
IRON KINGDOMS
CHARACTER GUIDE
FULL-METAL FANTASY
VOLUME 1
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IRON KINGDOMS™

CHARACTER GUIDE

FULL METAL FANTASY

VOLUME ONE

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Foreword

When I agreed to tackle this project in the latter half of 2002, I had no idea what I was taking on. Needless to say, it's been through a lot of 'Research & Development' over the past year and a half; the most noticeable change being that it grew over time from the intended 240-and-some-odd pages to a bloody 800-page, two-volume, helljack of a project (of which this is the first)! To quote Matt Wilson, our creative director, "What began as a small, modest endeavor, has snowballed into a runaway juggernaut." Well, by now if you're familiar with Privateer Press before you picked up this book, then you're probably not all that surprised. You're perhaps getting a little used to our practice of trying to lasso the moon when it comes to our titles. It's just that we love this campaign setting! We want to share as much of it as possible with as many of you who are willing to have it.

So, the *Iron Kingdoms Character Guide* (*IKCG*) is our offering to you, the gamer, of enough "crunchy bits" and other pieces to get you well on your way to fleshing out player characters (PCs) and non-player characters (NPCs) in any Iron Kingdoms role-playing environment. And, believe me, it wasn't an easy thing to do, especially when the decision was made to change over to WOTC's v.3.5 in the middle of the project! Months of work went into not just that but also balancing, playtesting, gamebreaking, proofreading, more balancing, more playtesting, more gamebreaking, and more proofing. There was no way I was going to put the Privateer stamp of approval on anything until I was 100 percent satisfied. Now that you're actually holding this book in your hands—I will pause so that you can pinch yourself to make sure you're not dreaming—I can say, with utmost confidence, "I'm satisfied."

If you found our RPG line through our popular line of miniatures, WARMACHINE, then welcome aboard. We're glad to have you. It's worth pointing out that the role-playing games actually predate the miniatures, but the success has been overwhelming for our hard-hitting game of steam-powered miniatures combat, and we can barely contain ourselves. Because of this roaring success, extra work has gone into balancing both product lines so that the events taking place are seamless. However, if you're preparing to delve into the role-playing line, let me inform you that we have catered these volumes to the hardcore pen-and-paper tabletop enthusiast. The military grade stuff you see in WARMACHINE is reserved for the military. Your typical campaigners in the Iron Kingdoms probably won't always have access to a company of warjacks to run around with—after all, how many of us have direct access to an M1 Abrams battle tank for personal use? That's not to say you couldn't! We're just saying it's awful rare… but do stay tuned in for future products (hint, hint).

The *IKCG* is now in your hands. You can peruse it at your leisure. Share it with friends, or better yet, dangle its magnificence like a carrot in front of their collective noses and lead them to purchase copies of their own. And rest assured, the *Iron Kingdoms World Guide*—that wonderful other half of the aforementioned 800-pages—is on its way, in which we offer so much filler, you're likely to sputter unintelligible sounds and wander around with a rictus grin like some bodger who just inherited a warehouse-full of mechanika parts. Indeed. It's that good.

Our thanks to you, devoted readers! The journey continues, as ever.



Joe Martin

Privateer Press
Editor-in-Chief

Introduction

Soot, Steam & Strife: The Iron Kingdoms

Some people seek to attach a genre—or, perhaps, a subgenre—to a campaign world in order to get some rudimentary idea of what it's about. They might consider the Iron Kingdoms to be "steampunk," and it is certainly an anachronistic dystopia, a realm embracing the concepts of steam technology; however, the creators prefer the sobriquet indicated on the book's cover—"*Full Metal Fantasy.*" These words aptly fit the bill because the creators of the Iron Kingdoms haven't forgotten that mythic fantasy lies at the core of their universe, and these three words begin to paint a picture of the Iron Kingdoms—in addition, of course, to the fantastic one gracing the cover of this book—in broad strokes.

Typically in genre of fantasy, there is an implicit, preconceived notion; magic and technology are so vastly different that one cannot exist if the other is already firmly entrenched. Some of the principles in the writings of literary masters of fantasy such as J.R.R. Tolkien, H.G. Wells, and Michael Moorcock allude that one encroaches upon the other; that one must give way for the other to take hold. Epic wars are fought, with the sides and their beliefs serving as allegorical agents of magic or technology, chaos or law. The creators and developers of western Immoren—the homeland of the Iron Kingdoms and other territories—have made the conscious decision to sidestep this notion and approach their fantasy environment from a contrasting perspective. In western Immoren, magic and technology not only co-exist, they complement one another. Certain technologies in this environment bend the laws of physics through the application of magic. To date, *mechanika*—a melding of science and sorcery, technology and magecraft—is the foremost example of these complimentary forces in the Iron Kingdoms.

Mechanika is a fundamental cornerstone in the portal that leads to the Iron Kingdoms, but the foundation of this world is its overall philosophy. The very ideas that comprise the world of Caen—to which the continent of Immoren belongs—are very particular, and if you've bought this book, we know you're already one of those special people who are looking for more than the standard fantasy-as-usual fare in your role playing campaigns. Like many of you, the creators of the Iron Kingdoms wanted something beyond the high fantasy approach, with more complexity than hack-and-slash, sword and sorcery style gaming. In the pages of the Iron Kingdoms "Full Metal Fantasy" Guides, volumes I and II, this philosophy is realized.

Without a doubt Caen is very much a fantasy world, but it is one that has proceeded into a new era of development. Rather than cast off the mantle of magic and spirituality, these elements are firmly embraced by the proponents of science and technology. Rather than viewing the concepts as incapable of coexistence, the inhabitants of western Immoren assimilate everything together, seeing magic, spirituality, science, and industry as parts of a greater whole. They have developed ways for everything to work in tandem, tapping the arcane and fueling it with science, taking mechanical apparatuses and enhancing them with magic. Even the principles of magic are seen as a physical science of sorts, every bit as real and applicable in the kingdoms as the principles of physics, biology, chemistry, engineering, and mathematics.

In spite of these advances, the kingdoms remain fraught with conflict. No, life isn't nearly as dismal as it once was some centuries ago when an oppressive race from across the unnavigable vastness of the ocean lorded over the natives, pressing them into generations of servitude and suffering. Yet, most of the modern era's efforts are spent developing new ways to use mechanika against one's enemy. It is a time when envy and oppression are the roiling contents of a chaotic brew, ever threatening to spill over. Borders are constantly in question, resources and technologies coveted, and the disparity between the classes is becoming an ever larger thorn in the lion's paw over these past few decades. The common laborer is forced down, often groveling in squalor while their leaders wrangle over their own indulgences in immoderation and take part in questionable power plays at the expense of their "inferiors." Perhaps it has always been this way, but the grip of mechanization has tightened upon this realm of fantasy, stirring the social consciousness, bringing awareness that perhaps it should not always be so, that perhaps a change is in the wind.

In some regions, a call for enlistment has lately been raised; for many a common man, the only exit to a hangdog life is the prospect of armed service. The super powers of the Iron Kingdoms—Cygnar and Khador—are looking at the distinct possibility of war, and some men see this as an opportunity to rise above their cast lot and perhaps gain a bit of plunder along the way.

But not everyone's a fighting man. There are still plenty of souls looking to make an honest—or dishonest—day's wage, and a traveler in the Iron Kingdoms encounters all types. Sailors, dockworkers, apothecaries, and engineers—they're all ready to wheel and deal or spin a tale or two. Fighters, priests, wizards, and cheats—they're all ready to stake their claim to a life of adventure, be it scrounging for half-buried mechanikal parts in some black swamp, delving into a long forgotten Orgoth ruin, or ducking under the scything axe of an ash-belching warjack.

Besides the races of men, elves, and dwarves that naturally comprise part of nearly any mythic role playing environment worth its salt, some other playable races are offered that are exclusive to the Iron Kingdoms. In Immoren, one will come across ambitious goblins called gobbers. These enterprising and adaptable folk are both diminutive and curious, with mottled, color-changing skin, oversized ears, and minds like sieves. They often travel about nomadically in mobile slapdasheries, and many of them are nimble of hand and mechanically gifted—probably the saving grace that earns them tolerance among the more widespread races.

Once considered monsters, the ogrun of Immoren have proven their merit by first making peace with the dwarves. They have shown they are much more than their huge and fearsome eight-foot-plus appearance implies, co-existing in the far-flung lands of Rhul, applying themselves as industrious laborers and skilled stonemasons. Though most ogrun keep to themselves in segregated communities, or mingle exclusively among the dwarves, they can be seen more and more in modern times frequenting the cities and domains of men and are becoming accepted—much like gobbers—as yet another example of diversity in this wide realm.

Trollkin have evolved from the brutish trolls, whom they aptly regard as their lesser and more savage ancestors. The trollkin have long existed in distinct tribal clans beyond the fringes of human society. They tend to keep to themselves, and seem to have a difficult time suppressing their fiery instincts, but remain the most even-tempered and cultured of the troll races. Many trollkin struggle in the world of men, for their mannerisms are still rather crude, and their view of all things non-trollkin as weak leads to problems on occasion, yet they have proven adequate laborers and craftsman and—standing seven feet tall in most cases—more than adequate muscle-for-hire. During wartime, trollkin seem to come out of the woodwork, and with conflict burgeoning in the Iron Kingdoms, more and more of them are seen frequenting the lands of men.

Regardless of race or creed, regardless of station, the winds of change have begun to blow and the coming armed conflict is a foregone conclusion. Little can be done to halt the forces already set into motion. The only questions remaining are when all out war will finally erupt and what will emerge when the smoke and ash of conflict clears.

What Does the Iron Kingdoms Stand For?

Privateer's mission is simple. We want to produce the best fantasy gaming materials available. This means that we need a combination of fun-to-read literary content as well as meaty game rules and adventure hooks. Part of creating great gaming products is derived from analysis—what *makes* a game line interesting? We have some very strong opinions on that.

Key Ingredient I: The Flavor of the Game World

The Iron Kingdoms setting was designed to tap into the market's growing interest in the synthesis of classic fantasy and low-tech. It's a gritty world, a place immersed in its own Industrial Revolution, while at the same time steeped in classic fantasy elements. It can be an unforgiving world, often dark and grimy and, yes, brutal, but also populated by traditional swashbuckling heroes and ne'er-do-wells that defy the darkness or utilize it to further their goals.

The addition of steam-powered constructs, firearms, and other such trappings are an important enhancement to the fantasy genre, and you can see examples of it in all media at the current time. Despite

the growing popularity of these additions to fantasy fiction, the creators of the Iron Kingdoms don't intend for them to displace the classic elements that people value. That's why western Immoren is still home to dwarves and elves and why magic is still more common than technology. This is a formula that we vow to stick to—we are *enhancing* fantasy, not replacing it.

Key Ingredient 2: The World Evolves

As time goes on, so do the Iron Kingdoms. Wars are fought, heroes and villains rise and fall—and perhaps rise again—and new threats and allies are just around the next corner. Western Immoren is a dynamic place, not a static one. Part of the evolution of the game world is what we call "The Big Story." The Big Story is an epic plot line that touches on all Iron Kingdoms products and guides the evolution of the game world. Big stories in dynamic game worlds. We think that's a winning combination.

So what's the Big Story in the Iron Kingdoms? Well, we can't see all the details yet, but one thread in the overall yarn begins with the return of Vinter Raelthorne, the deposed king of Cygnar and often called "the Elder," whereas his brother Leto, now king of Cygnar, is called "the Younger." Vinter Raelthorne recently surfaced in the city of Corvis with an army of Skorne (in the award-winning "Witchfire Trilogy" and by the third book, *Legion of Lost Souls*, the Iron Kingdoms is fast becoming a chaotic and war-torn place). Although the Elder's temporary occupation of the "City of Ghosts" was eventually repelled, the deposed ruler continues his campaign of vengeance against Cygnar and his brother, King Leto. This is but one threat looming over the Iron Kingdoms. There are several more, as you will come to learn.

Key Ingredient 3: Strong Characters

To achieve Key Ingredient #2, we need a cast of strong characters. The Iron Kingdoms is populated with interesting characters that constantly recur, many of which are featured in the *Iron Kingdoms World Guide*. Some of these non-player characters (NPCs) will frequently interact with the player characters (PCs), while others "speak" through quoted material found throughout our published material. Don't underestimate the power of this "flavor text." It truly adds another dimension to the material, often expounding on interesting events.

Key Ingredient 4: Fun to Read

This may sound like a no-brainer, but we're very mindful about making every one of our books a fun read. We want you, the players and DMs, to be entertained by everything we write. Nothing will ever be plain and ordinary. For example, there are no "+1 swords" in the Iron Kingdoms. Every magic blade has a brief history, *even if only the DM knows what it is*. Flavor is paramount! We're of a mind that we're creating literature first—it just happens to have game rules in it, too.

What's Needed to Play in the Iron Kingdoms

You've taken the greatest step to playing in the world of the Iron Kingdoms by picking up this book. There are some other necessary items you're going to need, however. Among them are:

- One or more friends with whom you can begin exploring the Iron Kingdoms.
- A character sheet, which you can photocopy from pg. 383 or download from the Privateer web site.
- A set of four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20) dice.
- The Player's Handbook, version v.3.5, published by Wizards of the Coast.

If you're looking for more "Full Metal Fantasy Role Playing" products from Privateer Press, we've published a few other d20 books. Check with your local retailer and inquire about the first in our series of "Lock & Load" books entitled the *Iron Kingdoms Character Primer* (LL:CP), as well as the 240-page hardcover, the *Monsternomicon: Volume 1—Denizens of the Iron Kingdoms* (MN1). You may also be able to get your hands on copies of the three books that started it all: the "Witchfire Trilogy," which is comprised of *The Longest Night* (TLN), *Shadow of the Exile* (SOTE), and the *Legion of Lost Souls* (LOLS).

Additionally, Privateer is the proud publisher of WARMACHINE, the popular game of "Steam Powered Miniatures Combat." Copies of the rulebook, *WARMACHINE: Prime*, and the expansion, *WARMACHINE: Escalation*, are available from your local hobby retailer, as well as a full line of masterfully designed 30mm tabletop miniatures. Whether you are or aren't miniatures enthusiasts, WARMACHINE models are very fitting for any Iron Kingdoms-related role playing campaign.

Also visit www.privateerpress.com for more details, news, and product support.

IKCG Summary

Aside from spells and magic related terms that require italics due to the directives put forth in the OGL, words that are considered unique Iron Kingdoms terms are often emphasized in italics the first time they appear in a particular chapter. This primarily serves to bring emphasis to these Iron Kingdoms-specified terms. For example, in the above introduction, the first time the word mechanika appears, it is italicized. This places importance on it as an Iron Kingdoms-specified term.

Some character names throughout the IKCG are followed by abbreviated stats in parenthesis. Characters with abbreviated stats are considered alive and well somewhere in western Immoren and the creators urge you to feel free to place these characters in your Iron Kingdoms campaigns. See the appendices for a complete list of all of the characters in the IKCG, along with their abbreviated stats.

Below is a summary of the chapters to follow:

Chapter One: Western Immoren

Chapter one presents a basic introduction to the Iron Kingdoms and the environs of western Immoren. In this chapter, the reader will find general details regarding the current state of geographic exploration and knowledge of the heavens, along with details on the calendar and major holidays of the Iron Kingdoms. Next, the chapter delves into a detailed examination of the human ethnicities and major races of Immoren. This section also includes a short discourse on the onomastics, or naming conventions, of western Immoren, providing a wide variety of names for individuals of varied backgrounds, and finally wraps up with a discussion of the current state of affairs throughout the kingdoms.

Chapter Two: Characters & Classes

The second chapter delves into relevant aspects of character creation needed to play in the Iron Kingdoms. Minor modifications to the major character classes are discussed and a wide variety of new classes are also presented. In all, four new base classes and seven new prestige classes are offered and, of course, a chapter on character basics for the Iron Kingdoms would not be complete without some discussion of new skills and feats, especially those pertaining to firearms and mechanika!

Chapter Three: Weapons & Gear

Chapter three places a plethora of new gear at the disposal of eager adventurers. Beginning with a brief discussion of adventuring in western Immoren, this section quickly delves into a wide variety of traditional and not-so-traditional arms and armor. In addition, it includes a brief treatise on the history of firearms, the advent of modern gunwerks, and the legacy of clan Serric. The chapter covers everything from Caspian battleblades to the Vanar Liberator and from shield guns to pocket watches—everything the intrepid adventurer could need or want.

Chapter Four: Cosmology & Religion

The fourth chapter explores the basic cosmological beliefs of the varied people of western Immoren and gives a brief overview of the religious history of the lands. Beginning with a brief discourse on Caen, Urcaen, and the nature of souls, it then moves to a discussion of the history of the human pantheon followed by in depth discussions of the varied human religions. This is followed by a brief treatise on the history of the dwarven Great Fathers and a treatment of the religious practices of the dwarves of Rhul. Next, the reader will find a discourse on the elven pantheon and their ill-fated journey to Caen, followed by more detailed discussions of the two remaining elven deities—Scyrah and Nyssor. Finally, the chapter ends with the history of the Dhunian faith and a discussion of Dhunian religious practices.

Chapter Five: Magic & Mechanika

Chapter five starts with a discussion of the source of magic and various practitioners, followed by a short treatment of the more dangerous fields of study—necromancy, summoning, and infernalism. The reader will find a lengthy treatment of divine magic, delving into the peculiarities of magic in the major faiths and the dangers of healing magic and raising the dead. The section on divine magic comes to a close by presenting both modified and new cleric domains before moving on to arcane magic and the 'gift' of magic to humans. A discussion of sorcerers and wizards is followed by details on the major human arcane orders, and then a discussion of the study of alchemy leads us into the advent of science and mechanika. The section on mechanika briefly discusses the Steam & Iron Workers Union, Iosan arcanika, and covers the construction of normal magic items such as mechanika,

arcantrik convergence engines, warcaster armor and, of course, steamjacks. Finally, the chapter concludes with a discourse on various spells; those absent from the kingdoms and modifications to existing spells are detailed, along with a selection of new spells developed specifically for the Iron Kingdoms.

Contributor Bios

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Rob Baxter is a secluded freelance game designer and script writer, with several published D20 books, including the one you're holding right now. He lives in Vancouver (Canada) in a dank basement, chained to a desk, typing up books for people to use in their games. You can visit Rob's blog at www.atomicrobot.net/mt.

Colin Chapman, Writer

Colin teaches a class of young, snot-nosed gobbers in the wild West Country of Angland. An adventuring scholar of small repute, he has shared knowledge and the works of his quill with such august bodies as Eden Studios, Shooting Iron Design, Eos Press, and the esteemed worthies at Privateer Press. When not dutifully filling the heads of young reprobates with that esoterica called "knowledge," he can be found scribbling notes furiously at his desk, or relaxing in grand style with his lady-love in that cradle of lore he calls home.

James Davis, Graphic Designer

James was born and raised in Seattle, where he still resides with his cat, Scooter. He has been in the design field since 1990, and spent five years working at Wizards of the Coast before joining Privateer Press as art director. In his spare time, he enjoys racing his car and listening to loud music. His only regret is that he doesn't have a cool name like Steele or Seacat.

Brian "Chippy" Dugan, Artist

Chippy lives beside a canal full of ducks and swans in Warwick, England, with his girlfriend Elaine. Primarily, he works in computer games, but Iron Kingdoms is such a great setting that it's brought him back into the RPG and miniatures theater, and a good thing, too—it has helped him maintain his sanity amidst the ceaseless quacking of the ducks. Someday, Chippy plans to have a web site of his own in which to display his feathers.

Todd Gamble, Cartographer

Todd Gamble is an award-winning RPG cartographer. Working with many of the leading D20 companies, Todd has created fantasy genre cartography for RPGs, novels, and major game-related magazines. He is employed as a cartographer by Wizards of the Coast, Inc. in Renton, Washington. His credits appear on hundreds of Wizards of the Coast products, including game board art for Avalon Hill, Dungeons & Dragons, Pokemon TCG, and Star Wars RPGs.

Christopher Gunning, Writer

Christopher J. Gunning, an existentialist, travels the world working for the U.S. government for a living. His writing credits include works for White Wolf, Dream Pod 9, Majestic 12 Games, and a couple other self-absorbed obsessions. He is married and lives with two cats (whom he took as a package deal with his wife). He is not good at cooking. He is not good at sports. He is not even good at board games. So, Chris writes in his spare time. He especially likes writing about the undead.

Brian Gute, Editor-Writer

Brian lives in Duluth, Minnesota, near majestic Lake Superior with his lovely wife Linda and their dog Hanna. Currently working as a computational chemist by day, he has turned his mighty pen to editing game supplements by night, having never been able to shake the siren call of role-playing games and his dreams of seeing his name on published RPG products. An avid gamer for more than twenty-five years, his current campaign has run for the past ten years. While the IKCG is his first published RPG product, he's currently hard at work on several additional projects for Privateer. He also hopes to find time this summer to build his first cedar-strip kayak.

Brett Huffman, Editor-Writer

Brett Huffman lives in northern Kentucky and is the only writer to have the dubious honor of living literally across the street from 'Ye Olde EIC.' He is a veteran of the Privateer Convention Booth and the award-winning "Witchfire Trilogy," and currently works at the Cincinnati Zoo as a zookeeper and for Major League Baseball ballpark security for the Cincinnati Reds—when not dreaming up yet more devious schemes for some of the most infamous inhabitants of the Iron Kingdoms, of course!

Chad Huffman, Writer

Chad "Huffdogg" Huffman has lurked in the dark corners of gaming books for years, contributing fiction to game lines such as Vor, MageKnight, Dark Age, WarGods of Aegyptus, Shadowrun, and most recently, Iron Kingdoms/Warmachine. When he's not dreaming up grotesque imagery to scar the minds of children, he wiles away the hours riding his Harley and getting more tattoos. He lives in the northwest corner of Indiana with his much better half, Trisha. Samples of his crimes against man can be found at www.creativeworldcraft.com.

Jeremy Jarvis, Artist

Jeremy grew up in Alabama and promptly moved to New York City just before his eighteenth birthday. He attended Pratt Institute with the intent to pencil comics upon graduation, but that desire was eventually slapped from Jeremy's hand by his dark, demanding mistress, Watercolor. Though a newcomer, Jeremy's off-center, often tongue-in-cheek concepting, eye for detail, and tragic ability to render that detail in unforgiving watercolor have landed him squarely in the Fantasy/Gaming Industry's good graces. His watercolors have been recognized by The Spectrum Awards and The Society of Illustrators' prestigious Annual Exhibition. Now residing in Nashville, he enjoys bowling poorly (164 all time high score), searching for the perfect B-movie, and writing in the third person. Visit www.jeremyjarvis.com and drop him a line.

James Maliszewski, Writer

Born in the Netherlands, James grew up in Baltimore and attended university in Annapolis, Washington, D.C., and Toronto. He originally believed his calling was to pontificate about the wonders of medieval philosophy, but soon realized he could just as readily be ignored by becoming a freelance writer… and have more fun in the process. Since 1999, he has contributed to many game lines, including Exalted, Fading Suns, Gear Krieg, Star Wars, the World of Darkness, and innumerable D20 products. He currently lives in Toronto, Canada, with his wife, daughter, son, and a Captain Kirk action figure. Home page: http://members.rogers.com/maliszew/.

Joe Martin, Editor-Writer

After a 10-year stint in comics as a penciler, writer, and editor, Joe decided to take his leave of that bygone art and delve into another. He's been an avid role player and fan of fantasy since he was a wee trollkin lad just learning his letters; hence, it seemed natural that he should take on the mantle of Privateer's editor-in-chief in 2002. He has worked on *every* Privateer project (except for *The Longest Night*), and along with Matt Wilson, he is one of the primary guiding hands of the RPG line. When not furiously pecking away at his keyboard, Joe is furiously plucking away at his guitar or furiously perfecting the state of simply being furious. Despite this practice, he remains far from irascible. Also, like Jeremy Jarvis, he bowls poorly (163 all time high score).

Torstein Nordstrand, Artist

Torstein Nordstrand is an illustrator of true viking ancestry. Now lending his services to many major RPGs and card games, he proudly acknowledges that his fantasy art first appeared in another beautiful Privateer tome, "Warmachine: Prime" . Discover more of Torstein's evocative artwork at www.torsteinnordstrand.com.

Martin Oliver, Writer

Martin Oliver has worked as a freelance writer and editor on several games, most notably Warhammer Fantasy Roleplay (*Realms of Sorcery, Dwarfs: Stone and Steel, The Enemy Within: Carrion up the Reik*). He lives and works in London, where he is a lecturer, teaching and researching about how computers are used in education.

Philip Reed, Writer

Philip Reed is an Origins Award nominated game designer (Frag, Steve Jackson Games), co-designer of *Car Wars Fifth Edition* and the *Dork Tower* board game, and author of several D20 PDFs released through Ronin Arts. You can learn more about Philip—and find lots of free stuff—at his website at www.philipjreed.com.

Douglas Seacat, Writer

Doug is currently living near (but not in) Seattle, the last stop in his tour as a wandering writer, which has included Dallas, Denver, and LA. He has been writing for Privateer Press since the second book of "The Witchfire Trilogy," and is particularly proud of having earned his professorship in Urcaen Theology from Corvis University. He takes full responsibility for any unruly gods, scions, fanatics, or cultists found in these pages.

Brian Snoddy, Artist

Brian Snoddy started his professional art career in 1986, working for the Egghead Software's art department. After a seven-year stint there, he went on to become the art assistant for Creative Fire Studios, working in comic books and TV animation storyboards. He has painted card art for most of the major CCGs and was one of the original *Magic: the Gathering* artists. He has since worked on magazines, CCGs, role playing games, comics, video games, and is a founding member and co-creator of Privateer Press.

