



THE BOOK OF THE EAST PART 2

SKORNE OPTIONS

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WAR IN THE BLOODSTONE DESERT

Once, the skorne threatened all of western Immoren. Their armies marched endlessly across the Bloodstone Desert, pushing deeper and deeper into the Marches and threatening Cygnar, the Protectorate, and eventually Ios. Once—but no more. The Army of the Western Reaches was forced back across the desert by the Iosan military in a brutal and unrelenting campaign.

DEATH MARCH

The skorne found themselves betrayed by the Iosans in the aftermath of the Claiming. Ghyrrshyld ordered his troops to fire on the skorne mere minutes after their alliance had successfully destroyed an Infernal Gate that threatened Ios. This initial attack killed hundreds of skorne warriors and warbeasts in seconds, throwing their army into total chaos.

Worse still, Ghyrrshyld's mastery over souls had become nearly unparalleled, and he used that power to ensure no extoller could exalt the souls of the dead. Countless skorne tyrants, heroes, and other honorable warriors were condemned to the Void by this act. However, Ghyrrshyld had made a mistake: he had not informed most of his fellow Iosans of his intentions, and the confusion that followed from the main Dawnguard forces allowed most of the skorne commanders to escape, Supreme Archdomina Makeda included.

Beaten, bloody, and swearing revenge for the dishonorable acts, what remained of the skorne army retreated to their fortresses within the deeper desert, intent on rallying themselves. However, they did not expect the elves to follow them, which turned the short retreat into a full-on rout. The Dawnguard did not relent, and the Iosans proved remarkably resolute within the harsh terrain: their myrmidons required no fuel or rest, and the elves were quick to benefit from this by having their warjacks act as beasts of burden, giving them a massive advantage in transporting their armies and supplies. Furthermore, the Retribution of Scyrah's mage hunters, with decades of experience in fieldcraft, quickly adapted to the desert's harsh conditions, and soon enough

the skorne found themselves beset by guerrilla actions and harassment every step of the way.

The retreat across the desert was horrific. Food was scarce, water was nearly non-existent, and the skorne were forced into a pace that was simply not possible to maintain. Warbeasts were slaughtered for their meat to eat and blood to drink, keeping the skorne just short of starvation. But soon enough, there were no more beasts, and only the skorne's strong taboo of cannibalism kept them from consuming the dead. The Army of the Western Reaches had heavily relied on their mortitheurgy to push the limits of their warriors, but even this began to fail them as the mage hunters focused on these valuable spellcasters. Many of the skorne began to die of exhaustion, pushed beyond their limits to their death as they marched. Others would choose to try and die with honor, turning around to act as a rearguard, though most were simply picked off by Iosan snipers and mage hunters the second they broke from the main column. Some died in the night, frozen by the cold or killed in their bedrolls by stealthy mage hunter assassins. Perhaps worst of all were those who simply died of despair. Sitting around their fires, they would keel over into the sand, their companions too drained to even try to help them.

Worst of all for the skorne, the Iosans never seemed willing to draw them into open battle. If the skorne had been allowed to meet their enemy head on, dying with honor, their spirits might have been invigorated, no matter how terrible the defeat. But the Iosan forces were content to skirmish, pressuring their enemies while never quite locking them down. Whether this was an intentional tactic or simple happenstance remains unknown, but for the skorne, it was the worst possible outcome. Many chafed at Makeda's refusal to simply turn on the enemy, but she realized that it would result in little more than a slaughter.

A BRIDGE TOO FAR

The skorne managed to arrive at the Abyssal Fortress barely a day ahead of their relentless pursuers, but the fortress was ill prepared for the siege to come. Makeda herself had proven the fortress could fall when she overthrew Vinter. Now, she found herself on the other end of this truth when her exhausted army was forced to defend it. What followed was a brutal siege, with daily attacks from the Dawnguard forces bleeding the occupants. The Iosans' myrmidons proved their worth once again here: their arcanika, lacking any need for anything but recharging from ambient magical energy, meant they could maintain a slow but constant rain of artillery fire on the fortress walls. Worse still, the Iosans' mastery over the weather due to their electromancers kept the worst effects of the Stormlands at bay, allowing them to slowly grind the fortress down without worry of the constant thunderstorms wreaking havoc on the Iosan attackers. Standing on the ramparts, watching the fighting below, Makeda weighed her options gravely. She reached the only conclusion available to her: the skorne would never be able to hold out against the Iosans. She made the decision to take what remained of her army and retreat across the Conqueror's Bridge. With that action, the Army of the Western Reaches was forced out of western Immoren entirely.

