a true expression of the arcane mechanik's craft, and the inscription of different runes upon powerful runeplates allows for almost unlimited combinations of arcane effects.

Runeplates are the heart of any mechanikal device. The arcane runes inscribed on these thin sheets of metal give shape and function to the arcane energy of the device's capacitor.

Myriad different runes are used in mechanika. Some are small and simple, effecting a minor arcane change in a device, while others involve elaborate and interlocking series of symbols capable of producing powerful and extensive effects. A rune's overall complexity reflects not only the difficulty of learning and inscribing it, but also its power.

RUNE POINTS

Each mechanika rune has an associated rune point value that describes its complexity, as shown in the Mechanika Runes table. The more complex the rune, the higher its rune point value. Each runeplate can have up to five rune points. Rune points are also a measure of the amount of power output required from a device's capacitor to power its runeplate. Make sure that the power source can, in fact, power the plate. Few power sources can accommodate five points of power.

PURCHASING A RUNEPLATE

A character purchasing a runeplate can either buy one with runes already inscribed or buy a blank one. The cost of a blank runeplate is 10 gp. The Mechanika Runes table shows the cost of each rune, as well as its rune point value. Remember that all runes on a single runeplate must be of the same type (melee weapon, ranged weapon, or armor).

INSCRIBING A RUNEPLATE

A runeplate can be inscribed with any number of runes with a total rune point value of 5. All the runes inscribed on the plate must be of the same type. A runeplate inscribed with a mix of rune types will not function and is a waste of both time and resources. For example, a runeplate that is inscribed with a mix of armor runes and melee weapon runes will not function.

RUNE PLATE

Rune Points	*Minimum Level*
1	1st
2	3rd
3	6th
4	11th
5	17th

To inscribe a runeplate, a character must have the arcane formula for the rune to be inscribed. The character must be a spellcaster with spell slots, proficient in the Arcana skill, and proficient with rune etching kit. Lastly, the character's level must be high enough to inscribe the rune with the highest rune point cost on the plate, as defined by the following table.

Inscribing a runeplate takes one week per rune point. A character engaged in the inscription of a runeplate is assumed to work for 8 hours each day. A character can halt this process and resume it later, making progress in smaller chunks of time instead. Multiple characters can combine their efforts to inscribe a runeplate. Each helper must be a spellcaster with proficiency in the Arcana skill and proficiency with tinker's tools.

A runeplate whose runes have a total rune point value of less than 5 can be inscribed with additional runes.

MULTIPLE RUNES OF THE SAME TYPE

Unless otherwise noted, a runeplate provides no additional benefit from having multiple copies of the same rune inscribed on it.

VARIANT RULE: IMPROVISING NEW RUNES

At the GM's discretion, a character can attempt to create new runes based on spells the character knows. The character must have an available spell slot of the appropriate level or higher to inscribe the rune, representing an understanding of arcane formulae sufficient to design the rune itself. A spell used to create a new rune should have a casting time of a single action. The number of rune points the rune requires is equal to the level of the selected spell.

Determining the type of rune requires some common sense. A spell with a range of touch is appropriate for a melee weapon, while one that requires a ranged attack roll is appropriate for a ranged weapon, and one with a range of self might be best implemented as an armor rune. If you want to know whether a particular spell is appropriate, discuss it with your GM.

MECHANIKA RUNES

Rune	Cost	Rune Points
Accuracy	150 gp	1
Aegis	150 gp	1
Arcane Force	450 gp	3
Balefire	150 gp	1
Blast	300 gp	2
Bond	300 gp	2
Cold	300 gp	2
Compensator	150 gp	1
Corruption	300 gp	2
Disbinder	750 gp	5
Electrocutioner	300 gp	2
Flame	300 gp	2
Fleet	450 gp	3
Fogbank	300 gp	2
Grievous Wounds	450 gp	3
Halo of Fire	300 gp	3
Heightened Strength	150 gp	1
Light	150 gp	1
Quicken	300 gp	2
Repulsor	300 gp	2
Shadow	300 gp	2
Silencer	150 gp	1
Stall	300 gp	2
Steady	300 gp	2

Each mechanika rune is described below. If you want to activate a rune as part of an attack, you must do so before you make the attack roll.

Accuracy (Melee Weapon, Ranged Weapon). As part of an attack, you can expend 1 charge of the item's capacitor to gain advantage on the attack roll.

Aegis (Armor). When inscribing or purchasing this rune, choose one of the following damage types: acid, cold, fire, or lightning. As a bonus action, you can expend 1 charge of the item's capacitor to have resistance to the specified damage type for 10 minutes.

Arcane Force (Melee Weapon). As part of an attack, you can expend 3 charges of the item's capacitor to gain +2 to attack and damage rolls until the end of your turn. If you score a critical hit during this time, you push the target 10 feet away.

Balefire (Melee Weapon, Ranged Weapon). As part of an attack, you can expend 1 charge of the item's capacitor to deal an additional 2d8 radiant damage to fiends and undead creatures.

Blast (Ranged Weapon). As part of an attack, you can expend 1 charge of the item's capacitor to cause the attack to explode with violent force. Any creature within 10 feet of the target must make a Dexterity saving throw with a DC of 8 + the creature's Dexterity modifier + its proficiency bonus. On a failed save, the creature takes half the damage dealt to the target.

Bond (Armor, Melee Weapon, Ranged Weapon). This special rune is designed to help warcasters bond with their weapons and armor. While an item with this rune is powered, a warcaster can attune to it as an action and can use the Focus Manipulation feature with the attuned item.

Cold (Melee Weapon, Ranged Weapon). As part of an attack, you can expend 2 charges of the item's capacitor to deal an additional 2d8 cold damage. If you score a critical hit with the attack, the target is paralyzed until the start of your next turn.

Compensator (Armor). As a bonus action, you can expend 1 charge of the item's capacitor to ignore penalties to Dexterity (Stealth) checks caused by the armor for 10 minutes.

Corruption (Melee Weapon, Ranged Weapon). As part of an attack, you can expend 2 charges of the item's capacitor to deal an additional 2d8 acid damage.

Disbinder (Melee Weapon). As part of an attack, you can expend 1 charge of the item's capacitor to disrupt an opponent's concentration. If the attack hits a creature concentrating on a spell, the target rolls to maintain concentration with disadvantage.

Electrocutioner (Melee Weapon, Ranged Weapon). As part of an attack, you can expend 2 charges of the item's capacitor to deal an additional 2d8 lightning damage. If the attack hits a steamjack, the steamjack must succeed on a DC 13 Constitution saving throw or be incapacitated. The steamjack can attempt this saving throw at the start of each of its turns, ending the effect on a success.

Flame (Melee Weapon, Ranged Weapon). As part of an attack, you can expend 2 charges of the item's capacitor to deal an additional 1d8 fire damage. A creature hit by this attack takes an additional 1d4 fire damage at the start of each of its turns. The creature can use its action to make a DC 10 Dexterity check, extinguishing the flames and ending the additional damage on a success.

Fleet (Armor). As a bonus action, you can expend 3 charges of the item's capacitor to gain 10 feet of movement and +2 AC for 1 minute.

Fogbank (Armor). As a bonus action, you can expend 2 charges of the item's capacitor to cast the *fog cloud* spell centered on yourself without any material components. The fog dissipates after 1 minute.

Grievous Wounds (Melee Weapon). As part of an attack,

you can expend 3 charges from the item's capacitor to deal an additional 1d10 necrotic damage. If the attack hits a non-construct, non-undead creature, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Halo of Fire (Armor). As a bonus action, you can expend 3 charges from the item's capacitor to fill a 10-foot-diameter circle centered on you with flames until the end of your next turn. A creature that enters the area or starts its turn inside the area takes 3d6 fire damage. You are immune to the flames produced by this rune.

Heightened Strength (Armor). As a bonus action, you can expend 1 charge from the item's capacitor to make Strength checks with advantage for 1 minute.

Light (Armor, Melee Weapon, Ranged Weapon). As a bonus action, you can expend 1 charge from the item's capacitor. If you do, for the next 30 minutes, the item sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Quicken (Armor). As a bonus action, you can expend 2 charges from the item's capacitor to activate this rune to drastically improve your reflexes. For 1 minute, you can take the Dash action or the Disengage action as a bonus action.

Repulsor (Armor). As a bonus action, you can expend 3 charges from the item's capacitor to activate this rune to repel nearby attackers. For 1 minute, if an attacker hits you with a melee attack, if it is Large or smaller the attacker is pushed 15 feet away from you after the attack is resolved.

Shadow (Armor). As a bonus action, you can expend 3 charges from the item's capacitor to activate this rune. For 1 minute, when you are in an area of dim light or darkness, you can use your action to become invisible until you move, take an action, or take a reaction.

Silencer (Ranged Weapon). As part of an attack, you can expend 1 charge from the item's capacitor to dampen the weapon's report. If you do, the attack produces no sound.

Stall (Melee Weapon). As part of an attack, you can expend 2 charges from the item's capacitor to activate this rune. If the attack hits a functioning steamjack, the steamjack must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of its next turn.

Steady (Armor). As a bonus action, you can expend 2 charges from the item's capacitor to activate this rune. For 1 minute, you cannot be involuntarily knocked prone.

SPELL ENGINE RUNES

Spell Level	Rune Points	Save DC	Attack Bonus
Cantrip	1	12	+4
1st	1	12	+4
2nd	2	12	+4
3rd	3	14	+6
4th	4	14	+6
5th	5	16	+8

DEDICATED MECHANIKA

Item	Cost	Weight
Arcantrik convergence engine	100 gp plus 150 gp per rune point	10 lb.
Arcantrik scope	590 gp	2 lb.
Farsight goggles	790 gp	1 lb.
Mechanikal prosthetic	1,000 gp	—
Order of Illumination Items		
Execrator weapon	450 gp + the cost of the weapon	Varies
Resolute armor	600 gp + the cost of the steam armor	550 lb.
Storm Division Weapons		
Storm glaive	1,500 gp	5 lb.
Electro lance	1,750 gp	10 lb.
Storm thrower	1,000 gp	20 lb.
Voltaic halberd	1,110 gp	9 lb.

DEDICATED MECHANIKAL DEVICES

Many mechanikal devices have a dedicated form and function and work only when empowered with a particular set of runes. The makeup of these devices can change only slightly if they are to remain functional. The power source and specific look of the housing can vary, but the runeplates themselves cannot be altered in any way.

A character fabricating such a device uses the rules for crafting mechanika to determine the cost of materials and length of time required to construct the device's housing and capacitor.

Each dedicated mechanikal device described below identifies the rune points of its dedicated runeplate and the device's capacitor. The Dedicated Mechanika table provides the cost and weight of each item.

ARCANTRIK CONVERGENCE ENGINE

Rune Points 1–5, Capacitor (varies)

Rune Points: 1–5

Capacitor: Varies

An arcantrik convergence engine, often called a spell engine, is a dedicated mechanikal device that contains the runic formula of a single spell engraved on thin plates of magically resonant material. When the device is activated, it casts the spell inscribed within. The time required to operate the device is equal to the spell's normal casting time. Once the spell is cast, the arcane energy coursing through the engine burns out the fragile sheets within, rendering the device inoperable.

Casting a spell from a spell engine requires 1 charge from a capacitor, plus 1 charge for every level of the spell inscribed within.

A character does not need to be a spellcaster to use a spell engine.

The level of the runes on the spell engine determines the spell's saving throw DC and attack bonus, as well as the rune point value of the runes, as shown in the Spell Engine Runes table.

ARCANTRIK SCOPE

Rune Points 2, Capacitor (Clockwork capacitor)

Rune Points: 2

Capacitor: Clockwork capacitor

This mechanikal device functions like a normal rifle scope but enables its user to pierce obscuring magic. While the scope has power, is activated, and is affixed to a weapon, the character using the weapon can use a bonus action to aim through the device. Aiming through the arcantrik scope allows the user to ignore penalties associated with darkness, lightly obscured areas, or heavily obscured areas, whether caused by effects mundane or magical. An arcantrik scope requires 1 charge from a capacitor for 1 minute of use.

EXECRATOR WEAPON

Rune Points 3, Capacitor (Alchemical capacitor)

Rune Points: 3

Capacitor: Alchemical capacitor

The signature weaponry of the Order of Illumination, an Execrator firearm is a heavy, silver-plated mechanikal weapon whose runeplate charges its rounds with holy power that is proof against infernals and the undead. An Execrator's alchemical capacitor is housed within its white oak grip. These ornate weapons are masterpieces of craftsmanship produced exclusively by the Sancteum's armory. They are usually available only to members of the Order of Illumination, although some have made their way into the hands of wealthy collectors.

As part of an attack action, you can expend 1 charge from an Execrator weapon's capacitor to imbue the attack with divine energy. On a hit, the attack deals an extra 1d10 radiant damage to fiends and undead creatures.

Dual hand cannons and heavy rifles can be used to create Execrator weapons.

FARSIGHT GOGGLES

Rune Points 3, Capacitor (Alchemical capacitor)

Rune Points: 3

Capacitor: Alchemical capacitor

Farsight goggles are a complex piece of optical mechanika originally developed for forward observers to monitor troop movements. They consist of a pair of thick, triple-lensed goggles attached to a heavy belt, accompanied by a low-slung alchemical capacitor that supplies power to the device and causes the lenses to glow a faint green in the dark. Their high cost has dramatically restricted their use, but they have found a place among the agents of the Cygnaran Reconnaissance Service, who use the devices to navigate hostile terrain in the dead of night.

Soulslingers of Cryx

In the Nightmare Empire of Cryx, some necromancers have a simpler alternative to the arcantrik convergence engine. By trapping a spellcaster's soul in a soul cage, a necromancer can force the tormented spirit to use the last bits of its spiritual essence to produce a spell it knew in life. A soul cage used in this manner does not require a capacitor but destroys the soul within.

A captured spirit functions like an arcantrik convergence engine but is less predictable. At the GM's discretion, a captive soul used in this way will cast the highest-level spell it knew in life instead of the one selected by the character using the soul cage.

Farsight goggles function as a spyglass whether or not they have power.

While the goggles are powered and activated, they provide the wearer with darkvision up to 120 feet. The goggles require 1 charge from a capacitor for 1 hour of use.

RESOLUTE ARMOR

Rune Points 4, Capacitor (Arcanodynamic accumulator)

Rune Points: 4

Capacitor: Arcanodynamic accumulator

The specialized armor is provided exclusively to the Resolutes, the heavy infantry of the Order of the Illumination. It was developed to enable flesh-and-blood mortals to fight spectral beings on equal footing, which it does by incorporating holy runes into heavy steam armor.

A character wearing a set of Resolute armor can use a reaction and spend 2 charges from the item's capacitor to gain advantage on Charisma saving throws to avoid possession until the start of the character's next turn. Additionally, a creature within 5 feet of a character wearing powered Resolute armor cannot benefit from the Etherealness feature or the Incorporeal Movement feature.

MECHANIKAL PROSTHETIC

Rune Points 2, Capacitor (Clockwork capacitor)

Rune Points: 2

Capacitor: Clockwork capacitor

A mechanikal prosthetic can be grafted directly to the body in order to replace a lost limb or organ. A clockwork capacitor in the device powers the dedicated runeplate required for it to function. A mechanikal prosthetic functions like the missing body part but is completely reliant on intermittently removing and rewinding the clockwork capacitor.

A mechanikal prosthetic consumes 1 charge from the

capacitor for every 2 hours of continuous function. A character with a mechanikal prosthetic must remove the limb to rewind the capacitor.

A mechanikal prosthetic can be used to replace an arm, leg, or eye. Certain arcane mechaniks might be willing to devise prosthetic replacements for other uses, such as restoring hearing or replacing a defective heart, but these devices are usually one-off items that require extensive engineering and surgical operations and result in unpleasant winding apparatuses protruding from the user's flesh.

STORM GLAIVE

Rune Points 4, Capacitor (Storm chamber)
Rune Points: 4
Capacitor: Storm chamber
Powered by a dedicated storm chamber, the storm glaive is the fearsome mechanikal weapon of Cygnar's Stormblade infantry. It is patterned on a traditional longsword, although it is possible to modify a greatsword or another edged weapon to match its function.

While it is active, a storm glaive requires 4 charges from its capacitor for 1 minute of operation.

ELECTRO LANCE

Rune Points 4, Capacitor (Storm chamber)
Rune Points: 4
Capacitor: Storm chamber
This galvanically charged mechanikal lance is the signature weapon of Cygnar's Storm Lances. Although the weapon is balanced for horseback charges, it also features a shorter blade above the pommel for close-in fighting.

While it is active, an electro lance requires 4 charges from its capacitor for 1 minute of operation.

VOLTAIC HALBERD

Rune Points 4, Capacitor (Storm chamber)
Rune Points: 4
Capacitor: Storm chamber
The voltaic halberd is the iconic weapon of the Cygnaran Stormguard. It is an electrically charged mechanikal halberd powered by a storm chamber.

While it is active, a voltaic halberd requires 4 charges from its capacitor for 1 minute of operation.

STORM THROWER

Rune Points 4, Capacitor (Storm chamber)
Rune Points: 4
Capacitor: Storm chamber
The storm thrower is a ranged mechanikal weapon that discharges bolts of electricity at a moderate range. The operator wears a dedicated storm chamber on a back mount that is connected to the device by an arcane conduit.

Each attack made with a storm thrower requires 4 charges from the item's capacitor.

5 STEAMJACKS

A steamjack is a mechanikal construct given the ability to reason by a magical brain known as a cortex. A steamjack does not possess higher-level cognitive powers, but it can execute simple commands and make logical decisions in order to complete its assigned tasks. Throughout the Iron Kingdoms, steamjacks perform various jobs that would be too dangerous, if not outright impossible, for humans.

Steamjacks fall under one of two classifications: laborjacks and warjacks. Laborjacks are relatively simple machines built for physical labor, whereas warjacks are sophisticated weapons of war bristling with state-of-the-art arms and armor. Despite this distinction, the differences between the two types often become blurry. In the modern-day Iron Kingdoms, clapped-out military 'jacks can be found pulling plows after decades of service, and laborjacks are often armored and retrofitted with military-grade hardware by desperate mercenary outfits.

ANATOMY OF A STEAMJACK

A steamjack consists of a chassis, a steam engine, a cortex, and weaponry. The steamjacks produced by the Iron Kingdoms' human nations are bipedal constructs with two arms, as are most of those produced by the dwarves of Rhul. Additional gear and modifications can be added to such machines in order to enhance their performance or give them exceptional capabilities.

Although Rhulic mechanika is based on principles developed by humans, its engineering and design have departed significantly from its origins, and many parts are not easily interchangeable with those developed outside of Rhul. The same is true for the specialized military hardware produced by each of the Iron Kingdoms; warjacks built by one nation cannot readily use components from those built by another. By contrast, mercenary 'jacks are designed with flexibility in mind and can sometimes be repaired with local salvage.

The principles behind the unique technologies used by Cryx and Ios are fundamentally different than those that fuel the steamjacks and mechanika of the human and dwarven nations. Although these technologies are similar on the surface, the steamjacks of these nations are not compatible with those of any others, and some of them use completely different power sources. As a result, parts from human-made steamjacks and Rhulic steamjacks cannot be integrated into myrmidons, helljacks, or bonejacks. Even stranger are the machines of the remaining cultists of Cyriss, which follow entirely different sets of design principles.

CHASSIS

Built on a skeleton of steel and musculature of pneumatic pipes, a steamjack's chassis serves to structure the machine's metal armatures and joints. A number of reflex triggers run down the length of the steamjack's spine and across the various pneumatic connections to its limbs. Conduits leading back to the cortex's housing connect all the triggers in an intertwined system that allows the cortex to control the 'jack's every movement.

Made of steel and iron, a steamjack's limbs are extremely formidable. The strength of a 'jack rests in its appendages, which are held together with valves of brass and copper. Most steamjack arms are designed with modular tools or weapons in mind, and replacing these limbs can drastically change the machine's capabilities.

Focal lenses and clockwork devices carefully connected to the cortex by conduits allow each steamjack to perceive and interpret its surroundings. These complex apparatuses are all, of course, mechanikal in nature.

A steamjack's chassis determines not only the steamjack's shape, strength, and structural integrity, but also its agility, power output, and potential speed. As a rule, the more massive the chassis, the larger the engine and steam boiler required to drive the machine. Although most laborjacks are built with little more than sheer strength as the goal, warjacks are built to traverse all manner of hostile terrain during battle. As a result, a warjack's chassis features greater articulation and a massive boiler designed with speed and power in mind.

Chassis come in two weight classes: heavy and light. Standing over twice the height of a man, heavy steamjacks are rugged machines built for strength and capable of enduring tremendous punishment. Light steamjacks are smaller, faster, more maneuverable, and more manageable but lack the physical power of their heavier counterparts.

Light laborjacks are used primarily for industrial labor and transport. They require less fuel, respond well to experienced

Steamjack Logistics

Steamjacks are truly wondrous machines, but like any machine, they require power. Because coal eventually runs out and water for steam boilers must be periodically replaced, running steamjacks for an extended period requires managing occasionally burdensome logistics. In order to save on coal on long journeys, steamjacks are often hauled by train or wagon as close to their destination as possible. Most steamjacks can run without refueling for most of a day if they are engaged only in travel or light activity, but steamjacks involved in active combat burn fuel far more quickly. A steamjack should be refueled every day that it is functional, whether or not it has engaged in battle. Players and the GM should discuss these details at the outset and agree in advance on how to handle them. Steamjacks are an essential part of the Iron Kingdoms, and logistics should not interfere with the fun of playing a warcaster or a 'jack marshal. Certain plots might make these difficulties part of the narrative or force warcasters out of their comfort zone, but they should be the exception, not the rule. Refueling can be handled in conjunction with regular rest cycles between active adventuring and kept largely unmentioned except when required as an obstacle during play.

In general, campaigns should allow warcasters and 'jack marshals to include their machines as a vital element of the adventure, but there are times and places, such as when entering narrow subterranean caves, when a heavy steamjack would be inappropriate and should be left behind.