Bryan Steele, Writer

Bryan, who lives in Indiana with his wife Sarah, has surrounded his life with gaming of all sorts for nearly two decades. He saw his writing debut on a professional level with the release of Privateer Press's own *WARMACHINE: Prime* and leapt into the gaming industry with both feet. Now freelancing for several companies while continuing his feverish work with Privateer, he plans to hopefully have his hands full with writing, painting, and designing for many long years to come.

Jon Thompson, Writer

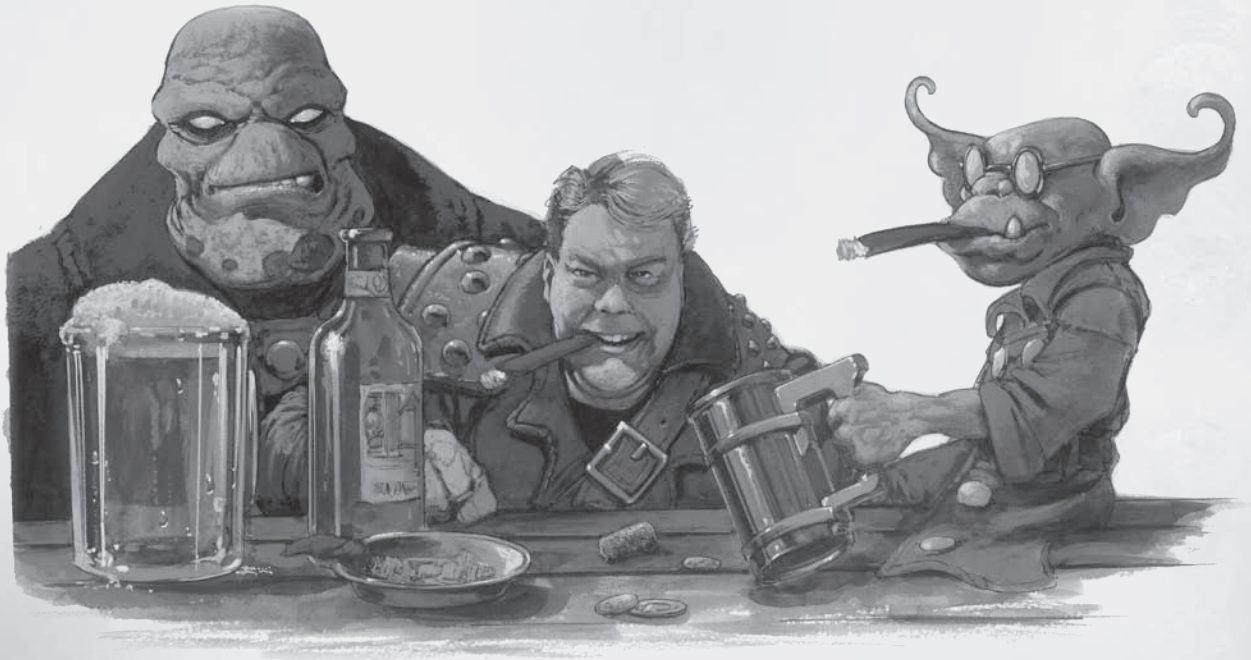
Jon Thompson lives and writes in Baltimore. His current projects include drinking Nati Boh and going back to school to study writing and video game design. He listens to really awesome music.

Michael Tresca, Writer

Michael 'Talien' Tresca is a writer, communicator, and gamer. He has published adventures and supplements for AEG, MonkeyGod Enterprises, Otherworld Creations, Paradigm Concepts, and Privateer Press. Michael has also written magazine articles for *Dragon*, *Pyramid*, and *RPGTimes*. He has written many reviews for Allgame.com, Gamers.com, and RPG.net. Michael has participated in various panels, including Bakuretsucon, Dragon*Con, and I-Con. When he's not writing, Michael can be found as Talien on RetroMUD as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English. To learn more, visit http://michael.tresca.net.

Matt Wilson, Artist

Matt has been involved in the game industry since 1995 as an artist and art director. He worked for Five Rings Publishing as the art director of the *Legend of the Five Rings* CCG, and for FASA as a staff illustrator and concept artist. He then spent a year at Wizards of the Coast art directing *Magic: the Gathering*, and another three years as the lead concept designer and illustrator for the line. He owns Privateer Press along with Brian Snoddy and Mike McVey, and in addition to running the day-to-day operations of the company, he's the creative director for the Iron Kingdoms campaign setting and a game designer of the tabletop miniatures game, WARMACHINE. www.mattwilsonart.com



IRON KINGDOMS™

WESTERN IMMOREN



This continent of ours, this western Immoren, is an engaging place.

It is an exciting and diverse region filled with the potential for all kinds of adventure. Indeed, we are, most of us, undergoing an industrial adventure—a revolution, if you will—with a renewed interest in the world at large. As an astrometrician-engineer, I, Gameo Ortmin, am foremost a devoted servant of Cyriss, thus my peerage and I, in our sustained efforts to marry reason to faith, find this technical eruption most pleasing.

But it is my endeavor to introduce this world to you, fine reader, in bold strokes, from a sweeping perspective, so I will resist the urge to regale you with my habitual discourse of the experimental sciences and the application of reason and mathematics that is oh-so-swiftly shuttling our backward land into a new and glorious age. I shall also refrain from expostulation on the many factions advocating ubiquitous militarism, though they are rife if not ripe, scheming on how to introduce a conflagration of nations at this very moment.

Nevertheless, the task at hand—my superiors have requested that I paint a picture, if you will, in words, in order to introduce one who is a stranger to the lands of western Immoren. I shall do my utmost to be as objective as possible. At the risk of appearing boastful or pretentious, I must admit I have a rather strong predisposition for objectivity when put to it, in spite of what you may have gathered until this moment. As my brothers are so fond of alluding, I do not have such a predisposition when it comes to brevity. Alas, I shall endeavor an accommodation to both. I hope you will forgive me any untoward displays of erudition or, on the other hand, if I am too laconic.

—Gameo Ortmin (male Tordoran Exp8), astrometrician and follower of Cyriss

A Geographical Overview

Most of Caen's surface is largely unexplored by the inhabitants of western Immoren. Tomes of lore have revealed that at least two continental landmasses and a few lesser bodies of land emerge from Caen's oceans. Of the human cultures—as far as it has been learned—only the Orgoth have explored these regions, or at least skirted their coasts. The lands beyond the ocean called Meredius are a mystery. Immorese explorers, to date, have failed to venture very far from the Immorese coasts. They are likely daunted by the trends of history, for those lost few who have dared to cross that enormous and turbulent expanse have never returned. It is said by many a sailing man, "beyond the brine, there is only destruction"—and, of course, the ancient, conquering Orgoth, whom no sane person would be eager to come upon again.

So, it shall not be assumed what is beyond fact. Rather, a study of the terrain—this strip along the west of the continent called Immoren—shall be illustrated, and it is very likely as remarkable as any place in the great beyond, meaning beyond Meredius, of course.

The lands of western Immoren are temperate in the main, yet the terrain varies widely. The bulk of it lies in the upper hemisphere, its northerly fringes perennially frigid and protruding into an ice-capped, polar sea. The extreme north is virtually uninhabitable. Just south of the glacial waters, mighty mountains pierce the sky



through layers of thick land ice. Beneath this is frozen tundra stippled with the remains of boulder drift; these are millions of massive rocks upon barren plains of permafrost, as well as strips of loose glacial till patched with soil bogs, all of it fringed by taiga that eventually gives way to the more temperate and inhabitable lands of Khador and the towering mountains of Rhul.

The Rhulfolk choose to inhabit and build upon the mountains "from whence they came" where most of the rocky slopes are severe and exposed; similarly, the Khadoran people have lived for thousands upon thousands of years in the low hills, steppes, and vast coniferous forests of the Motherland. Khador is the largest of the kingdoms, yet despite its size, most of the upper country lacks the proper soils—its grassy meadows sewn onto a fragile scuff of the planet's surface—or the climates—typically either too cold or too dry—for agriculture. The growing season in the subalpine forests is stingy, often just two months out of the year, perhaps three to four in the valley bottoms. Khador's winters are very thin and cold, with temperatures well below freezing, and its summers are short and can be warm and rather humid on the steppes and in the south. Year round, Khador's frequent thunderstorms strike suddenly; the spring and late autumn are especially unpredictable. So indeed, it can be a harsh land, especially in the north, but Khador offers a variety of breathtaking landscapes from glacial mountains and dense forests to fertile meadows and long, sloping valleys.

In comparison, Ord, northern Cygnar, Llael and Ios enjoy very balanced seasonal changes, with a wide variety of temperatures and enough rainfall to support large forests and a multitude of rivers and deep, freshwater lakes. These nations are comprised of all manner of terrain—rolling hills, abundant woodlands, thick grasslands, marshy lowlands, dry scrublands, and lengthy, winding mountain ranges; the Wyrmwall Mountains in particular are a vast and chiseled range of daunting spires and canyons that dominate central Cygnar for over five-hundred miles from north to south. Southern Cygnar and the Protectorate of Menoth are balmier regions ranging from grassy savannas to scrublands to arid desert barrens in the dry regions. The western and southerly coasts are lined with rain forests and swamp-covered bottomlands with leagues upon leagues of thickets and impenetrable mangrove forests.

Much of the eastern region below Ios and beyond the Protectorate of Menoth has been subjected to violent and unnatural influences, warping the weather and terrain from its natural state. These mysterious events transpired millennia ago, birthing a gloomy and solitary wasteland. It is a barren and dangerous expanse of salt flats and sand dunes that divides the west from the forgotten east; the Bloodstone Marches, it is called, and it is devoid of the civilized races, except for the mysterious Skorne—if they can be called civilized. Aside from the desolate sands, there is little in the Marches save stark lava fields and the occasional forest of thorn and willow. The inhabitants of the Protectorate speak with apprehension of the lightning on the far eastern horizon that heralds the sweeping windstorms of red dust and stinging sand and with even more trepidation when the earth itself shudders beneath them; these violent quakes they call the "Creator's Wrath."

Lands Beyond Immoren

Rumored to exist somewhere across Meredius is the Orgoth homeland. What few records remain from the Occupation Era tell of a lush and mountainous continent, with a jagged coastline filled with inlets, bays, and countless inhabited islands. No one knows the current status of those dark-hearted humans, for they have not been seen on Immoren for over four centuries. At their height, it is believed the Orgoth Empire spanned far and wide and on more than one continent, which would undoubtedly make it the vastest empire in recorded history. As a result of Meredius and undoubtedly the Orgoth's reputation, Immorese explorers have thus far been content in the main to leave the conquerors of old in the past.

Nonetheless, routes elsewhere are presently being tested, and in spite of the lack of successful sea exploration beyond western Immoren, some triumph in establishing a course to the lands across the southern seas—most often called The Land Below or the Uncharted Lands—has been recently managed by a select few. Only the northern lip of this apparently lush landmass has been explored sparingly, and it is called by its inhabitants simply Zu (also spelled Zhu in some Mercarian records). Immorese sailors reveal that the olive-skinned natives glory in Zu as an empire of no small power and favored by their gods, yet up to this day, explorers and traders have discovered but one city, a place called Komara, which means in the tongue

of the natives, "City of God." The finding of this realm is so recent that a good number of Immorese folk are still entirely unaware of its existence, or otherwise set it aside as mere blather.

However, the Mercarian League is inevitably changing this perception. Thus far, the League is the primary trader with the residents of Zu, and they meticulously guard their ocean routes, sharing them with none and contenting themselves for now with but reaching the city of Komara. This is a treacherous passage and not to be taken lightly; sailors tell of copious low-lying limestone and coral islands as well as higher volcanic areas that make an unmapped approach perilous at best. Indeed, the islands are strewn with the remnants of the first trader ships, but the city of Komara has yielded exotic imports of spices, oils, furs, fabrics, perfumes, fruits, precious minerals, coffee, cocoa, lobster, and other remarkable trade goods for the traders, making the risk of navigating its long coral reefs more than worthwhile.

The log of one Mercarian sea captain calls Zu a primitive land with "warm coastal waters clear as crystal beneath a narrow coastal belt of ivory sand, suddenly swelling to severe, jagged limestone mountains and dense, untamed rainforests from which unknown beasts make a shuddersome din." Komara he describes as "…high-level white and gold terraces carved into the 400-foot limestone cliffs, and the bays must be navigated by soundings, for limestone crags jut from and hide beneath the water's surface with the tides. The port itself is guarded by massive ivory arches adorned with images of golden fish and sea serpents hammered flat upon the faces of the archways, larger than our entire ship. We passed beneath the arches to gain entry to the port, all the while under the scrutiny of hundreds, nay, thousands of bronze, reddish, or iridescently helmed soldiers patrolling the tops of the arches and other bulwarks of the much guarded bay."

Rumor Has It…

Malleus 6th, Katesh 596 A.R. is the day that the first Mercarian ship made a successful voyage to the southlands. Captain D.H. Wexbourne (male Midlunder Rgr5/Exp4) brought his *Seacutter* into the Caspian harbor with proof of life south of Immoren's shores. The frigate was laden with exotic furs, spices, and porcelain works of art, but most important were the three olive-skinned foreigners who spoke a strange tongue and exhibited odd behavior. Since that day, the city of Komara and the lands called Zu have become a prize to be attained by any sailor with aspirations to venture beyond the coasts of Immoren.

Eight years later, very few have made the journey, and still only one city has been discovered. Just this year, the much lauded Captain Wexbourne and his *Seacutter* have unexpectedly disappeared on their seventh trip to that exotic place. Expected to return after five months, they have not been heard from in ten, and both the Mercarian League and the Cygnaran Royal Assembly have become concerned. They wish to learn what has delayed their heroic captain.

Sidereal Scripture: A Treatise on the Heavens

In an attempt to educate the populace and elucidate the very laws of nature set forth by Cyriss, my colleagues have requested that I attempt to chronicle, in lay terms, our most current understanding of the universe in which we live. When beginning to undertake any kind of scientific study, one should always begin with what is most familiar and best understood and expand from there. To that end, let us begin with Caen and our place in the universe…

—Gameo Ortmin, astrometrician and follower of Cyriss

A Heliocentric Universe

For countless millennia, the people of western Immoren have believed that Caen is the center of the universe. Certainly the primitive worshippers of Dhunia believe so to this day. To most humans, it is still unclear as to whether they believe she gave birth to the world and all the creatures on it or if she is the world and all life has sprung forth from her. Nonetheless, it is a belief that lends itself to placing Caen central in the universe.

Even without religious reasons for a belief that Caen is the axis of all creation, it is easy to understand why people would believe that it is the center. After all, they only need look to the heavens to feel as if they are at the nexus of the universe and everything else revolves

around them. However, renowned Cyrissist Gameo Ortimin's *Sidereal Treatise* attests that this is not the truth, nor is it anywhere close to being the true order of things.

Instead, Ortmin states that the planet Caen, and all other known planets, circle the sun. It asserts that the currently held geocentric (Caen-centered) view of the universe is a falsehood easily revealed by the principles of nature set forth by Cyriss. Rather, a heliocentric (sun-centered) view of the universe shows a proper understanding of the sciences of astrometry and celestial mechanics.

Moons & Tides

Caen's three moons are by far the brightest and most prominent features in the night sky. Calder is the largest, shining with a blue-white radiance, and is customarily referred to as male. Calder's orbit around Caen takes place every 28 days—or once a month—and as he is illuminated by the sun, he undergoes a continuous process, or cycle, wherein there are eight distinct, traditionally recognized stages, called phases (more about phases below in "Calendars"). Conversely, Laris, the middle-sized red and brown moon with her black and brown freckles—referred to as female—follows a longer elliptical orbit, and cycles but four times a year. The stark and elusive Artis—the other female, and the smallest and slowest of the three—moves in a polar orbit, and cycles approximately three times a year. Dual full moons—Calderfull and Larisfull—occur twice a year, when the cycles of Calder and Laris overlap, and all three moons are yearly full but once.

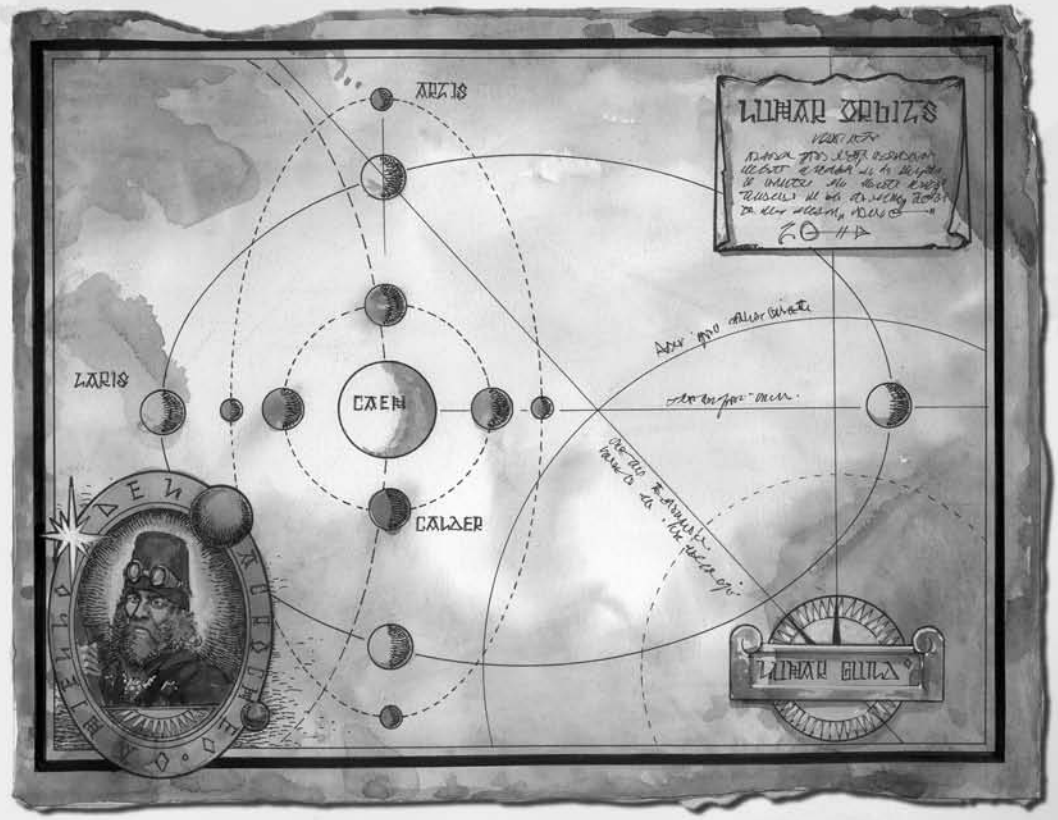
Calder's orbit lies within the same plane as Caen's orbit around the sun; this alignment explains the frequency of lunar and solar eclipses involving Calder and, as the largest and closest of the moons, he has the greatest impact upon the tides. Though their influence is not as great, Laris and Artis also contribute to tidal forces, making it extremely difficult to accurately predict the tides of Caen. The strongest ones occur during the periods when all three moons are new or full, but erratic tides occur when either Laris or Artis are full at the same time as Calder. The most violently erratic tides occur when Laris is in its first quarter or third quarter phase, for Laris is in perigee—meaning its path has brought it closest to Caen—and at such times the tides experience unexplainable shifts and violent storms wrack the seas.

Calder has been a great source of inspiration to romanticists. He is the "Gallant Moon," the "Lord Moon," the "Night Pearl," the "Chaser," the "Lecher," and even the "Wolf," among others. He has appeared in



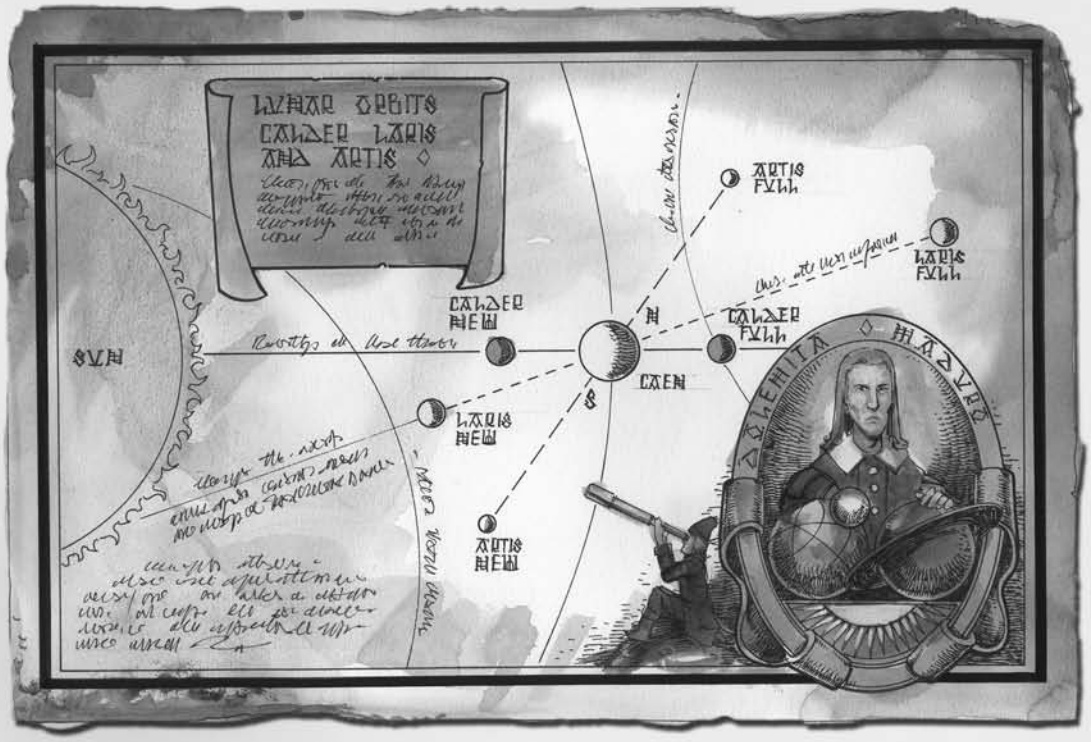
legends and old songs as a ravenous beast, as a mage-prince of the night sky, and as a noble cavalier, but no matter his role, Calder is almost always a wooer of both lady moons. Due to his strong arcane influences, he is an object of much reverence to followers of the Devourer and some of the god's devotees perform covert ceremonies, making offerings to Calder that supposedly let them to tap into the energies radiating from him during particular phases.

Laris' elliptical orbit results in irregular intervals between her phases. Her lunar month is 91 days long and her orbit brings her closest to Caen from wane to wax and while new—a period of 13 days—as she passes between Caen and the sun. While these phases account for half of Calder's lunar cycle, Laris slowly spends the remaining 78 days of her cycle progressing through her other phases. It is interesting to note that Laris only spends a single day in her new moon phase, but spends thirteen days as full or near full, a phase called Larisfull. Due to this apparently odd behavior and her noticeable effect on the tides, Laris has always been viewed with trepidation. This ominous reputation has earned her such titles as the "Temptress," the "Raging Mistress," and the "Baleful Moon," and any kind of inclement weather is customarily blamed on "Mad Laris" regardless of her current phase. In fact, the term Larisfull is sometimes referred to as "Laris' Fool," and when she is both full and new these are especially dreaded times when witches prowl, evildoers consort with Infernal allies, assassins, brigands, and ill creatures stalk the night, and only fools dare meander about heedlessly.



Artis is certainly the most enigmatic of the moons. Her lunar month is slightly more than 121 days, just over four months. Due to her polar orbit, she is often visible during the day, yet vanishes entirely from the sky for nearly half her cycle. In wane and wax, she glows pale green with white streaks, but as she illuminates to full she becomes white as a lily. For this, she is sometimes called the "Virgin Moon," the "Timid Maiden," or the "Lady Muse," but for her odd orbit she is also called "Runner Moon" and "Waymarch;" the latter due to her usefulness in navigation as her position is true north when full, a phase that lasts for roughly eleven days as she rises into the northern sky and descends again. Then, Artis shifts west, becoming visible from midnight until midday as she wanes little by little. She is not visible from the northern hemisphere for approximately 60 days as she dips below the horizon and hides in the far south where she is but an argent sliver of light. Finally, Artis reappears in the east and becomes visible from around midday until midnight. Often considered secretive and shy, Artis has been an inspiration to those trying to solve mysteries and Artisfull is considered a time of good fortune for those involved in clandestine activities.

Various legends and superstitions involve the conjunctions of the moons, with good reason. These dangerous nights have long been linked to the Devourer Wurm, though it is not the only power to benefit from these lunar alignments. Even those who do not believe in the Devourer know tales of frightening creatures and bizarre happenings and tell stories to remind children of the dangers, for nights where all three moons are full are wild and dangerous indeed. Arcane power surges from the heavens as the three moons move into conjunction, one above the other, and the boundaries between Caen and the realm of the dread Infernals grow thin. Nights where none of the moons can be seen



are also considered an ill omen, as it is said the Dark Ascension of Thamar took place on such an evening, and that the hand of Morrow's dark sister can be seen in the events of such evenings.

All three moons are far more inspiring to those who revere Cyriss, for astronomical measurements and calculations involving the moons and other celestial bodies have been crucial in discovering their elusive goddess. However, among those who worship Morrow or Menoth, the moons have long been objects of suspicion and awe—entities often bearing omens of danger and evil.

Other Planets of the Universe

Long ago, astronomers of Immoren determined that most of the stars in the night sky follow fixed paths across the heavens; however, they noted that a few seemingly wandered the heavens on paths that follow no rhyme or reason. These wandering stars have since been revealed as additional planets, and once the observer accepts the heliocentric model of the universe as truth, these meandering paths are easily explained as the orbits of planets further from the sun than Caen. Including Immoren's homeworld, there appear to be at least four other planets circling the sun.