WARLORD ARCHETYPE

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

TYRANT

Tyrants are the leaders of the skorne, warriors who have gained enough prestige and honor to found their own houses. However, Vinter's reforms included elevating many skorne warriors to Tyrant status to create an entire officer corps for the Army of the Western Reaches. Some traditionalists balked at this change, but others saw the wisdom in the action as the skorne formed themselves into an army larger than their race had ever known. Many of these Tyrants have become the de facto leaders of the various remaining groups of skorne within the Bloodstone, turning their command skills from military engagement to simple survival.

BONUS PROFICIENCY

Starting at 3rd level when you choose this archetype, you gain proficiency with Cataphract armor.

STIR THE BLOOD

Also at 3rd level, your commands incite the rage of your companions, causing their attacks to deal additional damage. When a friendly creature makes a melee attack as part of your Battle Command, that creature adds your Charisma modifier (minimum +1) to the damage roll.

PUSH TO THE LIMIT

Starting at 7th level, your presence motivates your allies, encouraging them to close with the enemy. When you use your Inspiring Presence, affected creatures increase their speed by 10 feet while they have temporary hit points granted by Inspiring Presence.

BATTLE DRIVEN

At 10th level, enemy attacks serve only to harden your resolve. When you are damaged by an enemy attack, you may use your reaction to gain +2 to your armor class until the end of your next turn. While you have this bonus, you may add your Charisma bonus (minimum +1) to damage rolls with weapon attacks. Once you use this ability, you may not use it again until you finish a long rest.

TOTAL ANNIHILATION

Starting at 14th level, your commands on the battlefield can incite your allies to a terrible frenzy. You can use this ability as part of your Warlord's Orders. Affected allies add your Charisma bonus (minimum +1) to damage rolls made by melee attacks generated from your Warlord's Orders. In addition, affected allies gain +2 to their armor class until the start of your next turn.

NEW FEAT

CATAPHRACT TRAINING

Prerequisite: None

You gain +1 Strength or +1 Constitution. You also gain proficiency in the Athletics skill. If you already have proficiency, double your proficiency bonus. You gain proficiency in Cataphract armor.

NEW GEAR

The skorne are renowned for the unique weaponry and equipment they use in battle.

ARMOR

Cataphract Armor. Only the largest and strongest skorne can bear this heavy armor. Curved steel plates lacquered in layers, the armor leaves the warrior within almost impervious to small arms and all but the most determined attackers. Such skorne bear their armor with the pride of a warrior, regarding their discipline as the greatest among the various *hoksune* belief systems.

In addition to the Strength requirement, you must have proficiency with Cataphract armor in order to wear it. Most Cataphract armor is built to the physiology of the skorne themselves, but Worker caste members who are knowledgeable in the creation of armor can modify suits or even create new sets of armor, given time, money, and materials.

WEAPONS

Arcus. At first glance, the Arcus appears to be an unwieldy pike. Hidden inside the metal shaft, however, are the mechanisms of an extremely high torque crossbow, allowing the pike head to be fired as a bolt. Once fired, the arcus is designed to lodge into its target, connected by a heavy steel chain that allows the wielder to pull their target in. Often used as a hunting tool for the various beasts the skorne tame for war, the arcus has proven frighteningly effective in combat.

An arcus can be used as a pike. Ranged attacks with an arcus use strength for the attack and damage rolls. If a harpoon fired from an arcus damages a creature, the spearhead embeds in that creature. Each turn, the harpooned creature takes 1d8 points of piercing damage and is pulled the wielder's Strength score in feet (rounded down to the nearest 5 feet) directly toward the wielder. A harpooned creature can make a Strength (Athletics) check to remove the harpoon with a DC of 8 + the wielder's proficiency + the wielder's STR bonus as an action. Dealing 10 slashing damage to the chain (AC 14, immune to poison and psychic



damage) destroys it without causing additional damage to the harpooned creature. While embedded, the arcus can't be used as a melee weapon. An arcus can only make one ranged attack a turn.

Incindus. A heavy ranged weapon designed to fire metal projectiles full of chemical fire, the incindus is a recent adoption by the Cataphracts. As the ammo has become scarce, some enterprising skorne have begun to adapt the weapon to fire the more traditional ammo of the west.

An incindus can be used as a greataxe. Further, an incindus normally fires incindus rockets; however, it can be modified with a successful DC 15 Intelligence check made with gunsmithing tools to instead fire light artillery rounds.

Reiver. The reiver is a unique skorne weapon that loosely compares to the firearms of western Immoren. It has a similar stock and trigger but operates by quite different mechanisms. Explosive gas stored in a metal orb at the rear of the device provides the force required to hurl its numerous small projectiles at its target. The weapon stores these lengthy iron needles in a rotating cone at the fore of the weapon.