STEAMJACKS

Chassis	Cost (with Stock Cortex)	Cost (Chassis Only)	Fuel Load/Burn Time Stock Cortex
Docker heavy laborjack Ferrum-grade	3,500 gp	2,500 gp	660 lb. / 5 hrs. general, 1 hr. combat
Forager light laborjack Ferrum-grade	2,500 gp	1,500 gp	300 lb. / 7 hrs. general, 1 hr. combat
Nomad heavy warjack Aurum-grade	8,000 gp	5,500 gp	660 lb. / 5 hrs. general, 1 hr. combat
Talon light warjack Aurum-grade	6,000 gp	3,500 gp	330 lb. / 6 hrs. general, 1 hr. combat

handlers, and are used for various tasks that require speed, versatility, and reliability. Many 'jacks of this type are customized by fledgling arcane mechaniks looking to build a better mechanikal companion.

By comparison, heavy laborjacks are larger and more robust. They incorporate a much more powerful chassis and often require a substantially larger boiler that consumes fuel at a much higher rate. Although this type of chassis is rare among commercial applications, it is especially useful in rail yards and dangerous industrial sites where the strength of a heavy 'jack can be put to good use wrestling trestles, train cars, loads of iron, coal bins, or massive amounts of rock and earth. Heavy 'jacks are also used for demolishing larger structures that might resist the efforts of a light laborjack.

The Steamjacks table shows the most common chassis on the open market, their cost, their fuel load and burn time, and their stock cortex. Many of the steamjack chassis up for sale are older models that have been recently refurbished, although some have been painstakingly maintained for decades. A steamjack chassis purchased at the going rate is assumed to be in good repair and full operating condition.

The base profiles of steamjacks can be found starting within chapter 7 under the Steamjack section. When using these profiles use only the following: base statistics, damage resistances, damage immunities, condition immunities (except exhaustion), features (except Cortex and Steam Powered), and languages. All other information will be determined by the choices you make when building your own steamjack. If a steamjack doesn't have a weapon in one of their hands they gain a slam attack for one or both hands which deals 1d8 bludgeoning damage. Two prices are shown for each chassis in the Steamjacks table: one for a chassis that includes a stock cortex, and one for the chassis only. A purchased cortex is assumed to have been wiped and to lack a lingering personality at the time of purchase.

A steamjack's weapons must be purchased separately. See the "Weaponry" section for more information.

STEAM ENGINE

A powerful steam engine is the heart of every steamjack. Mounted on the back of the machine, the engine consists of a coal-burning firebox, a boiler, and an arcane steam turbine. Most steamjacks can run for hours on a full bin of coal. Light 'jacks burn through a full hopper of coal and a full tank of water in five to ten hours, depending on the model; by contrast, heavy 'jacks burn through their fuel in four to eight hours. When steamjacks are pushed, their coal consumption increases dramatically. Under the intense action and mechanical strain of combat, light 'jacks burn through their reserves in fifty to one hundred minutes, while heavy 'jacks run out of steam in forty to eighty minutes. Fully loading a steamjack with coal and water increases its weight by 400 to 650 pounds, depending on the size of its coal hopper and boiler. A typical fuel load ratio is five pounds of water for every pound of coal.

Steamjacks are technological marvels, but their inner workings are fairly straightforward. The burning coal heats the water in the boiler, turning it into steam that fires the steamjack's many pistons, which provide power to pneumatic valves in the construct's chassis and thereby convert heat and pressure into motive force. Steam vents allow excess pressure to be released, and the steam also turns the 'jack's arcane turbines. These turbines generate a field of arcane energy that runs along a primary cortex conduit similar to the accumulator conduit lines in a mechanikal item. Additional conduits connect the 'jack's sensory equipment and reflex triggers to its cortex and provide power to these peripheral systems.

Warjacks have more demanding energy requirements and typically have a larger coal hopper that allows them to operate for longer periods of activity. A complex clockwork mechanism inside each warjack stokes the engine so that it can meet the increased energy demands that come with intense activity.

If a steamjack runs low on coal, it starts losing strength, mobility, and perception. This brownout continues as the machine becomes less responsive before shutting down completely.

BOILER DEPENDENCE

A steamjack requires an operational and fueled boiler to function. If the boiler runs out of fuel or is extinguished, the steamjack becomes inert—functionally unconscious and incapable of regaining consciousness until the boiler resumes working.

Water Vulnerability. A steamjack's reliance on burning

coal means that unless it has specifically been designed for underwater operations, being submerged in water or having its firebox doused is a surefire way to shut it down.

If a steamjack is fully submerged or its firebox is exposed to a sufficient amount of water (as determined by the GM), its boiler becomes extinguished, rendering the steamjack inert.

Fuel Reliance. A steamjack needs coal burning in its firebox in order to power its arcane turbine and drive its limbs. A steamjack that runs low on fuel can operate in a diminished capacity for some time but will inevitably need more fuel to keep working.

When a steamjack's boiler runs out of fuel, it suffers a rapid physical decline. For each minute of operation after the boiler runs out of fuel, the steamjack suffers one level of exhaustion. When it reaches level 6 exhaustion, the steamjack does not die; instead, it becomes inert. While a steamjack is inert, it cannot take actions or reactions. If a steamjack is inert due to lack of fuel, it requires a load of coal and water and 10 minutes to bring its boiler up to operating temperature before it can function again.

If coal is not available, lower-quality fuel such as wood or peat can be used in the firebox instead, but this is not ideal. A 'jack that burns these fuels spews a thick column of black smoke from its stacks, and its boiler cannot reach temperatures high enough to deliver optimal performance. A steamjack that is burning low-quality fuel has disadvantage on attack rolls and ability checks.

CORTEX

The cortex is the mechanikal brain that directs a steamjack. Cortexes come in a variety of grades that reflect their sophistication, cost, and difficulty to produce. Warjack-grade cortexes are capable of rapidly interpreting new information and making tactical decisions, whereas laborjack-grade cortexes are designed to respond to simple commands and are not intended for combat. Nearly all modern cortex architecture allows for some degree of learning and adaptation.

The cortex is a complicated matrix of arcane patterns that is based on the technology of mechanika runes. Although it can be rightly said that a steamjack's cortex is similar to a mechanikal device's runeplates, such a comparison is an injustice to the highly complex art of cortex construction. Cortexes contain glimmers of actual sentience. A steamjack's intelligence makes the machine capable of following complicated orders and performing complex tasks. Over time, some 'jacks gain a modicum of a personality, with the most ancient of them universally displaying quirky behavior and odd eccentricities, as well as limited self-directed initiative.

Each cortex is a multilayered sphere constructed from various metals, crystals, and rare trace minerals and wrapped in a series of carefully etched, flexible plates. Most cortexes contain twenty to thirty alchemically treated copper, silver, or gold foil spheres. Metal spines interconnect these layers and act as arcane meridians. The primary focus—a crystal orb—sits in the center of the sphere. A connection socket sits along each of the three primary axes of the cortex: one that hooks up to the turbine conduits, another that joins to the reflex trigger conduit, and a third that connects to the 'jack's sensory equipment. A variety of baffles and tightly wound springs protect the cortex from shock and provide stability.

Cortex construction is an art. In theory, the cortex is essentially blank at creation, allowing behaviors and response patterns to be learned. Steamjacks that have been around for a long time tend to be smarter and know more than newer ones, but they don't take well to new handlers or new orders. The more advanced the cortex, the more readily it learns and adapts.

Every 'jack marshal knows that a new steamjack is as naïve and loyal as a newborn puppy, and the massive constructs loyally follow their handlers everywhere if not ordered to sit or stay. 'Jack marshals have to train their steamjacks to tread softly, avoid stepping on anyone, and behave, but this process takes time. Even at the early stages of cognitive development, some steamjacks show uncanny signs of sentience, often taking the initiative to protect their handlers or anticipating reactions.

See the "Removing or Replacing Parts" section later in this chapter for information about removing and replacing cortexes.

The Cortexes table shows cortexes available in the Iron Kingdoms, as well as their price and weight. A steamjack's cortex grade indicates the general level of decision-making and intellect it possesses. Cupernum- and ferrum-grade cortexes are the simplest and are relegated to laborjacks; aurum- and arcanum-grade cortexes are the most sophisticated and are used almost exclusively for warjacks.

A steamjack is proficient in all weapons and tools found within this chapter and all other items that specifically say they can be used by a steamjack. All steamjacks are proficient in strength and constitution saving throws.

Cupernum-Grade Cortex. A steamjack with a cupernum-grade cortex possesses a limited intellect. It enjoys pleasing its controller and can be trained to follow simple commands but requires a great deal of handling and a watchful eye. Over time, it develops habits and limited personality traits.

A steamjack with a cupernum-grade cortex has an Intelligence score of 4 and a Wisdom score of 8. This cortex cannot receive drives.

The cupernum-grade cortex grants the steamjack a +1 proficiency bonus.

Ferrum-Grade Cortex. Ferrum-grade cortexes are mostly relegated to laborjacks. A steamjack with a ferrum-grade cortex can carry out the following simple commands without supervision: "move," "fetch," "follow," "seek," "stay," and "work." More complicated orders require careful guidance from a 'jack marshal. A steamjack with a ferrum-grade cortex learns to follow instructions fairly quickly. Over time, it improves its ability to execute simple tasks and develops a limited personality.

A steamjack with a ferrum-grade cortex has an Intelligence score of 5, a Wisdom score of 10, and a drive DC of 15.

The ferrum-grade cortex grants the steamjack a +2 proficiency bonus and it is proficient in the Athletics skill.

Aurum-Grade Cortex. Steamjacks designed to perform tasks that require intelligence and problem-solving skills

CORTEXES

Cortex	Cost	Weight	Proficiency Bonus	Max. Focus Points	Drive DC
Cupernum-grade	100 gp	25 lb.	+1	1	N/A
Ferrum-grade	1,000 gp	30 lb.	+2	2	15
Aurum-grade	2,500 gp	40 lb.	+3	3	14
Arcanum-grade	4,500 gp	50 lb.	+4	4	12

are normally equipped with an aurum-grade cortex. Although some sophisticated laborjacks are outfitted with an aurum-grade cortex, these cortexes are generally reserved for warjacks.

A steamjack with an aurum-grade cortex has an Intelligence score of 6, a Wisdom score of 10, and a drive DC of 14. A steamjack with an aurum-grade cortex gains the Multiattack trait and can make two attacks during its turn.

The aurum-grade cortex grants the steamjack a +3 proficiency bonus and it is proficient in the Athletics skill and one of the following skills: Acrobatics, Perception, or Intimidation. The choice of skill is decided when a steamjack is first activated with a new or wiped cortex. Once the choice is made it cannot be changed unless the cortex is wiped.

Arcanum-Grade Cortex. This military-grade cortex is the cornerstone of every high-performance warjack design. A steamjack with an arcanum-grade cortex is instinctively protective of its controller and quickly develops a personality, usually drawn from traits of its controller.

A steamjack with an arcanum-grade cortex has an Intelligence score of 8, a Wisdom score of 10, and a drive DC of 12. A steamjack with an arcanum-grade cortex gains the Multiattack trait and can make two attacks during its turn.

The arcanum-grade cortex grants the steamjack a +4 proficiency bonus and it is proficient in the Athletics skill and two of the following skills: Acrobatics, Perception, or Intimidation. The choice of skills is decided when a steamjack is first activated with a new or wiped cortex. Once the choice is made it cannot be changed unless the cortex is wiped.

WEAPONRY

The governments of the Iron Kingdoms spend vast amounts researching and developing new and more terrifying armaments in a perpetual arms race. As new weapons are developed and older ones become obsolete, they are snapped up by mercenaries and irregular forces. Polished and refurbished, surplus weaponry can augment or replace the arms of existing warjacks, or even be retrofitted to laborjacks in order to create low-cost alternatives to dedicated combat machines. Although armed laborjacks are seldom able to truly compete with warjacks in battle, they can bring an edge to any force that fields them.

Steamjacks are ready platforms for a wide variety of weapon systems. Warjacks are typically armed and armored with some of the most advanced weaponry ever developed, but with fists capable of striking with the force of a locomotive, even a technically unarmed steamjack can still be incredibly destructive in combat. The cortexes of these great machines are adaptable enough to utilize a wide variety of weapon systems, and most dedicated warjack chassis support a number of different weapon configurations. Even laborjacks that have not been retrofitted for war can be equipped with heavy tools that have combat applications, such as crushing cargo claws, welding torches, and industrial bolt drivers.

The Steamjack Weapons table shows the most common steamjack weapons used in the Iron Kingdoms, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged in accordance with the standard rules. The Ammunition table shows the ammunition required by various steamjack weapons, as well as their cost and weight.

MOUNTING AND REPLACING WEAPONS

Removing or replacing an arm or an arm-mounted weapon system requires access to a crane, a mechanik's toolkit, and 2 hours of labor. After the time has passed, the lead mechanik must make a DC 15 Intelligence check. If the check succeeds, the mechanik has successfully removed or installed the arm or weapon system. If the check fails, the arm either cannot be removed without additional labor or was improperly installed and does not function. Either way, the mechanik must spend an additional 1 hour of labor before attempting the roll again. A character who wants to pay to install or remove an arm can expect to pay 30 gp for labor.

STEAMJACK MELEE WEAPONS

Battleaxe. A common weapon among mercenary warjacks, this axe's steel shaft and reinforced cheeks help it withstand heavy impacts.

Battleblade. The venerable weapon of the Nomad, this

AMMUNITION

Name	Cost	Weight
Artillery rounds, standard (8)	120 gp	2 lb.
Artillery rounds, light (10)	50 gp	1 lb.
Flamethrower fuel (10)	100 gp	40lb.
Harpoon	10 gp	10 lb.
Industrial torch fuel (20)	20 gp	60 lb.
Scattershot rounds (8)	40 gp	2 lb.
Steam lobber round	15 gp	5 lb.
Steam rivets (10)	10 gp	1 lb.

STEAMJACK WEAPONS

Name	Cost	Damage	Weight	Properties
Battleaxe	225 gp	2d8 slashing	25 lb.	—
Battleblade	275 gp	2d8 slashing	30 lb.	Reach
Battle mace	180 gp	2d6 bludgeoning	40 lb.	—
Cargo claw*	260 gp	2d10 bludgeoning	25 lb.	Special
Combat hammer	100 gp	2d8 bludgeoning	45 lb.	—
Drill rig, heavy*	275 gp	2d10 piercing	50 lb.	Special
Drill rig, light	150 gp	2d8 piercing	30 lb.	Special
Industrial torch	200 gp	2d6 fire	35 lb.	Magazine (20)
Flail, heavy*	175 gp	2d10 bludgeoning	25 lb.	—
Flail, light	100 gp	2d8 bludgeoning	20 lb.	—
Halberd, heavy*	300 gp	2d12 slashing	70 lb.	Reach
Halberd, light	200 gp	2d10 slashing	50 lb.	Reach
Scrap saw	175 gp	2d6 slashing	30 lb.	Special
Spear, heavy*	210 gp	2d8 piercing	40 lb.	Reach
Spear, light	140 gp	2d6 piercing	30 lb.	Reach
Stun lance	2,470 gp	2d8 piercing	40 lb.	Reach, special

* Heavy steamjacks only

Name	Cost	Damage	Weight	Properties
Cannon*	450 gp	3d8 piercing	40 lb.	AOE, firearm (range 80′/240′), magazine (8)
Flamethrower	375 gp	3d8 fire	35 lb.	Firearm (self, 30 ft. cone), magazine (10), special
Harpoon cannon	250 gp	3d6 piercing	35 lb.	Firearm (range 50′/150′), magazine (1), special
Light gun	200 gp	2d10 piercing	20 lb.	Firearm (range 80′/240′), magazine (10)
Scattershot cannon	225 gp	3d10 piercing	40 lb.	Firearm (self, 30 ft. cone), magazine (8), special
Steam lobber	550 gp	4d10 bludgeoning	50 lb.	AOE, firearm (range 50′/150′), magazine (6), special
Steam riveter	175 gp	1d10 piercing	35 lb.	Firearm (range 10′/30′), magazine (10), special

* Heavy steamjack only

steamjack-sized greatsword is based on the design of the Caspian battleblade.

Battle Mace. Designed for the Mule configuration of the Nomad chassis, which was decommissioned in 582 AR, this weapon consists of a heavy, spiked ball atop a long, reinforced steel rod.

Cargo Claw. The cargo claw is a heavily reinforced limb mounted in place of one of a heavy steamjack's arms. Light steamjacks cannot be outfitted with a cargo claw because their chassis are not strong enough to support the claw system and the weight of the cargo it is designed to lift.

A steamjack equipped with a cargo claw has advantage on Strength rolls to push, pull, or lift objects and has advantage on Strength checks to maintain a grapple.

Combat Hammer. This weapon consists of a massive head mounted on a steel handle.

Drill Rig. Whether heavy or light, an industrial drill is mounted in place of one of a steamjack's arms and draws on the power of the steamjack's boiler to function. Attacks made with a drill rig deal double damage to objects and structures.

Flail. This weapon consists of one or more heavy, spiked iron balls suspended by a chain and attached to a long steel rod.

Halberd. This heavy, reinforced cleaving implement is attached to the end of a long steel pole.

Industrial Torch. This attachment is an oversized version of the blowtorches used by mechaniks. It combines highly combustible gases in precise proportions to create a super-hot flame that can melt metal. An industrial torch can't be reloaded during combat. Reloading an industrial torch outside of combat takes 20 minutes but doesn't require specialized tools or training.

Scrap Saw. This powerful, steam-driven saw features rows of hardened steel teeth and is mounted in place of a steamjack's arm. When a steamjack scores a critical hit with this weapon, it can make an additional attack against the target hit.

Spear. This weapon is a heavy spear made of reinforced steel.

Stun Lance. The stun lance is the venerable stock weapon of the Talon but is not included with the chassis. A negatively tuned apparatus in the weapon sends conflicting signals into the cortex of any steamjack it strikes. It is designed to be used with an integral alchemical capacitor. Any steamjack hit by a stun lance must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of its next turn.

STEAMJACK RANGED WEAPONS

Cannon. This heavy, self-loading weapon is mounted in place of one of a steamjack's arms. Due to the speed of its reloading mechanism, this weapon cannot be fired more than once per turn. A cannon can't be reloaded during combat. Reloading a cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. The cannon fires standard artillery rounds in metal casings.

Flamethrower. Based on technology that originated in the Protectorate of Menoth, the flamethrower is a horrific weapon that sprays burning fuel over enemy combatants. Due to the slow rate of its fuel-pump mechanism, this weapon can be fired only once per turn. A flamethrower can't be reloaded during combat. Reloading a flamethrower outside of combat takes 30 minutes but doesn't require specialized tools or training. Each creature in the area of a flamethrower attack must make a Dexterity saving throw with a DC equal to 10 + the steamjack's Dexterity modifier. On a failed save, the creature is damaged by the flamethrower.

Harpoon Cannon. Driven by blasting powder, this self-loading harpoon launcher is mounted in place of one of a steamjack's arms. Due to the rate at which its winch mechanism retracts the harpoon, this weapon can be fired

Handheld Weapons

Even the most rudimentary steamjack fists are capable of picking up and wielding handheld melee weapons. Because most weapons designed for use by living creatures and smaller constructs are far too delicate for steamjacks to use, they can only wield weapons designed and specially reinforced for their use. Furthermore, due to the specifics of steamjack engineering and anatomy, these iron behemoths cannot fight with two-handed weapons.

only once per turn. A harpoon cannon can't be reloaded during combat. Reloading a harpoon cannon outside of combat takes 20 minutes but doesn't require specialized tools or training.

If a harpoon fired from a harpoon cannon damages a creature, the harpoon embeds in it. As an action, the steamjack can attempt to pull a Large or smaller creature with an embedded harpoon closer by making a Strength check contested by the creature's Strength (Athletics) check. If the steamjack succeeds, it pulls the creature 5 feet closer. Dealing 5 slashing damage to the line (AC 10) destroys it without causing additional damage to the harpooned creature.

Light Gun. This light, self-loading cannon is mounted in place of one of a steamjack's arms. A light gun can't be reloaded during combat. Reloading a light gun outside of combat takes 20 minutes but does not require specialized tools or training. A light gun fires light artillery rounds in metal casings.

Scattershot Cannon. This short, broad-barreled cannon is designed to disperse grape shot into masses of enemy troops. Due to the slow rate of its auto-loading mechanism, this weapon can be fired only once per turn. Reloading a scattershot cannon outside of combat takes 20 minutes but does not require specialized tools or training.

Each creature in the area of the scattershot cannon attack must make a Dexterity saving throw with a DC equal to 10 + the steamjack's Dexterity modifier. On a failed save, the creature is damaged by the scattershot cannon.

Steam Lobber. Developed for the Mule warjack, the steam lobber relies on pressure from a steamjack's boiler to hurl powerful explosive projectiles. A simple cutoff valve between the steamjack's movement system and the lobber allows it to maximize the weapon's range by routing the full yield of its boiler's pressure into the cannon. Due to the slow rate of its auto-loading mechanism, this weapon can be fired only once per turn. Reloading a steam lobber outside of combat takes 20 minutes but does not require specialized tools or training. The steam lobber uses ammunition unique to its design.

If a steamjack equipped with a steam lobber does not move during its turn, the normal range of the weapon increases by 20 feet, and the long range increases by 60 feet. Each creature damaged by a steam lobber must succeed on a Strength saving throw with a DC equal to 10 or the damage dealt, whichever is higher, or be knocked prone.

Steam Riveter. This industrial rivet gun is designed to replace a laborjack's arm. It uses steam pressure from the laborjack's boiler to fire heavy rivets with enough force to penetrate plate steel. Due to the time it takes to build up the required pressure, this weapon can be fired only once per turn. A steam riveter can't be reloaded during combat. Reloading a steam riveter outside of combat takes 20 minutes but doesn't require specialized tools or training.

A creature damaged by a steam riveter takes 1d4 fire damage at the start of each of its turns. The creature can end this damage by using its action to remove the heated rivet.