Lucant

The people of western Immoren have long noticed two stars that seem to follow the sun closely. The Dawnbringer is only seen in the early morning, heralding the arrival of the sun, while the Harbinger of Darkness appears at sunset, following the sun into the oblivion of night. These two stars were initially linked with Menoth and the Devourer, respectively, and were seen to represent the constant struggle between the forces of order and destruction. However, this association has been widely forgotten due to the popularity of their current association with Morrow and Thamar. These two stars have become commonly known as Katrena and Ekris, named for the Ascendant of Morrow and the Scion of Thamar. Modern astronomical observation has revealed that these two "stars" are actually a single planet—Lucant, named for the priest of Cyriss who first discovered the truth of this planet. Lucant is the planet closest to the sun and the only planet between the sun and Caen.

The Eye of the Wurm

Aside from the moons, the brightest body seen on a clear night is "the Eye," or sometimes the "Eye of the Wurm." This body has long been noted for its brightness even when the luminescence of the moons causes other stars to fade from the sky. This is also one of the planets long noted for its unusual behavior as it traverses the celestial field. For some time now, astronomers have known that this was another planet like Caen, distant and somehow linked to the sun. The Eye is known to be the next planet out from Caen, but little else is known of it as no telescopes have been created that are powerful enough to inspect it closely. When this body was first proven not to be a star like the others, there was some speculation that it could be Urcaen, the afterworld. Theologians refuted this, stating that there is no possible way to view or observe Urcaen without first dying, and this notion was ultimately dismissed. It is believed that conjunctions of the Eye of the Wurm and Calder are when followers of the Devourer create such vile creatures as the warpwolf.

Rumor Has It…

For two nights every three years on the last of Tempen and the first of Cinten, Calder is full and aligns with the Eye of the Wurm to create a baleful orb. On these nights Laris is but a waxing sliver and pale Artis fades into the east after the midnight hour. Folklore tells that these dark hours are called variously Warpnight and Wurmsglare and, at this time, evil forces go abroad, walking the face of Caen, suffused with dark power. The nature of such forces varies from story-to-story, with some claiming they are undead, Infernals, and even the Orgoth returned!

Yet, there is little doubt that something unwholesome emerges on Warpnight. The Khadoran scholar Bladko Ushka (male Khard Exp5/Ftr1) believes it is at this ominous time when the dead rise and the Cult of the Devourer performs rituals transforming men into warpwolves. He seeks adventurers to join him in testing his theory. Ushka has learned the whereabouts of a coven, and he wishes to observe them from a distance on this gloomy night. Not being a highly skilled warrior, he needs protection should his expedition run into trouble. He offers a handsome fee for anyone who joins, as well as a chance to unravel the mystery of the warpwolf.

Cyriss, the Dark Wanderer

When astronomers of Cyriss first declared that, through careful study of her laws and principles, they had located the source of the goddess amongst the stars, many folk balked at the discovery or assumed that they had all gone mad. Even today, preeminent dwarven and human astronomers accepting the Dark Wanderer's presence beyond the orbit of the Eye are considered controversial troublemakers; when in truth, they are the most advanced scholars in this field outside of Cyriss' faithful. The faithful recognize this as Cyriss' home among the stars, from where she exerts her influence on the other planets and moons, causing odd astronomical wonders—the very wonders that led to her discovery. This is the well from which her power over the natural forces flows and is believed to be the source of magic for her followers, as well as the foundation of every significant riddle and cipher. It is a matter of some debate, as some followers insist Cyriss' magic comes from Urcaen, a separate realm of existence altogether—while others conjecture that Urcaen, like Cyriss, exists among the stars.

Whatever the case, the Dark Wanderer is out there, beyond the orbit of the Eye. It is her home and a great living machine, obscured from all but the most advanced telescopes. Even then, due to her dark coloration, unless one knows where to look from the careful study of her influence on the other planets, Cyriss is nearly impossible to locate, as she should be. The search for Cyriss should be anything but simple.

Rumor Has It…

Young radicals have denounced the recently published work of Gameo Ortmin and the "old guard" astrometricians who hold to his heliocentric model of the universe. They claim that recent astrometric calculations prove that the planet Cyriss is actually the center of the universe. This so-called Cyricentric model of the universe is said to explain many of the as yet poorly explained astronomical phenomena. These rumors have sparked heated debates within the faith and in universities across western Immoren.

Constellations & Celestial Bodies

Beyond the orbit of Cyriss lies the celestial sphere where all the stars and constellations are in full array. Alignments of these stars and constellations with the planets and moons are oft as dangerous as any alignment of the moons and planets. Sinister forces beyond comprehension lurk in the dark reaches of the night, waiting for the moment when their influence can be wrought upon the lives of men.

The majority of the constellations are visible for about half of the year. Major spring constellations include the Swan, the Dracodile, and the Farseer.

During the summer months the Throne, the Serpent, and the Veld are visible. Autumn brings the Menofix, the Eagle, and the Gorgandur into view, and in the winter the Hunter battles with the Beast across the night sky. One of the most prominent constellations, the Eternal Wheel, is present year-round, appearing to simply rotate above Caen as it travels around the sun.

The Eternal Wheel

Dwarven astronomers consider the large and complex arrangement of stars called the Eternal Wheel as the most important constellation in the night sky and observation of it throughout the seasons was crucial in the development of the Rhulic calendar, which was later adopted by men. According to dwarven wizards and astronomers, analyses of the paths of the three moons in conjunction with the movements of the Eternal Wheel provide the most accurate long-term divinatory predictions.

The Veld

Humans are not the only ones to believe their gods rest among the stars. The elves have long spoken of a constellation called the Veld, a thick cluster of stars and a prominent feature of the night's sky. To the elves, the Veld was the home of the gods before they came to Caen, within which was the palace Lyoss, the seat of their power. The Veld is mainly a summer constellation, though it is visible low on the horizon in both the spring and fall. Among humans, this constellation is often called Menoth's Mask, and they once performed ancient ceremonies focused on this constellation, believing it represented the face of the old god. Gobbers, trollkin, and ogrun who worship Dhunia have a less glamorous term for this constellation, calling it Dhunia's Milk, a term that has not endeared them to the elves of Ios or those of the old religion.

The Hunter and the Beast

Rising primarily in the winter months, comes the Hunter, attributed as an aspect of Menoth. Ancient astronomers were fascinated to watch the Eye pass the Hunter, believing this marked a time of conflict between two great powers. Alongside and not far from the Hunter is another constellation, the Beast. As an aspect of the Devourer, the Beast is forever at war with the Hunter.

In Khador, they have another name for the Hunter, referring to it as the Priest King. It is said that when the legendary King Khardovic learned of the beastly Geremor, the first warpwolf created by servants of the Devourer, he was incensed. Geremor terrorized Khardovic's people, so the king marched into the wilds to destroy the creature. He refused aid from all others, not wanting to endanger them in the course of his hunt, and when he did come upon the massive lupine form in the midst of some terrible carnage, King Khardovic attacked the beast. The battle raged for days. Geremor fled several times, only to be tracked down and beset again by the valiant servant of Menoth. In the end, it is said that they were locked in combat, both intent on choking the life from the other, and as Khardovic lay there, giving his own life to destroy the great evil, Menoth plucked him from Caen as the two of them died. He set Khardovic amongst the stars to harass the Wurm, but the Devourer countered this move, lifting Geremor into the heavens, as well. Now, the two combatants are locked in an unending struggle amid the stars.

Rumor Has It…

The Protectorate's Hierarch Garrick Voyle recently examined a copy of Ortmin's treatise on the nature of Caen and, as a result, his fury was boundless. According to the Hierarch, what Ortmin proposes is base heresy and offensive in the eyes of Menoth. He has issued a sentence of death (and placed a bounty) on the scholar-priest, tasking his own Exemplars with bringing Gameo Ortmin to justice. The cult of Cyriss is reluctant to lose the devoted Ortmin, whom they view as a useful analytical component in their social machine, so rumor has it that they may be looking for outside help to safeguard the man. Perhaps a band of stalwarts—or entrepreneurs—could be persuaded to secure Ortmin, although assuredly any involvement will draw such folk deep into a religious rivalry between Cyrissists and the Sul-Menites of the Protectorate.

Skorak

This strange fireball has not occurred in many centuries and while modern astronomers are eager for a chance to unravel some of its mystery, its return is anticipated with an equal amount of dread. Skorak has been described as a fiery ball, many times brighter than even the Eye of the Wurm, trailing blue flames behind it as it streaks across the night sky. As best as can be determined from historical accounts, this fiery interloper appears once every six hundred years, and the appearances have always coincided with world-changing events. The last time it appeared was at the onset of the Rebellion against the Orgoth invaders. While this, in and of itself, would appear to be a good

omen, it had purportedly appeared previously just weeks before the first Orgoth arrived on Immoren's shores. And before that, it is said that Skorak roared across the heavens as some of the bloodiest battles of the Warlord and the Thousand Cities Eras raged unchecked. With the Rebellion having begun roughly 600 years ago, Skorak's return cannot be far away.

Calendars

The calendar most commonly used today is the Morrowan calendar, named after the god Morrow, but how did it come about? The first calendars' calculations were based on approximate climate changes, observations of the stars, and days of Menite offering. During the Thousand Cities Era, a bewildering assortment of calendars were in use, causing untold confusion for emissaries, traders and other travelers. As the Church of Morrow grew, their scholarly priests pushed for a singular calendar; during the Orgoth Occupation this was the Caspian system, an intricate sequence of fifteen months dating back to the death of the first Priest King. Primarily, those who were educated accepted the Caspian calendar, while commoners continued to mark time by the turning of the seasons. Still, the Caspian calendar was not quite accurate and required adjusting every three years.

A council of distinguished Morrowan scholars of the day called a summit in 225 A.R. to reassess the Caspian calendar. Simple observations of climate and lunar cycles varied drastically from observations generations prior, so clearly a more accurate system was called for. After some deliberation, it was widely agreed that the dating system should be changed beginning with the declaration of rebellion by the Iron Fellowship, denoting B.R. as "Before Rebellion" and A.R. as "After Rebellion," but these men still had more work to do.

Communication with the dwarves of Rhul had gradually broadened by this time, and so the scholars scrutinized the Rhulic calendar; it was concordant with what astronomers of the day had found to be the revolution of Caen around the sun. This observation revolutionized the human calendar. Considered both simpler and more accurate, the Rhulic calendar introduced new and accurate changes. When the



summit concluded, the now accepted Morrowan calendar was presented publicly, marking seven days to each week, 28 days to each month (of four weeks), 13 months to the year, and thus 364 days altogether comprising one full year with four seasons at 13 weeks apiece. Although it is still not wholly accurate, requiring an intercalated day every three years (see the "Longest Night" below) at winter solstice, it is far more exact than the preceding Caspian dating system.

The Iosan Calendar

Elves that have regular dealings with humanity—or those exiles, ambassadors, or dignitaries who dwell outside of Ios—are familiar with the Morrowan calendar. Iosans, however, have their own complicated reckoning of time called the Lyossan Calendar, a system of timekeeping of ancient origin and religious significance. Very few outsiders are familiar with its complexities.

Composing Dates: The accepted formal arrangement of calendar dates and how they are properly composed begins by stating the name of the week, followed by the day, then month and year. This formal reckoning begins numbering the days of each week within any given month from one to seven and starts again with one for the ensuing week. For example, the 11th day of the month of Ashtoven is written or spoken as "Malleus 4th, Ashtoven 604 A.R." rather than "Ashtoven 11th." However, in the past generation or two, informal writings and day-to-day discourse have leaned toward the latter. Because of this, both methods are acceptable, although the majority of printed matter still applies dates in the formal style.

Table 1–1: Morrowan and Menite Calendar Weeks

Week #	Morrowan	Menite
1	Vendarl	Ozeall
2	Malleus	Luctine
3	Donard	Donard
4	Gorim	Vilmon

Morrowan Week Names

When the Morrowan Calendar was presented to the public, names had been chosen to categorize the four weeks of the month. The choosing of the four names was the result of many hours of debate and deliberation, but eventually four were settled upon and the education on how to formally compose dates (above) was instituted. The four names are:

Vendarl: Named after archwizard Cortis Vendarl, the leading evoker from the Battle of the Hundred Wizards fought in 35 A.R. The Magus Vendarl is renowned for his leading part in this first telling strike against the Orgoth and is acclaimed as one of the greatest battle wizards ever born.

Malleus: Named after Master Gervus Malleus, an alchemist whose work was crucial in the development of blasting powder and firearms. Malleus was a persuasive and influential factor to the kegendary Army of Thunder during the Rebellion.

Donard: This week pays respect to General Abenar Donard, one of the noted leaders of the last battle against the Orgoth capital. A master strategist, General Donard led a ragtag army of volunteers and Colossals, bringing victory against overwhelming odds.

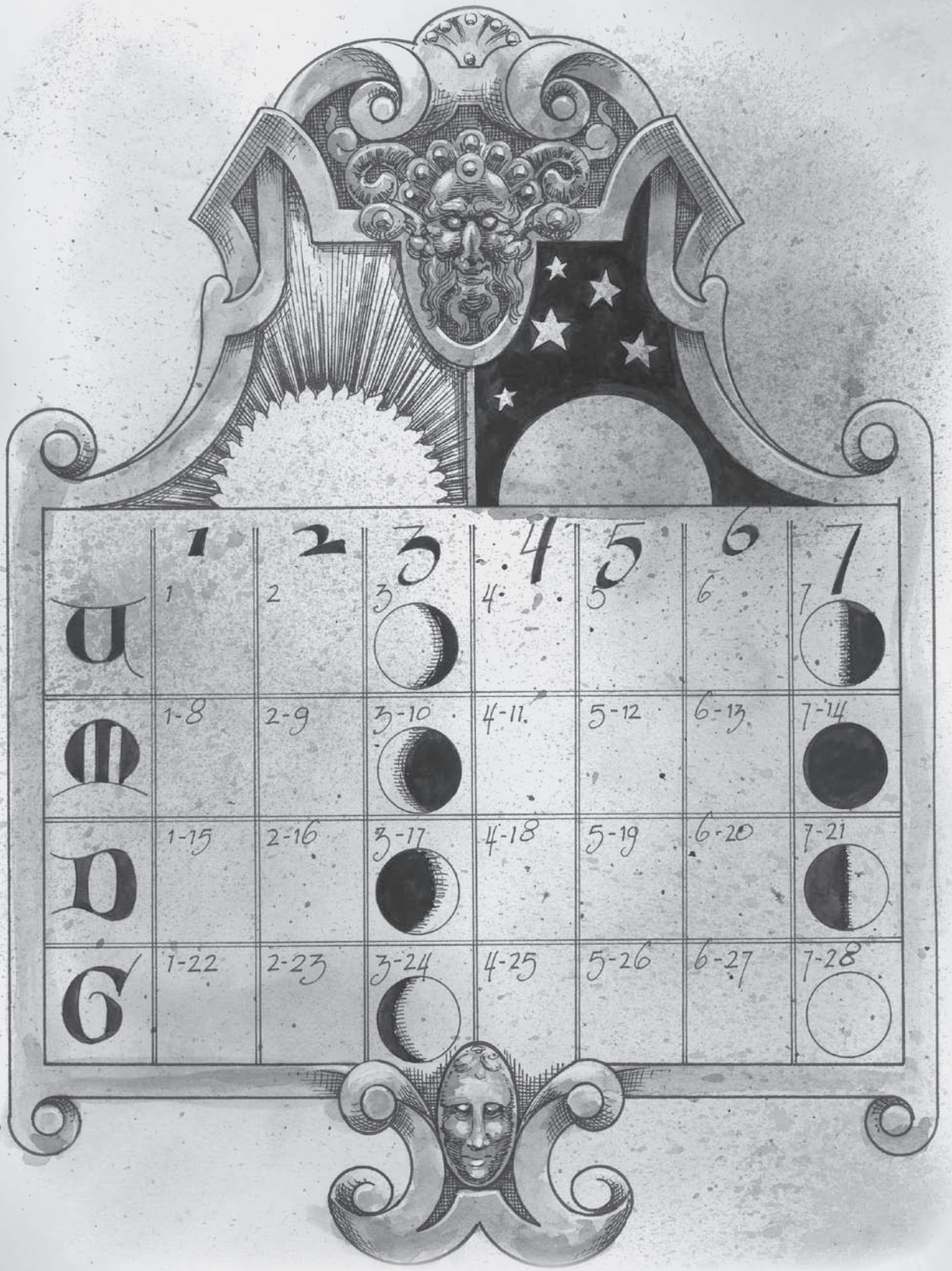
Gorim: This week recognizes the renowned dwarven Ambassador Jelm Gorim, credited with enlisting Rhul's aid in the late Rebellion. It was his idea to utilize the enormous resources of Rhul to help produce the Colossals and coordinated smuggling them into rebel hands.

Menite Week Names

Ozeall: Named after the Visgoth Ozeall, this holy man of Menoth took control of the faithful after the death of Hierarch Sulon and helped negotiate the end of the Cygnaran Civil War. Visgoth Ozeall is credited with the creation of the Protectorate of Menoth, and is counted one of their finest priests.

Luctine: This week is named in honor of Hierarch Gevard Luctine, one of the most famed leaders of the Protectorate, who helped bring the Idrian nomads into the fold. Hierarch Luctine preached the holy significance of the great earthquake of 504 A.R., describing it as Menoth's divine wrath.

Donard: This week is the same as on the Morrowan Calendar, as General Donard is the only Rebellion hero who is acknowledged by both Menites and Morrowans. Most Menites preach that General Donard was a faithful adherent to the tenets of the Creator.


1 2 3 4 5 6 7
1 2 3 4 5 6 7
1-8 2-9 3-10 4-11 5-12 6-13 7-14
1-15 2-16 3-17 4-18 5-19 6-20 7-21
1-22 2-23 3-24 4-25 5-26 6-27 7-28

Vilmon: Named after the Visgoth Dargin Vilmon, one of the most inspirational leaders of the Civil War, who brought all of the Menites from northern Cygnar down to Caspia. Without the support of Vilmon and his followers, it is uncertain if Hierarch Sulon could have held Sul.

The enclosed calendar lists the names of the weeks, as well as illustrates the moon Calder's lunation as it proceeds through its cycle of phases. These can be shown on a one-month calendar with no month name, called a *broad calendar*, since Calder's phases are so fixed. As stated previously in "Moons & Tides," Caen's moons do not all have the same phase cycle. Calder and Laris are the most similar of the three, though Laris' elliptical orbit makes it appear to behave oddly in comparison to Calder's very regular phases.

As can be seen on the enclosed broad calendar, Calder moves through four major phases and four minor phases over the course of 28 days with each major phase occurring over seven days. His major phases are quarter declining (half moon), new moon (dark), quarter rising (half moon), and full moon, and the minor phases are waning gibbous, waning crescent, waxing crescent, and waxing gibbous, and every phase slowly shifts from one to the next, as shown.

Morrowan Month Names

The current calendar system dates to just after the Rebellion, although numerous month names are older remnants from previous calendars. The following are explanations of the month names on the Morrowan calendar. Some calendars list the Caspian composition rather than Cygnaran, and so these differences are listed when relevant.

Table 1–2: Calendar Months

Month # (Morrowan Date)	Morrowan	Menite	Rhulic	Holiday	Equatorial Season
1	Glaceus	Glaceus	Dovern		
2	Casteus	Casteus	Uldern	Day of Accord/ Sulonsphar	
3	Trineus	Trineus	Dolern	Day of Markus	
4	Tempen	Tempes	Ormul	Tempenfest (Temptressfest)	Vernal Equinox (Vendarl 7)
5	Cinten	Cinotes	Odul	Blight's Eve; Shroudfall	
6	Rowen	Prautes	Gordul	Summerfaire Season (through Octesh)	
7	Solesh	Septesh	Lodar		Summer Solstice (Malleus 7)
8	Octesh	Octesh	Durgar		
9	Katesh	Sulesh	Odomar	Tenfest	
10	Goloven	Golovus	Godesh		Autumnal Equinox (Donard 7)
11	Doloven	Martus	Sigmon	Dark Ascension	
12	Khadoven	Khadovus	Rordon	Ascension Mass	
13	Ashtoven	Ashtovus	Jhoron	Longest Night*; (Winterfest) Giving Day/Day of Sacrifice	Winter Solstice (Gorim 7)

* Once every three years.

Glaceus (Month 1): Long considered one of the harshest periods of the year, this month is named using an old Caspian term for "mountain of ice." There is a similar word in Khurzic signifying a large boulder of ice in the remote and frozen north.

Casteus (Month 2): Derived from an ancient legend of a Midar warlord who rallied to establish the province of Midlund. In recent times, a darker legend has surfaced about this man named Casteon. It is said that he actually sacrificed his loved ones to Menoth for the strength to unite the Midar, the forebears of the Midlunder kings, and the snow storms

of this month are said to represent the cold swells of Casteon's eternal grief.

Trineus (Month 3): The third month of the Caspian calendar was also called Trineus, a time of special importance as late winter turns to spring, the days start growing longer, and all manner of flora and fauna bursts forth in all directions. In honor of this particularly potent time of the year, the Morrowan calendar follows suit.

Tempen/Tempes (Month 4): The name of this month derives from the Caspian word "tempes," which means "to blossom." An ancient festival is celebrated during this month to usher in spring and to thank the divine for sparing lives during the harsh winter months. This long celebration, called Tempenfest, has endured for millennia.

Cinten/Cinotes (Month 5): Named after the mythical King Cinot, said to be the first man to learn writing and farming from Menoth—there were, of course, no such things as "kings" that long ago. Cinot is credited with inscribing the first laws of civilization onto stone and prompting an age of peace and reason. In Caspian, "cinotes" translates as "guardian or to guard something," and chronicles tell of actual men in the central and southern regions called *cenutis* who were armed crusaders and arbiters of provincial law during the Warlord Era.

Rowen (Month 6): This month was named in honor of Ascendant Rowan, patron of the poor and downtrodden. Adulation of the ascendant increased during the Rebellion, when many of those who were displaced and suffered the tragedies of war looked to her for protection and guidance.

Solesh (Month 7): Although the name of this month is similar to an ancient Caspian term for the sun, the Church of Morrow pays respect to Ascendant Solovin—whose assistance is looked to by priests who tend the wounded in times of strife—during this month and claims that it is named for him, which is likely true.

Octesh (Month 8): Another ancient Caspian term, "octesh" simply means "eight or eighth" and has been used in many of the older calendars. This harsh month of summer has often been associated with famine and merciless heat, especially in the far southern regions.

Katesh (Month 9): Named in honor of Ascendant Katrena, the first ascendant of Morrow and divine protector of the Church, the ninth month of the year is the time when most communities pay respect to their local priests, sometimes bringing small but inexpensive gifts such as food or arts and crafts.

Goloven/Golovus (Month 10): This month is named after King Golovant, an ancient and legendary king who subdued the Molgur barbarian tribes in the south and thus helped usher in an age of prosperity now known as the Thousand Cities Era. Golovant is counted as a divinely inspired hero by both Morrowans and Menites.

Doloven (Month 11): Named in honor of Ascendant Doleth, the autumn season is considered an auspicious time to beseech his guidance. During the rough winds of this season, sailors and fisherfolk become particularly pious and superstitious.

Khadoven/Khadovus (Month 12): This month is named after King Khardovic, who is credited with bringing civilization and the faith of Menoth to the north. Khardovic, from whom the Khards have taken their name, championed thousands of people from the rapacious barbarians of the far flung northern mountains and, like Golovant, is esteemed by both Morrowans and Menites for his honor and courage.

Ashtoven/Ashtovus (Month 13): An old Caspian term to divide autumn from winter, the best translation of the word is "ashfall." This is considered a particularly bleak time of year and one old legend says the first snowfall of any year represents ashes falling from Urcaen as the gods wage war over the fate of men.

Menite Month Names

Morrowan scholars and priests had a major role in shaping the current calendar, which is why the Menites have changed some of the names, particularly those derived from ascendants. The Menite calendar obviously also uses the Caspian root language rather than Cygnaran.

Prautes (Month 6): Named in honor of Visgoth Dovorin Prautian, one of the first Menites to describe the City of Man in Urcaen after he was raised from the dead. This was one of the first glimpses of the afterworld given to the ancient Menites.

Septesh (Month 7): This month name is simply a derivation of the old Caspian term for "seven or seventh" and has no other major significance, although among some Menite priests, the number seven has sacred ramifications, as Menoth is reputedly served in Urcaen by seven of his favored hierarchs.

Sulesh (Month 9): Named after the great Hierarch Sulon, who is honored for his vision and piety and his role in founding the Protectorate of Menoth. Admittedly, this month is sometimes confused with Solesh by those less educated, which is the seventh month of the Morrowan calendar.

Martus (Month 11): This month honors the ancient paladin of the Order of the Wall, the legendary Luvis Martovus, who saved a town from a pack of disease-ravaged wolves during the Thousand Cities era. This is a famous fable among Menite communities, some of whom believe it is good fortune to sacrifice a wolf to Menoth during this month.

Morrowan/Menite Festivals & Holidays

Ascension Mass (Morrowsday): The most important holiday of the year for Morrowans, the Ascension Mass—frequently referred to as Morrowsday—on the 21st of Khadoven marks the day Morrow ascended to godhood. The celebration lasts all day and night, beginning with a lengthy religious service in the morning that becomes a more festive gathering and feast in the evening. This is a time for community, and feasts are usually hosted at the local church or the home of a prominent community leader. In Caspia, the Ascension Feast is sponsored by the Sancteum and attended by the Primarch, the Exordeum, and the entire royal court, along with hundreds of other important Cygnaran personages.

Blight's Eve: No one honestly knows the beginnings of this Toruk-based holiday in Cryx. It is said perhaps it is the anniversary of the Scharde Islands Pirate Kings' sinister pact with the Dragonfather, which eventually led to their becoming his Lich Lords. On Cinten 13th, Cryxians celebrate Blight's Eve, making special efforts to pillage, loot, and take slaves, and then return to the dreaded island to frolic in the streets like proper hooligans all day until nightfall, at which point the Lich Lords themselves walk the streets of Dreggsmouth, Skell, and Blackwater in search of recruits—usually those who couldn't hold their vice in check and get behind closed doors by sundown.