WEAPON PROPERTY

Certain skorne weapons have the following weapon property.

Volume Fire. A volume fire weapon fires dozens or even hundreds of steel needles rather than a single bullet. This unique ammo means that such weapons can cause greater damage when attacking larger targets. When a weapon with the Volume Fire quality hits a large creature, its damage die increases by one step. When a weapon with the Volume Fire quality hits a huge or larger creature, its damage die increases by two steps.

NEW GEAR

Heavy Armor

Armor Name	Cost	Armor Class	Strength	Stealth	Weight
Cataphract Armor	2250 gp	20	17	Disadvantage	80 lb.

Weapons

Martial Weapon	Cost	Damage	Weight	Properties
Arcus	70gp	3d8 piercing	8 lb.	Ammunition (40/120), two handed, special

Martial Firearms

Incindus	50 gp	2d10 fire	15 lb.	Firearm (60/180), AOE (5), loading, special
Reiver	20 gp	2d8 piercing	30 lb.	Firearm (60/180), magazine (6), volume fire



ADVENTURING GEAR

Flayer Cannon. The flayer cannon is one of the skorne's heavy weapons, an upscaled reiver capable of unleashing hundreds of needles at once. Suitable as a weapon against infantry, it comes into its own when attacking large targets such as warjacks and warbeasts, where it can inflict a horrendous amount of damage. It's most often crewed by a pair of Venators, one to fire it and one to carry the spare cones of ammo.

Flayer Cannon and Tripod (Crew: 2)

Armor Class: 16

Damage Immunities: poison, psychic

Hit Points: 60

Cost: 400 gp (cannon), 80 gp (ammunition cones)

Before the flayer cannon can be fired, it needs to be loaded. It takes one action to load the flayer cannon and one action to fire it. It has Magazine (16).

Field Artillery. The flayer cannon can be pushed by a Medium or larger creature at a speed of 10 feet. Each additional creature pushing increases its speed by 10 feet to a maximum of 20 feet.

Volume Fire. The flayer cannon has the Volume Fire weapon property.

Salvo. *Ranged Weapon Attack:* +6 to hit, range 100/300 ft., one target. *Hit:* 22 (5d8) piercing damage.

AMMUNITION

Item	Cost	Weight
Flayer Cannon Cone	80 gp	30 lb.
Flayer Gas Canister	100 gp	40 lb.
Incindus Rocket	10 gp	1 lb.
Reiver Cone	20 gp	5 lb.
Reiver Gas Canister	30 gp	4 lb.

Flayer Cannon Cones. Flayer cannons require large and heavy ammunition cones, each holding thousands of needles. Reloading a flayer cone can take days, if not weeks, of work.

Flayer Gas Canister. The canisters for flayer cannons are extremely large and very heavy. They can be dangerous, as while the compressed gas is held in sturdy metal containers, any rupture can cause the entire canister to explode violently.

Incindus Rocket. These rockets are an aerodynamic and sturdy metal canister holding a flammable liquid brewed by skorne chymists. The rocket itself holds its own propellant and is triggered by a mechanism within the incindus itself.

Reiver Cones. Reiver cones require extensive amounts of effort to manufacture. The cones themselves are covered in hundreds of tiny holes, each of which is loaded with a single steel needle. The cones are reusable but require hours of work to prime each needle properly.

Reiver Gas Canister. Skorne reiver weapons are fired not by black powder but instead by a compressed gas formula brewed by skorne chymists. Each gas canister is good for 12 shots before needing to be replaced and can be replaced as part of a reload action.

VENATORS

Venators are the third of the warrior castes, next to Pretorians and Cataphracts. Trained primarily in ranged combat, Venators hold the least honor among the three, though they possess their own beliefs in hoksune they adhere to as religiously as any other of their caste. Most Venators are Gunfighters, though some are instead Rangers (especially those who learned their trade as hunters) or Fighters using the Trooper subclass from *Iron Kingdoms: Borderlands and Beyond*.

THE SAND WATCH

Perhaps one of the strangest changes to emerge in the wake of the Claiming is the Sand Watch, once a skorne fortress that has instead become a sort of oasis of trade and a final safe haven before attempting to cross the Bloodstone Desert. Where once stood a cold and impassive fortress, it has been transformed so radically that it almost defies belief.

The Sand Watch is nestled along the edges of the Chalice Peaks, falling into the area where the Marches shift into true desert. Originally a staging point for skorne armies, the Sand Watch was the last uncontested skorne region before moving into the Marches. When the Army of the Western Reaches was forced out of the west, the Sand Watch was swiftly abandoned by the skorne, who saw no chance at holding it, and passed over by the Iosans, who saw no reason to destroy it. Thus, it sat almost empty, held only by a token force of Dawnguard who had no chance of keeping it maintained. After the Rivening, it was then abandoned entirely, the elves moving either north to rejoin the larger group of Iosan refugees or east to aid in the defense of the Abyssal Fortress.