GEAR AND UPGRADES

Item	Cost	Weight
Arc node	500 gp	20 lb.
Buckler	100 gp	10 lb.
Heavy boiler	450 gp	125 lb.
Hydraulic crane	200 gp	225 lb.
Shield	75 gp	100 lb.

GEAR AND UPGRADES

Steamjacks offer dedicated mechaniks virtually endless opportunities for customization. Although the military and labor sectors prefer to use stock machines, mercenary companies and freelance warcasters have developed numerous methods for customizing and personalizing their steamjacks. One popular modification involves integrating a heavier boiler into a smaller-sized chassis, providing the steamjack with an extra burst of speed when it needs it most. The Gear and Upgrades table shows the most common gear and upgrades used to enhance steamjacks across western Immoren, as well as their cost and weight.

Arc Node. An arc node is an incredibly advanced mechanikal relay that enables a warcaster to channel spells through a bonded steamjack. The arc node must be linked directly to the steamjack's arcane steam turbine in order to draw power. A character who wants to pay to mount an arc node on a steamjack can expect to pay an additional 30 gp for labor.

Buckler. This small shield is mounted on a steamjack's arm. A steamjack armed with a buckler gains a +1 bonus to AC. A steamjack cannot gain the benefits from both a buckler and a shield on the same arm. A character who wants to pay to mount a buckler on a steamjack can expect to pay an additional 30 gp for labor.

Heavy Boiler. This heavier version of a standard boiler enables a steamjack to build up greater steam pressure. This extra pressure is routed directly to the steamjack's movement systems, thereby allowing the steamjack to run for greater distances. A steamjack with a heavy boiler can take the Dash action as a bonus action but burns fuel 20 percent faster than a steamjack with a stock boiler. A character who wants to pay to mount a heavy boiler on a steamjack can expect to pay an additional 50 gp.

Hydraulic Crane. This steam-powered mechanical crane can easily lift several hundred pounds and can be a great asset when attempting to assemble other steamjacks while outside of a shop. A steamjack equipped with a hydraulic crane can push, drag, or lift a weight in pounds up to four times its carrying capacity (or 60 times its Strength score). A character who wants to pay to mount a crane on a steamjack can expect to pay an additional 40 gp for labor.

Shield. A steamjack wielding a shield gains a +2 bonus to AC. A steamjack cannot gain the benefits from both a buckler and a shield on the same arm. A steamjack's shield must be bolted in place, and the steamjack cannot make attacks with its shield hand other than shoving a creature.

ADDITIONAL STEAMJACK RULES

Steamjacks are classified according to their weight category: light or heavy. Steamjacks are constructs.

A steamjack generally has a controller. This is either a 'jack marshal who issues verbal commands to the steamjack or a warcaster who commands the steamjack through their shared bond.

TURN ORDER

A steamjack obeys its controller's commands as best it can. It rolls for initiative like any other creature, but its controller determines its actions, decisions, attitudes, and so on. If a steamjack's controller is incapacitated or absent and the steamjack does not become inert, the steamjack acts on its own.

DAMAGING A STEAMJACK

Steamjacks can take a tremendous amount of damage before they fall in combat. What might be an incapacitating or fatal wound to a mere mortal simply dents a steamjack's hull.

Despite this durability, steamjacks are not impervious. Even damage insufficient to incapacitate a steamjack can still wreak havoc on it, unseating delicate internal components, rupturing the array of conduits and pistons that make up its musculature, and otherwise producing catastrophic results.

CATASTROPHIC DAMAGE

Catastrophic damage occurs when a steamjack suffers a blow powerful enough to rend its hull and affect one of its internal systems. Roll on the Catastrophic Damage table when one of the following occurs:

- The steamjack takes damage from a single source that is more than double its Constitution score.
- An attack roll that hits the steamjack is a critical hit.
- Other circumstances the GM determines are appropriate for catastrophic damage to occur.

See "Repairing a Steamjack" for rules on how to repair catastrophic damage.

WRECKING A STEAMJACK

A steamjack is considered wrecked once it has failed three death saving throws. A wrecked steamjack can be repaired, but if the catastrophic damage results are bad enough, salvaging parts from it might be preferable.

SALVAGING A STEAMJACK

Wrecked, inert, or simply inactive steamjacks can be salvaged for their component parts. A character can dismantle a steamjack for salvage by spending 1 hour of labor and succeeding on a DC 15 Intelligence check. If the check succeeds, the character separates out all of the steamjack's functional parts and weapons, which can be refitted onto other steamjacks at a later date or sold as used parts. If the check fails, the character can try again after another 30 minutes of labor.

A character who has access to a full mechanik's shop has advantage on Intelligence checks to salvage a steamjack.

REPAIRING A STEAMJACK

Most of the damage that a steamjack sustains in battle can be repaired by a skilled mechanik. If a steamjack loses a system, the damage is more extensive and requires additional labor, and perhaps replacement parts, to fix completely. A steamjack can be truly ruined beyond repair only if its cortex is destroyed. Even then, the steamjack's wreck can yield parts that can be salvaged to get another machine up and running, as described above.

The following rules cover the requirements and costs of steamjack repairs and services. Whether you need to replace a steamjack's arm because of battle damage or want to replace the arm with a new cannon, the rules are the same.

REPAIRING DAMAGE

Repairs of extensive damage cannot be conducted on the battlefield and require access to sheet metal, scrap, and a mechanik's toolkit.

For every 1 hour a character labors on a damaged steamjack, the steamjack regains a number of hit points equal to the character's Intelligence modifier. If the character has access to a full mechanik's shop or a ready supply of replacement parts, the steamjack also regains hit points equal to the roll of one of its Hit Dice plus its Constitution modifier.

ASSISTING REPAIRS

If additional characters assist a character who is repairing a steamjack, when the steamjack regains hits points, it regains additional hit points equal to the Intelligence modifier of each character who provides assistance (minimum of 1).

PAYING FOR REPAIRS

A character who wants to pay to repair normal damage to a steamjack can expect to pay 10 gp per hour of labor for each mechanik working on the 'jack until the job is done.

REPAIRING CATASTROPHIC DAMAGE

A character who wants to repair a catastrophically damaged steamjack must remove the damaged component from the steamjack and then spend a number of hours repairing the damage, as shown in the Catastrophic Damage table. At the end of this time, the character makes an Intelligence check, as shown in the appropriate row of the Repair column of the Catastrophic Damage table. If the check succeeds, the character removes the effects of one result from the Catastrophic Damage table. If the check fails, the character can attempt it again after another hour of labor.

REMOVING OR REPLACING PARTS

A character who wants to remove or replace a steamjack's parts, limbs, or cortex must have access to a crane and a mechanik's toolkit, spend 3 hours of labor, and make a DC 14 Intelligence check. If the check succeeds, the character has successfully removed or installed the part. If the check fails, the part either cannot be removed without additional labor

CATASTROPHIC DAMAGE

d12	*Catastrophic Damage Result*	*Repair*
1–2	**No Result.** No catastrophic damage occurs.	—
3	**Arc Node Feedback.** Arcane power leaks through the steamjack's arc node. Until the arc node is repaired, each time a warcaster uses it to cast a spell, the steamjack takes 1d8 force damage. If the steamjack does not have an arc node, ignore this result.	DC 12 (Intelligence). Repair requires 4 hours of work and proficiency with a mechanik's toolkit.
4	**Misaligned Cortex Targeting System.** The steamjack's optical relays have been knocked out of alignment with the cortex. Until the system is repaired, the steamjack's passive Perception takes a –5 penalty, and the steamjack has disadvantage on Wisdom (Perception) checks and ranged weapon attack rolls.	DC 12 (Intelligence). Repair requires 8 hours of work and proficiency with a mechanik's toolkit.
5	**Cortex Processing Damage.** The steamjack's cortex has been slowed tremendously due to the damage it sustained. Until repaired, the steamjack cannot take reactions.	DC 15 (Intelligence). Repair requires 16 hours of work and proficiency with a mechanik's toolkit.
6	**Mangled Head.** The steamjack's head is critically damaged. Until it is repaired, the steamjack is blinded and deafened.	DC 15 (Intelligence). Repair requires 16 hours of work and proficiency with a mechanik's toolkit.
7	**Damaged Optics.** The steamjack's optical relays are cracked or otherwise damaged. Until they are repaired, the steamjack cannot see beyond 30 feet.	DC 12 (Intelligence). Repair requires 4 hours of work and proficiency with a mechanik's toolkit.
8	**Pressure Leaks.** Numerous leaks in the steamjack's boiler prevent it from building a steady amount of pressure. Until the boiler is repaired, roll a d6 at the start of the steamjack's turn. On a roll of 1, the steamjack's speed becomes 0 until the start of its next turn.	DC 12 (Intelligence). Repair requires 8 hours of work and proficiency with a mechanik's toolkit.
9	**Damaged Drive Shaft.** The steamjack's movement systems have been severely damaged. Until they are repaired, the steamjack's speed is reduced by 10 feet, and it has disadvantage on Dexterity checks and Dexterity saving throws.	DC 12 (Intelligence). Repair requires 8 hours of work and proficiency with a mechanik's toolkit.
10	**Seizing Gears.** One of the steamjack's arms has become damaged, causing the gears in that arm to seize up. Randomly determine which arm is affected. Until the arm is repaired, the steamjack takes 1d6 force damage after each attack it makes with the damaged arm.	DC 12 (Intelligence). Repair requires 4 hours of work and proficiency with a mechanik's. toolkit
11	**Debilitated Arm.** One of the steamjack's arms has been severely weakened by the damage it has sustained. Randomly determine which arm is affected. Until the arm is repaired, the steamjack has disadvantage on Strength checks and attack rolls made with the damaged arm.	DC 12 (Intelligence). Repair requires 8 hours of work and proficiency with a mechanik's toolkit.
12	**Ruptured Cortex.** The steamjack's cortex ruptures due to the damage it has suffered. The steamjack immediately takes 2d10 force damage. Until the cortex is repaired or replaced, the steamjack cannot receive orders from a 'jack marshal or warcaster and operates autonomously.	DC 15 (Intelligence). Repair requires 16 hours of work and proficiency with a mechanik's toolkit.

or was improperly installed. In either case, the steamjack does not function properly, and the character must spend an additional hour of labor before attempting the roll again. A character who wants to pay to have a part installed or removed can expect to pay 10 gp per hour for labor.

COMMAND PROTOCOLS: CONTROLLING A STEAMJACK

Steamjacks have a wide variety of chassis types, configurations, ages, and functions, and those with the training and ability to control them and get them to perform their tasks smoothly are highly valued. Among the many wondrous aspects of modern steamjacks is their relative independence: they are somewhat autonomous and can be trusted to work without constant supervision. Once set to a task, they are well equipped to make small adjustments to see it through. A controller is needed to ensure not only that a steamjack is where it is supposed to be and that it is set to the proper tasks, but also that it prioritizes the correct choices whenever obstacles arise. Whether a steamjack is offloading a ship or fighting in a chaotic melee alongside soldiers, a controlled and directed 'jack is more efficient in all respects than one left to its own initiative.

Steamjacks are typically controlled by verbal instructions, a task referred to as 'jack marshaling. Numerous security measures ensure that a steamjack obeys only the commands of an authorized handler and ignores words spoken by anyone else. A steamjack's sensory apparatus allows it to be aware of its environment and to avoid accidentally stepping on or running into passersby or striking allied soldiers, but the words of its marshal always take priority. A 'jack marshal knows precisely the best way to get a 'jack's attention and to direct it toward tasks amid even chaotic environments. This requires a protocol that combines precisely delineated sentence construction with gestures to convey the marshal's immediate priorities to the 'jack.

To outsiders, it might seem as though a 'jack marshal orders a 'jack the way one might instruct an intelligent animal or a young child. In practice, however, 'jack marshaling is an advanced and nuanced skill that requires an understanding of how cortexes interpret their environment and a command of the vocabulary a 'jack can comprehend. A 'jack's cortex grade has a major impact on not only how the 'jack interprets complicated instructions, but also how many tasks can be set in motion without requiring subsequent orders. The most advanced military-grade cortexes adapt well to changing circumstances and can be given a chain of far-reaching commands.

Warcasters can command steamjacks mentally, which allows for much more precise and constant supervision while eliminating environmental distractions such as loud noises. There are two types of command exerted by a warcaster, depending on circumstances: mental orders and direct control. Mental orders allow a warcaster to deliver sequences of commands to a 'jack just like a 'jack marshal would verbally, thereby affording the 'jack autonomy rather than governing its every movement. Alternatively, a warcaster can take direct control over a 'jack and perform its functions just as if the warcaster were moving the warjack's limbs and looking through its eyes. By directly controlling a steamjack, a warcaster can execute fine control, such as aiming a ranged weapon at a small and specific target or performing complex motions that would be difficult to describe, such as gently lifting a fallen beam off of a trapped comrade without risking additional injury.

STEAMJACK SECURITY

All steamjacks have some degree of security features in place in order to prevent unauthorized use. These measures vary based on the grade of the steamjack's cortex and the machine's intended use, but even the simplest laborjack has basic security features. For simplicity, two degrees of security are described here: one for laborjacks and one for warjacks. Former laborjacks modified for battle by mercenary companies are usually augmented to include cortex locks and are therefore treated as warjacks when it comes to security.

The fundamental security measure for all steamjack cortexes is a series of code phrases used to unlock command of the 'jack and to allow it to recognize a specific handler. Controlling the steamjack requires knowledge of these phrases, which are in the language of the cortex's country of

origin. Each chassis includes a particular switch or lever that will put the 'jack into state that makes it open to receiving its cortex lock phrases. This control is typically placed in a convenient location for laborjacks that require frequent changes in 'jack marshals, but it is usually secured inside a locked cortex access panel on the top of the chassis for steamjacks that rarely require such changes. If a steamjack is in this receptive state, a person standing adjacent to it who speaks the phrases will be recognized from that point forward as an authorized 'jack marshal, and the 'jack will heed that individual's verbal commands.

LABORJACK SECURITY

Laborjacks are primarily intended to be controlled by 'jack marshals. As a result, these 'jacks are secure only against unauthorized verbal commands and are typically unprotected against warcasters, who can slip past the crude security associated with verbal commands and deliver instructions directly to a steamjack's cortex. A warcaster who can speak a cortex's native language can bond to a laborjack without an active bond by touching its chassis and using an action.

WARJACK SECURITY AND BONDS

Bonding with a warjack is more difficult. Warjacks and any 'jack with the appropriate cortex augmentation are protected with additional security measures, known as cortex locks, which require projecting a separate and more complex mental code in order to access the cortex. The long codes used to unlock unbonded warjack cortexes include specific mental images that must be remembered in the proper sequence. Understanding these phrases requires specific instruction, including focusing on the required visual elements (often patterns or specific illustrations). Militaries of the Iron Kingdoms take pains to update their cortex locks frequently as further protection against tampering. This is why Cygnaran warjacks cannot be controlled by Khadoran warcasters, for example, even if captured and handled extensively and even if spies have a written transcription of the lock phrase. The cortex must be entirely wiped and reconfigured before it can be given a different military's cortex lock.

A warcaster who mentally delivers the appropriate cortex lock code to an unbonded steamjack establishes a bond with that 'jack. In the process, the warcaster creates a personal layer of mental code that the steamjack recognizes, effectively adding an additional cortex lock that creates a far more robust connection between the steamjack and its warcaster. Once this bond has been established, the warcaster can actively relinquish control of the steamjack and break the bond at will.

Should a warcaster be killed or suddenly lose consciousness, the separation between the warcaster's mind and the steamjack's cortex creates a psychic backlash that resets the 'jack's cortex. This backlash effectively breaks the bond, removes any added cortex locks, and renders the steamjack inert. Only sudden and violent separation between the warcaster's mind and the steamjack resets the cortex; the connection is maintained while the warcaster is sleeping or the 'jack is not operational.

An inert steamjack shuts down and enters a temporary stasis in which it awaits a new controller to reactivate it and assume control. Most warjacks include a reset switch that can be triggered if a controlling warcaster is knocked unconscious or killed in action. This switch is typically located in an accessible spot known to qualified mechaniks and 'jack marshals. When a warjack without an active bond is reactivated, it waits for spoken commands and can be marshaled by any individual who knows how to bypass its verbal locks.

'JACK MARSHALS

Ever since the first steamjack was built, there has been a need for those who can control them, whether tasking them to lift massive cargo crates or to charge into battle swinging an axe. 'Jack marshals have the necessary training and a knack for verbally commanding and instructing steamjacks in a wide variety of tasks. A skilled 'jack marshal can always squeeze greater efficiency and performance out of a 'jack, accomplishing tasks in a fraction of the time and sometimes making the difference between victory and defeat in times of war.

ESTABLISHING CONTROL

To marshal a 'jack, a character must have proficiency with steamjacks and must know both the native language of the 'jack's cortex and the verbal security codes needed to take control of the 'jack.

A steamjack can be commanded by only a single 'jack marshal at a time. Unless control of a steamjack is handed over by its current 'jack marshal to another marshal, it does not accept verbal pass codes or instructions from another individual while in the company of its current marshal. A warcaster who knows a cortex's native language can still bond to the steamjack and usurp control from its marshal. Bonded steamjacks cannot be marshaled and ignore verbal pass codes.

MARSHALING A STEAMJACK

A 'jack marshal can use a bonus action to give simple verbal instructions to any steamjack the marshal controls that is within 60 feet of the marshal and can hear the marshal. Once a steamjack receives its instructions, it follows them to the best of its abilities until it receives new ones.

Although a 'jack can lug boxes and clear debris without requiring too much effort from its simple mechanikal mind and can even thrash a designated target in the heat of battle, utilizing its full capabilities in combat is easier if it receives clear, direct commands. A 'jack marshal can attempt to give a steamjack more specific instructions in order to make it perform more effectively in combat.

If a character is marshaling a 'jack—that is, commanding it verbally—the character can use an action to attempt to issue it certain combat directives called drives.

A steamjack's intelligence helps determine whether it can successfully comprehend and execute a particular drive. To issue a drive, a 'jack marshal must make an Intelligence check

with a DC determined by the grade of the steamjack's cortex. If the check succeeds, the steamjack executes the drive as ordered on its next turn. If the check fails, the steamjack can still follow other normal commands but cannot benefit from a drive during its next turn.

You must use an action to issue a drive. A steamjack can be affected by only one drive per turn. A bonded steamjack cannot be issued a drive.

The following drives can be issued by any character proficient with steamjacks.

Crush! If the steamjack takes the Attack action during its next turn, it can make one additional melee attack. Additionally, it gains a +2 bonus on all melee weapon damage rolls during its next turn.

Drive It Back! If the steamjack hits a Large or smaller target with a melee attack during its next turn, it can make a Strength check contested by the target's Strength (Athletics) check. If the steamjack succeeds, the target is pushed 5 feet away from the steamjack and knocked prone.

Get Up! On the steamjack's next turn, it can spend 5 feet of movement to stand up if it is prone. In addition, if the steamjack is blinded or deafened, it no longer suffers from those conditions.

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.

OPTIONAL FEAT

Any character who meets the prerequisite below can choose the following feat instead of one provided by the character's essence.

WARCASTERS, BONDS, AND THE BATTLEGROUP

A warcaster and the steamjacks under the warcaster's control are collectively referred to as a battlegroup. The steamjacks in a battlegroup are under the warcaster's mental command. A warcaster can use the Focus Allocation feature (see page 105) on steamjacks in the warcaster's battlegroup and can channel spells through any steamjack with an arc node in the battlegroup. Steamjacks activate independently of their controlling warcaster and take their turns in initiative order.

Optional Feat: 'Jack Ace

Prerequisite: Charisma or Intelligence 13 or higher, proficiency with steamjacks

Your familiarity with steamjacks is unsurpassed. You understand how they think and can easily coax them to perform great feats:

- You can issue a drive to a steamjack you control as a bonus action.
- You gain a +1 bonus to the Intelligence check required to issue the drive.

STEAMJACK BONDS

A warcaster must mentally bond to a steamjack in order to add the steamjack to the warcaster's battlegroup. Bonding with a steamjack requires a warcaster to attune to the machine as if attuning to a magic item. The warcaster must physically touch the steamjack and spend 10 minutes, rather than a short rest, bonding to it. The warcaster also must know the cortex's native language and the pass codes for its cortex locks.

A warcaster cannot bond to a steamjack bonded to another character.

A 'jack that is bonded to a warcaster recognizes only the warcaster as its controller and ignores any verbal commands given by a 'jack marshal. If a warcaster surrenders control of a 'jack by breaking the bond between them, a 'jack marshal must reestablish command of the 'jack by presenting its verbal command codes as normal.

A warcaster can break a bond with a steamjack at will.

BACKLASH

When a warcaster dies or is knocked unconscious, the resulting psychic backlash has the effect of overloading and shutting down the cortexes of all steamjacks in the warcaster's battlegroup. The steamjacks all become inert, and they cannot take any actions until they are reactivated and control over them is reestablished.

Backlash also severs any bonds the warcaster had with the warjacks in the warcaster's battlegroup.

IMPRINTS

If a cortex is exposed to the connection with a warcaster long enough, the bond between them deepens. This process awakens the cortex, opening it more fully to its controlling warcaster and imbuing it with heightened self-awareness. As this connection grows stronger, the steamjack's nascent personality begins to take on traits acquired from its warcaster and the interactions between the two. The resulting benefits and drawbacks depend on the GM's choice and the manner in which the warcaster uses the warjack.

GAINING AN IMPRINT

Only a warjack with an aurum-grade or arcanum-grade cortex can gain an imprint. A lower-grade cortex is not sophisticated enough to undergo such spontaneous development.

A steamjack can gain each imprint only once during its "lifetime" and can have only one imprint at a time. If a steamjack loses its imprint, such as by having its cortex wiped, it can then gain a different imprint later. For example, if a steamjack with the Aggressive imprint has its cortex wiped, it can then gain a new imprint, but it can't ever gain the Aggressive imprint again. The GM determines when a steamjack has been bonded to a warcaster long enough for an imprint to form and should base the imprint on a moment the steamjack and warcaster spent adventuring together.

IMPRINT DESCRIPTIONS

The following rules describe some of the more common imprints.