Dark Ascension: The 14th of Doloven is a dark day marking the ascension of Thamar. This is not considered a holiday except by her followers. Most Morrowans consider this a day of ill-fortune and bad luck. The superstitious refuse to leave their homes and there are traditional indoor activities to keep families occupied and safe. It is widely believed that there are more murders committed on Dark Ascension than any other day of the year.

Day of Accord/Sulonsphar: Marking the end of the Cygnaran Civil War, the 28th of Casteus is indicated on both Morrowan and Menite calendars. In Cygnar, the Day of Accord is an occasion to praise those who serve in the military, frequently accompanied by toasts and military parades.

Sulonsphar is a very different occasion for the Menite faithful, a solemn day to remember Hierarch Sulon's death during the war and the success of his vision for establishing a holy kingdom. Tensions run particularly high along the Cygnar-Protectorate border at this time of year.

Day of Markus: Trineus the 3rd is the Day of Markus. It has become a popular holiday throughout the central and southern Iron Kingdoms, except the Protectorate. Local traditions vary, but usually citizens take this occasion to pay thanks to local soldiers, town guard, and militia. In many places, for example, it is customary for locals to buy food or drink for soldiers or guardsmen, and they are in turn obliged to accept them. Hence, many persons on duty end up inebriated on this day, and disciplinary action is typically overlooked. This has spawned another tradition whereby many regular citizens disguise themselves in imitation uniforms. In Llael, duels are even more commonplace on this day and, of course, this is considered an important holiday throughout Ord and is treated with particular solemnity in Midfast, where much of the citizenry takes the time to visit the ascendant's tomb.

Giving Day (Winterfest): The last of the year has always been celebrated in different ways throughout western Immoren since the time of the Thousand Cities, but long feasts sometimes lasting over the course of several days or even a week are by far the most common. Many places still have gatherings of friends and family during this time called Winterfest, a time for sharing and camaraderie. The hanging of ivy is a popular tradition, perhaps to lift sagging winter spirits

and remind the people that spring is not far away, and the greeting of "good health" and "good fortune" is commonly heard for days before and after this holiday.

Giving Day apparently came about around 269 A.R. when King Woldred the Diligent began an annual habit of going amongst the common folk of Caspia on this day with gifts for the children and coins for the adults. During his lifetime, this tradition spread to other cities, and long after Woldred had passed away, imitators with white beards would don long robes and a fake crown and spread the holiday spirit by presenting small gifts, tokens, food—ham, roasted apples, oat cakes, bread, nuts, eggs, spices, and mulled ale are the favorites—or coin donations. All walks of life now celebrate Giving Day and Morrowan churches customarily open their coffers to help fund the gift-giving. In general, this is a time for togetherness and appreciating family and friends, and King Woldred's charity over three centuries ago has underscored the spirit of Winterfest a hundredfold, especially in Cygnar, Llael, and Ord.

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

Founding Day: Different in every city of the region, each city and town has its own unique way of celebrating its Founding Day. These festivities often include carnivals, parades, and competitions such as bareknuckle boxing and lashed-pair wrestling. The celebrations are particularly extravagant in Caspia, Merin, Merywyn, and Corvis. Of note, Caspia's Founding Day is on the 20th of Tempen, Merin's falls on the 2nd of Casteus, Merywyn's falls on the 10th of Ashtoven, and Corvis' is Trineus 25th.

Longest Night, The: The Longest Night is a triennial event that falls upon the winter solstice. It is a numberless day, conceived by the innovators of the Morrowan calendar to compensate for a third of a day difference between an ordinary year and the astronomical year. This nocturnal festival is observed in most of the western regions and includes heavy drinking, music, and dancing. Celebrants often dress as the dead and the festivities may also include fireworks. In many places, the Longest Night is a three-night celebration.

Shroudfall: Shroudfall is a yearly occasion about a month after the vernal equinox during a lunar eclipse of Calder, when Laris and Artis are both dark. This nocturnal festival is observed mainly in the central and southern regions of western Immoren and includes a midnight parade and heavy drinking. This is an especially popular observance by Dhunia worshippers, who believe the Earth Mother gave birth on Shroudfall. Dhunians smear their bodies with ash, chant hymns, beat drums, and dance around fires on this night. Morrowans also tend to gather around fires to drink and tell stories.

Summerfaire: Summerfaires were originally an Ordic festival, representing the middle of summer, and the shortening of the days. Summerfaire is traditionally a week long celebration in Ord taking place either on the second or third week of Solesh depending on the community. The importance of the day can be traced back thousands of years to the kingdom of Thuria, and many stone circles and other ancient monuments in southern Ord and northern Cygnar are aligned to the sunrise on the summer solstice, or Midsummer. Summerfaires consist of games, races, markets, weddings, and communal activities of all kinds, and have grown in popularity since the second century After Rebellion, spreading throughout western Immoren, starting as early as Rowen in southern Cygnar and as late as Octesh in Khador and lasting anywhere from a few days to, in some communities, as long as a month. In Ord and Khador, the festival is especially connected to the potato harvest, and all manner of potato dishes are popular at this time. In Cygnar, corn and grains are the most popular foods.

Tenfest: The 14th of Goloven marks both the end of summer and the birth of the modern kingdoms with the signing of the Corvis Treaties. It is named for the Council of Ten and was instituted to celebrate

the freedom gained by the Immorese following the Rebellion. Tenfest is marked by military parades showcasing uniformed soldiers and warjack battlegroups in the larger cities, and town guard and labor steamjacks in the smaller, with the 'jacks frequently decorated and marched through the streets behind celebrants dressed as fleeing Orgoth warriors. Some performers dress in heavily-armored costumes resembling Colossals and stomp about while dangling a horde of little marionettes—meant to be fleeing Orgoth—before them. It culminates with "shrine fighting," where groups assemble with sticks and attempt to destroy each other's portable Orgoth shrines while onlookers choose favorites and wagers are often made. Frequently, this celebration results in many injuries and some towns have tried to put a stop to shrine fighting, but it has all proven to be much too popular. Veterans and factory employees are especially diligent in observing this holiday, the latter using it mainly as an excuse to take a day's vacation from their jobs.

Tempenfest: The second week in the month of Tempen is typically a six-day celebration called the Festival of Tempes, or more commonly Tempenfest—from which the aforementioned term "Tenfest" derived—beginning on the first day of Malleus in hundreds of communities and cities across the kingdoms. It is a celebration of winter's end and a time for revelry, crafts, song, dance, and feasting. Colorful cavalcades, dance and theatre performances, wedding feasts, and banquet parties are commonplace throughout the week.

Temptressfest: On the eve of the last day of Tempenfest, Calder has completely vanished from the sky, pale Artis still hides in the north, and only celestial Laris, red and full and menacing, casts the world in dim shadow. This is the Night of Laris, or now more commonly called Temptressfest—a popular variation on the title of the festival it follows. Participants frequently don masks and wear blood red outfits, women often wearing veils of dark lace or satin. Revelers prowl in shadows, tell bleak tales, drink dark spirits, have illicit meetings, keep trysts, and generally comport themselves like beasts. Coincidentally, this night is second only to the Dark Ascension for ill deeds to come about—Five Fingers especially has a problem with the annual tradition of setting things ablaze on this night—and Thamarites partake in the holiday while most well-meaning Morrowans tend to turn in early.

Races of Western Immoren

In the beginning of this chapter, the geography of western Immoren was generalized, but this is more than just a study in broad topography. Now, the distribution of the people who populate this portion of the continent calls for a review. Humankind comes in a wide variety of cultures and the features of a particular terrain often serve to produce natural ethnic boundaries. Such is the case with western Immoren. Politics have played a major part in blurring these racial divisions, sometimes even stamping them out, but as long as men reproduce and seek to dominate others not quite like them, some ethnicities will always rise to the top.

A variety of races and ethnicities call western Immoren their home, but humanity as a whole is unquestionably the most dominant. The earliest chronicles of men have survived since the Old Races Era; records indicate their presence more than 6,500 years ago, with roots going back to strong tribal societies. Yet, as stated above, so many thousands of years later, the lines are becoming less distinct. Homogenization looms, in some nations more than others, and impending ethnic dilution grows closer every day. Indeed, Cygnar and Ord, in particular, are fast becoming hodgepodge nations as the spirit of enterprise and industry brings people closer together, replacing ethnic boundaries with political ones.

Of course, segregation and discrimination in such nations—in every multi-ethnic nation of Immoren—does exist, and each nation of men has begun to integrate their ethnicities to some minor capacity. Cultural traditions, aptitudes, and biological differences remain present, even if somewhat diminished through interbreeding. In this time of industrialization, national pride serves to blur the ethnic boundaries more than anything else, followed closely by the initiative of enterprise.

The dwarves, elves, goblins, ogrun, and trollkin all have complex civilizations and histories of their own, dealt with later in this section. But first, the focus is on the human ethnic groups and how they are coping with their recently devised national boundaries.

Usage Notes

The following section includes the racial adjustments presented in L&L:CP. These include optional ability score adjustments for the major human subcultures and racial abilities for the non-human races. Finally, it should be noted that, where necessary, some minor changes have been made to update the material from L&L:CP.

All cultural adjustments are entirely optional, and some DM's may decide not to allow their players to utilize them. Players may choose to forego the ability score adjustments, although they must be ignored in their entirety—both benefits and penalties.

An individual is born with the appearance of his parents. If parents are of mixed background he will likely favor one or the other, or a mix of the two. Cultural traits such as skill and ability score adjustments only apply to a person raised in the traditions of that culture. It is possible to have the appearance of one subculture and the traits of a different one. Therefore a person with Khardic parents who was raised in a Caspian culture would look Khardic, but use the Caspian section for his cultural outlook and traits.

Social Flaws: Some subcultures are noted as being "Socially Isolated" or "Jingoistic." These traits represent cultural attitudes that impair dealing with other cultures, but are not quite as extreme as a Charisma penalty. "Socially Isolated" represents unfamiliarity with other cultures, resulting in unintentionally blunt or rude behavior, or perhaps the individual is overly crude in speech and has a general lack of decorum. "Jingoistic" represents a type of extreme patriotism such that members of foreign kingdoms are treated with disdain, scorn, or even outright hatred. Jingoistic social gaffs are usually intentional, whereas those made by socially isolated characters are generally unintentional. Players are encouraged to roleplay this flaw, particularly if botching a skill check.

Both social flaws inflict the following penalties when the character is dealing with others not of his nationality: –2 racial penalty to Bluff, Diplomacy, Gather Information and Sense Motive checks when dealing with others not of their nationality. An exception to this is that Nyss suffer a –4 penalty when dealing with Iosan elves.

Automatic Class Skills: If a skill is listed as an "automatic class skill" and the character already has it as a class skill, he receives a +2 racial bonus instead.

Language Notes: Automatic languages are known by all members of the appropriate race/subculture without spending any skill points. Bonus languages are available to characters with high Intelligence modifiers (as described in the PHB) or can be learned by gaining ranks in the Speak Language skill. Literacy is not always automatic in the Iron Kingdoms. Languages noted as "spoken" under automatic languages require an additional "point" for a high Intelligence modifier or additional ranks in Speak Language for literacy. If a language is noted as "spoken only" in bonus languages, literacy cannot be achieved in that language at 1st level, but can be learned later by gaining additional ranks in the Speak Language skill.



Men of the Northern Kingdoms

Khard

Popular Starting Feats: Endurance, Mounted Combat, Power Attack, Toughness

Optional Ability Adjustments: Strength +2, Intelligence –2

Automatic Class Skill: Ride

Skill Bonuses: +2 racial skill bonus on Handle Animal and Intimidate checks

Social Flaw: Jingoistic (optional)

Base Height: Male 5' 4", Female 4' 11" (+2d10 in.)

Base Weight: Male 150 lbs., Female 110 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Khadoran (spoken)



Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Ordic

The Khardic men and women of Khador are large in stature and long in memory. It is said that—often by the Khards themselves—the bloodlines of giants run in their veins. This may well be true. Indeed, theirs is a harsh land where only the strong survive. Giants or no, the blood of the Khardic horselords of the old empire runs through them. They have a nigh mystic regard for their riding animals, and Khardic horsemen are frightening opponents.

While older values tend to outweigh newer ideals, the Khards are not against employing new skills and industries for the Motherland. They prefer a sturdy ax to a sword, and a bow to a rifle, but this isn't to say that a heavy pistol wouldn't be put to use if one made its way into a Khard's possession.

Proud, pugnacious, and patriotic, these folk are easy to incite to action for their country, and they are numerous, especially in the north where a man must provide his own workforce to till the land and guard the homestead. This fierce pride and unbending tenacity, combined with a healthy dose of their infamous rage, make Khards consummate warriors. Perhaps this is because they believe they suffered the worst during the Orgoth Occupation. If so, it is no small wonder these folk hold such ancient grudges toward the southerners. Be it true or not, any Khard would rather hear tales of how Khardic might threw off the Orgoth yoke or of the glorious heights of the Khardic Empire, rather than listen to the tales of a unified liberation penned by the "treacherous men of the south."

Rumor Has It…

Khardic men call the ancestral giants *bogatyri*. According to the oral epic poems passed down from generation to

Before the Orgoth came and decimated many of Immoren's cultures, another empire—that of the Khards—started in the ancient city of Khardov over two-thousand years ago. The conquering Khards, they were called, and when they came thundering across the steppes they were indeed fearsome to behold. In their day, they had to contend with scores of regional kingdoms in order to establish their supremacy. In the far reaches, the northern raiders of Kos took fifty years of brutal bloodletting to yield, but yield to the Khards they did…and then the disjointed barbarians called Skirovi were subjugated, though it took over a century to wrest them from their mountains.

—Gameo Ortmin, astrometrician and follower of Cyriss

generation, the bogatyri were exceptionally handsome, cunning, and prodigious in both size and strength. Bogatyri were also famous for growing from babe to adulthood in a matter of days and for sleeping so deeply that only a wound would wake them. Very strong Khardic men always brag of bogatyr blood and some rare few actually exhibit the supernatural abilities of their parents. It is said that when the Orgoth landed, the bogatyri fought valiantly at first but were overwhelmed. Defeated, they fled into the mountains and turned to stone. What mountain range the bogatyri retreated to is unclear, but perhaps one day the great heroes of Khador will return.

Kossite

Popular Starting Feats: Point Blank Shot, Track, Two-Weapon Fighting

Optional Ability Adjustments: Constitution +2, Intelligence –2, Charisma –2

Automatic Class Skill: Survival

Skill Bonuses: +2 racial bonus on Climb and Craft (any wood-related) checks

Base Height: Male 5' 7", Female 5' 1" (+2d10 in.)

Base Weight: Male 155 lbs., Female 105 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Khadoran (spoken)

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Ordic



In the khurzic tongue, "kos" means "wolf." Indeed, like ravenous wolves, the Kossites once stalked and raided throughout the north, but by the time they decided to move southward, the Khards were already firmly entrenched. At first, they dealt with one another harshly, pillaging, plundering, and burning one another's settlements, but after decades of violence, the Kossite chiefs opted it was more lucrative to make an alliance—actually they pledged fealty—and be united with what was an even more numerous tribe. The Kossites immediately took to the partnership with delight, leading many of the Khardic charges against their shared enemies, and before long, they were accepted as mighty "wolf-brothers" by the roving horselords.

—Gameo Ortmin, astrometrician and follower of Cyriss

Few lands are as untamed as savage Khador, and few people are as untamed as the Kossites. The people of the long-lost realm of Kos are reclusive, living in relative confinement among the very trees they embody; they are tall and thick-limbed like the northern oaks, steadfast as the winter woods, and as ready to repel intruders as the thorny blackroots. Although they are the tallest humans in western Immoren, they have a considerable knack for stealth, traveling silent as ghosts through the thick undergrowth and wiry branches of the Khadoran forests. Countless times have unwanted trespassers crossed into Kossite territory only to be riddled with arrows from obscured tree stands and hidden blinds.

Like the elves of the east, they are the lone wolves of the north. Kossites do not like to be disturbed, even by other Kossites. They have a reputation for being unfriendly and indifferent, tending to prefer the isolation of their backcountry homes to the urban innovations of city life, and their small communities consist of just a few families. In truth, they are known for hostilities amongst their own as much as with outsiders.

But they do know the land, and because of this, most Kossites make brilliant trappers and hunters. Those that embark into the wider world usually end up as mercenaries or find employment in the Queen's army as scouts or manhunters. Those who choose not to join the military usually become trappers, rangers, and explorers. No matter what profession a Kossite adopts, where the trees of Khador grow thick, or the vines draw themselves into walls of thorns and prickles, that is where one will find them—if they are to be found at all.

Ryn

Popular Starting Feats: Combat Expertise, Improved Initiative, Quick Draw, Weapon Finesse

Optional Ability Adjustments: Charisma +2, Wisdom –2

Automatic Class Skill: Diplomacy

Skill Bonuses: +2 racial bonus on Bluff and Sense Motive checks

Base Height: Male 4' 11", Female 4' 5" (+2d10 in.)

Base Weight: Male 95 lbs., Female 55 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Llaelese

Bonus Languages: Caspian, Cygnaran (written), Khadoran, Rhulic (spoken), Shyr (spoken, requires 2 Intelligence modifier points or ranks)



Rich, courteous, extremely handsome and, oh yes, arrogant and conniving; these are traits to describe many of those who have Rynnish blood in their veins. It almost cannot be helped. They're nearly, every one of them, cast in this mold by heritage. The small nation of Rynr, indeed, was at one time a small retreat for dilettantes and noblemen. Indeed, as Umbrey became more ensconced into the former empire of Khard, it is speculated that the Orgoth invasion may have actually preserved the Ryn from eventual Khardic subjugation. What a loss that might have been! They, of course, maintain that they survived the Orgoth, so surviving the Khards would have been a small matter—how very Rynnish…

—Gameo Ortmin, astrometrician and follower of Cyriss

Llael has been labeled "a nation of a million-and-one princes." If this is true, every Ryn must think himself a noble. Many Immorese folk display their hard labors on their faces; dark and worn, weathered and scarred. This is not the case in Llael, where the Rynnish majority tends to be pleasing to the eye, if not the ears, with their honeyed voices and debonair mannerisms.

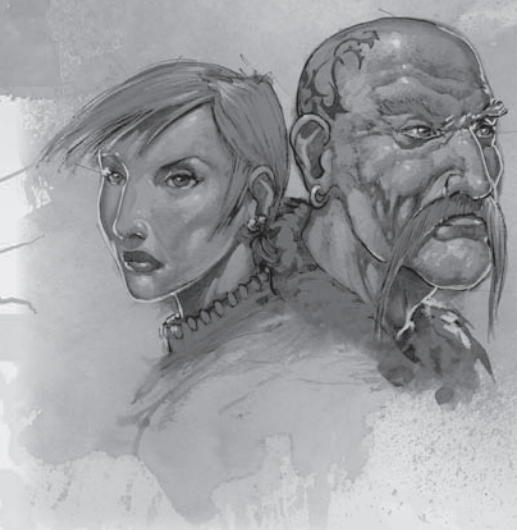
Though often labeled as flippant cavaliers, foppish counts, or shameful charlatans by the dirty-nailed, soot-shoveling sods found in city commons, courtly matters are of great importance in Llael, and a man or woman's measure is often taken based on appearance and manners. Ryn folk are witty, arrogant, charming, conceited, flirtatious, beguiling, and devil-may-care—sometimes altogether, but rarely all at once. A cunning Ryn might invite one to dinner, order the finest meals, try the newest Rhulic imports, and manage to somehow get his guest to pay for the entire engagement.

Not to say that every Ryn is a rogue; some of them serve lords and ladies throughout the kingdoms as courtiers and valets—especially those who are not

particularly highborn, as they often possess an inherent gift for eloquence. In truth, most information gatherers and spies are uncovered as Ryn, using their natural skills to get into places a grim Khadoran or staunch Sul-Menite would find unattainable. These types always come at a price, and true to form, it is not unheard of for a Ryn spy to be working for opposing institutions at the same time. It's no small wonder that the words "lie," "riddle," and "game" are all the same in Llaelese. To some Ryn, all of life is but a game, and what matters most is how well one plays.

Rumor Has It…

Personal honor is of great importance to Rynnish nobility, so it's no wonder that they have perfected the art of dueling. Both Merywyn and Leryn are home to various Gentlemen's Academies, schools teaching various styles of swordmanship. The swordmasters typically instruct students in two-handed fighting with broadsword and shortsword or broadsword and dagger in a style that emphasizes footwork and countering an opponent's stance. It is an effective style and extremely difficult to defend against. These Gentlemen's Academies are always experimenting with new techniques as well, often replacing the off-hand weapon with everyday objects such as cloaks, hats, and even lanterns. Of course, these academies are also expected to emphasize fair play, courtly manners, and respect for one's adversary in order to earn the right to keep their good names, and the leading schools in these areas often attract the best instructors, who are considered celebrities and "gentlemen of quality" in certain circles.



Skirov

Popular Starting Feats: Great Fortitude, Iron Will, Toughness

Optional Ability Adjustments: Constitution +2, Intelligence –2

Automatic Class Skill: Knowledge (religion)

Skill Bonuses: +2 racial bonus on Spot and Survival checks

Social Flaw: Jingoistic (optional)

Base Height: Male 5' 2", Female 4' 8" (+2d10 in.)

Base Weight: Male 140 lbs., Female 105 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Khadoran (spoken)

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic (spoken), Rhulic (spoken), Urnyak

It is a matter of debate whether or not the Skirov have ever been truly subjugated, for if any group is a throwback to an earlier age, they take the prize. These intense people cleave to their passions with a vengeance. Those who have sought to change them have succeeded to a point. Their forefathers made human sacrifices to the Devourer and dipped themselves in the blood of the slain. Today, the ancient chaos deity has been replaced with rigid versions of Menoth and Morrow—although the sacrifices and blood rituals seem to have, in essence, remained the same.

—Gameo Ortmin, astrometrician and follower of Cyriss

On the fringes of the Motherland, high in the Khadoran mountains, reside the barbaric Skirov. Never a unified nation, they were primarily hordes descending from their mountain retreats in ages past to raid and pillage their pastoral cousins. In those long ago times, the Skirov worshipped the Devourer Wurm, but as the world infringed upon the barbarian north, rather than fight it to the end, the Skirov merely acknowledged the truth of Menoth—and some eventually Morrow—allowing them to outlive the more obdurate tribes.

Today, their faith is more rigid than ever. Often, they devote themselves to rooting out the enemies of their faith, calling upon the savagery of their ancestors.

Skirov are thickset, the men customarily wearing thick mustaches and the occasional bushy beard. They are pale skinned, and some are scarred or tattooed—an ancient practice that hasn't died; certain families can be distinguished at a glance by their markings, much akin to the Orgoth branding practices of centuries ago or Nyss tattoos. Indeed, during the Occupation other ties were forged between the Skirov and the Orgoth. Some Skirov joined the Orgoth, and during the rebellion these traitors fought against their Khadoran brothers. Even today, it is whispered that Skirov loyalty is questionable.

According to outsiders, many Skirov still exhibit their barbaric ancestry, especially in their mistrust of magic. It has become fairly common in recent decades to see a charred and broken body of a "witch" swinging from the village gates. Some folk wonder if this adamant adherence to the Old Faith is simply a desire to work their god's will, or to prove their loyalty to Khador—perhaps it is simply an excuse to explore centuries of their own suppressed natures and dark, brutal history.

Umbrean

Popular Starting Feats: Combat Reflexes, Endurance, Toughness, Weapon Finesse

Optional Ability Adjustments: Strength +2, Charisma –2

Automatic Class Skill: Knowledge (history)

Skill Bonuses: +2 racial bonus on Ride and Spot checks

Social Flaw: Jingoistic (optional)

Base Height: Male 5' 3", Female 4' 9" (+2d10 in.)

Base Weight: Male 140 lbs., Female 100 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Khadoran (spoken), Llaelese

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Rhulic (spoken)

Five hundred years passed before the Khardic horselords finally struck treaties with their brothers, the horselord princes of Old Umbrey, who had centuries prior announced their sudden independence from Khardov. A hundred-year war nearly toppled the empire, until both cultures stilled their spears and learned to abide one another. This was good for the folk of the young kingdom of Rynr—of which today's city still bears its name—as the Ryn were allies with the Umbreans and had been trading precious goods with them for a hundred years or more through entrepots all along the Black River. Surely, if Umbrey had fallen, Rynr would not have been far behind.

—Gameo Ortmin, astrometrician and follower of Cyriss



Just east of the Khadoran-Llaelese border, the Umbreans of Laedry—where many of them reside—are a minority if ever one existed. They are few in number, and it seems both the Khadorans and the good folk of Llael prefer it so. To most Khadorans, these people are a reminder of the Motherland's loss of the former

capital of Khard, while to the Llaelese, they are seen as little more than mistrusted swords-for-hire. Considering the attitude of their neighbors and countrymen, it should come as little surprise that most Umbreans are more than passable fighters. They're a tight-knit group with guarded dispositions, rarely venturing abroad without a blade at the ready. Some are pistoleers, bearing finely crafted pistols dating back to the days of the Rebellion. Indeed, soldiery is deeply rooted in the blood of Old Umbrey, and though few in number, these square-built, weathered folk appear in nearly every army and mercenary company throughout Immoren, usually as small bands of Umbreans that keep mostly to their own.

In truth, much of their lineage has been depleted, though they deny it. Over the generations, Umbreans have intermingled with Khards, Skirov, and Ryn, but if asked an Umbrean will quickly recite his lineage back to the horselords that once rode roughshod over the northern steppes during the height of the Khardic Empire and beyond. They take their former glory seriously, and men have died in duels over ill-placed remarks about an Umbrean's lineage. These folk no longer have a true kingdom of their own; their loyalties lie with the relics and paintings of a bygone era, a time before the border squabbles, when they were the proud princes and warlords of Old Umbrey. Many of them yearn for a return to the old days.