The Sand Watch did not sit empty for long, however. A band of skorne refugees, the core of what would eventually become the Wastelanders, managed to reclaim it. These survivors had tired of the old empire, and when they took the Sand Watch, they did so with the agreement that they would find another path. They set about swiftly finding other survivors, especially those of the worker and slave castes. They would take anyone willing to disavow the empire, but they especially sought those with the skills to maintain and alter the fortress itself. With those skills acquired, they set about rebuilding.

In the years since, the Sand Watch has transformed drastically. Gone is the silent bastion, foreboding halls, and architecture designed solely for defense. The fortress is now awash in colors: flags, rugs and paint giving the place an almost gaudy look at first glance. It is now full of what can seem like endless noise, skorne yelling, laughing, arguing, and expressing them in ways that can leave a first-time visitor baffled. Skorne merchants hawk their wares chaotically, many simply having claimed a corner of the fortress and

setting up shop with no concern for placement. At first, the skorne had only themselves to interact with, but word quickly spread, and now the fort sees slow but reliable traffic from many within the Marches and even beyond. An underground lake, the reason for the fortress' location in the first place, keeps the skorne and travelers passing through supplied with water, and their willingness to supply water for trade has made the fortress a reliable stopping point for the Efaariti tribes in the region.

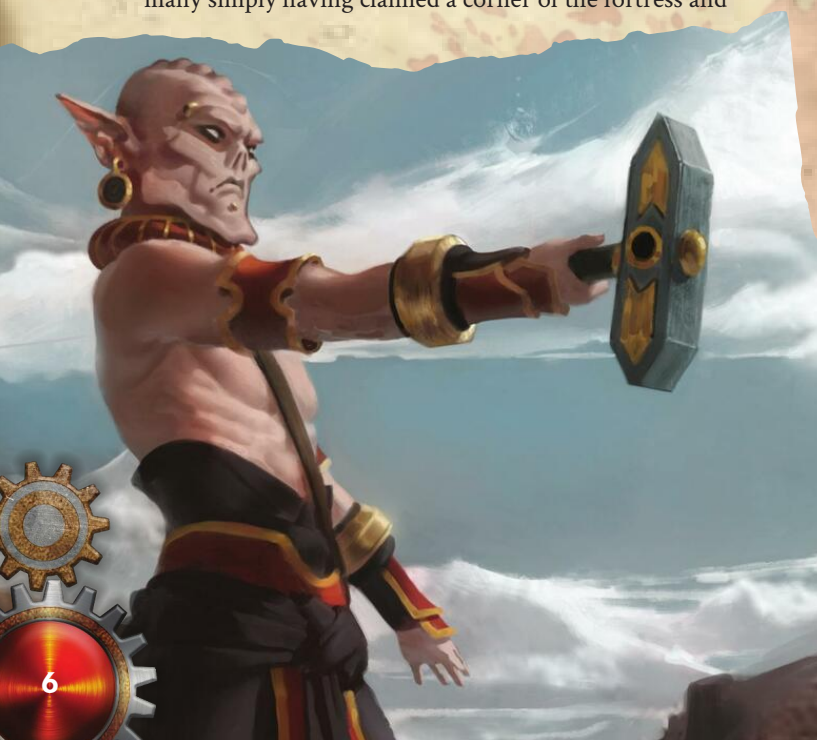
Virtually anything can be found within the bazaar at the Sand Watch, though there is no reliable inventory. The skorne merchants, generally former worker caste members who have adapted, are happy to trade anything for anything, so long as their often-baffling standards can be met.

Wastelanders have an almost insatiable curiosity about the world and especially the cultures of the west, and anything that catches their interest can be bartered with. Many aim for experience, and there are dozens of burgeoning chefs within the fort who are happy to sample unusual dishes. Indeed, a cooking lesson well taught can often be worth its weight in gold, especially if it can be made with ingredients the skorne can reliably obtain. Weapons, especially firearms and their ammo, are a hot commodity, and unusual weapons can fetch a high price. Raw material is also in high demand, both metals for the skorne to forge their own weapons and armor as well as cloth and leathers for them to craft clothing and household items.