Aggressive. Warlike, brutal, and relentless, an aggressive steamjack has a thirst for destruction fueled by its controlling warcaster's own feelings of aggression. Made manifest and intensified by the arcane patterns in the steamjack's cortex, this aggression becomes almost unmanageable at times, and the steamjack's behavior can endanger troops and other 'jacks fighting alongside it, as well as the warcaster it is bonded to. If a steamjack with this imprint reduces a creature to 0 hit points, it must immediately make an attack against the nearest target, friend or foe, as a bonus action.

Craven. A craven steamjack has been imprinted during fierce moments of doubt and duress—times when a warcaster has been pushed to the limit and fears defeat, death, or worse. As these feelings course through the warcaster, they also anchor themselves in the steamjack's cortex, creating a machine that is unwilling to enter combat and concerned primarily with its own defense. This bond results in a timid and tentative steamjack—one that will not truly commit itself to combat but instead will simply wait for an opportune moment to either leave the fray or strike at an unwary opponent. A steamjack with this imprint gains 10 feet of movement when it takes the Disengage action.

Dominator. This imprint is the result of a long time spent under the control of a warrior who demonstrates supremacy on the battlefield by overpowering others. The resulting bond creates a steamjack that lives for contests of strength against the greatest opponents it can find so that it can continually prove its value to its warcaster. A steamjack with this imprint gains a +2 bonus to attack rolls and damage rolls against steamjacks and warbeasts.

Hunter. A steamjack with this imprint possesses the spirit of a hunter and comes alive when stalking and destroying prey. Its arcane senses are well tuned and utterly dedicated to the hunt. Little escapes its attention, and it constantly waits for its warcaster to unshackle its aggressive tendencies so that it can hunt down and destroy its master's enemies. As a downside, the steamjack perceives any unknown creature as a potential threat that it is eager to attack until it can be convinced otherwise by its warcaster. A steamjack with this imprint gains a +5 bonus to its passive Perception and makes Wisdom (Perception) checks with advantage.

Protective. A steamjack with this imprint is incredibly protective of its warcaster and is willing to put itself in harm's way in order to preserve its master. This connection often emerges when the warcaster to which the steamjack is bonded is incapacitated in battle. As a result, the steamjack seldom strays far from its warcaster. Once per day, when its warcaster is hit by a melee or ranged attack while within 10 feet of a steamjack with this imprint, the steamjack can use its reaction to become the target instead, in which case it is automatically hit by the attack.

6 GAME MASTER'S GUIDE

Adventuring in the Iron Kingdoms shares much in common with adventuring in other fantasy settings, but it also has some distinct differences. The rules and setting options in this chapter will help you craft a campaign unique to the Iron Kingdoms.

MAGIC

Magic in the Iron Kingdoms is simultaneously commonplace and spectacular. Most citizens of western Immoren are unable to cast magic themselves, marking those with the talent as rare individuals. No matter their specific area of expertise, spellcasters are in high demand by all manner of kings, nations, and gods.

Although spellcasters are rare in western Immoren, magic—specifically, mechanika—is not. Mechanika is responsible for the greatest advancements in the Iron Kingdoms and has reshaped war and industry alike. Mechanikal devices are constructed to fulfill a wide array of purposes, whether in the service of massive military foundries churning out weapons of war or for the benefit of independent mechaniks tinkering in their workshops.

Most citizens do not have mechanikal devices in their homes to handle mundane tasks such as sweeping the floor, but nearly everyone has seen or interacted with a mechanikal item or steamjack in some capacity.

Mechanika, although not uncommon, is often reserved for performing tasks that require the level of efficiency a magically powered device can produce or for producing results that cannot be replicated through simple engineering and machines. Thus, mechanika is often found in industrial workplaces, incorporated into modes of public transportation, and most certainly integrated into methods of warfare and combat.

At the GM's discretion, nearly any magic item available to a player can be reclassified as a mechanikal item, using the rules provided in the "Mechanika" section of chapter 4. A GM who wants to handle a particular magic item in this fashion should determine how many rune points are required to power the device's runeplates. If a magic item normally comes with a set number of charges, it will not replenish those charges normally but will require a fresh capacitor instead.

HEALING AND RESURRECTION

The mortal souls of the Iron Kingdoms are a precious commodity in the afterlife. The gods of Caen utilize the spirits of their followers to wage endless war both in life and in death. The gods safeguard the spirits of their faithful in Urcaen and rarely grant the living the divine power to return the slain back to life.

The following spells cannot be prepared normally in an Iron Kingdoms campaign: *raise dead*, *reincarnate*, *resurrection*, *revivify*, *true resurrection*, or any other spell that returns a slain character to life. Characters capable of preparing one of these spells must make a pact with their patron deity in order to do so, often at great cost to themselves and only if the individual being resurrected is more valuable to the deity on Caen than in Urcaen. This exceedingly rare event often goes generations without occurring—and even then, only in the direst situations.

Similarly, healing magic has its own drawbacks. The gods of Caen grant healing magic to their clergy as normal, but the process of being healed by a divine or arcane spell is not pleasant. Wounds do not simply vanish without a trace, nor do diseases disappear with no lingering effects. Simply put, healing magic in the Iron Kingdoms leaves scars, both physical and emotional.

Healing magic should be treated as a sort of "fast-forward surgery" that causes recipients to feel the sting of every set bone and every bit of mended tissue. Diseases and poisons must be physically extracted from the afflicted, dissipating into harmless sludge on the ground after being sweated out through the skin or violently expelled from the body.

Healing spells have no additional in-game effect beyond what each spell already does, but a character who has suffered years of injuries healed in such a manner should bear the same scars as one who took the time to recover from each injury naturally. If a grievous wound, such as a severed limb, has been healed magically, the scars should look unnatural and should be a source of regular discomfort to the healed individual.

The process of magical healing is not without a cost to the spellcaster, either. The exact nature of this toll varies from one instance to the next but often involves reliving the pain of healed injuries, having vivid dreams of torn muscles and ligaments, and experiencing other sympathetic reflections of injury and malady. These consequences do not have specific in-game effects, but many magical healers are dour individuals who bear emotional scars from their work. GMs who use rules that measure a character's sanity might consider frequent use of healing spells as a possible trigger for descending into madness, for instance.

NECROMANTIC MAGIC

Although many spells belong to the school of necromancy, not all necromancy spells are considered evil in the Iron Kingdoms. Likewise, some spells are not technically part of this school but are still considered the vile work of necromancers. For those concerned with necromancers' actions, such as the Order of Illumination and its agents, the ability to identify who may be a necromancer—and who most likely isn't—is essential.

Although their use is generally considered evil, these necromancy spells are not considered to be indicative of true necromancy: *bestow curse*, *blindness/deafness*, *harm*, and *inflict wounds*. All other spells from the school of necromancy are considered to be sure signs that the spellcaster is a necromancer. Additionally, public use of the following spells, despite not being of the necromancy school, brands one as a dabbler in darker magic: *phantasmal killer*, *phantom steed*, *power word kill*, and *weird*.

BENIGN NECROMANCY

Some spells from the school of necromancy are put to good use by members of the Order of Illumination and the clerics

NEW SPELLS

The following spell lists identify new spells known by the warcasters, priests, and wizards of the Iron Kingdoms.

BARD SPELLS

1st Level
Cloak of Fear (illusion)
3rd Level
Heightened Reflexes (transmutation)
5th Level
Compelled Obedience (abjuration)

CLERIC SPELLS

1st Level
Exorcism (abjuration)
4th Level
Hold Undead (enchantment)
5th Level
Chasten (evocation)
Purification (abjuration)

DRUID SPELLS

1st Level
Zephyr (evocation)
3rd Level
Heightened Reflexes (transmutation)
5th Level
Circle of Renewal (conjuration)
Dayspring (evocation)
Purification (abjuration)

PALADIN SPELLS

1st Level
Guided Blade (transmutation)
3rd Level
Blade of Radiance (evocation)

RANGER SPELLS

1st Level
Snipe (transmutation)
3rd Level
Heightened Reflexes (transmutation)
4th Level
Mage Sight (divination)
5th Level
Howling Flames (evocation)

SORCERER SPELLS

1st Level
Bleed (necromancy)
2nd Level
Spellpiercer (abjuration)
3rd Level
Cleansing Fire (evocation)
4th Level
Star Fire (evocation)
5th Level
Howling Flames (evocation)
7th Level
Stygian Abyss (conjuration)

WARLOCK SPELLS

1st Level
Bleed (necromancy)
Cloak of Fear (illusion)
2nd Level
Spellpiercer (abjuration)
3rd Level
Calamity (transmutation)
Dark Fire (evocation)
Devil's Tongue (enchantment)
5th Level
Compelled Obedience (abjuration)

WIZARD SPELLS

1st Level
Bleed (necromancy)
Cloak of Fear (illusion)
2nd Level
Spellpiercer (abjuration)
3rd Level
Cleansing Fire (evocation)
4th Level
Star Fire (evocation)
7th Level
Stygian Abyss (conjuration)

of Morrow. These spells are not typically looked down upon, particularly when cast by members of those groups. They include *false life*, *gentle repose*, *spare the dying*, and *speak with dead*.

TELEPORTATION AND TRANSLOCATIONAL SPELLS

Although some arcanists have experimented with crossing great distances instantaneously or using magic to transport items or creatures from far and wide in order to enlist their services, translocational magic seems to be more common among spellcasters who work it instinctively, for the written lore is closely guarded and known only to a few wizards. These spells are carefully monitored because they are known to attract unwanted attention from dangerous otherworldly forces. Infernal societies such as the Nonokrion Order are always looking for ways to manifest on Caen, whether to harvest uncollected souls or to barter for them from those who are tempted by the promise of great power. Teleportation and translocational spells seem to attract the attention of these beings.

The spells *dimension door*, *misty step*, and *teleport* are extremely rare in the Iron Kingdoms. More powerful teleportation spells either do not exist at all or require some other method to implement. For instance, there is no commonly known spell akin to *teleportation circle*, but among the druids of the Circle Orboros, individuals known as wayfarers can achieve similar effects by guiding groups through the ley lines of Caen.

At the GM's discretion, infernals may tempt unwitting or power-hungry characters by offering arcane versions of these powerful teleportation spells. Infernals who happen to be in the right place at the right time (metaphysically speaking) can "tag along" on teleportation or summoning invocations, even if uninvited. This is a rare but real danger—one a caster may not discover until it is too late. Indeed, since these spells are so rare, it is common for infernals to provide them as boons to those they seek to corrupt, bestowing tainted versions of these spells specifically designed to attract their attention and allow them to easily follow the spell to Caen. Careful or paranoid arcanists use teleportation magic and summoning spells only when absolutely necessary, and even then only after taking several crucial precautions against trouble.

INFERNAL INTERLOPERS

Each time a character casts a summoning spell, there is a 5 percent chance per spell level that an infernal of the Nonokrion Order or another infernal society notices the caster. In most cases, the infernal will mark this character for continued scrutiny. If the infernal's interest is piqued, it may begin to tempt the character with messages in dreams, offering power, rare spells, or other enticements. This attention could also result in an infernal—most likely some form of umbral—riding along on the summoning. Even if the GM opts not to utilize this chance of infernal attention, arcanists should hear rumors regarding the dangers of summoning spells and the unwanted attention they can draw.

Any spell that allows a character to teleport has the same chance of attracting infernal attention that a summoning spell does.

PLANAR MAGIC

The spellcasters of western Immoren have no concept or study of the planes, including anything akin to the Astral Plane, the Ethereal Plane, or the Plane of Shadow. To them, there is only Caen, the physical world; Urcaen, the spirit world; the barrier between the two, called the void; and the formless chaos beyond them where the infernals dwell, known as the Outer Abyss.

Spells that allow direct travel to and from these planes do not exist in the Iron Kingdoms, but even such spells may be deemed to work if another explanation is possible. Some rare figures have managed to pass between the realms of

SPELLS NOT KNOWN IN THE IRON KINGDOMS

The following spells are normally unavailable in an Iron Kingdoms campaign:

astral projection, contact other plane, etherealness, fabricate, floating disk, magnificent mansion, maze, plane shift, resurrection, rope trick, secret chest, speak with plants, unseen servant, and *wish.*

Caen and Urcaen. Notable individuals such as the Testament of Menoth, for example, have entered Urcaen from the physical world of Caen itself—an act previously believed to be impossible.

Certain incredible rare mechanikal and arcane objects allow passage between Caen and Urcaen. One of these—a device created by the founder of the Strangelight Workshop, a Cygnaran society dedicated to studying extraordinary phenomena—allowed its creator to pass physically into Urcaen. Zevanna Agha, the Old Witch of Khador, possesses another such device: an orrery that allows her to summon her grymkin allies to the physical world. Such objects should be rare and powerful. Their use often comes at a great price, and never without unforeseen consequences.

FATIGUE CASTING (SPELLCASTING VARIANT)

Many spellcasters in the Iron Kingdoms are will weavers—individuals who rely on their own willpower to form and summon spells rather than memorize them in the traditional way. This effort takes a toll on their bodies and spirits and can leave them exhausted and vulnerable. If you use this spellcasting variant in your campaign, player characters and nonplayer characters replace their spell slots with the rules below.

Each spell has a fatigue cost based on its level. The Fatigue Point Cost table summarizes the cost in fatigue points of each slot from 1st to 9th level. Cantrips do not produce fatigue and therefore do not have a fatigue cost.

Instead of gaining spell slots to cast spells, characters with the Spellcasting feature accumulate fatigue points each time they cast a spell. A character gains fatigue points to create a spell slot of a given level, as indicated in the Fatigue Point Cost table, and then immediately uses that slot to cast a spell. A character cannot exceed his or her fatigue point maximum when doing so. A character can use a higher-level spell slot to cast a spell of a lower level if that spell allows the

FATIGUE POINT COST

Spell Level	Point Cost
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

FATIGUE POINT MAXIMUM

Level	Points	Maximum Spell Slot
1	4	1st
2	6	1st
3	14	2nd
4	17	2nd
5	27	3rd
6	32	3rd
7	38	4th
8	44	4th
9	57	5th
10	64	5th
11	73	6th
12	73	6th
13	83	7th
14	83	7th
15	94	8th
16	94	8th
17	107	9th
18	114	9th
19	123	9th
20	133	9th

character to do so and if the character is capable of casting a spell slot of the appropriate level.

Finishing a long rest reduces a spellcaster's fatigue points to 0.

Spells of 6th level and higher are particularly taxing to cast. A character can use fatigue points to create one slot of each level between 6th level and 9th level but cannot create another slot of the same level until the character finishes a long rest. This includes any spell of 5th level or lower that is cast using a spell slot of 6th level or higher.

The maximum number of fatigue points a character can accumulate is based on that character's level as a spellcaster, as shown in the Fatigue Point Maximum table. The character's level also determines the maximum-level spell slot the character can create. A character cannot create a spell slot above this maximum even if that character has enough fatigue points to do so.

Bards, clerics, druids, sorcerers, and wizards use their level to determine their fatigue point maximum; all other classes use half their level instead.

A character can only cast spells the character knows and has prepared normally, as determined by the character's class.

GOING BEYOND FATIGUE LIMITS

Once per day, a character can attempt to accumulate more fatigue points than the maximum number normally allowed but cannot accumulate additional fatigue points in excess of the character's Constitution score. To do so, the character must make a Constitution saving throw with a DC of 10 + the number of fatigue points the character wants to accumulate. On a successful save, the character casts the spell. On a failed save, the character cannot cast the spell, the character gains one level of exhaustion, and the character's turn immediately ends.

UPKEEPING SPELLS

A character who is maintaining a spell with concentration can accumulate 1 fatigue point at the start of the round to make concentration rolls with advantage.

ADVENTURING

The tables and advice in this section provide you with suggestions and variants designed to help you run an Iron Kingdoms campaign.

SEVERE INJURIES (DAMAGE VARIANT)

Western Immoren is a brutal place where most soldiers and combatants do not get up unscathed from a battleaxe to their chest or a pike through their gut. GMs are welcome to use this damage variant to represent the vicious nature of combat in the Iron Kingdoms.

A character who drops to 0 hit points must immediately roll on the Severe Injuries table to determine the effects of the injury.

USING CONTENT FROM OTHER SOURCES

The world of Caen is vast, and both the Iron Kingdoms and the wilds beyond their borders are home to many more character types than those presented in this book. As a setting over two decades old, the Iron Kingdoms simply has more lore and history than can be packed into a single (liftable) tome. Future supplements for *Iron Kingdoms: Requiem* will continue to expand the world of Caen, but in the meantime, you can use rules from other books to supplement the information provided here.

The sections below provide examples of specific aspects of this setting not covered in this book and explain how you might integrate them into your game until an appropriate *Iron Kingdoms: Requiem* supplement is released.

DRAGONBORN

Although there are no traditional dragonborn in the Iron Kingdoms, there are particular individuals—and, in some cases, entire races—who have been affected by dragon blight, which mutates a creature both physically and spiritually. The Nyss of the Shard Spires are the most prominent example, as their people have been almost entirely subjugated to the will of the dragon Everblight.

Dragon blight materializes in many strange ways. Sometimes this affliction mutates a creature until it is helpless and simply dies under the weight of its own skin, but there are numerous accounts of creatures with anomalous scales, bone spikes protruding through their skin, leathery wings, and even their own blighted breath weapons.

A player can use the dragonborn race to represent a blighted character of any playable race in the Iron Kingdoms, in which case the character uses the dragonborn racial benefits instead of those of the character's actual race. For example, a blighted female Nyss covered in dragon scales with twisting horns protruding from her head would use the dragonborn racial benefits instead of the Nyss ones. The type of damage caused by the character's breath weapon is determined by the dragon who caused the blight, as indicated on the Blight Ancestry table.

HALFLINGS

Halflings are not a playable race in the Iron Kingdoms. Their place in Immorese society is represented by the cunning gobber instead, but a player who is playing a gobber character can choose to use halfling traits instead of gobber traits.

TIEFLINGS

The Iron Kingdoms do not include tieflings or other races of otherworldly descent, but the Satyxis of the Scharde Isles share a fair amount in common with tieflings. A race of blighted women created by the draconic blood that showered their island home many centuries ago, Satyxis are known for their extreme cruelty and devotion to the dragon Toruk, whose army they serve as witches and raiders.

A player can use the tiefling race to represent a Satyxis character, replacing the Hellish Resistance and Infernal Legacy traits with Blight Resistance and Blood Rituals instead.

Blight Resistance. You have resistance to necrotic damage.

Blood Rituals. When you cast a ritual spell, if you spill your own blood or that of another creature during the casting, the ritual version of the spell takes 1 minute to cast rather than 10.

WARLOCKS IN THE IRON KINGDOMS

In the Iron Kingdoms, the term "warlock" means something different than it does in other campaigns. Traditional warlocks—individuals who seek power from an otherworldly patron—exist in the Iron Kingdoms, especially among the ranks of infernal cultists, but the warlocks of Caen are spellcasters who can establish telepathic bonds with savage

SEVERE INJURIES

d12	*Effect*
1	**Death's Door.** The creature immediately fails two death saves.
2	**Dislocated Arm.** One of the creature's arms is dislocated. The creature cannot cast spells with somatic components, cannot use a weapon with the two-handed property, and makes all melee attack rolls and Strength checks with disadvantage until it or another creature makes a successful DC 10 Wisdom (Medicine) check to reset the dislocated arm. Each failed check causes 1 point of bludgeoning damage to the injured creature.
3	**Spitting Blood.** The creature is bleeding internally and coughing up blood. It must roll 13 or higher to succeed on a death saving throw instead of 10 or higher until it finishes a short or long rest.
4	**Crippling Panic.** For 1d4 rounds after the creature is stabilized, it is frightened of the creature that caused it to drop to 0 hit points.
5–7	**Battered.** The creature took a beating but will be okay if it doesn't die right now.
8	**Head Trauma.** For 1d4 rounds after the creature is stabilized, it forgets who it is, where it is, what it is doing, and all of its prepared spells.
9	**Dislocated Leg.** One of the creature's legs is dislocated. The creature makes Dexterity checks and saving throws with disadvantage, its move speed is reduced to 5 feet, and it cannot use the Dash action until it or another creature makes a successful DC 10 Wisdom (Medicine) check to reset the dislocated leg. Each failed check causes 1 point of bludgeoning damage to the injured creature.
10	**Concussed.** The creature has suffered a major concussion. For 1 hour, its passive Perception is reduced to 5 and it cannot take a bonus action.
11	**Orbital Fracture.** The creature has fractured part of its eye socket. Until it receives magical healing or finishes a long rest, it has disadvantage on ranged attack rolls and Wisdom (perception) checks.
12	**Pure Grit.** The creature immediately passes two death saves.

warbeasts they can control and direct in combat. Effectively, they are the primal equivalent of warcasters and are equally as rare.

There is no simple way to represent an Iron Kingdoms warlock using rules from other sources. We do not recommend them as characters until we produce an additional supplement detailing their unique traits and warbeast bonds.

NON-MECHANIKA MAGIC ITEMS AND ARTIFACTS

A great deal of this book details how the use of mechanika has shaped the Iron Kingdoms and its warring factions. Although mechanika is prevalent, traditional magic items and artifacts are still found throughout the continent, especially in old ruins and among wilderness cultures.

A typical civilized city in the Iron Kingdoms is less likely to have a traditional storefront where magic items can be traded or bought, but mechanika workshops are quite common. To find a more traditional magic item in a city, a player would be better off looking at local temples and churches and visiting the seedy stalls of the local black market.

Races that live in the wilds, such as gatormen and trollkin, use little to no mechanika, relying instead on traditionally crafted magic items. The world of Caen is also filled with ancient ruins, particularly those dating back to the Orgoth Occupation, where all manner of sinister and strange magic items can be discovered by those brave enough to venture inside.

The nature of an Iron Kingdoms campaign should dictate what flavor of magic items a character is likely to encounter. A city-based adventure is likely to include far more mechanika, whereas an adventure in the wilds might include only whatever mechanikal devices the players bring with them.