Rumor Has It…

Although most outsiders treat the Umbreans with either disdain or suspicion, they are true folk heroes. Umbreans live independently on the borders of Khador and attempts to assimilate them have not met with absolute success, so Khador has learned to live with them instead—those that still dwell on the Khadoran side of the border, of course, for they are a people divided.

The Umbreans of Khador share a common language and religion with their homeland but they remain fiercely independent, bowing first to their "rightful head," Prince Vladimir Tzepesci, before grudgingly conceding to the current regime. Everyday it seems more of them are taking up residence outside of the Khadoran border, as Llael simply offers more opportunity and less prejudice. Although they are still viewed with disdain in Llael, it is nowhere near as acute. Umbreans are even permitted the right to serve in the military, which is forbidden to them in the majority of Khador. Khadoran leaders have even attempted to prevent Umbreans serving in the armies of recognized rivals, branding all who do so as traitors and exiles, under threat of incarceration or execution should they ever stray within Khadoran borders.

In truth, generations of bias by the rest of Khador have fixed a deep bitterness in the hearts of the prideful folk of Old Umbrey. More and more they refuse to adhere to Khadoran law. They are unmistakably and fiercely patriotic, and they love the Motherland—they simply despise its longstanding bureaucracy. The Khadoran regime recognizes this and rumor has it that they persistently exert pressure on Prince Tzepesci to bring his people into line. So far however, it seems he has done little to stifle his people.



Men of the Central Kingdoms

Midlunder

Popular Starting Feats: Endurance, Iron Will, Power Attack

Optional Ability Adjustments: None

Saves Bonus: +1 racial bonus to Fortitude saves

Automatic Class Skill: Knowledge (history)

Skill Bonuses: +2 racial bonus on Craft (blacksmith) and Gather Information checks

Base Height: Male 5' 0", Female 4' 6" (+2d10 in.)

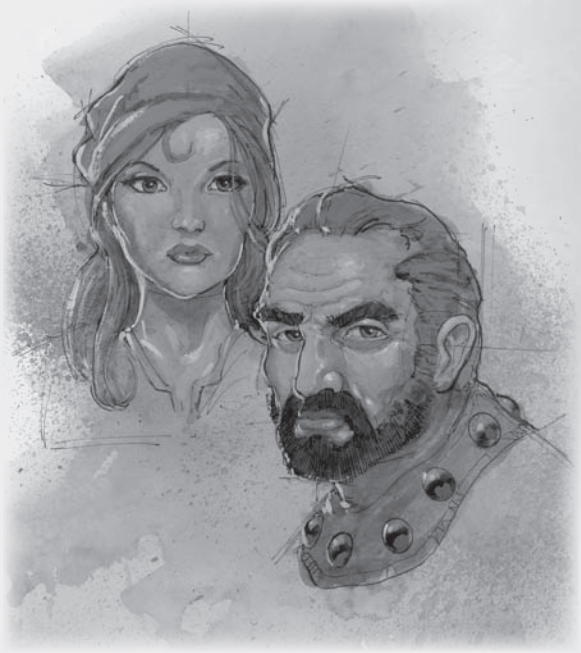
Base Weight: Male 130 lbs., Female 80 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran

Bonus Languages: Caspian, Khadoran, Llaelese, Ordic, Rhulic (spoken), Rhulic (written)

Dominating the northern regions of Cygnar, the Midlunder population is second only to the Caspians, and a more obstinate breed doesn't exist. These no-nonsense, rugged folk look for the most practical means of accomplishing a task, and won't quit until it's done. However, their practicality suffers when their obstinacy takes a firm grip of their faculties. Even if a Midlunder realized he wasn't going about something in finest fashion, he'd be damned before he'd let on that he was proceeding in the wrong. Seems foolish, but nevertheless, if a task falls to a Midlunder, it'll be finished—and finished well—one way or the other. This in mind, it stands to reason that Midlunders make up the majority of Cygnar's armed forces. Their complete inability to admit defeat makes them the most steadfast soldiers in all the kingdoms. This tenacity and bull-headedness has served Cygnar's troops well in many a difficult conflict.

Most Midlunders have hair of brown, auburn, or ginger, but lighter colored locks are not uncommon. Their skin ranges from pale to ruddy, and their physiques vary from thin to full-bodied. Though



stereotyped as stern and humorless, in truth, Midlund mannerisms run the gamut, though their bull-headed stubbornness is practically guaranteed. If trained or apprenticed properly, Midlunders take to just about any craft they put their minds to. They are traders, warriors, scholars, priests, and practitioners of a thousand other callings and avocations. Indeed, many heroes of Immorese legend were Midlund men and women, and the majority of Cygnaran folklore has its roots in Midlund soil.

Some of the only records of Morddh have, in fact, been found in the mountains of what is generally called Midlund; for the Midlunders, some say, were once inhabitants of Morrdh. One of the more widely accepted theories, based on the Blind Pillars a hundred miles northwest of Corvis, posits that a race called the Midar split from Morrdh because of "a horrible affront" and several wars of independence were fought in the region. A "mighty upheaval" ended the wars, and the Midar settled in what is now Midlund. It's unclear whether or not they established a formal kingdom. Most records agree that they existed as independent city-states and the region was called Midlund; that is, until they, too, were overrun by the Orgoth.

—Gameo Ortmin, astrometrician and follower of Cyriss

Morridane

Popular Starting Feats: Alertness, Combat Reflexes, Dodge, Run

Optional Ability Adjustments: Dexterity +2, Charisma –2

Automatic Class Skill: Survival

Skill Bonuses: +2 racial bonus on Climb and Hide checks

Social Flaw: Socially isolated (optional)

Base Height: Male 4' 7", Female 4' 1" (+2d10 in.)

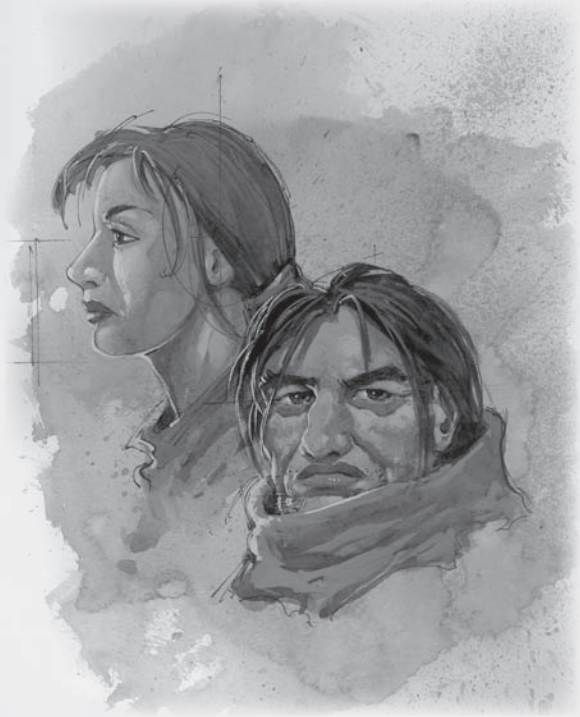
Base Weight: Male 90 lbs., Female 55 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran, Khadoran (spoken)

Bonus Languages: Caspian, Khadoran (written), Khurzic, Llaelese, Ordic

By the time Tordor existed as a kingdom, Morrdh had already well fallen. Records are spotty regarding this nearly forgotten nation, and a dozen differing theories make guesses at its culture and the reasons for its fall; one being that Morrdh was not landlocked, as many believe, and that actually Thurians are related by blood to the original folk of long lost Morridane. In spite of their physical appearance, they do seem to share many of the same customs and traditions; but, in any case, today the region of Morddh is little more than ruins beneath the mire and the customarily standoffish Morridane who live among them.

—Gameo Ortmin, astrometrician and follower of Cyriss



Generations ago, east of Tordor and south of the Khardic Empire, dark forests and mysterious swamplands made up the river valley called Morrdh, named for the nearly forgotten, ancient kingdom that only exists now beyond a veil of memory and myth. This is now a dread and murky place where shadowy creatures and wicked magics loom among sunken ruins and petrified bones. From such a feared realm come the Morridane. Ancient records show that the lawbreakers and criminally insane from other countries were exiled or escaped into the boggy wastelands over the centuries because of their transgressions—no small wonder the valley has such an insidious reputation.

These renegades and outcasts had to learn every sticky branch, soggy suckhole, and dark grotto of Morrdh in order to stay alive. After dozens of generations of living and dying in the muck, these short, bandy-legged, wiry folk remain every bit as suspicious of foreigners as the Skirov of the north. Those who have shed their reclusive ways are often hired as rangers or rough-terrain marksmen; they appear to have a natural affinity for ambushes and sniping.

Not all of them are killers, though. Some have emerged from the swamps and forests to build trading communities, and it seems many of the once-devious outlaws have engendered some nobler souls over time—some say it is the spirit of ancient Morrdh taking hold, that once proud kingdom that fell into dark ruin. Regardless, if one has the wherewithal to delve beyond the grimy and oft unattractive exterior and endure their guarded manner, one might discover that within many a Morridane is a shrewd and surprisingly honorable individual. Then again, one just might uncover a foul-breathed, cold-blooded brigand with a quick dagger and a desire to use it…repeatedly.

Thurian

Popular Starting Feats: Blind-Fight, Combat Casting, Skill Focus, Two-Weapon Fighting

Optional Ability Adjustments: Intelligence +2, Wisdom –2

Automatic Class Skill: Bluff

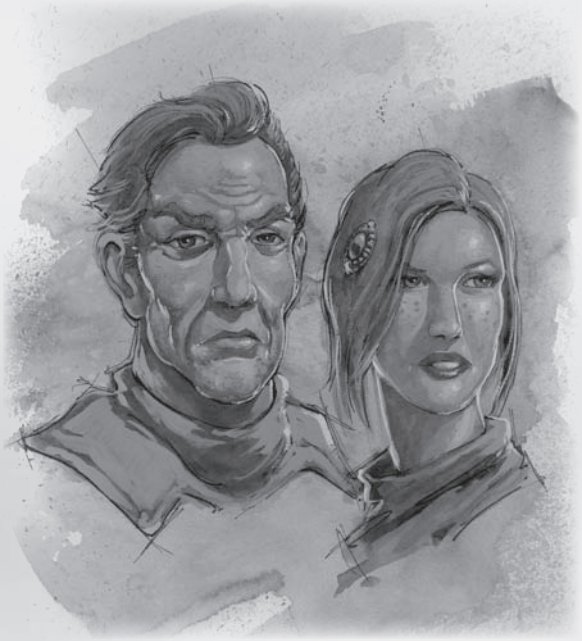
Skill Bonuses: +2 racial bonus to Diplomacy and Spellcraft checks

Base Height: Male 5' 3", Female 4' 8" (+2d10 in.)

Base Weight: Male 120 lbs., Female 70 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran, Ordic (spoken)

Bonus Languages: Caspian, Khadoran, Khurzic, Llaelese, Ordic (written)



Some folk say that the Gift of magic is but another game of chance, where one must convince himself he can actually control the power he wields. It is no small wonder then that the people of what was once known as Thuria—once located in westernmost Cygnar near the Ordic border—have come forward as plentiful and powerful wizards and sorcerers. The Thurians have a knack for subtly bending the truth to get what they want, be it a fast gold crown or two in a backwater pub or weaving an incantation to hurl lightning bolts. Hiding beneath their fair hair and ruddy tones are some of the most strategically minded men and women in all of Immoren. They are excellent learners, in both books and bar rooms.

Many a sharp-witted rogue or wizard is of Thurian stock. With so many port towns and a constant flow of foreign trade in and out of their region, the quick-to-learn Thurians easily find work in any walk of life. Time and again, these self-assured youngsters, swayed by the life of the adventuring sailor, end up bound to some grimy Ordic vessel or, worse, shackled in the belly of a Cryxian slave ship. But a sharp mind can be just as deadly as a sharp dagger, and many Thurians have become pirates and brigands, raiding the highways and waterways throughout Immoren. Surprisingly, and unlike most other cultures, Thurians do not spurn spellcasters; in fact, many are trusted as much as, if not more than, the priests of Morrow and Menoth. Perhaps this stems from the life-by-code mantras of both faiths, whereas Thurians prefer to live undisciplined and carefree.

The tenacious natives of the moorlands called Thuria—those foggy marshes of the western Dragon's Tongue—were ever determined to assert their independence; it is said these strong-minded people, whose kingdom predates Tordor by several hundred years, were never quite subjugated, just as the Tordorans never quite controlled the woodland folk of ancient Morddh. Even today, centuries after the fall of Tordor, an obvious socio-cultural rift divides Ord, segregating the Thurians from their Tordoran cousins.

—Gameo Ortmin, astrometrician and follower of Cyriss

Tordoran

Popular Starting Feats: Combat Expertise, Dodge, Improved Initiative

Optional Ability Adjustments: None

Saves Bonus: +1 racial bonus to Will saves

Automatic Class Skill: Balance

Skill Bonuses: +2 racial bonus on Profession (sailor) and Use Rope checks

Base Height: Male 4' 11", Female 4' 5" (+2d10 in.)

Base Weight: Male 105 lbs., Female 80 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Ordic

Bonus Languages: Cygnaran (written), High Tordoris, Khadoran, Llaelese



The Tordorans are the original lords of Ord, and they don't mind letting everyone know this. Like the Ryn, Tordoran blood remains more pure than many of the other ethnicities, due to ancestral pride and the desire of the castellans to maintain this purity. Aside from the Khardic Empire and Kingdom of Caspia, the nation of Tordor was one of the shining examples of humanity prior to the Occupation, and they put up the greatest resistance against the foreign invaders, spearheading the confrontation with their armada.

Prior to the Orgoth incursion, the nation of Tordor had long been masters of both land and sea, but studies reveal that this nation was on the decline a couple of centuries prior to the invasion. The Khards were biting away at Tordor's northern border in constant raids as horselord chieftains of the region kept pushing southward. Records indicate that the Tordorans, in fact, sent explorer ships southward in efforts to establish colonies elsewhere and ultimately abandon western Immoren altogether. If this is true or not is a matter of much debate in Ord and elsewhere, and some folks say that the nation of Tordor still exists somewhere beyond Meredius.

—Gameo Ortmin, astrometrician and follower of Cyriss

Nowadays, the castellans of Ord are High Tordoran. They claim the finest ships throughout the kingdoms and control ninety percent of the nation's resources. Their ancestral legacies are preserved through arranged marriages and blood-debts with other castellan families. In the main, the High Tordorans see their lowborn brothers as little better than Thurians, yet a castellan family would still prefer to see one of their own captaining their vessels, highborn or low—though the majority of any crew is likely to be Thurian. Indeed, the western seas have always been their most notable conquest, both historically and today, and shipboard trade owes much to the efforts of Tordoran sea captains.

Not all are called to the sea. Some among the lowborn—outnumbering their highborn cousins a hundred to one—have never spent a day aboard a ship. They prefer to live among the "plebeians"—as the High Tordorans refer to all but themselves—but in truth, thanks to the castellans, most Tordorans simply can't afford to do otherwise. They live out their days with rarely more than a few coppers in their pockets, looking for gainful opportunities. A common attitude amongst these types goes something like, "Why fret? Let's just have a drink!"



Men of the Southern Kingdoms

Caspian/Sulese

Popular Starting Feats: Combat Casting, Iron Will, Power Attack

Optional Ability Adjustments: Wisdom +2, Charisma +2, Dexterity –2

Automatic Class Skill: Sense Motive

Skill Bonuses: +2 racial bonus on Diplomacy and Knowledge (religion) checks

Base Height: Male 4' 11", Female 4' 5" (+2d10 in.)

Base Weight: Male 105 lbs., Female 75 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (Sulese dialect in the Protectorate)

Bonus Languages: Caspian, Khadoran (Sulese only), Khurzic (Sulese only), Llaelese, Ordic



In the south, the Kingdom of Caspia encompassed much of what is now Cygnar. In comparison to the Khardic Empire or Tordor, Caspia is considered young, but in truth, its people can trace their lineage back several millennia. The alliance of Caspian communities was just never made very official, since most cities governed their provinces independently, and it is perhaps the south more than anywhere else that gave rise to the term "Thousand Cities." In fact, ruins abound throughout Cygnar, where villages and towns now exist as little more than lost memories among the rocks and fields.

—Gameo Ortmin, astrometrician and follower of Cyriss

Though of the same descent, more than a river separates the Caspians and the Sulese. Caspia is one of the greatest cities in the civilized world. It is a testament to mans' greatness, and has stood as a beacon and refuge to southerners for well-over a thousand years. But just over a century ago, the City of Walls was torn asunder, and thousands of lives were lost when brother slew brother in a holy war that resulted in the birth of the Protectorate of Menoth and the city of Sul. Today, on the Caspian side of the Black River, the Sancteum of Morrow stands as a monument to the arisen Twins, while east of the water, the walls of Sul are a constant reminder of Menoth's presence.

Caspians and Sulese are the most abundant people of western Immoren. Aside from their religious differences, they are much the same, the only outward discrepancy being hygiene and attire; even the common Caspian has access to simple comforts unavailable to the inhabitants of the Protectorate. Caspians of the temperate regions are usually cream-skinned, whereas those of the south have brown or coppery skin. Hair and eyes are typically dark and their frames typically trim; very few of them are corpulent in spite of the indulgences of the more affluent. Sulese people are even more trim and darkened by the sun and wind of the desert landscape.

I cannot say much about the Sulese. They are Caspian, whether they agree to it or not. Their heritage is their faith, misguided as it is, and I shall speak no more of them.

—Gameo Ortmin, astrometrician and follower of Cyriss

But those religious differences mentioned previously separate these people more than any trait of the blood, mostly through art and fashion. The Caspians of Cygnar have venerated Morrow with countless relics and ornate architecture. The god has had a muse-like influence on the artists and engineers for centuries and Cygnar is without a doubt the most elaborately ornamented kingdom with its enormous, baroque structures, bulgy facades, elliptic domes, and countless idols and likenesses of Morrow, his various ascendants, and a million other divine motifs. Sulese engineers, determined to erect similar structures for their Menite theocracy, have performed admirably with their limited resources; the Protectorate does not benefit from the variety of colors and minerals available west of the Black River.

Caspians are quite proud of their Cygnar. Of all the races of western Immoren, they have the most progressive attitude to industry and the marriage of science and magic, and they are also very secular and lenient with other races and the knowledge, coin, or cheap labor they bring with them. In contrast, the Sulese are devout and modest in their bearing for the most part, compliant with the directives of their religious leaders, whose policies are unreceptive to Caspians. Bitterness still very much exists between these peoples to this day, more on the eastern side of the river than the west, and many feel it is but a matter of time before this race is once again at each other's throats.

Idrian

Popular Starting Feats: Improved Unarmed Strike, Run, Two-Weapon Fighting

Optional Ability Adjustments: Dexterity +2, Intelligence –2

Automatic Class Skill: Ride

Skill Bonuses: +2 racial bonus on Balance and Move Silently checks

Social Flaw: Jingoistic (optional)

Base Height: Male 4' 10", Female 4' 8" (+2d10 in.)

Base Weight: Male 100 lbs., Female 85 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (Sulese dialect, spoken), Idrian dialect

Bonus Languages: Caspian, Cygnaran (written), Khadoran, Khurzic, Molgur

In truth, "Idrian" is a blanket term. Not much is known of the tribes of the Bloodstone Marches, aside from the fact that the Sulese have done their best to assimilate them. From what I know of Idrians, they are passionate people and firm adherents to their causes, whether they are Menite or whether they are what the theocracy labels as "heretics."

—Gameo Ortmin, astrometrician and follower of Cyriss



The Marches barbarians are diminishing. Those that still exist refer to the deserts of the east as "Idria." Hence, according to western logic, all of them must be Idrian. As maintained by this race, they hail from a hundred different tribes, but this means little to the Sulese who have repressed them.

At one time, the Idrians inhabited the fringes of the Marches and the lands further south, but incessant feuds and a sudden "changing of the earth" wiped most of them out. Those who emerged from the sands converted to Menoth. A few stragglers still refuse to accept the new religion, but they are withdrawing further into the Marches and southward as the decades pass.

Idrians are easily marked, with almond-shaped eyes, dark brown to olive skin, and women considered both beautiful and exotic. They have adopted much of the Sulese culture, but while some of their traditions have been eradicated by the Menite influence, many families still practice "less offensive" rituals: peculiar naming ceremonies, marriage rituals, funereal rituals, fire-eating rituals, hair-cutting ceremonies, the use of cosmetics made from soot and vibrant dyes, and the practice of ear-boring among females to mention just a few. So far, the theocracy has tolerated these customs, but Idrian death rites, in particular, are coming under much scrutiny from the Hierarch and his exemplars.

Another tradition upheld by the Idrians is that they remain very capable close-quarters fighters. Like many of their Marches-born traditions, they cling proudly to their reputation as dune hunters. The cleft blades and hooked spears of their forebears remain in many of the families, though some have adopted Menite flails and maces. Whether these converts will fade over time or increase remains to be seen, but it seems unlikely that the Protectorate will ever fully stamp out the old ways of the Idrians.

Rumor Has It…

Not all Idrians of the Protectorate have converted to Menoth. An elite group referred to as the *Khalpautiym*, meaning roughly "death stinger's hive," have trained for the past few years in cave strongholds to the east, a secret place called Hathu Deen. Their goal is to slay the proselytizers of the Menite theocracy and to liberate the Idrian tribes.

Fidai, or "missionaries," are educated in Hathu Deen, or "Hall of Swords," in the use of the cleft sword and dagger, as well as the languages, dress, and manner of their enemy. Indeed, this group has been known to impersonate merchants and even monks of the Order of the Fist to infiltrate Protectorate society. They are allegedly led by a mysterious entity known simply as the Khal-Paut, who resides in Hathu Deen and who personally trains the Khalpautiym elite, the *Harkai Deen*, or "Swords of Destruction."

Scharde

Popular Starting Feats: Iron Will, Persuasive, Two-Weapon Fighting

Optional Ability Adjustments: Constitution +2, Charisma –2

Automatic Class Skill: Intimidate

Skill Bonuses: +2 racial bonus on Bluff, Profession (sailor), and Swim checks

Social Flaw: Socially isolated (optional)

Base Height: Male 5' 2", Female 4' 8" (+2d10 in.)

Base Weight: Male 135 lbs., Female 100 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran ("Scharde Tongue", spoken), Molgur (spoken)

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Ordic

The most abundant inhabitants in Cryx are the undead, but second in number to those abominations are the malevolent and unmannered Scharde. These



people are named as such because of their utter assimilation of the natives that once inhabited the Scharde Islands and other havens of the Broken Coast. Whereas six hundred miles northeast, the former outcasts that have become the Morridane have risen from their anathema, the Schardes keep sinking ever lower into depravity.

The Morridane, of course, had an advantage; the taint of dragonblight is absent in Morrdh. Not so in Cryx. Scharde folk are the darkest sort of humans, living on the blighted seas surrounding the throne of the vile Lord Toruk. For centuries, they have raided the coasts, sailing under the flags of pirate captains who serve pirate kings who, in turn, serve racketeers that answer to the powerful Lich Lords—the very servants of Lord Toruk. Indeed, every Scharde is connected to the Dragonfather, whether they acknowledge it or not.

Dragonblight affects Schardes differently. Outwardly, many look as human as any other, save for their cultural habits of ritual scarring, tattooing, and various body piercings, often with bone. Socially, however, all Scharde tend to be callous cutthroats who would sell their own children if the need arose. Those who live nearest to the Dragonlord's nest, however, are quite identifiable. Some have black or shining eyes, razor-sharp teeth, discolored skin, blackened nails, and pronounced veins in the face and neck. Even so, this blighting is subtle compared to the deeper taint, for living in such a wicked place seeps into the soul. Truly, some of western Immoren's most horrible villains hail from the bleak and craggy Cryxian shore.

The Scharde folk follow the will of the Great Dragon and do their best to extend the dread of the Cryxian Empire to all shores. They are outlaws, pirates, and mongrels, and that's about the best that can be said of such waste. I detest them nearly as much as I do the Sulese.

—Gameo Ortmin, astrometrician and follower of Cyriss

Other Ethnicities

Other ethnicities exist in addition to those above, but their numbers have waned with each passing generation, diluted by the dominance of those more numerous. Below are some brief notes on the more prevailing ethnic groups in the minority.

In the far north, small pockets of humans called **Vindol** live in the Shard Spires and shun civilization. Their neighbors in the Rimeshaws and the Scarsfell and the Vilkhon Bluffs are the **Ruscar**, the **Vorgoi**, and the even fewer **Bolotov**, respectively, all of whom have minority representation in Tverkutsk and Ohk and villages throughout northwestern Khador. In the eastern steppes and among the Kovosk Hills, pastoral nomads called the **Yhari-Umbreans** are primarily shepherds and herdsmen, but some still ride in bands like the horselords of yesteryear.

In the open borderlands between Llael and Rhul, the majority of the **Nyan**—little more than animistic barbarians—have settled as farmers and herdsmen. Their numbers are very few; it is believed that only a few thousand exist, and many of these are abandoning domestication and returning to raiding or migrating into Rhydden, Leryn, and Riversmet in search of either a more profitable or less dangerous occupation.

Interspersed throughout Ord and western Cygnar are the **Radiz** and the **Sinari**, two ethnic groups that appear somewhat interrelated. Both are considered vagabond races that have never rightfully held lands of their own. They mingle as best they can as entertainers, fortune-tellers, thieves, dancers, and sailors, and can be found in small pocket groups mostly throughout coastal towns and cities from Carre Dova to Highgate. The Radiz are dusky-skinned but lighter in both frame and complexion next to the Sinari, who have a very distinct and contrasting umber-hued tone and broader facial features, characterizing them

as quite foreign in comparison to the more indigenous, fairer-skinned races.