In return, the Wastelanders offer various items from their culture. Former skorne smiths are happy to trade in their own weapons, their techniques in swordsmithing especially impressing the various farrow tribes. Skorne armorsmiths have taken to modifying various forms of armor, especially Cataphract armor, to fit farrow, human, and even the occasional trollkin, though the cost can be quite high. The skorne paingivers have also taken to training warbeasts for a fee, especially to the farrow tribes. The skorne's brutal but effective methods suit the farrow just fine, though some paingivers have attempted to modify their methods to be more humane. Skorne chymists have begun to learn to work with the materials of the west while also providing their own unique form of alchemy to anyone willing to pay their price. Lastly, the skorne offer their services as guides and have garnered a reputation as reliable and knowledgeable of both the Marches and the Bloodstone Desert.

While the Sand Watch cannot be considered lawless, it is important that visitors understand the skorne here answer to no higher power. They are more than happy to extort and rip off potential clients who are unaware of what they're actually asking for. The Wastelanders are as good as their word, and those that promise something will follow through, but the negotiations can be fierce and unyielding.

The Wastelanders have renounced their loyalties to the Skorne Empire, and they are sure to be up front and open about this. Prospective members must undergo a short but meaningful ritual to abandon any former house allegiance, a solemn and serious rite that every Wastelander within the fortress attends. They often take great delight in hunting any skorne who still profess loyalties to the Skorne Empire, but perhaps the most overt showing of how serious they are





was a caravan they sent to the Abyssal Fortress. Containing a slew of Iosan weapons, armor, and even warjack parts, the Wastelanders enacted a terse but fruitful exchange of much-needed supplies in return for a good chunk of the leftover stockpile of reivers, chymical components, and other material the Army of the Western Reaches had been forced to abandon. News of this caravan seems to have ensured the Sand Watch's safety, as despite it now hosting several hundred skorne, the Iosan military has seen fit to leave it be.

WASTELANDER COMPANY

Wastelander companies operate within the Bloodstone Marches, centered around the Sand Watch. Wastelanders function in a wide variety of roles, working as mercenaries, merchants, and often any odd job that catches their interest or will pay well enough. The fortress itself is often host to a wide variety of people beyond the skorne and has become a staging point for various groups despite its relatively remote location. Efaariti, farrow, humans, and trollkin can be found here, and even some Iosans can be found passing through or hunting down rare desert relics. The Wastelanders here will also work as guides and have even conducted a couple of trips to the Abyssal Fortress despite the danger.

PREREQUISITES

Any character can belong to a Wastelander Company, but the company must include at least one skorne character.

COMPANY ACCOMPLISHMENTS

- Escorting important customers to the Sand Watch
- Capturing a wild warbeast with a CR of 2 or higher
- Recovering caches of supplies worth at least 1,000 gp
- Serving as a guide for someone wishing to explore the Bloodstone Desert
- Defending the area around the Sand Watch from raiders or thieves

TIER 1: SKORNE REFUGEES

You've been formally inducted into the Wastelanders but have yet to find your own niche. The Sand Watch will offer you reliable work that needs doing, but there is an expectation that you will find something to devote your time and effort to. At this tier, your company gains the following benefits:

Home Base. The Sand Watch has accommodations set aside for your group, and you are allowed to come and go as you please. You can reasonably expect to be provided with enough food and water to survive the Bloodstone comfortably, and more can be requested for longer trips or excursions. All other Wastelanders within the fortress are friendly to you, and you can expect to be treated fairly so long as you don't abuse their goodwill.

Bloodstone Knowledge. You are familiar with the Bloodstone Marches and Desert, both in the lay of the land and the flora and fauna. You gain proficiency with the Survival skill.

Adapted to Harsh Climates. You are well used to enduring the burning heat of the Bloodstone. You only require half as much water day to day while exposed to hot weather.

TIER 2: WASTELANDERS

At this level, you've begun to make a name for yourself, both within the Sand Watch and with the neighboring tribes. Be it as a monster hunter, supplier, or crafter, you have begun to earn respect for your skills. At this tier, your company gains the following benefits:

Trainees. Other Wastelanders have taken notice of you, and some are willing to work for you in order to learn your skills and abilities. You gain 1d4 hirelings with a challenge rating of 1/4 or lower.

Tribal Respect. Neighboring tribes of farrow, bogrin, trollkin, and efaarti have heard of you and value your skills. So long as you and the Wastelanders have positive relations

with them, you can expect to be greeted cordially when arriving at their homes. You might also be sought out for jobs related to your skill set.

Desert Climate. You've become very used to being out in the desert. You have advantage on Constitution saving throws against extreme heat and extreme cold.