The only magic items that should be avoided are those that reproduce spells identified in this chapter as being unknown in the Iron Kingdoms (or effects similar to such spells). For example, the spell *teleport* is extremely rare in the Iron Kingdoms, so a ring or other magic item that allowed a player to cast *teleport* would be even rarer, if such a thing even existed at all.

TRANSPORTATION

In addition to such standard forms of travel as horses and carriages, the Iron Kingdoms are home to some marvelous methods of steam-powered transportation. The invention of the steam engine gave rise to locomotives, steamships, and steamboats. Thanks to the efforts of organizations such as the Steam and Iron Workers Union, rail lines now connect all the major cities of Khador and Cygnar. Although some lines were badly damaged or destroyed outright during recent wars and the initial months of the infernal invasion, many were repaired to facilitate the movement of crucial supplies.

The application of the steam engine revolutionized travel on water as well as land, as sailors were no longer at the mercy of the Meredius or other dangerous waterways while aboard a hefty steamship. Many coastal towns and ports rose to prominence due to the ease of waterborne travel, such as Riversmet in Llael and Cherov-on-Dron in Khador.

Most recently, the kingdoms of Cygnar and Khador introduced western Immoren to the mighty skyship, a marvel of mechanikal and traditional engineering. Each skyship is a titanic vessel capable of ferrying hundreds of passengers from one destination to the next. In fact, some of the first skyships were filled with refugees who escaped the bloody conflict at Henge Hold during the infernal invasion. Today, skyships are reserved exclusively for military use, although some captains are willing to take on nonmilitary passengers with a wink, a nod, and a sufficiently valuable favor or item.

BLIGHT ANCESTRY

Dragon	*Damage Type*	*Breath Weapon*
Ashnephos	Fire	5 by 30-foot line (Dex save)
Blighterghast	Acid	5 by 30-foot line (Dex save)
Everblight	Cold and fire*	15-foot cone (Dex save)
Halfaug	Cold and fire*	5 by 30-foot line (Dex save)
Scaefang	Poison	15-foot cone (Con save)
Toruk	Necrotic	15-foot cone (Dex save)

*For split damage types, the character must try to divide the damage dice on the breath weapon as evenly as possible. When rolling an uneven amount of dice—3d6, for example—the character must choose which damage type rolls more dice.

THEMATIC CAMPAIGNS

As a vast setting with a rich and storied history, western Immoren lends itself well to almost any type of campaign. But if you aren't sure where to begin, here are a few themes you might consider basing your characters' adventures on.

Criminal Elements. The Iron Kingdoms are home to numerous criminal organizations ranging from local gangs to massive multinational syndicates such as the Four Star Alliance. The chaos and confusion caused by recent wars has provided criminals with ample opportunity to steal what was left behind and exploit those in need. The characters could be members of such an organization, or even professional law enforcers or bounty hunters who make their living contending with such criminals.

Infernal Machinations. Although the Nonokrion Order has been defeated, the work of rooting out its agents remains. The Order of Illumination leads the search for the remaining infernalists. Any party working to aid the Order's efforts would travel across much of western Immoren in search of hidden cultists and lingering traces of the infernal threat.

STEAM-POWERED VEHICLES

Vehicle	Speed	Crew	Passengers	Passenger Fare	Cargo
Cygnaran locomotive	35 mph	10	250	25 gp	2,200 tons
Khadoran locomotive	30 mph	15	400	10 gp	4,000 tons
Rhulic locomotive	30 mph	5	200	18 gp	2,800 tons
Steamboat	7 mph	10	30	8 gp	150 tons
Steamship	15 mph	20	60	15 gp	75 tons
Cygnaran skyship	10 mph	60	350	Special*	1,400 tons
Khadoran skyship	8 mph	100	500	Special*	2,000 tons

** Being almost exclusively for military use, skyships do not generally accept nonmilitary passengers, although characters can bargain for passage among the soldiery in exchange for a sufficiently valuable favor or item.*

Intrigue and Politics. Not every hostile act in the Iron Kingdoms is carried out with a blade, firearm, or spell. With the world still recovering from the infernal invasion, countless nobles, merchants, and criminal masterminds are using political influence, subterfuge, and other clever means to claim as much power and wealth as possible. The characters could work for a baron or even a queen, undertaking a campaign of stealth and deceit on behalf of their benefactor in order to humiliate political rivals and acquire their holdings.

National Heroes. Although many nations across western Immoren formed temporary alliances to fend off the initial infernal threat, there is no lasting peace between many of them. Border disputes are not uncommon, and old grudges run deep among the numerous citizens and soldiers who lost loved ones in previous wars. A party of characters playing in such a campaign would all be citizens of the same nation or kingdom and would serve their people by acting in a military or special-forces role in the world at large.

Treasure Seekers. The infernal invasion decimated large portions of the Iron Kingdoms, leaving ruined villages, watchtowers, and forts scattered across the land. These places combine with older ruins, such as those from the time of the Orgoth Occupation, to provide a traditional adventuring party with plenty of dangerous locations to seek out and plunder. Characters who explore more recently devastated areas are likely to encounter scavenger crews, mercenary forces, or military teams looking to reclaim lost goods, while those who delve into the older and darker areas of western Immoren are certain to encounter all manner of enemies waiting in the shadows.

Undercity Exploration. Beneath the soot-filled streets of Corvis lies a vast network of decaying tunnels and caverns. In this underground city, all manners of dark conspiracies and illegal activities take place. Characters may find themselves dealing with gangs of criminals who have escaped justice by hiding belowground, or perhaps battling alien threats such as the cephalyx, twisted beings who emerge from the tunnels in search of more slaves for their drudge army.

SCARS OF CAEN

The Iron Kingdoms have been the site of numerous wars, many of which have been fought between otherworldly forces, including horrific grymkin, godlike dragons, and soul-hungry infernals. The legions of the unnatural that have walked the face of Caen did not leave it unblemished, and the realty-warping effects of their presence continue long after they have moved on from a particular region. The following rules describe supernatural hazards characters might encounter as they travel the Iron Kingdoms.

CROSSROADS TO URCAEN

Many grymkin hide among the living without ever being noticed by anyone other than those they take screaming in the night, but their leaders—the Defiers—are not so subtle. These immortal beings warp reality wherever they tread, and the effects linger for days, weeks, or even months after they have departed.

These effects follow the trail that the Defier walked on Caen. As a result, an effect could manifest on a small path of only a few hundred feet or encompass several miles of open grassland. Areas where a Defier led an army of grymkin into battle are typically larger than those that the being simply passed through.

There are five known Defiers in the Iron Kingdoms, and each has a unique reality-twisting effect, as described below.

The Child. Ghostly, childlike voices fill the air, taunting characters with insults and mockery that set them on edge and incite aggression. Any character in the affected area who sees a threat, such as a hostile creature, must succeed on a DC 15 Wisdom saving throw or become compelled to defeat the threat in order to prove the voices wrong. The threat must be defeated in the most direct and violent way possible. This could include flinging oneself into a trap to overcome it or charging headlong at a dire troll. This compulsion does not fade until the threat has been overcome.

The Dreamer. Dreamlike phantasms flitter at the edge of perception, their perplexing forms causing a mixture of wonder and confusion as those affected by the shadowy images chase them in a mental fog. Those who pursue the phantasms will often suddenly fall asleep and continue the chase in their dreams before waking and seeing the

phantasms once more. Any character who sees a phantasm must make a DC 15 Intelligence saving throw. On a failed save, the character is compelled to chase the phantasm for 1 hour. During the chase, the affected character can do nothing else but attempt to move as close to the phantasm as possible, although the phantasm will always remain out of reach. At the end of the hour, the character falls asleep for 1d4 hours and dreams of chasing the phantasm. When the character awakens, the phantasm will once again appear in view, and the character must succeed on a new DC 15 Intelligence saving throw or begin the chase again. On a successful save, the character is immune to this effect for 24 hours.

The Heretic. The Heretic's blasphemous oratory fills the air, denouncing everything the characters believe in. Twisted images of holy symbols associated with the characters' patron deities will appear nearby, only to melt into sludge or rot away. Any cleric or paladin who hears the Heretic's lies must make a DC 18 Wisdom saving throw. On a failed save, the character will begin speaking blasphemies and will destroy any nearby holy symbols. A character who fails this save and leaves the affected area will realize what has happened and be forced to atone in whatever manner the character's deity sees fit. On a successful save, the character is immune to this effect for 24 hours.

The King of Nothing. All vegetation and wildlife rots to ash in the affected area, drowning the characters in hopeless despair as they see the natural beauty of the world rendered lifeless. Any character who enters the affected area must make a DC 15 Charisma saving throw. On a failed save, the character is overcome with despair and will be unwilling to leave the area for 24 hours, choosing instead to sit and watch as nature reduces itself to ash around them. At the end of the 24 hours, the character must make another DC 15 Charisma saving throw. A character that remains in the affected area for 1 week turns to ash and is slain. On a successful save, the character is immune to this effect for 24 hours.

The Wanderer. Familiar road signs and marked trails disappear or are replaced with misleading information that causes characters in the affected area to become hopelessly lost. Any character who enters the affected area or has spent 24 hours wandering it must make a DC 20 Wisdom (Survival) check. On a failed check, the character becomes lost for 24 hours and unable to travel more than 1,000 feet away from the character's current location, no matter how far the character actually attempts to travel. Characters who cannot become lost normally, such as rangers, can still become lost due to this effect. On a successful check, the character is immune to this effect for 24 hours.

DRAGON BLIGHT

Unlike anything else on Caen, dragons are unnatural creatures that are anathema to all life. Each dragon radiates a constant aura of blight, which corrupts and ruins the region where it makes its lair. The effects of this scourge are subtle at first, noticeable only in the direct vicinity of the dragon itself, but they spread through the soil and water over generations, eventually and inevitably twisting the local flora and fauna into lethal mockeries of life.

The size of the affected area depends on how long the dragon has laired in the same spot. At first, the effects of the dragon's blight are contained to the immediate cavern or ruin in which it has made its lair, but that area extends slowly

outward in a circle that grows by 1 mile every decade, up to a maximum diameter of 10 miles.

All vegetation in the area either wilts and dies or becomes tainted with dragon blight. As a result, the local wildlife that lives on this plant life meets the same fate, and the process continues as the surviving prey is hunted and consumed by meat-eating predators. In time, the entire natural order is corrupted, with all living creatures either dead or surviving as blighted, nightmarish versions of their original forms.

Any character who ingests blighted vegetation or meat, or who is bitten, clawed, or otherwise physically attacked by a blighted creature, must succeed on a DC 15 Constitution saving throw or become blight-poisoned. Characters who are immune to poison are not immune to blight poison.

A blight-poisoned character is considered poisoned as in the standard rules but cannot be cured by any means. At the end of each day, the character can make a new DC 15 Constitution saving throw to resist the affliction. A character who succeeds three consecutive times is no longer affected by the blight poison unless the character comes into contact with it again. A character who fails this saving throw a total of seven times while remaining in the affected area is either slain or becomes blighted and subservient to the local dragon.

The dragon's lair itself is a toxic deathtrap far more dangerous that the region surrounding it. At the end of each minute a creature spends in a dragon's lair, it must succeed on a DC 17 Constitution saving throw or suffer 55 (10d10) damage of the same type as the dragon's breath weapon. The DC of the save increases by 1 for each minute spent in the lair.

INFERNAL GATEWAY

The infernals invaded Caen through a series of gateways connecting their strange realm to the Iron Kingdoms. These portals manifested in a variety of shapes and sizes, but the most prominent form was that of a massive, otherworldly tower of smoke and metal superimposed over an existing structure. In areas where the infernal threat was defeated, most of these invasion towers were banished and their profane link to the Outer Abyss was severed, but the deformed gateways linger elsewhere across western Immoren, forming a fragile connection between Caen and the realm where these parasitic invaders dwell.

The area around a lingering tower is affected by the presence of the infernal gateway for 1 mile in all directions. Infernal interlopers are sure to notice any spellcasting in the region and may take advantage of the presence of fresh souls to help restore the gateway.

Each time a spell is cast in the affected area, there is a 30 percent chance an infernal notices the spellcaster. Once an infernal has noticed a spellcaster, it will wait patiently for the spellcaster to cast a summoning spell in the affected area, often attempting to trick the spellcaster into doing so with whispered messages and visions. If a noticed spellcaster casts a summoning spell while in the affected area, an umbral reaver or another small contingent of infernal forces will ride along on the spell and attack the spellcaster in an attempt to capture the character's soul and use it to repair the gateway.

CREATURE STATISTICS

This section contains important creature statistics for commonplace non-player characters you will find during your adventures throughout the Iron Kingdoms.

CITY WATCH

An elite group of guards is locked in a constant battle with the criminal elements of western Immoren's urban centers: the city watch. These sturdy individuals function as protectors, constables, detectives, and even judges and executioners on occasion. Not every corpse found floating in the harbor or dumped in an alley ended up there on account of a criminal dispute; some of them ended up there as a result of criminal "justice."

Each nation and city has its own variation of city watch. Some sport more and finer armament and gear; others scrape by with less-than-ideal tools. Patrols in the best-equipped precincts are accompanied by heavy Justicer laborjacks outfitted with weapons designed to put down full-scale riots and break up the operations of entire gangs.

City Watch Constable

Medium humanoid (any race), lawful neutral

Armor Class 14 (chain shirt)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Insight +2, Perception +2
Senses passive Perception 12
Languages any one language
Challenge 1/4 (50 XP)

Hold the Line. The constable gains a +1 bonus to AC while standing within 5 feet of a city watch ally.

Actions

Halberd. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.
Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

City Watch Captain

Medium humanoid (any race), lawful neutral

Armor Class 15 (chain shirt)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

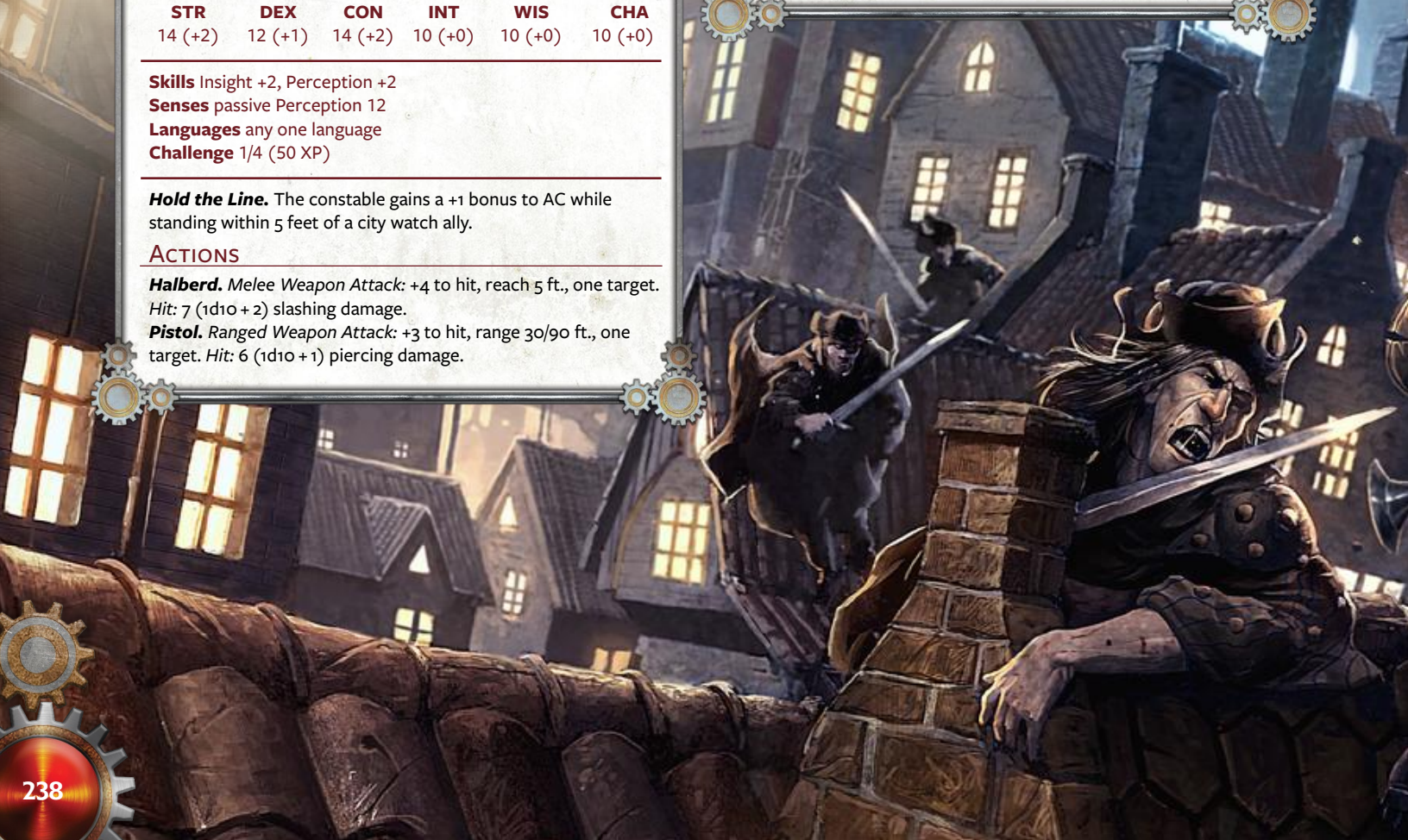
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	12 (+1)	12 (+1)	13 (+1)

Skills Insight +5, Perception +3
Senses passive Perception 13
Languages any one language
Challenge 1/2 (100 XP)

Hold the Line. The captain gains a +1 bonus to AC while standing within 5 feet of a city watch ally.

Actions

Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.
Hand Cannon. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.
On My Command (Recharge 5–6). One creature the captain can see within 30 feet of it can use its reaction to make a melee attack if it can hear the captain and has the Hold the Line trait.



City Watch Inspector

Medium humanoid (any race), lawful neutral

Armor Class 15 (breastplate)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Wis +5
Skills Insight +5, Investigation +5, Perception +5
Senses passive Perception 15
Languages any one language
Challenge 2 (450 XP)

Hold the Line. The inspector gains a +1 bonus to AC while standing within 5 feet of a city watch ally.
Eye for Detail. The inspector has an appraising eye that allows it to strike at a target's most vulnerable points. The inspector adds its Intelligence modifier to damage rolls when it hits (included in the attack).

Actions

Multiattack. The inspector makes two melee attacks.
Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.
Hand Cannon. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Justicer Laborjack

Large construct (steamjack), unaligned

Armor Class 18 (natural armor)
Hit Points 85 (8d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (−3)	10 (+0)	1 (−5)

Saving Throws Str +8, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 6 (2,300 XP)

Cortex. The Justicer's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Justicer will carry out these commands with no regard for its own safety.
Heavy Metal. The Justicer's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.
Steam Power. The Justicer requires coal and water to function. When not in combat, it can function for 5 hours with a full fuel load of 600 pounds of coal and fresh water in its boiler. While in combat, the Justicer can function for 1 hour with a full fuel load. If the Justicer's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Justicer has disadvantage on Dexterity (Stealth) checks.

Actions

Combat Truncheon. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.
Net Launcher. The Justicer fires a weighted net at a point within 30 feet that it can see. The net covers a 10-foot-by-10-foot area centered on the point. Any creature fully within this area must succeed on a DC 15 Dexterity saving throw or be restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in the net. Dealing 5 slashing damage to the net (AC 10) also frees a creature without harming it, ending the effect. After using this action, the Justicer can't use it again until the net has been retrieved and repacked into the launcher.

CRIMINALS

Countless criminal organizations litter the Iron Kingdoms, ranging in scope from the minor independent factions that fight for dominance in the undercity of Corvis to the powerful bratyas that serve the kayazy merchants of Khador. Although all gangs share certain elements in common, each gang's structure, goals, and talents can vary widely from the norm. Some consist of simple brutes who beat travelers for the contents of their pockets, but the most successful and cunning criminal enterprises possess wealth that rivals that of the greatest merchant houses.

Many teams of criminals are led by ruthless underbosses—skilled, patient, and intelligent killers who have risen to their position by climbing over the bodies of their competitors. They demand a sizable price for their services, but they are worth every copper piece.

Gang Underboss

Medium humanoid (any race), neutral evil

Armor Class 15 (breastplate)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4
Skills Intimidation +6, Perception +5
Senses passive Perception 15
Languages Five Cant, any one language appropriate for the region.
Challenge 2 (450 XP)

Dread Reputation. The underboss makes Intimidation checks with advantage.
Kill Stroke (1/Day). As a bonus action, the underboss can order gang members to perform a sudden, brutal attack. Allied creatures within 30 feet of the underboss that can hear it make attack rolls with advantage against any creature that hasn't taken a turn.

Actions

Assassin Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.
Pistol. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Watch My Back. If the underboss is targeted by an attack and at least one of the underboss's allies is within 5 feet of it, the underboss can use its reaction to make the attacker roll with disadvantage.

Gang Cutthroat

Medium humanoid (any race), neutral evil

Armor Class 13 (hide armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Intimidate +2, Stealth +3
Senses passive Perception 11
Languages Five Cant, any one language appropriate for the region.
Challenge 1/4 (50 XP)

Nimble Escape. The cutthroat can take the Disengage or Hide action as a bonus action on each of its turns.
Sneak Attack. Once per turn, the cutthroat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cutthroat that isn't incapacitated and the cutthroat doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.
Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Gang Assassin

Medium humanoid (any race), neutral evil

Armor Class 14 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Deception +2, Perception +2, Stealth +5
Senses passive Perception 14
Languages Five Cant, any one language appropriate for the region.
Challenge 1/2 (100 XP)

Cunning Action. On each of its turns, the assassin can use a bonus action to take the Dash, Disengage, or Hide action.
Surprise Attack (Recharges after a Short or Long Rest). If the assassin surprises a creature and hits it with an attack during the first turn of combat, the target takes an extra 9 (2d8) piercing damage from the attack.

Actions

Assassin Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.