Cygnar also has several other pocket ethnic groups. In the northwest among the Gnarls to White Bay are the sparse and incomprehensible **Gnasir** and the even sparser and more incomprehensible **Arjun**, both of whom tend to speak a nasal swampie dialect. Scattered throughout the Wyrmwall are such groups as the **Olgar** and the **Clamorgan**; in the southern mountains, the **Baldavans** are gradually migrating coastward and have even made nationalistic demands to be recognized by the Cygnaran Crown as their own government.

In the hills that rim the Bloodstone Marches in the north are numerous ethnic groups, all considered barbarians by the civilized races, and in the south, dozens of tribes have been lumped together by the westerners under the title of Idrian. As stated before, there are scores of other ethnic groups not named here, but for the intent of this publication, only the most prominent few are listed.

Minority Characters

As a suggestion, DMs who allow their players to choose one of the minority ethnicities for their character should extrapolate their racial traits and bonuses based on the general areas from which they hail. For example, a Vorgoi character could likely use Kossite attributes, while a Yhari-Umbrean might pull numbers from the Umbreans.

Non-Human Races

In addition to men, among the other intelligent races inhabiting western Immoren are the dwarves which hail from Rhul—or Rhulfolk—the elves of Ios—or Iosans—the Nyss, goblins, ogrun, and trollkin. Each of these races is detailed as follows:

Dwarf

Ability Adjustments: +2 Constitution, –2 Charisma

+2 racial bonus on saving throws against poison

+2 racial bonus on saving throws against spells and spell-like effects

+1 racial bonus to attack rolls against goblins (gobbers and bogrin) and trolls (all varieties)

+4 dodge bonus against Large and Huge Trolls

+2 racial bonus on Appraise and Craft checks related to stone or metal items

Movement: Medium creature, base speed 20 feet; dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Sight: Darkvision. Dwarves can see in the dark up to 60 feet.

Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Oathbound: Dwarves of lawful alignment (the vast majority) take their oaths seriously and have been conditioned over millenia to obey them. For that reason, a formal oath taken by a dwarf is treated as a *geas/quest* spell, with all of the standard repercussions. Dwarves of non-lawful alignment do not have this restriction, although they may pretend to. The term "oath-breaker" is one of the worst insults to a dwarf.

Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction unsafe stone surfaces, shaky stone ceilings, and the like.

Favored Class: Fighter

Base Height: Male 4' 4", Female 3' 11" (+2d4 in.)

Base Weight: Male 150 lbs., Female 105 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), *Rhulic

Bonus Languages: Cygnaran (written), Dol-Rhul, Khadoran, Llaelese

*Dwarves born outside of Rhul may have the language of their birth kingdom at the DM's discretion. They might not automatically be literate in Rhulic, depending on their education.

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—as they are so named after their long standing kingdom—settled the northern mountains

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 drank from the cup of defeat, they 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



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, comprising the longest unbroken culture of all the 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 a common human perception to think of Rhul as fixed and unchanging, but this is not true. They are highly adaptable, with a firm grasp of the changing times. The dwarves of today are much the same yet very different from their ancestors. They are engineers without peer, readily embracing the advances of mechanika, the conveniences of steam power, and the improvement of all things manufactured.

Once, they stood alone and isolated in far flung Rhul, content to disregard the backward races teeming in the south. The rapacious Orgoth taught them that they could not ignore humanity. However, rather than view all humans as encroaching warmongers, 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 their people and in recent generations they 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, living among the human kingdoms. However, today's dwarf remains wary of getting snared in the politics of other races. They realize that men are on the brink of a great conflict and most are hesitant to be drawn into these disputes. With so many of them living in Cygnar and Khador, it remains to be seen how war between these nations might affect the dwarves.

Dwarven culture defies an easy explanation. Clan rivalry is a way of life. They 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 they carry out these campaigns with a sense of honor and propriety which seems alien to the human practice of war. Feuding clans have been known to instantly 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 of their mastery of the arts of war

and combat prowess, they strive to leave a legacy to last the ages. Siege is 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 this desire to create monuments to long outlast a dwarven 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.

Goblin

Gobber Traits

Ability Adjustments: Dexterity +2, Strength –2

+1 racial bonus to saving throws against poison

+2 racial bonus on Craft (alchemy), Escape Artist, and Move Silently checks

Movement: Small creature, base speed 20 feet

Sight: Low-Light Vision

Automatic Class Skills: Craft (alchemy) and Hide

Camouflage: Goblins can blend into their surroundings by subtle changes in skin color. This grants a +4 maximum bonus to Hide checks, depending on how much of their skin is covered (+1 for 75 percent covered, +2 for half covered, +3 for 25 percent covered, +4 for virtually nude).

Favored Class: Rogue

Base Height: Male 2' 8", Female 2' 7" (+2d4 in.)

Base Weight: Male 30 lbs., Female 27 lbs. (+ height mod. x 1 lbs.)

Automatic Languages: Cygnaran (spoken), *Molgur (goblin dialect)

Bonus Languages: Cygnaran (written), Khadoran, Ordic

*Gobbers may have the language of their birth-kingdom at the DM's discretion.

Bogrin Traits

Ability Adjustments: Dexterity +2, Intelligence –2, Charisma –2

+1 racial bonus to saving throws against poison

+2 racial bonus on Craft (alchemy), Climb, and Move Silently checks

–2 racial penalty to Bluff and Diplomacy checks



Movement: Small creature, base speed 20 feet

Sight: Low-Light Vision

Automatic Class Skills: Craft (alchemy) and Hide

Camouflage: Goblins can blend into their surroundings by subtle changes in skin color. This grants a +4 maximum bonus to Hide checks, depending on how much of their skin is covered (+1 for 75 percent covered, +2 for half covered, +3 for 25 percent covered, +4 for virtually nude).

Resistances: Bogrin are very resilient to temperature extremes and do not suffer the usual consequences of exposure for any temperature between 0–110 degrees F.

Favored Class: Rogue

Base Height: Male 3' 7", Female 3' 2" (+2d4 in.)

Base Weight: Male 50 lbs., Female 40 lbs. (+ height mod. x 1 lbs.)

Automatic Languages: Cygnaran (spoken), *Molgur (goblin dialect)

Bonus Languages: Cygnaran (written), Khadoran, Ordic

*Bogrin may have the language of their birth-kingdom at the DM's discretion.

Goblins in the kingdoms are commonly separated into two groups: gobbers and bogrin. Gobbers are a widespread and notably wayfaring race, found nearly anywhere humans are found, and often where they are not. Of all the cultured races, despite their physical appearance and peculiar habits, gobbers are the most "human" in their outlook and way of life.



Physically however, they are not like humans at all. Gobbers are typically half as tall as men—often smaller—while bogrin stand a foot taller than their smaller kin. All goblins have mottled, hairless, greenish gray skin. This skin is smooth and somewhat greasy to the touch, as they secrete a substance that some sages claim enables the creatures to slightly alter color, somewhat like a chameleon. Goblins are able to change their skin color to match their surroundings, although sometimes the transformation is inadvertent due to variations in light, temperature, or even emotion. They also possess wide set eyes, big pointed ears, overly large feet, quick hands, and a protrusive mug featuring a wide, many-toothed mouth. One difference between the gobber and their bogrin relatives is the mouth. Gobber teeth are primarily flat except for four of their back teeth, which protrude outside the lip like miniature tusks. Their flat teeth, however, are the result of a varied diet of more herbs and vegetables than meat; this may also be a reason why they are smaller than bogrin, who rarely eat anything but meat, hence their mouths are filled with plenty of sharp and jagged teeth.

Now that their physical selves have been covered, the cultural goblin comes to the fore. In this aspect, they are much like humans, but gobbers more so than bogrin. They are all social creatures, but gobbers have developed beyond their bogrin relatives, forming sizeable communities, villages, and even towns, with rules, laws, and an established caste system. The gobber caste system consists of four underlying groups: intellectuals and priests of Dhunia (bruhmeyena taka), rulers and warriors (kuteshihahu taka), agriculturists, merchants, and tinkers (vishipudeeti taka) and other laborers without whose efforts gobber society would not progress further (simply called taka). These four classes are something the bogrin lack; for them only the warriors—the kuteshihahu—are what matter, and everything else is either needless and discarded, or tolerated to one day become food.

While gobbers have their own civilized centers of society, the nomadic bogrin dwell in caves, forests, or abandoned ruins, collecting in loose knit, primitive bands called kriel, incessantly fighting—even among themselves—for the right to survive. As stated above, they only respect strength and those who are strong enough to take what they desire. They do not revere their elderly as gobbers do. Instead, they often eat them, though rarely does a bogrin live long enough to become an elder.

Cultured gobbers live peacefully, not just in their own villages and towns, but among the other races, mingling

Goblin ilk is of two distinct threads and for lack of a better term, these are the gobbers and the bogrin. Gobbers are less pugnacious than bogrin and, in general, an easy race to get along with—if one moves beyond the stereotypes. While many still see them as bandits and beggars, gobbers have a genuine knack for alchemy and are rather mechanikally-inclined. Indeed, these ingenious little fellows have begun making some inroads into mechanik's shops and other organizations throughout most of the civilized kingdoms. Admittedly, some folk still tend to look disparagingly on gobbers, but in large part, this undeserved reputation is the fault of their next of kin, the inhospitable bogrin. These contentious critters thrive in hostile regions and tend toward barbarism and savagery, quite unlike their smaller relatives. Evolution is a mystery.

—Gameo Ortmin, astrometrician and follower of Cyriss

and blending within the throngs of humans and, more recently, the dwarves. Just within the last century, these civilized gobbers have earned recognition as a species quite different from their primitive-minded kin, and they are accepted in the main as worthy of appreciation. Indeed, their technical acumen, however unorthodox it may be, has unleashed gobbers upon the cultural mainstream, and there appears to be no turning back.

Racial biases of course still exist, especially held by those who have been harassed (or swindled) by the more ill-meaning types, but much headway has been made by the sociable gobbers in recent decades. The gobbers' contributions to modern society as astute traders, skilled laborers, quick learners, and innovative thinkers have insured them a solid foothold. Bogrin, on the other hand—as well as the more primitive, scavenging gobbers of the deep forests and swamps—still have a long way to go before the more cultured races deem not to put them all to sword and spear.

Iosan (Elf)

Ability Adjustments: +2 Dexterity, –2 Constitution

+2 racial bonus on Listen, Search, and Spot checks An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it

+2 racial bonus to the Intelligence check required to notice the invisible, magical sensor created by a scrying spell (see PHB Chapter 10, Magic, Spell Descriptions for more details)

+2 racial saving throw bonus against the spells *scrying* and *greater scrying*.

Movement: Medium creature, base speed 30 feet

Sight: Low-Light Vision

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, short sword, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

Expert Diviner: All elven spellcasters receive the Spell Focus (divination) feat as a bonus feat. Character's that multiclass into a spellcasting class immediately gain this bonus feat.

Resistances: Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Favored Class: Wizard

Base Height: Male 5' 3", Female 4' 10" (+2d8 in.)

Base Weight: Male 118 lbs., Female 78 lbs. (+ height mod. x 1d6 lbs.)

Automatic Languages: Cygnaran (spoken), *Shyr

Bonus Languages: Cygnaran (written), Llaelese

*Elves born outside of Ios may have the language of their birth kingdom at the DM's discretion. They might not automatically be literate in Shyr, depending on their education.

Nearly all of the elves of western Immoren hail from Ios. They are a people doomed, or so it is believed. They live in a solitary kingdom, focused inwardly on their plight, which is intimately tied to the loss of their gods. Scyrah is the last of their once mighty pantheon, and like their glorious empire of Lyoss from millennia past,



soon she too will be gone. Scyrah lies in her temple, attended by grim-faced priests who can do nothing, in truth, but watch her slowly dwindle, like a dying flame. Many of them believe that men are the sudden gust of wind that is causing Scyrah's glow to flutter all the weaker (see Chapter Four: Cosmology & Religion). Captivated, they watch, as she sputters. When she goes dark, many of them believe they will perish as well.

Little is known of those withdrawn creatures of secluded Ios. It's true they have dispatched ambassadors on occasion into the major kingdoms—Cygnar and Llael, mainly—but their emissaries reveal as little as possible about their homeland. It is understood that Iosans are extremely territorial, ruthless even with those who ignore their borders. My brethren, in fact, have mentioned their suspicions of an elven plot against the arcane orders, but I know nothing. I can only say that the elves I have actually observed are fair and beautiful people, but dispassionate, their almond-shaped eyes cold and filled with a kind of indistinct desolation, for lack of any better description.

—Gameo Ortmin, astrometrician and follower of Cyriss

In their secluded eastern realm, where other races are barred upon pain of death, the elves live in a state of apprehension. Pressure is constantly exerted by outspoken and influential radicals upon their leaders. The elven extremists implore action against the rest of the world, pointing out the threat of those who dare cross their borders in search of plunder, their numbers ever increasing, or the irresponsible actions of outsiders through the arbitrary misuse of magic—actions that are "killing" their goddess. Nevertheless, their leaders in the Consulate Court remain locked in debate regarding any action, some of them incensed, others completely dismissive, all of them exasperated. In truth, it is generally acknowledged that humans are a threat to the Iosan way of life—and perhaps ultimately the very existence of the elven race—but open warfare against the countless outsiders is impractical to most of the consuls, who insist this would only hasten their demise. Such antagonism among their upper classes has every elf on edge, it seems. They are a people very much afraid of what lies beyond and before them.

So they go about their day-to-day activities with somewhat listless spirits, struggling to maintain a way of life that emphasizes house and craft, a system carried over from their imperial days. There are well over a hundred noble houses in Ios, consisting of families of long-lived and ancient pedigrees, with the leading fifteen more powerful than the entirety of the rest. Some of these are noted for their varied talents. Called *hallyntyr*, or "high houses," each and every one specializes in an art or trade and is part of a complex system of houses that teach their skills to those who show an aptitude and are willing to learn. House Ellowuyr, for example, is one of the five great military houses, and teaches martial skills—they are most renowned for their swordsmen. House Vyre's *syldarri*, or "teachers," pass along the mystical and alchemical secrets of the elves. House Shyeel are masters of mechanika, responsible for the creation of the Iosan warjack, the Myrmidon.

In spite of their obligations as educators, the truebloods of the houses often engage in an ever-brewing enmity with other houses. They are constantly involved in conspiratorial machinations, an endless stream of vendettas, public outrages, and even the occasional assassination. These noble houses are spread throughout Ios, the more powerful among them with representative estates in multiple cities, yet only one narcissor—or narcissa, if female—runs each house as a whole; nearly all of whom among the top fifteen have been continually elected for the past several centuries to sit upon the Consulate Court in Shyrr.

The Iosan majority are commoners serving as craftsmen or in military roles. They toil at great length in their chosen—sometimes imposed—livelihoods, applying their trade through a hallyntyr in order to gain greater mastery of their skill, as well as pay taxes and the silently enforced tithes to the Fanes. It is not unheard of for a master craftsman to ascend and become absorbed into a noble house, thereby obtaining a noble name. Some commoners aspire to this, while others use shrewd seduction and guile, rather than glasscraft or smithing, to climb the ranks to nobility or, lacking the ancestry, what passes as such. Commoners with no trade frequently enlist as soldiers and are trained by one of the five military hallyntyr; graduates are then garrisoned long-term at a border fortress, or *aeryth*, or assigned to police one of the elven cities or the grounds of a noble's estate.

Neither noble nor commoner are the banished, the disinherited, the exiled, and the lost. These are elves who are no longer members of any class, wandering beyond Iosan borders into the outlands. They are pariahs, and more often than not the result of a great wrong against a powerful member of a noble house, military sect, or religious Fane. These lone elves are anathema to the traditionalists within Ios, rarely accepted in any elven community, and looked upon—if they are looked upon at all—as lower than the lowliest commoner. Few of them are fortunate enough to find solace in the path of commerce or adventure, but every so often a few manage to grow beyond their superstitions and prejudices to come by allies—even friends—in a world their people so very much fear and disdain.

Rumor Has It…

Of serious concern among the elves is a disturbing trend, once an infrequent occurrence but now a seeming epidemic on the rise at a rate unheard of in their long and storied history. Elves are being born without souls. Babies enter the world without a single mewling cry, vacantly staring out at the world through colorless eyes, their skin a pale shade of pinkish-gray. If permitted to live, they are ever detached from others, struggling with every emotion, their values distorted by their inability to understand the differences between right and wrong. Because of this, soulless children are generally given over to a priest of Scyrah and put to death. They are abominations, an affront to elvenkind and to Scyrah.

The priests claim that this soulless state results because there are no more gods to usher elven spirits to their corporeal forms, and that the goddess Scyrah is burdened with the ferrying of all elven souls to their bodies. Whereas before, several gods handled this responsibility, now there is but one. Some elves surmise that this is why Scyrah remains in her comatose state, overburdened in her attempts to fulfill the responsibilities and duties of the Vanished. While this might be true, it is unconfirmed just why more elves these days are born without souls.

Nyss (Winter Elf)

Ability Adjustments: +2 Dexterity, –2 Wisdom

+4 racial save bonus versus cold-based spell attacks

–2 racial saving throw penalty versus fire or heat-based attacks

Movement: Medium creature, base speed 30 feet

Weapon Proficiency: Nyss receive Martial Weapon Proficiency (longbow) and Exotic Weapon Proficiency (Nyss claymore) as bonus feats

Automatic Class Skill: Survival

Skill Bonuses: +2 racial bonus on Hide, Listen, and Spot checks

Resistances: Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects; Nyss are resistant to the effects of cold weather and do not suffer penalties for cold conditions until 40 degrees lower than normal; Nyss are particularly vulnerable to hot weather when wearing armor heavier than studded leather, suffering as if enduring hot or extreme heat conditions at 20 degrees lower than others.

Favored Class: Ranger

Social Flaw: Socially isolated

Base Height: Male 5' 5", Female 4' 11" (+2d8 in.)

Base Weight: Male 143 lbs., Female 83 lbs. (+ height mod. x 1d6 lbs.)

Automatic Languages: *Aeric (spoken)

Bonus Languages: Aeric (written, clerics and sorcerers only), Cygnaran (spoken), Khadoran (spoken), Shyr (spoken)

*Nyss raised outside of their homeland may have the language of the kingdom in which they were raised at the DM's discretion, but only clerics and sorcerers are likely to be literate.



Speaking of cold, rumors are that far to the north, another kind of elusive elf resides in the snowy wastes above Khador. They are usually called winter elves, but I know them as the Nyss. I know even less of them than I do of Iosans, but rumor abounds that they are as white as snow and every bit as territorial as their Iosan kin. Some obscure legends inform us of an alliance of winter elves and northmen against some beastly threat—some postulate it was a dragon—but other than that unlikely anecdote, tales only tell of how their treatment of intruders often turns brutal and deadly. In fact, if I were so inclined, based on my records, I'd have some hesitation in numbering them among the enlightened races at all…

—Gameo Ortmin, astrometrician and follower of Cyriss

The elusive elves called Nyss are even more mysterious than their distant Iosan kin. Very little is known of the "winter elves." They have kept their secrets viciously, usually perceiving anything non-Nyss as a threat to their continued existence. Because of this, their far northern territories have seen very little contact with any of their Rhulic or Khadoran neighbors—or anyone for that matter. Rarely do the Nyss openly cross paths with outsiders, but when these encounters do happen, they are tense and occasionally end in bloodshed if formalities are not observed. Typically, this is because fools dare to venture the borders beyond the Nyss-inscribed winter stones, which stand as a warning to all that they are encroaching upon Nyss territory.

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 either jet black or very pale, and eyes like ice, cold and blue or sometimes violet. They mark themselves with intricate tattoos called *siyaeric*, or "letters of the skin," which have to do with traditions that mark an individual as a member of a particular "shard," or tribe. Additional modifications to these tattoos express religious, magical, or spiritual beliefs, personal convictions, family history, or noteworthy deeds.

Nyss elders claim their race descends from a noble house that, guided by divine prophecy, followed the path of the Vanished, taken by Nyssor and his brethren when they departed Ios. This house had been the foundation of the Winter Fane, the faithful of Nyssor; led by the prophet Aeric they set out on a bold journey. It is believed that Aeric was guided by the god of winter, who sought to establish a new life for his children. More on the fate of Nyssor and the rebirth of his faithful as the Nyss can be found in Chapter Four: Cosmology & Religion.

There is very little contact between the Iosans and the Nyss. Iosans are held in contempt, considered weak and cowardly. Indeed, though it is possible for humans or properly courteous members of other races to be received briefly by the Nyss, any Iosan is strictly forbidden from entering their territories.

Nyss are a nomadic and tribal people. Some folk brand them as backward, ignorant savages, but they have a rich heritage and are skilled in the arts of carpentry, leather craft, and smithing. They construct halls of wood and stone—even what might be considered small towns. However, these dwellings do not belong to specific people, but instead are occupied on a temporary basis by the various *shards* as they pass through regions on their seasonal sojourns. The Nyss do not practice mining, so metals are rare and highly valued by the tribes. This is perhaps one of the few reasons they interact at all with outsiders, occasionally trading with outlying Khadoran or Rhulic settlements for iron and precious metals, which they primarily use for creating their sacred weapons.

Among the Nyss, warrior and religious castes are considered most prestigious, each serving an essential role. The most skilled warriors become rangers, responsible for hunting and protecting their territory from interlopers. Warriors must successfully endure rites of learning, part of which entails the mastering and riding of a revered species of elk unique to the northern mountains. The religious caste is represented by clerics, sorcerers, and the infrequent druid. Sorcerers and clerics are the only ones fully literate in their language. The written form of Aeric is revered; it contains special power, as represented by the sigils upon their weapons and winter stones. Both warrior and religious castes are presented with the much hallowed Nyss claymore during their final acceptance rites, and they are expected to wield these weapons for life.

Ogrun

Ability Adjustments: Strength +4, Intelligence –2, Wisdom –2

+2 racial bonus on Craft (any metal working) and Intimidate checks

+2 natural AC bonus

Level Adjustment +1

Movement: Large creature, base speed 40 feet

Automatic Class Skill: Intimidate

Bonus Hit Die: Ogrun start with +1 Hit Die at 1st level

Weapon Proficiency: Ogrun gain Martial Weapon Proficiency with any one polearm (usually the halberd or ogrun warcleaver)

Oath of Fealty: Once an ogrun swears an oath of fealty to a leader or cause, he is virtually incapable of betraying that oath (with the same penalties as a *lesser geas* if he does). He can choose to disobey specific orders, but in all other ways must act in the best interests of his sworn leader or cause.

Favored Class: Barbarian

Base Height: Male 7' 7", Female 6' 11" (+2d6 in.)

Base Weight: Male 400 lbs., Female 280 lbs. (+ height mod. x 2d6 lbs.)

Automatic Languages: *Cygnaran (spoken) or Rhulic (spoken, if from Rhul), and **Molgur (Molgur-og dialect, spoken only)

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Rhulic (written)

*Scharde Islands ogrun speak the "Scharde Tongue" dialect of Cygnaran.

**Ogrun may have the language of their birth kingdom at the DM's discretion. Most ogrun are illiterate, but can use Intelligence modifier bonus languages or Speak Language ranks for literacy in a bonus language.



Ogrun and trollkin have slowly worked their way into acceptance within the kingdoms of men; though with their great size and imposing bulk both races are, of course, viewed with some degree of trepidation. I've been amazed to discover just how well the ogrun and Rhulfolk get along. In my studies on Rhul, I have discovered that ogrun live alongside the dwarves in many of their communities and the ogrun warriors swear fealty to the dwarven clan heads, just as they would to a korune of their own race. This union might almost be comical, if it were not for the fact that both races take great exception to any insult directed toward their affiliation. Apparently, it is a grave matter, and those who make light of it learn to regret such ill-timed mockery.

Ogrun are easily the tallest of the enlightened races, and while their society may be a bit backward and disorganized by our standards, they live by an inspiring code of honor; dare I say, on occasion, to a fault. Still, these beings fulfill many uses within the workforces of the human kingdoms, as well as the military. Indeed, ogrun have lately become a more frequent sight on the battlefield, eagerly helping men wage their wars.

—Gameo Ortmin, astrometrician and follower of Cyriss

Tracing the history of the ogrun is not easy, for they have had few chroniclers of note. Their past is known best among those living in Rhul, where they have lived in harmony with the dwarves for centuries. Long

ago, the ogrun were part of an alliance of barbarians known as Molgur, a savage yet strangely egalitarian confederation of humans, ogrun, trollkin, and gobbers. The Molgur swept through the southern human tribes like a plague, conquering all who stood before them and taking tribute and sacrifice. The ogrun were the most powerful of these warriors, entrusted with holding the front lines even in the most impossible battles. Yet for all their killing prowess and enormous strength, they have ever been a spiritual people and are noted for their loyalty even today. Indeed, ogrun will put their lives on the line readily for those to whom they have given their allegiance.

In time, the Molgur were scattered. No longer bound by ties of unity and seeking only survival, the bulk of the ogrun journeyed north, into the far mountains, where they sometimes crossed the dwarves of Rhul. Occasional tribes of ogrun were put to the sword, and sometimes a dwarven patrol would vanish but, in time, both races learned respect for the other and lived rather peaceably.

Sometimes standing over eight feet tall, with long arms and jutting jaws, their bottom teeth protruding like small tusks, ogrun may appear quite brutish; yet, brute strength is not their most valued trait. Rather, ogrun have always held wisdom in the highest regard, and a wise individual of any race is most worthy of their esteem.