TIER 3: BLOODSTONE VETERANS

At this level, your skills and knowledge have become very well known, and your name has even begun to spread across the wider Iron Kingdoms. Various people and organizations might seek your group out for your knowledge, be it in biology, chemistry, mortitheurgy, or many of the other unique skills the skorne possess. At this tier, your company gains the following benefits:

Wider Contacts. Your skills have attracted the attention of groups from the wider Iron Kingdoms. You can reasonably expect people to arrive hoping to either trade for your skills or to learn from you.

Facilities. You can expect to have access to many of the facilities in the Sand Watch to practice your craft, from monster pens to smithies or chymical stockpiles.

Trained Help. Your hirelings can now be up to CR 1, and you gain an additional 1d4 of them.

TIER 4: MASTERS OF THE DESERT

At this level, your band has earned wide renown. The Sand Watch might now depend on your customers quite heavily, and your group is highly valued by other Wastlanders for your work. You also likely have a steady stream of people hoping to learn from you or hire you for important (and often dangerous) tasks. At this tier, your company gains the following benefits:

Wasteland Expertise. You now double your proficiency in survival checks made in the Bloodstone Desert and Marches.

Respected Expert. You gain a +2 bonus to Charisma (Persuasion) checks when interacting with other Wastlanders. You have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks when interacting with outsiders who are aware of your reputation.

Well Supplied. When in the Sand Watch, you have the authority to request rare or otherwise difficult to obtain items, so long as you can argue that they are important for your work.

QUIRKS

Many adventuring companies have quirks that set them apart from other such groups. Choose a quirk for your adventuring company or roll on the table below.

d10 Quirk

- 1 Your group is focused on the capture and taming of beasts. Any chance to capture or study a rare or unknown creature is pounced upon.
- 2 You focus your energy toward guiding others through the Bloodstone. You spend your time either exploring, learning from the locals, or seeking clients.
- 3 You work as sellswords, hiring yourself out as bodyguards or mercenaries. While you no longer owe any loyalty to the Skorne Empire, you might still hold yourself to *hoksune*.
- 4 You focus your efforts on gathering and producing supplies for the Sand Watch. You spend your time experimenting with growing food or harvesting from the surrounding area.
- 5 You work as merchants, moving supplies around the Bloodstone Marches. You might seek out clients directly, bringing your wares along, or you might instead deliver already bought supplies to the various tribes.
- 6 Your group is directly responsible for the security of the fortress. You spend your time patrolling around the Sand Watch, keeping the peace both among the residents and ensuring no hostile groups assault the fortress directly.
- 7 Your company acts as intermediaries among the diverse communities of the Bloodstone Marches, including skorne, farrow, humans, trollkin, and others. With a talent for negotiation and a deep understanding of the cultures within the desert, you work to resolve disputes, form alliances, and facilitate trade agreements.
- 8 Your company excels in gathering intelligence and scouting enemy movements across the vast expanses of the desert. You are often hired by caravans and other companies to ensure safe passage through perilous territories, using your knowledge of the land to avoid or neutralize threats.
- 9 Your group focuses on rescuing travelers, caravans, and settlements in distress in the region around the Sand Watch. Whether providing aid during sandstorms, defending against marauders, or offering medical assistance, your company is a beacon of hope in the harsh desert landscape.
- 10 Your group is dedicated to seeking out and reclaiming the sacral stones of the Exalted that were left littering the Bloodstone Desert. These venerated ancestors deserve recovery from the sands, and your group will not stop until the last of them is recovered.



ENEMY AND NPC PROFILES

CYCLOPS

The skorne enslave many beasts for war, breaking their wills with magic and lash. It is a cruel and unforgiving existence, one of misery, pain, and death, a fate very few would condemn even their enemies to. However, cyclopes are perhaps the only race for which the skorne's subjugation serves to temper the worst of their personality. A race of nine-foot-tall humanoids native to the plains and mountains of the eastern empire, cyclopes are notable for two features: their single eye, which allows them to glimpse into the future, and their brutal, unforgiving nature. Cyclopes are the only race in which the skorne do not have to nurture a desire for combat—they delight in any chance to inflict pain and suffering on other living creatures. They march nearly willingly beside their masters, though the skorne who fight beside them must always take care: if they believe they can get away with it, a cyclops is more than happy to lash out at any living creature within reach.

The single eye of a cyclops would seem to be an impediment to its ability to fight; however, it is no simple organ. Their eye allows them to see into the near-future almost effortlessly, giving them a level of prescience that can be disconcerting. Wild cyclopes are so reliant on this ability that despite their intelligence, they rarely bother with anything more dangerous than a tree trunk or a large bone as a club. Under the skorne, however, cyclopes are equipped with well-crafted weapons and armor and are often augmented with surgeries that hone or alter their already impressive foresight. Enemies of the skorne have come to fear the cyclopes: every attack is predicted, every feint ignored, every lapse exploited.