Gang Thug

Medium humanoid (any race), neutral evil

Armor Class 13 (hide armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +3, Intimidate +2
Senses passive Perception 11
Languages Five Cant, any one language appropriate for the region.
Challenge 1/8 (25 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

INFERNAL CULTS

Tempted by boons and offers of power, many mortals serve the infernals—alien beings from beyond Urcaen. Infernal cultists are corrupted and manipulated into surrendering their former loyalties to become willing collaborators against their own kind. Wielding rune-covered ritual blades that whisper to them and pulse with inner heat, the most prodigious killers are elevated to dark sentinels, bestowed with more formidable swords, and entrusted to take on special tasks.

Some human infernalists embrace their chosen path with unusual enthusiasm, surrendering themselves utterly to the cause and giving up their humanity. Referred to as wretches, these individuals have put their past identities behind them and have earned a variety of boons from their patrons that allow them to unleash terrifying magic. Infernal power has transfigured them into scaly-skinned monsters wrapped in tattered rags and chains that symbolize their bondage to higher powers.

Infernalists are individuals invested with even greater power by their masters. Through fell bargains, they gain immense personal power in return for a debt of souls. They were key figures in the lead up to the Claiming, and those who remain still conspire to fulfill the desires of the infernals.

Dark Sentinel

Medium humanoid (any race), chaotic evil

Armor Class 14 (scale mail)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Skills Intimidation +4
Senses passive Perception 10
Languages any one language
Challenge 1 (200 XP)

Blood Fuel. When the sentinel reduces a creature to 0 hit points with a melee weapon attack on its turn, it can cast a spell of 1st level or lower as a bonus action.
Marked Soul. The sentinel has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.
Second Wind (Recharges after a Short or Long Rest). The sentinel can use a bonus action to regain 5 (1d10) hit points.
Spellcasting. The sentinel is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The sentinel has the following cleric spells prepared:
Cantrips (at will): *guidance, resistance, shocking grasp*
1st level (4 slots): *bane, hellish rebuke, inflict wounds, shield*
2nd level (2 slots): *darkness, hold person*

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 2 (1d4) necrotic damage.

Infernal Cultist

Medium humanoid (any race), chaotic evil

Armor Class 14 (scale mail)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	9 (−1)	12 (+1)	10 (+0)

Skills Stealth +3
Senses passive Perception 11
Languages any one language
Challenge 1/4 (50 XP)

Marked Soul. The cultist has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.
Reckless. At the start of its turn, the cultist can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.
Spellcasting. The cultist is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The cultist has the following cleric spells prepared:
Cantrips (at will): *guidance, resistance*
1st level (2 slots): *bane, inflict wounds*

Actions

Ritual Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) necrotic damage.

You can use the infernal cultist stat block to represent other cultists as well. Choosing different spells and removing the Marked Soul trait will allow you to use these rules for NPC worshippers of Cyriss, the Devourer Wurm, or Thamar, or even for cultist bands dedicated to other powers, such as the grymkin.

Wretch

Medium humanoid (human), chaotic evil

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	17 (+3)	15 (+2)	10 (+0)	16 (+3)	7 (−2)

Skills Arcana +2, Religion +4, Stealth +5
Senses passive Perception 13
Languages any one language
Challenge 2 (450 XP)

Entropic Force. While within 5 feet of the wretch, creatures cannot regain hit points and can only succeed on death saving throws only on a roll of 12 or higher.
Dusk Prowler. The wretch makes Dexterity (Stealth) checks with advantage when it is in areas of dim light.
Marked Soul. The wretch has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.
Spellcasting. The wretch is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The wretch has the following cleric spells prepared:
Cantrips (at will): *guidance, mending, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, silence*
3rd level (2 slots): *bestow curse*

Actions

Cursed Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 − 1) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While a creature is poisoned in this way, it has disadvantage on saving throws to resist the wretch's spells. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernalist

Medium humanoid (human), chaotic evil

Armor Class 12 (leather armor)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	17 (+3)	13 (+1)	14 (+2)

Saving Throws Int +5
Skills Arcana +5, Deception +4, Perception +2, Religion +5
Senses passive Perception 13
Languages any one language
Challenge 4 (1,100 XP)

Blood Fueled. If the infernalist reduces a creature to 0 hit points with a melee weapon attack, it can cast a spell of 2nd level or lower as a bonus action.
Marked Soul. The infernalist has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.
Spellcasting. The infernalist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The infernalist has the following wizard spells prepared:
Cantrips (at will): *acid splash, minor illusion, poison spray, true strike*
1st level (4 slots): *disguise self, false life, hideous laughter, ray of sickness* (see "Actions" below)
2nd level (3 slots): *darkness, hold person, suggestion*
3rd level (2 slots): *bestow curse, fear*

Actions

Dark Iron Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Ray of Sickness (1st-Level Spell; Requires a Spell Slot). *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of the infernalist's next turn. If the infernalist casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.
Summon Infernal (1/Day). As an action, the infernalist can expend a spell slot and designate an ally with the Marked Soul trait it can see within 90 feet of it. The ally is destroyed, and an infernal with a CR equal to the level of the expended spell slot is summoned in its place. The summoned creature is friendly to the infernalist and the infernalist's companions. In combat, the infernal shares the infernalist's initiative count, but it takes its turn immediately after the infernalist. The infernal obeys verbal commands from the infernalist (no action required). If the infernalist doesn't issue any verbal commands, the infernal defends itself but otherwise takes no action.

Mercenaries

Conflict is a constant in the Iron Kingdoms, and where war arises, warriors for hire inevitably follow. Western Immoren's mercenaries are as varied as its lands and the peoples who inhabit them. Proficient in a range of different weapon types and tactical roles, independent mercenaries and organized companies sell their swords to anyone with enough coin to hire them.

Sharpshooter

Medium humanoid (any race), any alignment (usually neutral)

Armor Class 16 (infantry armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +3, Survival +2
Senses passive Perception 10
Languages any one language
Challenge 1/2 (100 XP)

Tempered by War. The sharpshooter has advantage on saving throws against being frightened.

Actions

Sword. *Melee Weapon Attack:* +3 to hit, range 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.
Military Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Man-at-Arms

Medium humanoid (any race), any alignment (usually neutral)

Armor Class 15 (infantry armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Survival +2
Senses passive Perception 10
Languages any one language
Challenge 1/4 (50 XP)

Charge. If the man-at-arms moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 3 (1d6) damage.
Tempered by War. The man-at-arms has advantage on saving throws against being frightened.

Actions

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Mercenary Elite

Medium humanoid (any race), any alignment (usually neutral)

Armor Class 18 (plate armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	12 (+1)	13 (+1)	11 (+0)

Skills Athletics +5, Intimidation +3, Survival +4
Senses passive Perception 11
Languages any one language
Challenge 4 (1,100 XP)

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the mercenary can regain 15 hit points.
Tempered by War. The mercenary has advantage on saving throws against being frightened.

Actions

Multiattack. The mercenary makes two melee attacks.
Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.
Hand Cannon. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Mercenary Veteran

Medium humanoid (any race), any alignment (usually neutral)

Armor Class 16 (infantry armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Athletics +4, Survival +3
Senses passive Perception 11
Languages any one language
Challenge 1 (200 XP)

Tempered by War. The mercenary has advantage on saving throws against being frightened.

Actions

Multiattack. The mercenary makes two melee attacks.
Caspian Battleblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.
Repeating Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Mercenary Warcaster

Medium humanoid (dwarf, elf, or human), any alignment (usually neutral)

Armor Class 15 (light warcaster armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	16 (+3)	10 (+0)	12 (+1)

Skills Arcana +5, Perception +2
Senses passive Perception 12
Languages any one language
Challenge 4 (1,100 XP)

Armaments. The warcaster wields either a bonded mechanikal sword and a bonded mechanikal pistol or a bonded mechanikal greatsword.
Focus Points. The warcaster has 3 focus points. It regains all spent focus points when it finishes a long rest. It can spend its focus points on the following options.

1. **Attack Bonus.** The warcaster can spend 1 focus point before it makes an attack with a bonded mechanikal weapon to make the attack roll with advantage.
2. **Damage Bonus.** The warcaster can spend up to 3 focus points before it makes an attack with a bonded mechanikal weapon to deal an extra 1d8 damage per point spent.
3. **Reduce Damage.** When the warcaster takes damage, it can use its reaction and spend 1 focus point to reduce the damage by 5.
4. **Shake It Off.** If the warcaster is suffering from a condition or enemy effect that can be ended with a successful saving throw, it can spend 1 focus point to make the saving throw with advantage.

Magic Weapons. The warcaster's mechanikal weapon attacks are magical.
Spellcasting. The warcaster is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Casting a spell requires the warcaster to spend a number of focus points equal to the spell's level. The warcaster knows the following warcaster spells:
Cantrips (at will): *arcane bolt, light, sense cortex*
1st level (1 focus point): *burning hands, jump start, razor wind, shield*
2nd level (2 focus points): *battering ram, flashing blade*

Actions

Mechanikal Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.
Mechanikal Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.
Mechanikal Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

MILITARY

The military forces of the Iron Kingdoms bring a diversity of battlefield doctrines and specialists to each conflict. The presence of warjacks is a critical factor in any major military engagement in western Immoren, but these men and women are directly responsible for the destinies of their nations, and they were among the fiercest of those who fought against the infernal menace.

CRUCIBLE GUARD

The Crucible Guard is the military arm of the Order of the Golden Crucible, the largest and oldest organization of alchemists in western Immoren. Crucible Guard infantry protect the order's holdings and wield powerful Model 609 rifles that allow them to apply alchemical agents to the bullets they fire. Trancers are tragic figures—terminally ill volunteers who are subjected to powerful alchemical substances that unlock violent psychokinetic powers within them. With a mere thought, these short-lived but potent living weapons can send adversaries flying back with lethal force, and when one perishes, the volatile energies within are unleashed in an explosion that obliterates everything in the surrounding area.

CRUCIBLE GUARD TRANCER

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	16 (+3)	10 (+0)	10 (+0)

Damage Immunities psychic
Condition Immunities charmed, frightened, prone, stunned
Senses passive Perception 10
Languages any one language
Challenge 1 (200 XP)

Force Barrier. The trancer gains a +2 bonus to AC against ranged weapon attacks.
Psychokinetic Blast. If the trancer dies, it explodes in a burst of raw psychic energy. Each creature within 15 feet of it must make a DC 13 Intelligence saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one.

ACTIONS

Mental Force. The trancer targets one creature that it can see within 60 feet of it. The target must succeed on a DC 13 Intelligence saving throw or take 11 (2d10) psychic damage. The trancer can reduce its maximum hit points by 5 to force the target to make the saving throw with disadvantage.

CRUCIBLE GUARD INFANTRY

Medium humanoid (any race), any alignment

Armor Class 16 (infantry armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2
Damage Resistances acid, fire
Senses passive Perception 12
Languages any one language
Challenge 1 (200 XP)

Breather. The Crucible Guard infantry is immune to the effects of inhaled toxins and poisons.
Combined Attack. If the Crucible Guard infantry is within 5 feet of at least two other creatures with this trait, it makes weapon attack rolls with advantage.

ACTIONS

Hand Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning or slashing damage.
Crucible Arms Model 609. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 2 (1d4) acid, fire, or poison damage.

KNIGHTS EXEMPLAR

United by their shared faith and a deep fraternal bond, the Knights Exemplar are the embodiment of absolute obedience to Menoth and are ready and eager to shed blood in the Lawgiver's name. For each brother who falls in battle, his comrades are invigorated by his sacrifice and become ever more resolute and unwavering in their pursuit of holy war.

Knight Exemplar

Medium humanoid (human), lawful neutral

Armor Class 18 (plate mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	12 (+1)	12 (+1)

Skills History +2, Religion +2, Survival +3
Senses passive Perception 11
Languages any one language (usually Sulese)
Challenge 3 (700 XP)

Driven by Battle. If the knight or one of its allies within 30 feet of it takes damage from an enemy attack or effect, until the end of the knight's next turn, any creature hit by the knight's melee weapon attacks takes an extra 7 (2d6) damage.
Burning Devotion. The knight has advantage on saving throws against being charmed or frightened.
Magic Weapon. While in the hands of a faithful Menite like the Knight Exemplar, the knight's relic blade is a magic weapon.

Actions

Multiattack. The knight makes two melee attacks.
Relic Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a fiend, fey, or undead, it takes an extra 4 (1d8) radiant damage.

MAN-O-WAR

Marching into battle in an inexorable tide of steam and steel, Man-O-War shocktroopers embody the strength and resilience of the frozen north. Like Khador itself, these indomitable warriors bow to no opposition. The enemies of the Motherland rightfully fear these armored soldiers, who attack with unfettered violence as they wade into the bloody fray amid the thunderous roar of cannon fire.

Man-O-War

Medium humanoid (human), any alignment

Armor Class 21 (heavy steam armor, shield cannon)
Hit Points 65 (10d8 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (−1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +6, Survival +3
Senses passive Perception 10
Languages any one language (usually Khadoran)
Challenge 6 (2,300 XP)

Man-O-War. The Man-O-War's heavy steam armor provides it with a damage threshold of 5. Attacks that deal less than this amount of damage do not damage the Man-O-War. The armor requires a load of 20 pounds of coal and 8 gallons of water for 5 hours of general use or 1 hour of combat. If the armor does not have power, the Man-O-War's base speed becomes 0.
Northern Resilience. The Man-O-War gains a +2 bonus to Constitution checks and Constitution saving throws.

Actions

Multiattack. The Man-O-War makes two melee attacks: one with its annihilator blade and one with its shield bash.
Annihilator Blade. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.
Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.
Cannon Shield. *Ranged Weapon Attack:* +1 to hit, range 10/30 ft., one target. *Hit:* 3 (1d10 − 2) piercing damage.

STORMBLADE INFANTRY

Stormblades are ready to face insurmountable odds and wield the most advanced mechanika Cygnar has to offer. Each of these heavily armored soldiers was handpicked to become a knight of the storm. Supplementing ancient martial tradition with state-of-the-art weaponry, Stormblades are surrounded in combat by a nimbus of flashing lightning—a sight that represents one of the most fearsome technological achievements of Cygnaran warfare.

Stormblade Infantry

Medium humanoid (any race), any alignment

Armor Class 18 (Storm Knight armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +3
Damage Immunities lightning
Senses passive Perception 12
Languages any one language (usually Cygnaran)
Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On its turn, the Stormblade can take one additional action.
Combined Attack. If the Stormblade is within 5 feet of at least two other creatures with this trait, it makes melee weapon attack rolls with advantage.
Special Equipment. One in three Stormblades carries a storm thrower instead of a storm glaive.

Actions

Multiattack. The Stormblade makes two melee attacks.
Storm Glaive. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 2 (1d4) lightning damage. After the attack, another creature of the Stormblade's choice within 5 feet of the initial target takes 4 (1d8) lightning damage.
Storm Glaive Blast. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) lightning damage. After the attack is resolved, another creature of the Stormblade's choice within 5 feet of the initial target takes 4 (1d8) lightning damage.
Storm Thrower. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) lightning damage. When the Stormblade hits a target with this weapon, the next attack roll made against the target with a weapon, spell, or effect that deals lightning damage before the end of the Stormblade's next turn is made with advantage.

TEMPLE FLAMEGUARD

The unwavering Temple Flameguard is the much-vaunted last line of defense for holy sites devoted to Menoth. These devoted warriors wash over their foes in a blazing tide, swiftly striking down those who dare oppose the divine will of the Creator.

Temple Flameguard

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt, shield)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

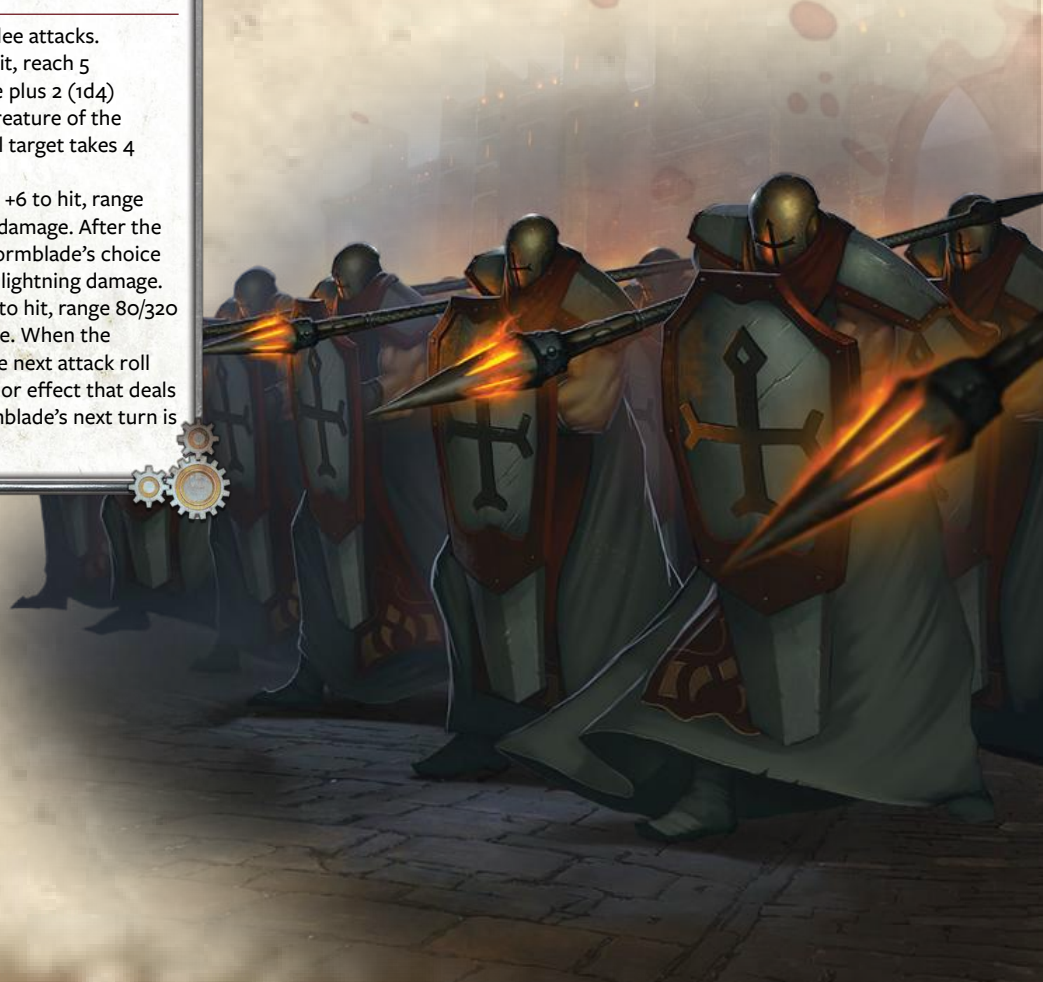
STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

Skills History +2, Religion +2, Survival +3
Senses passive Perception 11
Languages any one language (usually Sulese)
Challenge 1/4 (50 XP)

Burning Devotion. The Temple Flameguard has advantage on saving throws against being charmed or frightened.
Shield Wall. If the Temple Flameguard is within 5 feet of two or more allies that are both carrying a shield, it gains a +2 bonus to AC.

Actions

Flame Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) fire damage.



TRENCHER CORPS

The men and women of the Trencher Corps are the most hardcore of the Cygnaran Army's enlisted soldiers. Informally called "grave diggers," they are the first onto the field and often the last to leave. Trenchers form the bulk of any Cygnaran vanguard. Spread across trench lines and hastily dug emplacements, they seize ground and hold it, enduring withering enemy fire and buying time for the rest of the army to advance.

Trencher Infantry

Medium humanoid (any race), any alignment

Armor Class 16 (infantry armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +2, Survival +2
Senses passive Perception 12
Languages any one language (usually Cygnaran)
Challenge 1 (200 XP)

Combined Attack. If the trencher infantry is within 5 feet of at least two other creatures with this trait, it makes weapon attack rolls with advantage.
Dig In. A trencher infantry can use an entrenching tool to dig a foxhole. The foxhole is a 5-foot-by-10-foot area that provides a Medium or smaller creature with three-quarters cover or a Large creature half cover. Digging a foxhole takes 10 minutes.
Special Equipment. One in four trencher infantry carries a grenade rifle and 5 explosive grenades instead of a military rifle and bayonet. Each trencher is issued 3 smoke grenades.

Actions

Bayonet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Military Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.
Rifle Grenade. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 16 (3d10) piercing damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target. A trencher infantry can use an action to reload the rifle grenade with another explosive.
Smoke Grenade. The trencher infantry throws a smoke grenade at a point it can see within 30 feet of it. 1 round after the grenade lands, it fills a 10-foot-radius sphere with dense smoke that lightly obscures the affected area. The smoke lasts for 10 minutes.

WINTER GUARD

The Winter Guard make up the majority of the Motherland's military. Its members form the core of every Khadoran garrison and combat force, since their practical weaponry places little strain on the Khadoran treasury when produced in bulk. Their short-ranged blunderbusses fire a heavy slug that packs a powerful punch, particularly when their fire is concentrated is upon one of the Motherland's many foes.

Winter Guard Infantry

Medium humanoid (human), any alignment

Armor Class 16 (infantry armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +2, Survival +2
Senses passive Perception 12
Languages any one language (usually Khadoran)
Challenge 1 (200 XP)

Combined Attack. If the Winter Guard infantry is within 5 feet of at least two other creatures with this trait, it makes weapon attack rolls with advantage.
Northern Resilience. The Winter Guard infantry gains a +2 bonus to Constitution checks and Constitution saving throws.
Special Equipment. One in four Winter Guard infantry carries a rocket tube and 3 rockets instead of a blunderbuss.

Actions

Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.
Blunderbuss. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target.
Rocket Tube. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 22 (4d10) fire damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target. The Winter Guard infantry can use an action to reload the rocket tube with another rocket.

SEA DOGS

Rowdy, disorganized, and untrustworthy even to one another, sea dogs gather together in shadowy port bars to plot their next great haul. They care not for whom they work, but only for the gold coins they earn, which they quickly drink and gamble away before their next calamitous adventure.

Mustered together from disreputable coastal taverns and wharves, these gangs of seafaring deckhands are motley pirates hungry for spoils. Armed with swords and pistols and barely kept in check by their grizzled mates, sea dogs will serve any master with sufficient coin. What they lack in training and manners, they make up for with frightening bluster and enthusiastic greed.