They are also a very spiritual race. Most tribes of the north gave up Devourer worship long ago, embracing the enlightened message of Dhunia, the Mother of Mothers (see Chapter Four: Cosmology & Religion). This mantra fits them well, for ogrun are strong individualists, believing each must find his own way in life. They have little love for hierarchy or bureaucracy. To them, loyalty is a matter of personal service to their *korune*, or sworn lord. To an ogrun, there is no chain of command; only korune and vassal, and to be unsworn, or *bokur*, is a state of youthful emptiness, only appropriate until one has found his purpose in life.

Ogrun are also capable of tremendous skill and wisdom. Having been trained by the masters of Ghord, some of them are known as highly skilled metal workers, and many more have learned the craft of sturdy masonry. And, of course, as large as they are, even unskilled ogrun are sought out as manual laborers, especially in construction, factories, mines, and warehouses.

Not all ogrun fled to the north at the breaking of the Molgur, some scattered to the great forests of the northwest, others deeper into the Wyrmwall and other remote locations. A great many went to the Scharde Islands, and there became part of the nightmare empire of Cryx. It is sometimes difficult to reconcile these ogrun with their northern peers, but at the core they are the same. Although the ogrun of the Scharde Islands are violent and cruel, they too have enormous loyalty and conviction. They have been taken into the service of Lord Toruk, greatest of all korune, the immortal god who protects and guides them. Unfortunately, these ogrun have lost their esteem for wisdom. They respect strength above all else, and none are stronger than Lord Toruk the Dragonfather.

Rumor Has It…

Long, long ago, the ogrun had very little knowledge of stone work. The leading chief of the tribes in the soaring mountains between what is now Khador and Rhul beseeched some dwarven clans to build for his people a fortress city and, in the doing, teach them about stonework. But in those days, the far reaching Khardic Empire of men took exception with a non-human nuisance setting up residence in their mineral rich mountains. At first, the Khards attempted to persuade the ogrun to leave through diplomatic means, but an ancient cave network lay beneath the city being built by the dwarves and this was where the ogrun had been burying their dead for hundreds, perhaps thousands, of years.

Learning of this, the Khardic emperor grudgingly gave assent, but proceeded to tax them. The ogrun, of course, refused to acknowledge Khardic taxation, eventually compelling the Khards to arrive by force. Conflict ensued. At first, the dwarves attempted to stay out of the conflict despite being furious that the humans were despoiling their work. However, as the fighting escalated, more ogrun fell to the Khardic sword and spear and the dwarves were forced to throw in to defend their fine construction. Many dwarves died in the conflict, many more ogrun fell, and ultimately, the two races were driven out by the human hordes.

Primarily out of self interest, the dwarves sheltered the displaced ogrun, and nurtured their wounded chief back to health until such time as they could mount a mission to recover the ogrun riches hidden in the mountains now held by the Khards. The ogrun chose to recognize the generosity and sacrifice made by the dwarves rather than any other interest and they swore an eternity of loyalty to the dwarven people.

In the years that followed, the chief died during another foray against the humans and the dwarves became concerned about never getting paid for their work. Still, they appreciated the asset they had acquired—that of undying ogrun loyalty. Indeed, over the course of the next twenty years, the two races bonded in earnest, and in dwarven circles, the matter of the monetary debt was set aside.

In the meantime, the Khards had grown weary of continuing to suppress what they had dubbed Hellspass. The long years of bloodshed had convinced the men that the ogrun intended to fight forever if need be, and that peace would never be gained as long as they were kept from their ancient burial sites. So, a treaty was extended by a new Khardic emperor, granting the ogrun access to their burial caves, but at a price that the ogrun swore to honor; the Khards were to remain the governors of the fortress city, overlords of any ogrun who decided to settle in the area.

Through all the years, only three-fifths of the fortress city was ever completed—the greatest achievement was the ogrun-sized mountainside stronghold, of which no other exists, and where humans still reside to this day. Somewhere in the depths is a mountain of riches that, it is believed, has never been uncovered by either the Khards of old or the modern day Khadorans. Nowadays, ogrun still live on the rim of Hellspass in small communities. They have never tried to build a city since, and the dwarves of Rhul still remember the matter of the "forgotten" debt. They look for the day when the Khadorans might be driven from Hellspass and the ogrun can finally pay them in full.

Trollkin

Ability Adjustments: Standard trollkin, Strength +2, Constitution +4, Dexterity –2, Charisma –2; trollkin sorcerers, Constitution +4, Charisma +2, Dexterity –2

+4 racial bonus to saving throws against poison.

+2 racial bonus to saving throws against disease.

Level Adjustment +1

Movement: Medium creature, base speed 30 feet

Sight: Darkvision 30 feet

Improved Healing (Ex): Trollkin heal at twice the normal rate, three times if they feast considerably whilst resting. Trollkin regenerate lost limbs at a slow rate, 1d6+1 days for a surgically re-attached limb, 2d20+30 days to regrow a limb entirely.

Poison Resistance 4: –4 to all damage and stat losses caused by poison, +4 bonus to Fortitude saves against poisons that do not inflict stat damage.

Toughness (Ex): Trollkin have damage reduction equal to their Constitution modifiers against nonlethal damage. This ability also protects against most nonlethal damage from environmental hazards, although in these cases damage can never be reduced to less than 1 point.

Favored Class: Fighter

Base Height (standard trollkin): Male 5' 11", Female 5' 3" (+2d10 in.)

Base Weight: Male 250 lbs., Female 150 lbs. (+ height mod. x 2d6 lbs.).

Base Height (trollkin sorcerers): Male 5' 0", Female 4' 4" (+2d10 in.)

Base Weight: Male 165 lbs., Female 85 lbs. (+ height mod. x 2d6 lbs.).

Automatic Languages: *Cygnaran (spoken), **Molgur (Molgur-trul dialect, spoken only)

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Rhulic (written)

*Scharde Islands trollkin speak the "Scharde Tongue" dialect of Cygnaran.

**Trollkin may have the language of their birth kingdom at the DM's discretion, but are rarely literate.



Savage trolls once roamed 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 rationale 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. They 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 trollkin menu.

Trollkin are large; the smallest of them are on par with the largest of men, and they stand roughly a head shorter than a hefty ogrun, but they cannot be mistaken for either. Their thick, freckled skin is pale

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, they are noted as the oddest of the enlightened races, with their strange mating rituals, their traditional way of greeting one another through the "tohmaak"—young bravos and warriors, in fact, tend to greet one another with a solid headbutt!—their peculiar diet of vastly undercooked, sometimes raw, foodstuffs, and their impressive vocal range. 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, so powerful is this trill vocalization 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 don't 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

gray touched blue and green in places, their irises so colorless their eyes appear stark white, they have overly large three-fingered hands and three-toed feet, 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 males are so powerful they are known to utilize their articulations as actual weapons (see the fell caller class in Chapter Two: Characters & Classes). Others among them have been "blessed," born with sorcerous abilities. A trollkin sorcerer is easily marked, as they are smaller than their kin, with stark white skin bereft of any coloration. These sorcerers are held in high regard among their people.

For the trollkin, the ethno-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, essentially a word in Molgur that translates as "people." It is believed that as many as 200 kriel exist throughout western Immoren. The elder kith of a kriel are called the Circle of Stones, and it is these who regulate and establish trollkin customs, laws, and religion. Indeed, trollkin culture is lavish in their colors and decorations and every kith has a *quitari*, a tartan pattern that distinguishes their kith, which is sometimes worn as a sash around the waist or over the shoulder and incorporated on banners and pennons. In fact, trollkin are skilled weavers and dyers. They take great pride in their complex and elaborate patterns that boggle most viewers, especially non-trollkin, and this skill is certainly one of their inroads to human communities.

Trollkin are unrestrained in their music and dance and just as unrestrained in their beliefs 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 good will or to make amends. Indeed, a trollkin's blood and bloodline, like their souls, are extremely important affairs, and it is considered a grave offense to dismiss or disrespect such a thing. Most trollkin adherents of Dhunia believe that all things come from and return to the earth to be reborn. "Deep [or true] as blood and bone," is a trollkin vow that literally means "all things" or "all that I am," which to a trollkin encompasses every life that he has lived, as well as the lives of his relatives and ancestors. It is a somber phrase used only when trollkin speak the truth or make an oath.

Because they are so close-knit, trollkin are sometimes considered aloof by other races, occasionally even hostile. 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 don't have the good fortune to be born trollkin. Indeed, some have even been heard to say about their associates of other races that they "must have been trollkin in a former life" or that "there's always the next life [to be born trollkin]."

Where once they roamed freely, trollkin kriel now exist on the fringes of society. A few large communities are located here and there, with major concentrations in the Vescheneg Headlands in Khador, near and in the

Thornwood Forest, and throughout the Glimmerwood between Llael and Cygnar. In recent generations, they have taken cues from the other races—primarily gobbers—to try and mingle among humans. Though they lack the technical expertise of gobbers and men, their willingness to labor for low pay and their architectural acumen—trollkin stonework, though not as elaborate as dwarven, has become popular in remote locales for its durability and largeness—has seen them slowly integrated into the widespread societies of men.

The Tohmaak Mahkeiri, or Glimpse of the Mind

When trollkin meet, be it for the first time or as a renewal of a long ago friendship, they engage in a purely trollkin ritual known as the *tohmaak mahkeiri*. Without the exchange of any other pleasantries, they approach and grab one another behind the head or the sides of the head with both hands and gaze into one another's eyes. It is said that this shared greeting gives each a glimpse into the other's soul, and their reactions to each other are based heavily on the outcome of this exchange. To break away from the ritual prematurely is a sure sign of deceit or disrespect, and sometimes this "glimpse of the mind" can last for several minutes until both are satisfied. Between old friends and family, the ritual is usually nothing more than a brief "embrace" ending with them playfully pushing each other away.

This ritual is also used to formalize agreements and to ensure sincerity; oaths, working arrangements, and all manner of commitments are made final when the individuals involved engage in the tohmaak mahkeiri. In this way, a trollkin attains assurance that all parties intend to honestly uphold their part. It is said that it is almost impossible to hide deceit or unkind feelings when engaged in this ritual.

In essence, trollkin who are confident that their bond is sincerely mutual open their souls to each other in tohmaak. However, if one is insincere, the other has a good chance to sense this. Whenever trollkin engage in the tohmaak mahkeiri, each makes simultaneous Bluff and Sense Motive checks. A trollkin must declare whether or not he is opening himself completely and, if so, receives a –10 penalty on his Bluff check. Likewise, each trollkin's Sense Motive check gains an insight bonus equal to 10 + 1/2 his character level. Even a trollkin who doesn't spend skill points on the Sense Motive skill increases in his ability to sense the sincerity of another trollkin as he advances in level. However, trollkin who seek to deceive others must, by necessity, take ranks in the Bluff skill to attempt to fool others.

The tohmaak mahkeiri is a uniquely trollkin experience. It cannot be used to judge the sincerity or honesty of creatures of other races. Likewise, the bonuses from the ritual only apply to a trollkin's direct intent towards the other or towards the agreement at hand; thus, for example, a trollkin cannot determine how one of his brethren feels about his companions or ambitions.

Onomastics of Western Immoren

Until shortly after the Orgoth Occupation, most people in western Immoren required but a single name. However, as populations and geographic mobility became greater, the need arose to introduce other ways of describing and identifying people. Most cultures have gone through phases, employing a variety of methods to describe and identify people. Over time, the use of surnames, or family names, has become commonplace; these are passed from one generation to the next. For most of western Immoren, the use of surnames is a somewhat recent phenomenon, occurring in only the past 400 years or so.

The following names are divided by nation and ethnicity for humans and race for non-humans. Since human ethnic boundaries have become blurred over the past several generations some naming conventions have been nationally influenced.

Cygnaran Names (Caspian, Midlunder, Sulese)

Sample First Names (male): Alain, Alger, Alnor, Alvy, Amery, Ansel, Anson, Ard, Arias, Ardin, 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, Icabod, 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

Sample First Names (female): 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, Keavey, Kelsey, Kiltey, Lorna, Matilda, Meara, Morna, Muriel, Nally, Orla, Renny, Rosaleen, Rowan, Sabina, Shay, Stiana, Tara, Torey, Tressa, Una, Vora, Wren

Sample 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, Rhinehart, Rolfe, Rusling, Scarrow, Shaw, Skarholt, Sunbright, Talbot, Tolbert, Versh, Villius, Voyle, Wadock, Whitefield

Cygnaran Names

Caspian, Midlunder, and Sulese names come in a wide variety, many of them influenced by other cultures. When it comes to surnames, some interesting names can be derived by combining two words such as "bicker" and "staff" for Bickerstaff or "horn" and "bridge" for Hornbridge. What's most important is choosing words that work together, which one can usually tell just by ear. Another method is combining a word of no or little meaning with an actual word, such as "dur" and "worth" for Durworth or "apple" and "bry" for Applebry. These combination names can be as abundant or scarce as one likes in their campaign.

Thurian Names

Most Thurians have either a Caspian/Midlunder first name or surname. When playing a Thurian, it is suggested one chooses either a first name or surname from the Thurian list and the corresponding name from the Caspian/Midlunder list, thus avoiding names such as Hagan Fagan and Keegan Leegan.

Scharde Names

Scharde names are primarily derived from other cultures. Most names from these cultures are based on the locale of the families. For instance, a Scharde from Blackwater may actually have a name of Thurian or Caspian origin.

Cygnaran Names (Morridane, Thurian)

Most Morridane and Thurian names are the same as Caspian and Midlunder names, although some remain distinctly different. It is worthy of note that the Morridane and Thurian naming conventions have many similarities in the suffixes. There are a plentitude of names ending in *-an*, *-in*, and *-eigh*.

Also, it should be noted that the application of the prefix *mac-* to some Thurian surnames is a custom that dates back several hundred years. In the Ordic tongue, 'mag' means 'son,' and scholars state that this is likely a comparative translation. So, for example, surnames such as MacBurney and MacRoane are examples of last names one might attribute to Thurians or other races with Thurian surnames by marriage.

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

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

Sample Surnames: Aghamore, Bain, Bartley, Beene, Berrigan, Blathmac, Bradigan, Bray, Brenn, Burney, Byrne, Carrock, Cathmore, Corcoran, Corley, Cronan, Decklan, Deorain, Derrigan, Donovan, Doyle, Dromore, Duff, Duffock, Duggan, Dunne, Enabarr, Fagan, Finnian, Finnigan, Gafneagh, Garrity, Gilmore, Glasneagh, Gormleigh, Gowan, Grady, Grath, Hugh, Hurlough, Kaddock, Kain, Kannock, 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

Khadoran Names (Khard, Kossite, Skirov, Umbrean)

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* and *-ovich* and females adding *-ovna* and *-evna* to the last name. Therefore, Grigor, son of Alexei, would be Grigor Alexeivich. However, naming conventions are no longer

as standardized as they once were and many families regularly break with tradition. This shift in naming is most evident in the burgeoning middle-class, who often uses family names to create a perception of status that might not have previously existed.

Sample First Names (male): Aika, Aleksi, Alexandr, Alexei, Aliosha, Ambroz, Andrei, Balsnoch, Barak, Bladko, Boris, Borja, Chasek, Costi, Culamir, Dahlrif, Dalmat, Dmitri, Dobrinya, Dorek, Dragash, Drago, Falko, Fedko, Fedor, Fodor, 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, Vladjimir, Vojin, Volkh, Yakov, Yaro, Yuri, Yurik

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

Sample 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, Lovot, Louka, Lozar, Makara, Makarin, Makarov, Mikitka, Mileshka, Mrovka, Nagorka, Nazarko, Neshka, Orlov, Osokin, Ostyvik, Padorin, Petrok, Petru, Raboshich, Rachlavsky, Radazar, Rostov, Starov, Strasvite, Szetka, Ushka, Tiudiaminov, Toshiana, Varnek, Venianminov, Vilimov, Vislovski, Zavor, Zeitsev, Zhina, Zhivo

Llaelese Names (Ryn)

The majority of first names in Llael are much the same as Cygnaran first names (above), though they often favor replacing the 'e' or 'i' with a more flourishing 'y.' Where Llaelese monikers are most distinct is in the surnames. Some families—usually those that are longstanding and steeped in tradition—still apply the connecting *di* or *d'*, which is a locative for 'of' in Ryn, or *di la* for 'of the,' e.g., Elias di Gilfyn, Lorna d'Wythsten, and Taryn di la Rovissi. Some scholars conjecture that Rynnish names such as Bralazzi and Granzio have some connection to the former kingdom of Tordor. They may not be far off-base with such theories. It is said that during the last days of Tordor, many of the noble families journeyed inland to the eastern reaches of western Immoren and settled in what would later become Llael.

Sample 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, Henryn, Hengys, 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

Ordic Names (Tordoran)

Sample First Names (male): Agnolo, Alvoro, Amador, Amario, Ambro, 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

Sample First Names (female): 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

Sample 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

Protectorate Names (Idrian)

Idrian surnames have been quite recently added to the name giving rituals. The conventional practice is to combine one's tribal name as a suffix to a short surname. The name giving ritual takes place upon a child's third year. Up until that time, a child has neither a first nor a last name. During the ritual, a 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 called Sahu Kehtmakha, and if a girl's father is of Silmani blood, she may then be called Saleha Tarsilmani.

Currently, eleven tribes are recognized within the Protectorate of Menoth. These are the eleven that converted en masse in 565 A.R. to the Menite faith. Dozens of other tribes exist, but it is these eleven that comprise the majority of Idrians in the Protectorate. Below is a list of those tribes.

Sample First Names (male): Abidin, Adil, Adira, Affendi, Aiman, Akhet, Akhun, Amir, Amon, Amran, Anazim, Anuar, Arshad, Arzu, Azlan, Azrul, Badan, Bahari, Baharudin, Bakara, Bakva, Banu, Bashah, Dahari, Djavak, Djokola, Durga, Eman, 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, Mustafa, 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

Sample First Names (female): Adelina, Adisa, Ami, Amira, Anisah, Aryani, Asmida, Aysha, Azara, Azlina, Bala, Berka, 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, Nurshafira, 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

Sample Surnames: Ad, An, Anh, At, Bal, Bahl, Bahn, 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

Dwarven Names

The dwarves of Rhul typically have short, simple first names, rarely longer than two syllables. With male names, at least one syllable will be hard. Their surnames fall into one of two categories. Some of these are descriptive, adopted by the individual (or one of their ancestors) to portray their style or record their fame. However, more traditional individuals adopt the name of their clan. Optionally, they use the conjunction 'of' to connect their first names and clan names; for example, Tholrick of Sigmur rather than Tholrick Sigmur.

Sample First Names (male): 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

Sample First Names (female): 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

Sample 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

Elven Names

Iosans and Nyss share the same root culture and language and thus there is a strong resemblance between the names found within each ethnicity. The

language of the Nyss is closer to the archaic form of Iosan; they typically use 'y' or 'ae' in place of 'i' in naming (so that Asir becomes Asyr, Breir becomes Breyr, Rissill becomes Ryssyll and so forth).

Sample First Names (male): Alcyr, Avross, Bres, Callael, Callis, Cinsyr, Cyvross, Erryll, Felcyr, Glyssor, Gossyr, Laconfir, Lani (Lanae in Nyss), Lissor, Neriwhen, Pelyth, Rillis, Sarlos, Shas, Thale, Tryiss, Tylth, Vyros, Vystral

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

Sample Surnames: Alcyan, Asir, Breir, Ellowuyr, Ferryll, Graccys, Hallyr, Heryllith, Larisar, Lloryrr, Luynmyr, Lyorys, Menellyth, Raefyll, Reyvrese, Ryssyll, Syvas, Vrir, Waelyn, Wyldiss, Wyllothyr

Goblin Names

Rather than having a first name and a surname like most other races, goblins have sole but compounded names explaining how they fit into society. The first syllable or two is personal and distinctive; what a human might understand as being a first name, and their names are often truncated to the first syllable or two (sometimes three) after introductions have been made. Most gobbers tend to oblige the other races by allowing them to address them this way, but among others of their kind this is considered informal and only suitable for kin and close friends.

Following their "first name," or *iplikat* in Gobberish, the next one or two syllables are their mother's iplikat, followed by the father's iplikat, and then the remainder—which a goblin typically earns during adolescence—identifies such things as their skills, their place in goblin society, their caste and profession, or hopes for their future accomplishments. In bogrin society, names are sometimes extended by adding intimidating adjectives to describe their prowess or standing within their kriel, such as "the Fierce" or "Bowel Biter."

Many adjectives in Gobberish are double entendres, making it easy for left-handed compliments or accidental insults by using them in the wrong context. The most common means of insult is to distort the intended meaning of a name into a negative connotation, usually by stressing the wrong syllable. Other races, humans especially, are guilty, often unknowingly, of such abuse. In fact, multiple meanings are exacerbated by regional variations: a bogger from the Scharde Islands, a swamp gobber in Cygnar, and a gobber from the Khadoran taiga all interpret the same name rather differently. For example, Endarenmoanoanheg could be interpreted as "Enda, daughter of Ren and Mo, skillful toolmaker" or "Enda, daughter of Ren and Mo, weak old crone."

As a side note, some goblin names seem to have been influenced by trollkin names, likely due to proximity, occasionally using Molgur-Trul descriptors.

Sample Full Names (male): Bertulakuggamulak "Bert", Bollomvorgobalt "Boll", Borkanhekkanaken "Bork", Gorkanhorkagganol "Gork", Gortralakanomok "Gort", Hoggarakanagganen "Hog", Monatralokoranuman "Mon", Poggolagulobaltulon "Pog", Tikalagunahunaken "Tik", Tokalagunagganek "Tok", Vogaragekanokon "Vog", Zhagganazomok "Zhag"

Sample Full Names (female): Agghianothakanen "Aggie", Belendaranhekkameleg "Bel", Katrenadaramunrel "Kat", Marigekalanemun "Mari", Megrendaggananeg "Meg", Selegrendargamun "Sele", Terewikkadarheleg "Tere", Walurenmogrelag "Walu"

If a player wishes to build a goblin name from scratch, some helpful names and forty descriptors are listed below. Choose the appropriate gender's first name, or iplikat, for the character, followed by the mother's iplikat, then the father's, and then one or two descriptors. The sample descriptors below are used by both genders. In general, male names use 'k' instead of 'g' in their descriptors, while female names use the feminine form, which often uses 'g' rather than 'k'. If the last syllable of a goblin's name ends in a vowel, they usually add a consonant such as 'g', 'k', 'n', or 'm' simply to lend the name a sense of finality.

Sample Personal Names (male): Ad, Ant, Az, Boll, Bert, Bork, Dag, Dar, Gek, Gork, Gort, Gul, Gun, Hek, Hok, Kanh, Kug, Lan, Lok, Mo, Mog, Nat, Nun, Ork, Oz, Pok, Poon, Rak, Ranh, Tak, Thak, Tok, Tot, Tun, Tur, Un, Vog, Vorg, Zhag

Sample Personal Names (female): Agghi, Ala, Anh, Ano, Ara, Atra, Bel, Da, Dar, Enda, Gan, Gara, Geka, Gola, Gomm, Gren, Grend, Kat, Lom, Mari, Meg, Nan, Rala, Ren, Sele, Tere, Ugga, Ula, Vel, Walu, Wikka

Goblin Sample Descriptors	Translation (w/ Double Entendre)
ag, ak	untouchable, noisy or annoying
agen, aken	tough, stubborn
aggan, akkan	bloodthirsty, gullible
ahun	always ready, lascivious or sadistic
alog, alok	wise or clever, meek
amun	skilled camouflager, unimportant
aneg, anek	ferocious, irrational and gluttonous
anen	stealthy, nervous or insecure
anheg, anhek	toolmaker, old and senile
ano	adept or nimble, weak
arag, arak	powerful, smells horrible
atol	good friend, leader in battle
dara	healthy or long-lived, conservative
egga, ekka	radiant, manic
eleg, elek	precise, pretty and delicate
emun	efficient, aggressive
gamun	quiet and withdrawn, maniacal
gana	exceptional, obese
gar	fish, provider
garda	bold, uncouth and vulgar
gekan	craftsman or artist, fickle
heleg, helek	heroic, domineering
holdt	cave or hole, fortress
kam	dexterous, cowardly
kan	sly, unreliable
ken	sharp blade, warrior
meleg, melek	restrained, maudlin and morbid
obalt	prankster, hardhearted
omog, omok	animal friend, good cook
ona	healer or brewer, eccentric
onan	strong, loner
oran	distinguished, strange
ralog, ralok	clever and creative, impractical
rel	observant, quiet and passive
uladar	innovative, cheater
ulag, ulak	intense, aloof
ulug, uluk	insatiable, unstoppable
uman	faithful and determined, fanatical
uren	dreamer, sickly
vi	shrewd, scavenger

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 adopt a descriptive name in its place. Female names tend to contain softer vowel sounds than their male counterparts. When they swear 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 only used as part of formal introductions or ceremonies.