In the wake of the Army of the Western Reaches being driven out of the west, escaped cyclopes have begun to reform tribes or simply exist on their own. While no children have been witnessed, the groups have become a terror in the wastes, more than happy to employ the weapons and armor the skorne gave them.

Cyclops Savage. The most common of the cyclopes, savages were often used as shocktroopers. Bearing a two-handed sword large enough to slice a light warjack in two, the cyclops savage can wield the weapon with a surprising amount of finesse. Those used to fighting beasts will find that a savage is a canny foe, fighting more like a trained soldier than a monstrous beast.

Cyclops Brute. Some cyclopes who show promise are instead trained as brutes, taught to fight more defensively than their more brutal kin. Trained in the use of a spear and shield, brutes are far more canny fighters and have been trained to protect those around them by reflex, interposing themselves between their enemies and allies. Combined with their future sight, this training makes those protected by the brutes nearly untouchable, as the beast can defend against even the stealthiest of ambushes or canniest of surprise attacks.

Cyclops Raider. An uncommon form of cyclopes, the raider requires extensive surgery and more in-depth training to function. Normally, the cyclopes' single eye and lack of depth perception makes them terrible with any sort of ranged attack, but some few cyclopes are instead surgically modified so that their prescience can allow them to judge distance and movement, more than making up for their weaknesses. And their nine-foot frames allow them to bear a class of reiver that would otherwise require an entire crew to man. Those who have faced raiders fear them, as the beasts will often have their weapons trained on the exact position they are going to expose themselves. Raiders cannot naturally occur in the wild, and very few remain in the west. Without the skorne supply lines to arm them, these few cyclopes have learned to craft crude throwing spears, a worrying trend. While all cyclopes undergo various surgeries to enhance their capabilities, raiders require extensive amounts of magical and physical conditioning for their foresight to manifest this way. Unlike other forms of cyclopes, they do not occur naturally in the wild. Those raiders that still remain under skorne control with access to proper supplies use flyer cannons as their ranged weaponry.

Cyclops Shaman. A unique form of cyclops capable of natural magic, shamans can only be born in the wild. This means they must be captured alive and broken by the lash, but even the most submissive shaman is at best only half-tamed. Their natural magic already makes them quite valuable, but shamans also manifest dark powers within their eye, capable of boiling blood, warping metal, and rotting the flesh of anything they focus on. If this weren't bad enough, the eye of a shaman can see through even the thickest material, though they must focus on a point to do so. Shamans are dangerous in the extreme because of this, which makes them extremely valuable as warbeasts. In the wild, shamans often take the role of leaders of their people, and those few that have escaped into the Bloodstone Marches have quickly begun to rally the cyclopes they can find into loose tribal groups, mimicking the ways of the cyclopes in the east. They are also frightfully intelligent, though they are no less cruel, and take considerable enjoyment in using their evil eye on defenseless creatures.

CYCLOPS BRUTE

Large beast (cyclops), chaotic evil

Armor Class 17 (scale mail, shield)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Skills Athletics + 8

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Optical Reliance. The ability for a cyclops to see into the future is tied to its eye, and losing its vision negates its power. When the cyclops is blinded, it can't use Intuition.

ACTIONS

Multiattack. The cyclops brute makes two attacks.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage

Intuition (Recharge 4–6). As a bonus action, the cyclops brute glimpses briefly into the future, forewarning it of enemy attack. Until the start of the next turn, all attacks against the cyclops brute have disadvantage and the attacker can never gain advantage.

REACTIONS

Shield Guard. When a friendly creature within 15 feet of the cyclops brute is hit by a ranged attack, the cyclops can use its reaction to be hit instead.

CYCLOPS SAVAGE

Large beast (cyclops), chaotic evil

Armor Class 15 (scale mail)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Skills Athletics + 8

Senses passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Optical Reliance. The ability for a cyclops to see into the future is tied to its eye, and losing its vision negates its power. When the cyclops is blinded, it can't use Future Sight.

ACTIONS

Multiattack. The cyclops savage makes three attacks.

Falchion. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage

Future Sight (Recharge 4–6). As a bonus action, the cyclops savage glimpses briefly into the future, giving it a preternatural ability to fight. Until the start of its next turn, the cyclops savage has advantage on attack rolls and deals an additional 1d8 weapon damage with attacks.

CYCLOPS RAIDER

Large beast (cyclops), chaotic evil

Armor Class 15 (scale mail)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Skills Athletics + 8

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Optical Reliance. The ability for a cyclops to see into the future is tied to its eye, and losing its vision negates its power. When the cyclops is blinded, it can't use Arcane Precision.