Sea Dog Officer

Medium humanoid (any race), chaotic neutral

Armor Class 15 (studded leather)
Hit Points 39 (6d8 + 12)
Speed 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	15 (+2)

Saving Throws Wis +4, Cha +4
Skills Intimidation +6, Perception +4, Survival +4
Senses passive Perception 12
Languages any one language
Challenge 2 (450 XP)

Old Salt. The sea dog has advantage on Wisdom (Survival) checks to predict the weather, as well as on any ability checks it makes using navigator's tools.

Sea Rover. The sea dog ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the sea dog is prone at the end of its turn, it can make a DC 10 Dexterity saving throw, and on a success may stand without costing any movement.

Actions

Multiattack. The sea dog makes three attacks: two with its cutlass and one with its pistol or three with its cutlass.

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

Pistol. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

No Sleeping on the Job! The sea dog can designate up to 3 sea dog allies within 30 feet of it that can hear it. Each chosen ally that is suffering from a condition that a saving throw can end can make the saving throw as a reaction, ending the effect on itself on a successful save.

Reactions

Slip Away. When a creature that the sea dog can see within 30 feet of it moves, the sea dog can use its reaction to move up to half its speed without provoking opportunity attacks.

Sea Dog Pirate

Medium humanoid (any race), chaotic neutral

Armor Class 13 (leather armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Intimidate +2, Survival +3
Senses passive Perception 11
Languages any one language
Challenge 1/4 (50 XP)

Point Blank. The sea dog does not have disadvantage on pistol attacks against a target within 5 feet of it.
Sea Rover. The sea dog ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the sea dog is prone at the end of its turn, it can make a DC 10 Dexterity saving throw, and on a success may stand without costing any movement.

Actions

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.
Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Sea Dog Press Ganger

Medium humanoid (any race), chaotic neutral

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidate +2, Survival +2
Senses passive Perception 10
Languages any one language
Challenge 1/2 (100 XP)

Knockout Strike (Recharge 5–6). When the sea dog hits a target with a melee weapon attack, the target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn. If the target is already stunned, it is knocked unconscious instead.
Sea Rover. The sea dog ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the sea dog is prone, it can make a DC 10 Dexterity saving throw at the end of each of its turns, standing up on a success without costing any movement.

Actions

Multiattack. The sea dog makes two melee attacks.
Blunt Instrument. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

STEAMJACKS

The following sections present rules for the chassis of some of the more common laborjacks and warjacks seen in the cities of the Iron Kingdoms. Due to the array of different weapon systems and upgrades available to replace a steamjack's fists, numerous variations exist.

Steamjack Nature. A steamjack is not a living creature. So long as a steamjack has enough coal and water to remain functional, it does not need to rest. It cannot be affected by toxic air, but insufficient oxygen will extinguish its furnace.

DOCKER HEAVY LABORJACK CHASSIS

The Docker is typical of the heavy laborjacks used to haul cargo onto and off of ships throughout the Iron Kingdoms. The Whaler uses the Docker heavy laborjack chassis. It comes stock with a harpoon cannon mounted on its left arm and is armed with a flensing blade.

Height/Weight: 12 ft. 0 in. / 12,000 lb.
Fuel Burn/Load Usage: 600 lb. / 6 hours (general), 1 hour (combat)
Initial Service Date: 563 AR
Original Chassis Design: Engines East
Stock Cortex: Ferrum-grade

Docker Heavy Laborjack

Large construct (steamjack), unaligned

Armor Class 16 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	5 (−3)	10 (+0)	1 (−5)

Saving Throws Str +7, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 5 (1,800 XP)

Cortex. The Docker's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Docker will carry out these commands with no regard for its own safety.
Heavy Metal. The Docker's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.
Steam Powered. The Docker requires coal and water to function. When not in combat, it can function for 6 hours with a full fuel load of 600 pounds of coal and fresh water in its boiler. While in combat, the Docker can function for 1 hour with a full fuel load. If the Docker's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Docker has disadvantage on Dexterity (Stealth) checks.

Actions

Multiattack. The Docker makes two melee attacks.
Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Whaler Heavy Laborjack

Large construct (steamjack), unaligned

Armor Class 16 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	5 (−3)	10 (+0)	1 (−5)

Saving Throws Str +7, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 5 (2,300 XP)

Cortex. The Whaler's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Whaler will carry out these commands with no regard for its own safety.
Heavy Metal. The Whaler's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.
Steam Powered. The Whaler requires coal and water to function. When not in combat, it can function for 6 hours with a full fuel load of 600 pounds of coal and fresh water in its boiler. While in combat, the Whaler can function for 1 hour with a full fuel load. If the Whaler's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Whaler has disadvantage on Dexterity (Stealth) checks.

Actions

Flensing Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. If the target is a beast, it takes an extra 7 (2d6) slashing damage.
Harpoon Cannon. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 10 (3d6) piercing damage. If a harpoon fired from a harpoon cannon damages a creature, the harpoon embeds in it. As an action, the Whaler can attempt to pull a Large or smaller creature with an embedded harpoon closer by making a Strength check contested by the creature's Strength (Athletics) check. If the Whaler succeeds, it pulls the creature 5 feet closer. Dealing 5 slashing damage to the line (AC 10) destroys it without causing additional damage to the harpooned creature.

Forager Light Laborjack Chassis

The Forager is a typical light laborjack. Heavy tools are often integrated into its chassis for specialized work. A Forager comes stock with a ferrum-grade cortex.

The Angler uses the Forager light laborjack chassis and is common among whaling crews. It replaces one of the Forager's arms with a harpoon launcher and typically carries an oversized gaff hook.

Height/Weight: 8 ft. 9 in. / 5,600 lb.
Fuel Burn/Load Usage: 300 lb. / 7 hours (general), 1 hour (combat)
Initial Service Date: 540 AR
Original Chassis Design: Engines East
Stock Cortex: Ferrum-grade

Forager Light Laborjack

Large construct (steamjack), unaligned

Armor Class 16 (natural armor)
Hit Points 42 (4d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	5 (−3)	10 (+0)	1 (−5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 2 (450 XP)

Cortex. The Forager's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Forager will carry out these commands with no regard for its own safety.
Steam Powered. The Forager requires coal and water to function. When not in combat, it can function for 7 hours with a full fuel load of 300 pounds of coal and fresh water in its boiler. While in combat, the Forager can function for 1 hour with a full fuel load. If the Forager's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Forager has disadvantage on Dexterity (Stealth) checks.

Actions

Multiattack. The Forager makes two slam attacks.
Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Angler Light Laborjack

Large construct (steamjack), unaligned

Armor Class 16 (natural armor)
Hit Points 42 (4d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	5 (−3)	10 (+0)	1 (−5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 2 (450 XP)

Cortex. The Angler's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Angler will carry out these commands with no regard for its own safety.
Steam Powered. The Angler requires coal and water to function. When not in combat, it can function for 7 hours with a full fuel load of 300 pounds of coal and fresh water in its boiler. While in combat, the Angler can function for 1 hour with a full fuel load. If the Angler's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Angler has disadvantage on Dexterity (Stealth) checks.

Actions

Gaff Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.
Harpoon Cannon. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 10 (3d6) piercing damage. If a harpoon fired from a harpoon cannon damages a creature, the harpoon embeds in it. As an action, the Angler can attempt to pull a Large or smaller creature with an embedded harpoon closer by making a Strength check contested by the creature's Strength (Athletics) check. If the Angler succeeds, it pulls the creature 5 feet closer. Dealing 5 slashing damage to the line (AC 10) destroys it without causing additional damage to the harpooned creature.

NOMAD HEAVY WARJACK CHASSIS

The Nomad is a simple but effective machine. Among the first warjacks to enter widespread production, the Nomad served as Cygnar's premiere heavy warjack for decades. It has since become a mainstay for mercenary companies throughout western Immoren. The Nomad comes stock with an aurum-grade cortex and is typically outfitted with a battleblade and a buckler.

Height/Weight: 12 ft. 1 in. / 15,000 lb.
Fuel Burn/Load Usage: 660 lb. / 5 hours (general), 1 hour (combat)
Initial Service Date: 455 AR (decommissioned 563 AR)
Original Chassis Design: Fraternal Order of Wizardry
Stock Cortex: Aurum-grade

Nomad Heavy Warjack

Large construct (steamjack), unaligned

Armor Class 18 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (−2)	10 (+0)	1 (−5)

Saving Throws Str +8, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 6 (2,300 XP)

Cortex. The Nomad's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Nomad will carry out these commands with no regard for its own safety.
Heavy Metal. The Nomad's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.
Steam Powered. The Nomad requires coal and water to function. When not in combat, it can function for 5 hours with a full fuel load of 660 pounds of coal and fresh water in its boiler. While in combat, the Nomad can function for 1 hour with a full fuel load. If the Nomad's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Nomad has disadvantage on Dexterity (Stealth) checks.
Tried and True. When the Nomad regains hit points, it regains 5 additional hit points.

Actions

Multiattack. The Nomad makes two slam attacks.
Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

TALON LIGHT WARJACK CHASSIS

Originally developed as a frontline Cygnaran warjack, the Talon is now a common sight in mercenary markets and salvage yards. After decades of service, the chassis was decommissioned by the Cygnaran Royal Armory in favor of more modern designs. Yet the Talon remains a favorite among mercenaries with enough gold or influence to acquire one. It comes stock with two fists and an aurum-grade cortex and is often equipped with a stun lance and a shield.

Height/Weight: 9 ft. / 6,500 lb.
Fuel Burn/Load Usage: 330 lb. / 5 hours (general), 1 hour (combat)
Initial Service Date: 522 AR (decommissioned 579 AR)
Original Chassis Design: Fraternal Order of Wizardry
Stock Cortex: Aurum-grade

Talon Light Warjack

Large construct (steamjack), unaligned

Armor Class 16 (natural armor)
Hit Points 38 (4d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	6 (−2)	10 (+0)	1 (−5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 3 (700 XP)

Cortex. The Talon's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Talon will carry out these commands with no regard for its own safety.
Heavy Metal. The Talon's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.
Steam Powered. The Talon requires coal and water to function. When not in combat, it can function for 5 hours with a full fuel load of 330 pounds of coal and fresh water in its boiler. While in combat, the Talon can function for 1 hour with a full fuel load. If the Talon's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Talon has disadvantage on Dexterity (Stealth) checks.
Tried and True. When the Talon regains hit points, it regains 5 additional hit points.

Actions

Multiattack. The Talon makes two slam attacks.
Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

IRON KINGDOMS™

CHARACTER NAME

CLASS & LEVEL | BACKGROUND | PLAYER NAME

RACE | ALIGNMENT | EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ❍ _____ Strength
- ❍ _____ Dexterity
- ❍ _____ Constitution
- ❍ _____ Intelligence
- ❍ _____ Wisdom
- ❍ _____ Charisma

SAVING THROWS

- ❍ _____ Acrobatics (Dex)
- ❍ _____ Animal Handling (Wis)
- ❍ _____ Arcana (Int)
- ❍ _____ Athletics (Str)
- ❍ _____ Deception (Cha)
- ❍ _____ History (Int)
- ❍ _____ Insight (Wis)
- ❍ _____ Intimidation (Cha)
- ❍ _____ Investigation (Int)
- ❍ _____ Medicine (Wis)
- ❍ _____ Nature (Int)
- ❍ _____ Perception (Wis)
- ❍ _____ Performance (Cha)
- ❍ _____ Persuassion (Cha)
- ❍ _____ Religion (Int)
- ❍ _____ Sleight of Hand (Dex)
- ❍ _____ Stealth (Dex)
- ❍ _____ Survival (Wis)

SKILLS

PASSIVE WISDOM (INSIGHT)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS | INITIATIVE | SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

Successes ○○○

Failures ○○○

DEATH SAVES

NAME	TOTAL CHARGES	LIFESPAN	REMAINING LIFESPAN

CHARGES USED

○○○○○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○○○○○

MECHANIKA

Name	ATK Bonus	Damage/Type

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS

IRON KINGDOMS™

CHARACTER NAME

AGE | HEIGHT | WEIGHT

EYES | SKIN | HAIR

CHARACTER APPEARANCE

ALLIES & RELATIONSHIPS

Adventuring Company Name:

SYMBOL

ADVENTURING COMPANY BACKSTORY

ADVENTURING COMPANY FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL TRAITS/ FEATURES

FEATURE WITH SAVE

8 + ☐ + ☐

PROF. MOD.

FEATURE SAVE DC

DC

Name _____
Total _____

FEATURE USES

Name _____
Total _____

FEATURE USES

CHARACTER BACKSTORY

TREASURE

IRON KINGDOMS™

SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

SPELL NAME

2

3

4

5

6

7

8

9

IRON KINGDOMS™

STEAMJACK NAME

CHASSIS | CORTEX | PLAYER NAME

FUEL LOAD | BURN TIME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

ability score increases
backgrounds 127
essences 53
Acrennia 42–43
adventuring company 156–173
Arcane Order 158
Cult Assembly. 160
Intrepid Investigators 162
Law Dogs 164
Mercenary Charter 166
Outlaws 168
Pirate Crew. 170
Spy Ring 172
adventuring gear. 201–203
table 202
Aeryth 51
Agile essence 54
feats 54
Aiakos 45
alchemical capacitor. *See under* capacitor
alchemical formulas 81–84
alchemical grenades 84
Alchemical Magpie (alchemist). 81
alchemist 76–84
alchemist archetypes. *See* alchemist archetypes
quick build 77
alchemist archetypes 79–80
Combat Alchemist 79
Rogue Alchemist 80
Synthesist 80
alchemist's leathers 193
alchemy 11
Alexia Ciannor 13, 20, 21
Alvor Baird (Alvor Cathor). 32, 36
Always Tinkering (mechanik) 98
Ambusher (gun mage) 89
Amethyst Rose 32, 35, 89
ammunition 192
Ancient Icthier 10, 43
AOE. *See* area of effect
Applied Mechaniks (mechanik) 99
Arcane Crafting (mechanik) 101
arcane interval generator. *See under* capacitor
Arcane Mastery (warcaster) 107
Arcane Mechanik (mechanik). *See under* mechanik archetypes
Arcane Order. *See under* adventuring company
Arcane Precision (gun mage) 88
arcane turbine 195, 207, 216
See also under capacitor
Arcanist (warcaster). *See under* warcaster traditions
arcanodynamic accumulator. *See under* capacitor
arcantrik convergence engine 211
arcantrik scope 212
arcanum-grade cortex. *See under* cortex
Archduke Deyar Glabryn 31, 32, 35
area of effect (AOE) 197
Arm's Length (fighter). 115
armor 193
descriptions. 193–197
table 194
armored apron 193
armored greatcoat 193
Art of the Twisted Visage (monk) 117
ascendants 8, 110
Ashlynn d'Elyse. 32
assault shield 193
athanc. 10
Aura of Radiance (paladin) 120
Aura of Vigilance (paladin) 121
aurum-grade cortex. *See under* cortex
background 127–155
explorer 128
investigator 132
Iron Fang 133
kayazy 134
Knight Exemplar 135
Knight of the Prophet 136
labor boss 138
Maritime Order of the Trident 139
mercenary 140
Northern Crusade 142
Order of Wizardry. 129
privateer 143
Resistance veteran 145
Retribution of Scyrah 146
Seeker 147
spy 148
Temple Flameguard. 150
trader 151
trencher. 152
vagabond. 153
Winter Guard. 154
Backstab (rogue) 124
Bandit King 36, 37
See also King Baird
Bane of the Arcane (ranger) 123
bard 109
colleges. *See* bard colleges
bard colleges 109
Fell Caller 109
Barrage (gunfighter). 94
Battle Chaplain (fighter). *See under* martial archetypes
Battle of Boarsgate 38
Battle of Henge Hold 13–14, 41
Battle of the Hundred Wizards. 11
Battle Prayers (fighter). 115
Battlegroup (warcaster) 106
Beneath Notice (gobber) 58

Benefaction domain (cleric). *See under* divine domains
Berck 38
Black River 18, 20
source 47
Black Temple 45
blackclad 30, 40, 44
blackship 8, 10, 46
Blackwater. 45–46
blasting powder 192
blessed tools of war 115
Blessing of Self-Sacrifice (cleric). 110
blight-poisoned. 237
blighted character. 233
Blighterghast. 18
Blindwater Lake 23
Blood of Liberty (Llaelese) 64
Bloodstone Marches. 43–44, 61
boasting. *See* downtime activity
Bodging (mechanik). 98
boiler 216–217
dependence 216–217
steamjack. 216–217
Born to Be Wild (trollkin) 73
Bounty Hunter (ranger). *See under* ranger archetypes
BR and AR. 8
Brand of Odom 48
bratya 27
Brew Master (alchemist) 80
Bridge of Worlds 7
Brilliant Design (mechanik) 98
Broken Coast. 18
Brunder 49
Brutal Assault (gunfighter) 95
Caen 7, 230, 232
calendar 11
Canon of the True Law 9–10, 43, 112
capacitor 204–208
alchemical 207
arcane interval generator 207
arcane turbine. 207
arcanodynamic accumulator. 207
charges. 206
charging. 206
clockwork 208
crafting 206
lifespan 206
mechanika. 204, 206–208
power output 206
runelock 208
storm chamber 208
table 206
Carre Dova 36
Caspia. . . . . .
8, 9, 10, 11, 12, 18–19, 41, 59, 60, 61, 119
Castle Moorcraig 46
Castle of the Keys 44
Castle Raelthorne 19
Castle Tzepesci 30
cataclysm 7, 15
Ceaseless Stamina (trollkin) 73
Ceryl. 24–25
Chain Shot (gunfighter). 94
Channel Divinity cleric options
. . . . . 110, 112–113
Hallowed Radiance (Benefaction domain) 110
Lawgiver's Rebuke (Obedience domain). 113
What You Can't See (Guile domain) 112
channelers 175, 176
channeling. 175–176
charges. *See under* capacitor
chassis 215–216
Child of Winter (Nyss) 68
Child, the. *See under* Defiers
Choir (cleric). 113
Church of Morrow. . . . . .
. . . . . 13, 14, 17, 18, 21, 110 136
See also Morrow
Circle of Stones. 72
Circle Orboros 30, 40, 44, 230
citizen soldiers (Protectorate). 62
City of Wizards 24–25
city watch. *See* nonplayer character
Claiming, the. 8, 13, 15, 25
Ios and 42, 50
clapped-out steamjack 105
class 75
table 75
cleric. 110–113
divine domains. *See* divine domains
Clockers Cove. 19
clockwork capacitor. *See under* capacitor
code phrases (steamjacks) 224–225
coins of the realm 13
colossal. 11, 18
Combat Alchemist (alchemist). *See under* alchemist archetypes
Combat Awareness (gunfighter) 95
Combat Mechanik (mechanik). *See under* mechanik archetypes
Commando (gunfighter). *See under* gunfighter archetypes
Connor Cathmore 23
Contaminator (alchemist) 81
control range (warcaster) 105
Controller (warcaster). *See under* warcaster traditions
Corbhen. 39
cortex 16, 105, 217–218
arcanum-grade 218
aurum-grade. 218
cupernum-grade. 217
ferrum-grade 218
locks. 225
recovering. .215–216, 217–219, 224–227
table 217
Corvis. 10, 20
Treaties 11, 20
Corvis University 20
Council of Nobles. 31, 32, 33
Coup de Grace (rogue). 125
Crack Shot (gunfighter). 94
crafting a capacitor. *See under* capacitor
crafting a housing. *See under* housing
crime spree 168
criminals. *See* nonplayer character
Crucible Arms. 84
Crucible Guard 39, 40, 246
Cryx 8, 10, 44–46, 65
cultures 65
deities. 10
creation 44–46, 65
humans 65
names. 65
traits. 65
Cult Assembly. *See under* adventuring company

cupernum-grade cortex. *See under* cortex
Custom Modifications (mechanik) 99–100
Cutthroat (rogue). *See under* roguish archetypes
Cygnar 11, 12, 13, 17–25, 41
cultures 59
humans 59–61
names. 60–61
Sul and. 59–61
Traits 61
Cygnaran Inquisition 13
Cyriss 8, 13–14, 23
Dance of Death (rogue) 125
Dead-Eye (gunfighter) 93
Deconstruction (ranger) 123
dedicated mechanikal device 211–213
table 211
See also under mechanikal device
Deepwood Tower. 22
Defiers 8, 13, 235
Child, the. 235
Dreamer, the. 235–236
Heretic, the 38, 42–43, 236
King of Nothing, the 236
Wandered, the 236
devil's gasp. 34
Devourer Wurm 7, 8
See also Kossk
Dhunia 7
direct control. 106, 224
Direct Control (warcaster) 106
Divine Court. 7
divine domains 110–113
Benefaction 110
Guile 111
Obedience 112–113
Divine Strike (cleric) 111
Divinium 18
doom reavers. 34
downtime activity. 157
dragon blight. 10, 18, 45, 65, 233, 236–237
dragonborn 233
Dragonfather/Toruk . . 8, 10, 18, 44–46, 65
Dreamer, the. *See under* Defiers
Drer Drakkerung 46
Dueling Code (Llaelese). 64
Duelist (rogue). *See under* roguish archetypes
duello 32, 125
Duke Gregore Delryv. 35
efficient brewing. 80
electro lance 213
Emergency Rune Shots (gun mage) 90
Empowerment (cleric) 110–111
Empress Ayn Vanar 26–27
Enduring Tinkering (mechanik) 98
Enkheiridion 8, 18
equipment packs. 203
essences 53
Eternal Light (paladin). 120
Everblight 44, 67, 68
Dragonborn 234
execrator weapon 212
exhaustive research 162
Expertise (mechanik) 98
explorer. *See under* background
Eye of the Storm (fighter) 116
Factorium 42
farsight goggles. 212
Fast Brew (alchemist). 78
Fast Reflexes (gunfighter) 93
Fast Reload (gunfighter) 93
fatigue casting 231–232
table 232
feat
'Jack Ace 225
Ascetic 55
Battlefield Coordinator 53
Beat Back. 53
Blessed with Health 55
Bounding Leap 54
Cagey. 54
Chosen by the Gods. 55
Deft 54
Dominator 54
Fast Caster 55
Firearms training 76
Genius 53
Holy Aegis. 55
Invulnerable 54
Magically Sensitive 55
Prescient 53
Quick Thinking 53
Resolute. 55
Shield of the Believer. 55
Steam Armored 195
Student of the Arcane 55
Tough as Nails 54
Untouchable 54
Vigilant 53
Vigorous 54
Virtuoso 54
Watchful. 54
fell call 109
Fell Caller (bard). *See under* bard colleges
fellblade 189
Fergus Laddermore 20
ferrum-grade cortex. *See under* cortex
Few More Shots, A (gun mage) 90
Fharin 11, 19–20
Field Alchemy (alchemist). 78
Field Marshal (warcaster) 106–107
Field Mechanik (mechanik) 98
fighter 113–116
martial archetypes. *See* martial archetypes
Final Rites (paladin). 120
Fire in the Hole! (alchemist) 79
firearm 11, 75–76, 191–192
proficiency. 75
weapon property. 197
Firearm (weapon). 197
Firearms. 191
Firearms Training (Rhulic). 71
Firebrand. 189
First Cygnaran Civil War 12, 18
and the formation of the Protectorate of Menoth 41
First Thornwood War. 12, 23
Five Fingers. 37–38
Flesh of Steel (monk). 119
Flying Fists (monk) 119
Focus Allocation (warcaster). 105
Focus Fueled (warcaster). 107
Focus Manipulation (warcaster). 105
focus points (warcaster). 104
Forager Light Laborjack Chassis 254
Forge Shot (gunfighter). 93
Formula Experimentation. 158
Frenzied Concoction (alchemist) 79
Fuel Reliance. 217
Gaining an Imprint 227
Gallowswood 27
Garlghast 46
Gate of Mists. 51
Ghor. 7
Ghord. 47–48
Gift/the Gift of Magic 8, 11, 13, 54
Gifted essence 54
feats 54
Glimmerwood. 50–51
Gnarls. 21–22
gobber 57–58
gobber names 58
gobber traits 58
going beyond fatigue limits. 232
Golden Port. 38
See also Berck
Grand High Allegiant Haveron Grayden 43
gravs. 36
Great Fathers 7, 47–48
great prince 26–27
Great Prince Aeniv Rolonovik 29
Great Prince Igor Noveskyev 30
Great Prince Neplakh Vanar. 30
Great Prince Vladimir Tzepesci 27, 30
Great Princess Regna Gravnoy. 26, 29
greatcoats. 193
grenade (weapon). 197
Greylords Covenant. 27, 28, 29 131
Greywind Tower 35
grymkin 13, 38, 43, 235–236
guard duty 166
Guile domain (cleric). *See under* divine domains
gun mage 85–89
gun mage orders. *See* gun mage orders
quick build. 85
gun mage orders 89–90
Order of the Arcane Tempest. 89
Order of the Lone Gun 90
Order of the Thorn 89
gunfighter 91–95
gunfighter archetypes. *See* gunfighter archetypes
quick build. 91
gunfighter archetypes 94–95
Commando 95
Pistoleer. 94

Sharpshooter 94
halflings 233
Hammerfall 48
healing and resurrection 229
healing magic 229
heavy laborjacks 216
Hellspass 29–30
Henge Hold 13–15, 25
Heretic, the. *See under* Defiers
Hidden (weapon) 197
hierarch 12, 41
Hierarch Garrick Voyle 43, 118–119
Hierarch Severius 31, 32, 34
Highgate 18, 24
Hit and Run (gunfighter) 93
Hit the Deck (alchemist) 79
Hold Together (mechanik) 98
Horgenhold 48–49
Horror Hunter (ranger) 123
horselords 9, 27, 62
Hot Swap (mechanik) 101
housing 204–206
housing 204–206
crafting 206
mechanika 204–206
purchasing 206
retrofitting 206
hoveltongue 40
Huge Stature (ogrun) 69
human 7–10, 59–65
human traits 59
Hunter's Premonition (ranger) 122
Hunting Style (ranger) 122
Hymns (cleric) 113
Hymns, Additional (cleric) 113
Identity Thief (monk) 117
Idrian 41, 44, 61
Imer 41
Immoveable Object (fighter) 115–116
Imposing Presence (ogrun) 69
imprint descriptions 227
imprints 227
Improved Crafting (mechanik) 98
improvising new runes 209
indoctrination rituals 160
Industrial Revolution (Cygnaran) 61
Inevitability (ranger) 122
infantry armor 193
infernal cults. *See* nonplayer character
infernal gateway 237
infernal interlopers 230
infernals 7, 8, 13–14, 230, 237, 242
Ingredient Improvisation (alchemist) . . . 80
Ingredient Scrounger (alchemist) 81
Initiate of Deception (cleric) 111
Injury to Insult (rogue) 125
inscribing runes 209
Inspired Genius (mechanik) 98
Intellectual essence 53
feats 53
Intrepid Investigators. *See under* adventuring company
investigator. *See under* background
Ios 7, 10, 15, 49–51
Iosan 66–67
Iosan names 67
Iosan traits 67
Iron Fang. *See under* background
Iron Kingdoms Era 11
Iron Sentinel (mechanik) 99
Ironclad (mechanik) 99
Ironhead (mechanik). *See under* mechanik archetypes
Ironhead Enclave 19
Ironhead Station 19
Irrefutable Power (cleric) 112
Jachemir Venianminov 193
'jack marshal 215, 217, 218, 222, 224, 225–226, 227
'jack marshaling . . . 215, 224, 225–226, 227
Justicer laborjack 239
Katherine Laddermore 20
kayazy 27, 63, 133
See also under background
Keen Eyed (gunfighter) 93
Keen Mind (Llaelese) 64
Khador 12, 25–31, 31–35, 62–63
cultures 62
humans 62
Llael and 62–63
names 63
traits 63
Khardov 29
Khardovic 9, 29, 62
Khorsk 193
Khorva 186
King Baird 32, 36, 39
King Ivan Vladykin 26
King Julius Raelthorne . . . 16, 17, 18, 23, 25

King Malagant the Grim 21
King of Nothing, the. *See under* Defiers
King Rynnard 31, 32, 35
King Vygor 12, 23
kith 71, 72
Knight Exemplar 247
See also under background
Knight of the Prophet 24
See also under background
Knights of the Highgate Vigil 24
Korsk 27, 28
Kossite 27, 62
Kossk 8
kriel 71, 72
labor boss. *See under* background
Laborjack Security 225
laborjacks 16, 215–216, 218
laborjack cortexes 219, 224–225
Laddermore 20
Lady Marjorie Sparholm 17
Lakeforge 48
Law Dogs. *See under* adventuring company
Legacy of the North (Khadoran) 63
Legion of Lost Souls 13, 21
Leryn 33–34
Lessons of Ghord (ogrun) 69
lich lord 10, 44, 45
Life on the Run (alchemist) 81
lifespan. See under capacitor
light laborjacks 215–217
Light Resilience (Nyss) 68
Lion's Coup 13, 17
Liquid Courage (alchemist) 80
Llael 30, 31–35, 36
cultures 63
humans 63
names 63–64
Ord and 63–64
traits 64
Llaelese Resistance 12, 31, 32, 35
Longest Night 11, 13, 20
Lord Alain Runewood 20
Lord General Ollan Duggan 23
Lord General Vincent Gollan 24
Low Profile (gunfighter) 93
low-quality fuel 217
magazine (weapon) 197
Mage Hunter (ranger). *See under* ranger archetypes
magelock 85, 88, 197
magic in the Iron Kingdoms 229
magic items and artifacts 235
magical healing 229
Man-at-Arms (fighter). *See under* martial archetypes
Man-O-War 193, 247
Maritime Order of the Trident. *See under* background
martial archetypes 113–116
Battle Chaplain 113
Man-at-Arms 115
Storm Knight 116
Martial Society (Iosan) 67
Martyr of the Resistance (gun mage) 89
Martyrdom (paladin) 121
Master Alchemist (alchemist) 79
Master Bodger (mechanik) 98
Master Craftsman (Rhulic) 71
Master Manipulator (monk) 118
Mateu (family) 32, 36, 38
mechanik 96–101
mechanik archetypes. *See* mechanik archetypes
quick build 97
mechanik archetypes 99, 101
Arcane Mechanik 101
Combat Mechanik 99
Ironhead 99
Mechanik's Savvy (mechanik) 97–98
mechanika 15–16, 204–213
mechanika capacitor. *See under* capacitor
mechanika housing. *See under* housing
mechanika runeplate 204, 208
mechanika runes 209–211
table 209
mechanikal device 205, 211–213
constructing 205
dedicated 211–213
disassembling 205
mechanikal prosthetic 212
Mechanikal Revolution 11
mechanikal weapons 205
changing a capacitor 205
changing a runeplate 205
fabrication and assembly 205
mementos 204
table 204
Menite 7, 112, 113
See also Menoth
Menoth 7, 112
domains 113
Menoth's Fury 12, 41
gear 202
Mercarian League 23, 38, 43
mercenaries 244–245
mercenary. *See under* background
mercenary charter (background feature) 140

Mercenary Charter. *See under* adventuring company
Mercir 23
Meredius 15
Merin 38
Merywyn 33
Midfast 39
Mighty essence 53
feats 53–54
military 246
misfire (weapon) 197
modifications, additional (mechanik) 100
Molgur 7, 9–10
Moment of Clarity (gun mage) 89
monastic traditions 117–118
Way of Deception 117
Way of the Fist 118
monk 117–118
monastic traditions. *See* monastic traditions
Moot of the Hundred Houses . . . 47, 48, 49
Morrdh 9
Morrow 7–8, 10, 12, 18, 21, 110, 111
domains 136
mounting and replacing weapons 219
multiclassing 127
multiple runes of the same type 209
Murata Hills 39
National Origin (human) 59
necromancy, benign 229–230
necromantic magic 229
necrotech 204
necrotite 205
Nefarious Plotting (rogue) 125
New Icthier 41, 43
new identity 172
new weapon properties 197
Night of Howling Wolves 34
Nightmare Empire 45, 46
See also Cryx
Nimbleness (gobber) 58
Nobility (fighter) 116
Nomad heavy warjack chassis 255
Nonokrion Order 8, 13–14
nonplayer character (NPC) 238–255
Northern Crusade 31, 32, 34, 41
See also under background
Northkin resilience 73
NPC. *See* nonplayer character
Nyss 67–68
Nyss names 68
Nyss traits 68
Nyss weapon training 68
Nyssor 7, 68
Oath of Fealty (ogrun) 69
Oath of Radiance (paladin). *See under* sacred oaths
Oath of the Wall (paladin). *See under* sacred oaths
Oathbound (Rhulic) 71
Obedience domain (cleric). *See under* divine domains
Occult Anathema (ranger) 124
ogrun 47, 68–69
Rhulic ogrun variant 69
ogrun names 69
ogrun traits 69
Old Faith 27
Olgunholt 36, 40
Ord 35–40, 64
cultures 64
humans 64
names 64
traits 64
Order of Illumination 14, 18, 123
Execrator 229, 234
Vigilant subclass 212
Order of the Arcane Tempest (gun mage). *See under* gun mage orders
Order of the Fist 43
subclass 118
Order of the Golden Crucible 11, 32, 33–34, 39
Crucible Guard 191, 192, 246
Order of the Lone Gun (gun mage). *See under* gun mage orders
Order of the Thorn (gun mage). *See under* gun mage orders
Order of the Wall 29, 42, 119, 120
Order of Wizardry 23, 24, 25, 34
See also under background
Orgoth 8, 10–11, 46
Orgoth Occupation 10
Orgoth staff 189
Outer Abyss 230
Outlaws. *See under* adventuring company
Overpower (warcaster) 106
Overwatch (gunfighter) 93
paladin 119–121
sacred oaths. *See* sacred oaths
spells 120, 121
Parting Gift (alchemist) 79
Patch Up (warcaster) 106
Phantom Hunter (ranger) 123
Pikeman (fighter) 115
Pilgrim's Path (Protectorate) 62
Pious essence 55
feats 55
Pirate Crew. *See under* adventuring company
Pirate's Life, A (Cryxian) 65
Pistoleer (gunfighter). *See under* gunfighter archetypes
planar magic 231–232
Point Bourne 22–23
Poison Resistance (alchemist) 78
Port Vladovar 27, 30
Potent Grenades (alchemist) 79
Potent Spellcasting (cleric) 112
power output. *See under* capacitor
Power Up (warcaster) 106
Powerstrain (mechanik) 100
Precursor Knights 119
prestige 156–157
tiers and 157
Prince Leto 13, 17, 18
prison break. *See* downtime activity
privateer. *See under* background
Prone Shooter (gunfighter) 94
Prophet of Menoth 41, 43
Protectorate of Menoth . . 12, 40–44, 61–62
cultures 61
humans 61
names 61–62
traits 62
Prowl (alchemist) 79
psychic backlash (steamjacks) 225, 227
purchasing a housing. *See under* housing
purchasing a runeplate 208
Pyromalfic 44
Quay Slayers 45
Queen Cherize the Cunning 26
Queen Kaetlyn 17, 32, 33, 35, 36
Quick Draw (gunfighter) 94
Quick Response (Nyss) 68
Quick Swig (alchemist) 78
races 57
Racking Spells (warcaster) 104
ranger 121–123
ranger archetypes. *See* ranger archetypes
ranger archetypes 121–123
Bounty Hunter 121
Mage Hunter 122
Vigilant 123
Rapid Strike (gunfighter) 95
rearm (weapon) 197
Rebellion, the 11, 15
Reciprocate (gun mage) 89
recruitment drive. *See* downtime activity
Reed in the Wind (monk) 119
Refined Focus (warcaster) 106
Regenerative (trollkin) 73
Relic Blade 189
Resistance veteran. *See under* background
Resolute Armor 212
Resourceful (mechanik) 101
Retribution of Scyrah 50, 66, 122, 146
See also under background
retrofitting a housing. *See under* housing
Revitalizing Alchemy (alchemist) 80
Revitalizing Focus (warcaster) 107
Rhul 7, 10, 46–49, 68, 69, 70–71
Rhulfolk 46–47, 70–71
Rhulic dwarf 70–71
Rhulic dwarf names 71
Rhulic dwarf traits 71
Rhydden 35
Right to Bear Arms (Cygnaran) 61
Rise Above (fighter) 115
Rite of Cleansing (ranger) 124
Riversmet 34
rogue 124–125
roguish archetypes. *See* roguish archetypes
Rogue Alchemist (alchemist). *See under* alchemist archetypes
roguish archetypes 124–125
Cutthroat 124
Duelist 125
Royal Assembly 17, 18, 19, 23
Royal High Guard 32, 35

Royal Naval Academy 38
Run the Streets (rogue) 124–125
rune axe, Greylord 189
rune points 208
rune shots 87
runelock capacitor. *See under* capacitor
runeplate 208
table 208
runes and formulae 175
Runesmith (gun mage) 89
runic components.....175
Runic Improvisation (gun mage) 90
Rynyr 34–35
Sabotage (mechanik) 99
sacred oaths..... 119–121
Oath of Radiance 119
Oath of the Wall 120
spells 120, 121
Sacred Volition (cleric) 111
Sacred Ward (fighter) 115
Sancteum..... 14, 18
Satyx/Satyxis..... 45, 233
Scars of Caen.....235
Scarsfell Forest 28
Scharde Islands 44, 65, 233
See also Cryx
scions 8, 117
Scrounging (mechanik) 98
Scyrah 7, 122, 147
sea dog. *See* nonplayer character
Seeker.....51
See also under background
Sense Emotions (monk).....118
Serpent Strikes (monk) 119
Set Defense (fighter) 115
severe injuries.....232
table 233
Shadoweald Forest 30
Shard Spires 27
Nyss 67
Sharper Focus (warcaster).....107
Sharpshooter (gunfighter). *See under* gunfighter archetypes
Shevann.....12
Shore Leave (Ordic).....64
Shrouded Magic (cleric).....112
Signal Call (fell caller) 109–110
siyaeric.....67
Skell 45
Skill Versatility (Iosan) 67
Skirov..... 27, 29, 30, 62
skorne 13, 15, 20, 21, 44, 51
skyship.....234
Slayer of Tyrants (gun mage) 90
smuggle cargo.....170
Smuggler's Heritage (Cryxian) 65
Sniper (gunfighter)..... 94–95
Soldier (warcaster). *See under* warcaster traditions
Sonic Blast (fell caller) 109
soul cage..... 205, 212
soulless..... 50, 51
Sovereign Tristan Durant 15, 41, 43
special weapons 197–201
Spell Breaker (fighter) 115
spell descriptions 177–189
spell lists.....176
Spell Manipulation (warcaster).....107
Spell Stalker (ranger) 123
spells for existing classes 230
table 230
spells not known.....231
spy. *See under* background
Spy Ring. *See under* adventuring company
Stacia 188
Stalker (gunfighter) 95
Steady Aim (gunfighter) 94
steam armor 193
features 195
power plant.....195
steam armor critical damage.....195
table 196
Steam Engine (steamjack) 216
steam-powered vehicles.....235
Steamjack Bond (warcaster) 105
steamjacks 12, 16, 215–227, 252
ammunition 219
boiler 216–217
bonds 227
clapped-out 105
code phrases 224–225
controlling.....224
damage, catastrophic 222–223
drives 225, 226
gear and upgrades.....221
heavy 215–216
inert 225
light 215–216
logistics 215
marshaling..... 225–226
psychic backlash 225, 227
repairing 222
salvaging 222
security 224–225
stat blocks 252
weapons..... 219–221
wrecking 222
Sterner Stuff (mechanik) 99
Stone Lords.....47
Storm (weapon) 197
storm chamber 16, 17, 23, 208
See also under capacitor
storm generator (weapon).....197
storm glaive.....213
Storm Knight (fighter). *See under* martial archetypes
Storm Knight armor 193
storm thrower.....213
Stormblade 201, 213
See also nonplayer character
Stormlands 7, 44
Strangelight Workshop.....25
Strikoya, the 28
subclass options 109
Sul..... 41–42
Sulon 12
Superior Darkvision (gobber).....58
Suppressing Fire! (gunfighter) 93
Supreme Empowerment (cleric).....111
Synod of Visgoths.....41
Synthesist (alchemist). *See under* alchemist archetypes
Synthesize (alchemist) 80
Syvash Stronghold 123
Tactical Flexibility (gunfighter) 95
Tailored Concoctions (alchemist) 79
tailored plate 193
Talon light warjack chassis 255
Targeteer (gunfighter).....94
teleportation and translocational spells 230
Temple Flameguard.....41
See also under background
See also nonplayer character
Ternon Crag 44
Testament of Menoth 231
Thamar 7–8, 10, 18, 111, 112
domains.....117
Thamarite 7–8, 10, 18, 111, 112, 117
See also Thamar
Tharn.....40
thematic campaigns 234
Thick-Skinned (ogrun) 69
Thorn gun mages 35, 89
Thornwood..... 12, 23
Thousand Cities Era..... 7, 9–0
Thug (rogue).....124
Thundercliff Peaks 30, 46
Thunderhead Fortress 34
Thuria 24, 36, 59–60

tieflings 233
tiers. 156
Tinkerer (gobber). 58
tinkering 97
Tomb of Lost Souls 21
Tool Expertise (alchemist) 79
tools 203
Tordor 36, 38, 63, 64
Tordoran 38, 64
Touch of Blight (Cryxian). 65
Tower Judgment 32, 42
trader. *See under* background
Training Complete (fighter). 116
trancers 246
transportation. 235
trencher. *See under* background
See also nonplayer character
Trick Shot: Dual Shot (gunfighter) 94
trick shots 92
trollkin. 71–73
albino 73
Northkin 73
woodland. 73
trollkin names. 73
trollkin toughness. 73
trollkin traits 73
Tune Up (mechanik) 99
Twilight Gate 51
Twins, the 7–8
Uld Vroggen 29
Umbrean 27, 30, 62
Umbrey 27, 30
Unbreakable (paladin) 121
United Battlegroup (warcaster) 107
United Kriels. 14
Unwitting Ally (cleric). 112
Uphold the Law 164
upkeeping spells 232
Urcaen 7, 230, 232
vagabond. *See under* background
Vanished 147
Vassals 42
Veld 7
Vengeance Strike (warcaster) 107
Veteran Leader (fighter) 116
Vigilant (ranger). *See under* ranger archetypes
Vinter Raelthorne IV. 12–13, 17, 20
Visgoths. 41, 43
void 230
Volatile Reaction (alchemist) 80
volley (weapon) 197
volozkya. 26
voltaic halberd. 213
Wanderer, the. *See under* Defiers
Wanted: Dead or Alive (ranger). . 121–122
warcaster 14, 102–107
controlling 'jacks 224–225
quick build 104
steamjack bonds and backlash 227
warcaster traditions. *See* warcaster traditions
warcaster armor 195
heavy 196–197
light 196
medium 196
power fields 196
warcaster traditions 106–107
Arcanist. 107
Controller 106
Soldier 107
Warjack Road. 12, 23
warjacks. 16, 215–227, 252
warlocks. 233–234
Waste Not, Want Not (alchemist). 81
water vulnerability. 216–217
Way of Deception (monk). *See under* monastic traditions
Way of the Fist (monk). *See under* monastic traditions
wayfarers 230
weapon accessories. 203
Weapon Bond (gun mage) 88
weapon tables 198–200
weapons. 197
Well Educated (Cygnaran) 61
Whirlwind Parry (rogue) 125
Whispers of Purification (ranger) 123
Wicked Harvest, the 13
Widower's Wood. 21
Wild Shot (alchemist) 79
Wild Shot (gun mage) 90
Winter Guard. 26
See also under background
See also nonplayer character
Witchfire, the. 13, 21
Woldred's Accord. 17
Woodland Survivalist (trollkin). 73
Wyrmwall Mountains. 18, 19
Zevanna Agha. 13
Zu. 15
New Icthier. 43
Tristan Durant and 41

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