ACTIONS

Throwing Spear. *Ranged Weapon Attack:* +8 to hit, range 30/90, one target. *Hit:* 12 (2d6 + 5) piercing damage

Punching Spike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage

Arcane Precision (Recharge 4–6). As a bonus action, the cyclops glimpses briefly into the future, gaining insight into the movements of all creatures nearby. Until the start of its next turn, the raider gains truesight out to 120 feet and its ranged attacks ignore half and three-quarters cover.

CYCLOPS SHAMAN

Large beast (cyclops), chaotic evil

Armor Class 14 (hide)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	8 (+1)	14 (+2)	8 (-1)

Skills Athletics + 8

Senses passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Optical Reliance. The ability for a cyclops to see into the future is tied to its eye, and losing its vision negates its power. When the cyclops is blinded, it can't make attacks with Evil Eye.

Spellcasting. The cyclops shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The shaman has the following spells prepared:

At will: guidance, shillelagh

1st level(4 slots): create or destroy water, fog cloud, hold person

2nd level(3 slots): barkskin, spike growth

3rd level(2 slots): dispel magic

ACTIONS

Battle Spear. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage

Evil Eye. *Ranged Spell Attack:* +5 to hit, range 40/120, one target. *Hit:* 13 (2d12) necrotic damage. Attacks with this weapon ignore half, three-quarters, and total cover. The shaman can make attacks against targets even if it can't see its target.

CATAPHRACTS

The Cataphracts are one of the ancient martial traditions of the skorne, a discipline dating back centuries. Cataphracts are almost universally respected among the skorne, though a bitter rivalry exists between Praetorians as to who best embodies *hoksune*. Only the largest and strongest of skorne can manage to become Cataphracts: their armor is incredibly heavy, multiple layers of plate interlocking together to provide protection as strong as warjack armor. However, the armor is more than simple weight. Maneuvering effectively requires extensive training such that even those strong enough will struggle without extensive practice. Those who learn to fight within it also learn to fight alongside their fellows in well-practiced formations, the Cetrati presenting a wall that can seem indestructible to their enemies. Their own ranged weapons, wielded by the Arucarii or Incindiarii, reply in kind, their smaller numbers making up for the sheer destruction such weapons can cause. And their lifetime of martial training means that few warriors can equal the skorne person to person, which the Cataphracts prove as they carve their way through everything before them. Not even warjacks or warbeasts can consider themselves safe from these powerful warriors, their sheer ferocity allowing them to bring low even the most dangerous targets.

CATAPHRACT CETRATI

Medium humanoid (skorne), any alignment (usually evil)

Armor Class 22 (Cataphract armor, shield)

Hit Points 34 (4d8 + 16)

Speed 20 ft.

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

Skills Athletics +6

Senses passive Perception 12

Languages one from either Havaati, Kadesh, or Soresh

Challenge 3 (700 XP)

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

Combined Attack. If the Cetrati is within 5 feet of at least two other friendly creatures with this trait, it makes weapon attack rolls with advantage.

Wall of Iron. While within 5 feet of one or more friendly Cetrati, the Cetrati gains a +2 bonus to its armor class.

Warrior Devotion. The Cetrati has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Cetrati makes two battle spear attacks Battle Spear. Melee Weapon Attack, +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

CATAPHRACT ARCUARI

Medium humanoid (skorne), any alignment (usually any evil)

Armor Class 20 (Cataphract armor)

Hit Points 34 (4d8 + 16)

Speed 20 ft.

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

Skills Athletics +6, Perception +2

Senses passive Perception 12

Languages one from either Havaati, Kadesh, or Soresh

Challenge 3 (700 XP)

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

Warrior Devotion. The Arcuarii has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Arcuarii makes two attacks, one with its arcus and one with its harpoon.

Arcus. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) piercing damage.

Harpoon. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If this attack successfully damages a creature that is Large or smaller, it must make a DC 14 Strength saving throw. On a failure, the target is pushed 15 feet directly toward the Arcuarii.

CATAPHRACT INCINDIARI

Medium humanoid (skorne), any alignment (usually any evil)

Armor Class 20 (Cataphract armor)

Hit Points 34 (4d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	10 (+0)	10 (+0)

Skills Athletics +6, Perception +2

Senses passive Perception 12

Languages one from either Havaati, Kadesh, or Soresh

Challenge 4 (1,100 XP)

Warrior Devotion. The Incindiarii has advantage on saving throws against being charmed or frightened.

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

ACTIONS

Multiattack. The Incindiarii makes two attacks, one with its incindus blade and one with its incindus.

Incindus Blade. *Melee Weapon Attack,* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Incindus. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., AOE (5). *Hit:* 13 (3d8) fire damage.



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