Sample First Names (male): Borok, Bosh, Dunuk, Gantak, Gorgol, Gorlu, Kuluk, Kogul, Lagdor, Lorgrul, Monon, Natak, Oknot, Tokol, Tuluk, Zorok

Sample First Names (female): Bekken, Beleg, Dekri, Garka, Ilka, Jessen, Kelen, Kinik, Krishka, Rengan, Rilik, Tilka, Torin, Vilin

Sample Surnames: Ammok, Assag, Berok, Hammerhand, Hedlok, Halghat, Ironbiter, Ironside, Korsuk, Kulghat, Longspear, Nokter, Oakknee, Skullsplitter, Stonehand, Strongarm, Thagrosh, Thologhat, Turnok, Urgark, Warbiter

Trollkin Names

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

Sample First Names (male): Balasar, Bendek, Ganthak, Gargosh, Gerlak, Grindar, Holdar, Horluk, Jonhot, Jostan, Kolor, Korlar, Masdun, Stershan, Tassar, Termen

Sample First Names (female): Brolas, Harthreen, Jata, Jennan, Jussika, Lassan, Masalass, Mossan, Niolor, Nosson, Olos, Rossan, Sollisa, Sossamon, Vasalor, Vatess, Vessos, Vialoss

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

Table 1–3: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Dwarf	20	+1d4	+1d6	+2d6
Elf (Iosan)	23	+1d4	+1d6	+2d6
Elf (Nyss)	25	+1d4	+1d6	+2d6
Goblin	14	+1d4	+1d6	+2d6
Half-Elf	16	+1d4	+1d6	+2d6
Human	16	+1d4	+1d6	+2d6
Ogrun	15	+1d4	+1d6	+2d6
Trollkin	18	+1d4	+1d6	+2d6

Table 1–4: Effects of Age

Race	Middle Age*	Old**	Venerable***	Maximum Age
Dwarf	60	90	120	+5d10
Elf (Iosan)	110	165	220	+d100
Elf (Nyss)	135	203	270	+8d20
Goblin	25	38	50	+3d10
Half-Elf	50	75	100	+4d10
Human	35	53	70	+2d20
Ogrun	30	45	60	+3d10
Trollkin	55	83	110	+3d20

* –1 to Str, Con, and Dex; +1 to Int, Wis, and Cha
** –2 to Str, Con, and Dex; +1 to Int, Wis, and Cha
*** –3 to Str, Con, and Dex; +1 to Int, Wis, and Cha

A Brief Survey of Linguistics

A wide variety of interesting languages have emerged from the lands of western Immoren. In addition to the living languages, scholars dispute the number of known dead languages—languages that are no longer spoken and are learned primarily by scholars or clergy for the study of ancient documents. While all scholars agree that Caspian, Dohl-Rhul, Khurzic, and Orgoth are dead languages (see Table 1–5 for more details), some argue that Quor should also be added to this list. This has led to many heated debates since it is also well accepted among linguists that the languages spoken by bog trogs and gatormen are dialects of Quor. These linguists argue that if there are living dialects of the language, that the mother language is still alive as well.

Table 1–5: Dead Languages

Language	Alphabet	Notes
Caspian	Caspian	Root of Cygnaran, widely used in religious and historical research
Dohl-Rhul	Rhulic & Rhul-Runic	Root of Rhulic
Khurzic*	Khadoran	Primarily used by Khadoran scholars and the Menite clergy
Orgoth	Orgoth	Presumably the living language of the Orgoth empire, only used by Orgoth researchers in western Immoren

* Formerly Khard (*L&L:CP*)

As both the official language of Cygnar and the primary trade tongue used by merchants and travelers throughout the Iron Kingdoms, Cygnaran is by far the most widely spoken language in western Immoren. The languages of the other kingdoms—Khadoran, Llaelese, Ordic, Rhulic, and Shyr—are also quite prevalent, especially within their native provinces. As expected, a number of subfamily languages are interspersed amid the various language families, and the most popular of these are listed below their base language.

Dialect Difficulties: Dialects have a difficulty rating of +1 to +4. The rating has several purposes. First, it indicates the standard DC penalty to Listen checks for a listener unfamiliar with the dialect. This check must be made any time a listener is trying to understand something spoken using the dialect. Many times it is also difficult to read the writings of people who are used to speaking in a dialect. They might apply idiomatic expressions and corrupted spellings, and in such cases, the reader must make an Intelligence check (DC 10 + dialect DC modifier) to correctly interpret the writings. In the case of spellbooks and scrolls writen in various dialects, the dialect DC modifier is added to the Spellcraft check to decipher the magical writing. Finally, the DC modifier indicates how long it takes to become familiar with the dialect. Acclimation takes one week of frequent exposure for every +1 of the dialect's difficulty rating. During acclimation the DC penalty decreases by one point per week. When the penalty is reduced to zero, the character has become familiar with the dialect.

Other Languages

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

Dreggi: The horrid speech of the dregg (MN1, pp. 58–59) is composed mainly of strange sucking and clicking noises made with the tongue in the back of the throat, occasionally punctuated by odd chortles and sibilant hisses. While it might be possible for a human to learn their speech (3 ranks in Speak Language), the horrors to be endured during this study would drive even the sanest student over the brink. It is currently unknown whether or not a written form of Dreggi exists.

Farrow: An odd derivative of Caspian, the farrow language is part pidgin Caspian, part porcine squeals and grunts. Surprisingly, the bestial farrow (MN1, pp. 68–69) have a simple written version of their language that uses the Caspian alphabet. This further reinforces the belief held by many scholars that farrow were once men who were warped by cruel magical experiments into the bestial creatures they are today.

Infernal (Nokiri): The Infernal language, known also as Nokiri, has been studied extensively by infernalists and exhaustively documented by members of the Infernal Archive. This language is believed to be unique to the members of the Nonokrion Order (MN1, pp. 102–113, 234–235), but it is possible that their tongue is merely a dialect of a wider Infernal language. Indeed, signs indicate that the written glyphs employed by the Nonokrion Order are not exclusive to that group. Nokiri is not an entirely difficult language to learn; however, its obscurity makes it necessary to have a decent collection of Infernal lore at hand to even begin studying it (the equivalent of a +1 Tome of Infernal Lore, see MN1, pp. 210–211 for details).

Quor: Dialects of this odd language are shared by both the bog trog (MN1, pp. 18–19) and the gatormen

Table 1–6: Living Languages

Language [Difficulty]	Notes	Alphabet
Aeric (obscure)	Language of the Nyss	Aeric
Cygnaran	The primary human trade language	Caspian
Five Cant [3]	Originated in Five Fingers; used by pirates and criminal types throughout the kingdoms	Caspian
Scharde Tongue [4]	Dialect of the Scharde Islands and Cryx	Caspian
Sulese [1]	Official language of the Protectorate of Menoth	Caspian
Swampie [3]	Dialect used by swampies and river folk of Cygnar	Caspian
Idrian	Spoken by many Idrian nomads	Idrian
Khadoran	Language of Khador	Khadoran
Khurzic [2]	A dialect spoken by some Khards and Umbreans and a few Kossites	Molgur
Urnyak [3]	Still spoken by many Skirov	Molgur
Llaelese	Language of Llael	Caspian
Molgur	Human barbarian tribes, goblins, ogrun, and trolls	Molgur
Gobberish [4]	Goblin tribes	Molgur
Molgur-Og [1]	Ogrun communities	Molgur
Molgur-Trul [2]	Trollkin communities	Molgur
Ordic	Humans of Ord	Caspian
High Tordoris [1]	Spoken by some High Tordorans	Caspian
Rhulic*	Dwarves of Rhul	Rhulic & Rhul-Runic
Miner Rhulic [1]	Dwarven miners in kingdoms outside of Rhul	Rhulic & Rhul-Runic
Shyr*	Elves of Ios	Shyric
Skorne (obscure)	Skorne of the Bloodstone Marches	Skorne
Telgesh (obscure)	Clerics and scholars of Thamar	Telgesh Glyphs
Tkra (obscure)	Lord Toruk and his top servitors in Cryx	Tkra

*Both Rhulic and Shyr are complex languages. Rhulic requires one rank in Speak Language for the spoken language and an additional rank for the written language. Shyr requires two ranks for the spoken language and one for the written form.

(See MN1, pp. 74–75). The dialects are similar enough that the two races can communicate. There is no written form of this language. Quor-Og [3] is the bog trog dialect, while Quor-Gar [2] is the gatorman dialect. Interestingly, it is obvious that both dialects are derived from the mother tongue Quor, but Quor appears to be a dead language.

Saelaan: This is the obscure language of fey and grymkin, primarily based on the odd utterances made by captured folk of such races. Aside from the knowledge of its existence, Saelaan is completely unknown to outsiders. A written form of this language, composed of near incomprehensible glyph-like symbols, does apparently exist, but most knowledge of this language is vague (requires the equivalent of a +3 Tome of Grymkin Lore to learn to speak Saelaan, see MN1, pp. 210–211 for details).

Satyxi: The language of the Satyx (see MN1, pp. 148–149) has a fluid, flowing sound. It is almost as pleasant to the ear as the Satyxis are to the eye, and it, like their beauty, belies their hard warrior spirits and brutal fighting efficiency. Satyxi uses its own alphabet—also known as Satyxi—though it shares some interesting commonalities with Caspian.

Tharn: An almost unrecognizable blending of Khurzic and Molgur, the Tharn language is guttural, full of hard consonants and seemingly only a few, sparsely used vowels. The Tharn (MN1, pp. 166–167) do not appear to have a written form of their language; instead they seem to have a strong oral tradition for maintaining tribal lore and family histories.

Thrallspeak: This harsh, grating language is almost impossible for a human to mimic (requires 4 ranks in Speak Language to master). Used by the more advanced thralls to issue orders to others, all thralls (MN1, pp. 170–175) seem to have an innate understanding of this language at their creation. There is no known written form of this language.

Zunus: This odd language was brought back from the continent of Zu by the renowned Captain Wexbourne (see pg. 17). Scholars in Caspia have been busily studying artifacts and attempting to learn the language through interaction with natives who occasionally visit Cygnar from across the seas. The written form of Zunus makes use of a large number of highly-ornate pictographs and requires a bit more time and effort to learn (a second rank in Speak Language is required to learn the written form of Zunus).

State of Affairs

The Corvis Treaties are no longer worth the parchment they are penned upon. In short, my noble fellows, peacetime is over. The Iron Kingdoms are balanced on the edge of a knife. They stand at the outer limits of a maelstrom that threatens to wash over them and leave everything in ruin. Cygnar must do whatever we can to stave off this onslaught. We must act now.

—Warmaster General Olson Turpin (male Midlunder Ftr10/Exp6), speaking before King Leto Raelthorne and the Royal Assembly, Malleus 6th, Solesh 604 A.R.

Western Immoren is generally perceived as the region west of the enormous barrens called the Bloodstone Marches. The nations of this part of the continent include the self-styled "Iron Kingdoms" of humanity—Cygnar, Khador, Ord, and Llael—along with the Protectorate of Menoth, once part of Cygnar, the blighted Scharde Islands, the elven kingdom of Ios, and the dwarven republic of Rhul. The Iron Kingdoms are those nations that had diplomats present at the signing of the Corvis Treaties in 202 A.R. and are commonly considered the ones who freed Immoren from long years of Orgoth oppression. These were the lands whose bulk was occupied by the Orgoth and whose ethnicities had been lorded over and often persecuted. At the signing of the treaties, the diplomats divided the realm into territories, each to be governed by their respective monarchs.

For some time after the Corvis Treaties, all was well. There was peace in the land as the different kingdoms focused on restoration. Buildings were rebuilt, roads were repaired, and the lands were re-settled by a people eager to establish themselves once more as lords of their domains. Governments were re-established, as each of the Iron Kingdoms was free to resume rule, and in general there was a return to monarchy. Kings were drawn out from the noble bloodlines, which was not a smoothgoing course of action in a nation such as Khador where great princes surfaced in the hundreds to contend for the rule of the Motherland. However, in time, everything was settled and each kingdom did its best to establish new and peaceful countries.

Peace, of course, is a fleeting thing.

Every nation suffers tension, both internally and externally. Utopian society is ideal, but nothing more. It is the nature of things to cleave to the path of discord, just as the lone wayfarer at dusk takes the rockier, more treacherous path, believing it a shortcut to his home. But, in truth, it is rife with unknown obstacles that will impede his every step, which in due time makes him wish for the longer way, but for the knowledge it is much too late to turn back.

—Warmaster General Olson Turpin, before the Royal Assembly



Ongoing or Impending Conflicts

In recent years, western Immoren has become increasingly engaged in a time of mounting conflict. Enmity has brewed for some time between particular nations and the regularity of skirmishes breaking out throughout the kingdoms is on the rise. These days, every nation keeps a close vigil on its borders, watching and waiting for the next conflict, sending forth agents to root out enemy spies, bolstering their border fortresses with more garrisions, and mechanizing in any way possible, most especially in the arena of warfare. It is indeed a lucrative time for mercenaries and adventurers, especially those daring few with rare talents willing to place themselves at risk for king, for country, or for their

own gain—let's face it, the latter's what most mercenaries and adventurers risk life and limb for anyhow.

The common folk of western Immoren are in a state of apprehension. They realize the world is precariously balanced on the brink of war; some of them may have already lost loved ones to hostile encounters and the like. The presence of the military is on the rise and more young men are being urged to enlist, or are being conscripted into service, every day. Travel is becoming more difficult, the prices of goods are on the rise, taxes are mounting, races are becoming more isolated, pollution is increasing, and magic is a thing to be feared and regulated. Disparity between classes, even races, is becoming more evident than ever before, as luxuries are only available to a privileged few. Most of the time, the mood in western Immoren is desperate. War and oppression looms on the horizon. For players to fully experience the mood of the Iron Kingdoms, a DM should make an effort to describe common folk as apprehensive, fearful, dejected, weary, hungry, or any mixture of these traits.

Allies: These forces have made official declarations to support one another. Treaties exist on paper formalizing their relationship, and one will come to the aid of the other if it is threatened by outside forces.

Friendly: Sympathetic and supportive to one another. However, this force may or may not involve itself in hostilities to lend aid to the other.

Neutral: No feelings one way or the other.

Tense: These forces do not prefer each other's company by any stretch and typically find their policies and practices objectionable.

Hostile: These forces oppose one another's policies and practices. Animosity is evident between them; blood has been shed on both sides and inevitably will be shed again.

Unknown: There is simply not enough known about the relationship between these forces. Both sides are at a loss as to how the other feels about its policies and practices.

Cygnar

In the minds of those who matter, Cygnar is a golden realm. Its progress is lively, its people are spirited, and its dominion is divine. Such as it is, leaders of the world should expect Cygnar to have an endless stream of friends, and few enemies—in theory, of course. The truth of the matter is that whenever one attains life's summit, there are plenty of antagonists primed and ready to batter one down. Cygnar is far from the exception.

For generations, blood has been shed on both sides of what has been an ongoing tension between Cygnar and Khador. Very little affection for the other can be found in either country. Khador has long felt slighted by the "treacherous south" as they call it, convinced

Table 1–7: Political Relationships between Kingdoms/Organizations

	Cygnar	Khador	Protectorate	Llael	Ord	Ios	Rhul	Cryx	Skorne
Cygnar	N/A	Hostile	Hostile	Allies	Friendly+	Neutral	Friendly	Hostile	Hostile
Khador	Hostile	N/A	Tense	Tense+	Tense	Neutral	Tense	Hostile	Unknown
Protectorate	Hostile	Tense	N/A	Tense	Tense	Tense	Tense	Hostile	Unknown
Llael	Allies	Tense+	Tense	N/A	Neutral	Tense	Friendly	Hostile	Unknown
Ord	Friendly+	Tense	Tense	Neutral	N/A	Neutral	Neutral	Hostile	Unknown
Ios	Neutral	Neutral	Tense	Tense	Neutral	N/A	Neutral+	Hostile	Unknown
Rhul	Friendly	Tense	Tense	Friendly	Neutral	Neutral+	N/A	Hostile	Unknown
Cryx	Hostile	Hostile	Hostile	Hostile	Hostile	Hostile	Hostile	N/A	Unknown
Skorne	Hostile	Unknown	Unknown	Unknown	Unknown	Unknown	Unknown	Unknown	N/A

+ (acute enough to nearly move into the next more antagonistic status)

they were duped at the signing of the Corvis Treaties centuries ago. Cygnarans with political interests, of course, call this rubbish. To them, it is merely another deplorable tactic by the Khadoran regime to justify their overt and aggressive expansionism, evidenced by the increase of heated border disputes in recent years, as well as the confiscation, interrogation, and uncalled-for persecution of Cygnaran traders by Khadoran troops.

Aside from northern aggression, Cygnarans in-the-know realize they're in a tight spot with their eastern neighbor, as well. In 484 A.R., the end of the Cygnaran Civil War made the Black River into a theological as well as geological divide. The Protectorate of Menoth's theocracy is based on the teachings of its god and, despite treaties that have stood for 120 years, those in charge adamantly feel that Cygnar remains their enemy. They blanket their true motivations as a matter of religion rather than politics, but Protectorate leaders are not acute in the art of subterfuge. Their violation of several treaty agreements—not least of which is the martialing of a full scale military force they classify as "church security"—are obvious to the Cygnaran Royal Assembly; yet, in the interest of a lasting peace, King Leto has maintained his stance at trying for a diplomatic resolution. Still, rumors of an orchestrated crusade are buzzing. Indeed, in some cases, recent deliberations have incited riots on both sides of the river in Caspia, especially due to the orations of a mysterious prophet called the Harbinger. It seems the zealots are literally bubbling over with eagerness to display their devotion to their deity.

Looming in the west, the nightmare island nation of Cryx continues to boldly harass the mainland, as it has for centuries, and Cygnar has been its target more than any other kingdom due to proximity more than partiality. Hordes of depraved pirates and undead thralls under the sway of Lord Toruk and his Lich Lords have tarnished the Jewel of the Iron Kingdoms with their misdeeds and violence. This has been a constant, and a change does not seem on the horizon.

Since the dawn of man's history, the Bloodstone Marches have been considered an impassable barrier. Most inhabitants of the west didn't believe there were any resources of note in that direction, their limited explorations finding little more than monstrous terrors among those endless dunes and desolate lava fields. Recently, this attitude has been shaken in Cygnar by encounters with the Skorne, a mysterious and violent race that dwells somewhere beyond the eastern horizon, within or perhaps beyond the Marches.

The elves of Ios remain neutral, but there is something beneath the surface, something brewing, though the Crown does not know what to make of it. Rarely do the Iosans send diplomats to parley with the Cygnaran Royal Assembly, despite numerous requests to extend relations into new ground. In the main, the Iosans seem to want nothing to do with outsiders, and any elves that make forays into the outer kingdoms such as Cygnar are more close-mouthed exiles than ambassadors. Little progress has been made here in many years.

Khador

No one argues that Khador is a dominant nation and always has been. During the current Vanar dynasty, the political elite within Khador have become concerned by the growing assertiveness of the other nations around them. Through the employment of nationalist ideals by the Vanars, a social mobilization against "the south" has been in effect for the past sixty years.

Bound in their traditions, Khadorans are a conservative people who see the liberal indulgences of Cygnar and its puppet kingdoms of Llael and Ord as inherent weaknesses. The majority perceives Cygnar as a soft nation filled with soft people who mock the Motherland. Khadorans are not to be mocked. They are a superior people after all, with a common cultural history—that of the Khardic Empire. With a centralized monarchy that is stronger than ever before, Khador is primed and ready to display its superiority to the world at large. So, in the past year (604 A.R.), Khador and Cygnar have begun clashing throughout the borderlands and several hundred soldiers have fallen on both sides. It is just a matter of time before war is officially declared.

Aside from its designs to engulf the south lands, the monarchy of Khador is on less than glowing terms with Cryx. The dark island empire of the great Dragonfather, Lord Toruk, has plagued Khadoran coastal communities for generations. Despite stiff resistance, Cryxian raids are on the rise, and almost every Khadoran community within fifty miles of the

shore has fortified itself with watchtowers and stone walls or, at the very least, patrols and sturdy stockades.

This is also true of the lands to the east where, in the deep vales or upon the rocky mountainsides, hordes of monsters, ogrun, or dwarves can come raiding on any given day. Relations between Khador and Rhul are tense, as they have always been, even before the days of the Orgoth. Many Khadorans feel that the dwarves and their ogrun allies are still vexed by the many furious battles that took place at Hellspass centuries ago. Dwarves have long memories, it is said.

Khador and the Protectorate of Menoth had supported one another in the past due to their connection of religious conviction—a considerable number of Menites inhabit Khador—and an enmity for all things Cygnaran. Khador's minority Old Faith has gone so far in the past as to aid the Protectorate in violating their established treaties with Cygnar, secretly smugging vast amounts of weaponry partway down the Black River and through the Bloodstone Marches. Some moves of late by the Vanars have changed things. Recent events taking place away from the common observer have led to irreconcilable differences between these two countries—to Khador, the Protectorate has outgrown their usefulness and, to the Protectorate, Khador has been deceitful and treacherous. It seems the rift between the leaders of these two countries has lately become as wide as the division between Cygnar and Cryx. Any common ground shared by the faiths of their peoples has been swallowed by a chasm and is most likely never to be walked upon again.

The current regime is just short of outright declaring an emphasis of nationalism over religion, and as it happens, the abolition of serfdom and the subsequent decline of feudalism with the rise of the kayazy class have the peasantry feeling more strained than ever. Many of them live in a state of squalor throughout the cities and townships, working their fingers to the bone; yet they are sold upon the notion of manifest destiny, believing the fate of their great nation is to reclaim the glory of its storied history. In spite of such harsh conditions, most Khadorans would rasp "For the Motherland!" with their dying breath if it came to it.

Llael

Llael subsists on political maneuvering, the ability to broker deals, and an influx of trade levies rather than through strength of arms. Overshadowed by the military power of other nations, Llael was nearly obliterated by Khador in the Border Wars three centuries prior, which initiated a long tradition of intervention by Cygnar to curtail western aggression. Llael and Cygnar became formal allies in 313 A.R. and, to this day, the latter stations a small number of troops in Llael, regarding it as a crucial conduit to interests along the Black River.

Conflict along the Llaelese-Khadoran border had been quiet for generations, but in the past year, occasional raids have turned to overt aggression, primarily in the form of mercenary skirmishes on both sides of the border. War has not been formally declared, and the Khadoran capital claims these attacks are unsanctioned and led by eastern rebel groups (likely of Umbrean descent), but no one puts much stake into these statements. Cygnar has roughly a thousand soldiers spread out along the western Llaelese border, which the Llaelese Prime Minister seems content to rely upon; in fact, he has done little to increase recruiting or spending in Llael. This complacent attitude is criticized by many speakers within the Council of Nobles, who fear Cygnar may pull out and leave the kingdom to its own devices. Indeed, it is known that little love exists between King Leto and their Prime Minister. For now, however, Lord Glabryn has made little effort to officially bolster the kingdom's western defense.

Elsewhere, Llael is on friendly relations with the dwarves of Rhul, although the tariffs they place on river trade leave some dwarven merchants a bit sour. Although Rhul also enjoys unfettered trade with the south, it would never put itself in danger to defend Llael if it were attacked. Indeed, some dwarves surmise that Khador might actually tax them less.

Until recent decades, Llael had tenuous trade arrangements with Ios, serving as middlemen and brokers for the trickle of trade emerging from the elven realm. However, the eastern kingdom has closed itself off entirely and no longer answers polite queries or requests for emissaries. There has been no sign of threat thus far from the elves, yet most Llaelese are quite apprehensive by this silence from their eastern neighbor.

Ord

Ord has a proud military tradition, and its citizens are known to be capable on both land and sea. Still, they are forced to tolerate the constant threat of aggression from Khador. Their northern border is well fortified, and the city of Midfast has a legendary reputation for resisting siege, but this is of small comfort to those living between the two major modern powers, Cygnar and Khador. The army of Ord is tenacious and well supported, but they are greatly outnumbered, and the resources of their kingdom cannot compete with the north. Their navy is respected, but would avail them little were Khador to press them by land.

Despite such a threat, the kings of Ord have long been stubborn, and its castellans value their independence. They have refused to formally ally even with Cygnar, although the two kingdoms are on friendly terms. King Baird II, "the Baird," is confident in his ability to stand alone, and knows that, if required, Cygnar will come to his aid. In truth, the Ordic leaders hope to stay clear of any war between the two great powers, but some political realists tag those who think a goal of neutrality is viable as "delusionist fools."

Aside from political threats, one of Ord's adversaries on the sea lanes is a commercial one. Steam power and mechanika have made a profound impact on ocean navigation in recent years, and the Cygnaran-based Mercarian League has enticed all manner of explorers to risk death for riches and glory. Ord is in competition with the Mercarian League to establish new trade routes to the shores of Zu, believing that the southern continent is the key to recognition, resources, and power. The League, of course, feels much the same, and ships have engaged in fierce naval battles of late—incidents that are straining some relations between Ord and Cygnar.

Yet another obstacle to ocean dominance is the island of Cryx and its fleet of deadly vessels. Although Cygnar has more shoreline to defend and is a closer target, Cryxian raiders are just as troublesome to the coastal villages of Ord. Nonetheless, the relationship between Cryx and Ord is more complicated than it seems on the surface. Five Fingers remains the single key point of entry for smuggled Cryxian goods onto the mainland and is also their only "safe" port of call for other endeavors. Some people believe the Ordic Navy does not chase the Cryxians away from Five Fingers on specific orders, and that furtive compromises have been made between the Ordic rulers and the dragon king, Lord Toruk.

Protectorate of Menoth

Garrick Voyle may be an overly ambitious fanatic, but he is no fool. He is well aware of the tenuous security of his kingdom and their unfortunate ties to Cygnar. The population of his lands is smaller even than Llael and occupies far meaner territory. Nonetheless, the Hierarch firmly believes he is guided by divine providence and that he is destined to retake the hearts and minds of the Iron Kingdoms for Menoth.

Khador was once a crucial part of the Hierarch's plan, but their clandestine methods of assistance in the arming of the Protectorate have recently ceased. Millions of Menites—the so-called Old Faith—inhabit Khador, yet it appears some sort of great upset has taken place. Recent decrees handed down by Queen Vanar herself have denied emissaries and aid to the Menites of the Protectorate, creating much tension between the two countries. All the Hierarch knows is that the Khadoran regime has all but severed any diplomatic ties, and rumor has it that Khadoran troops have put a stop to the various smuggling operations that have provided the Protectorate with arms, armor, and warjacks. This much displeases the Hierarch. It is only a matter of time before he makes his displeasure known.

Despite the stoppage of secret trade from the north, the Protectorate has been arming itself at a breakneck pace. These enormous changes in recent decades have given teeth and claws back to a kingdom left defenseless at the end of the Civil War. As their military strength grows, the Hierarch's forces have become increasingly brazen in defying Cygnaran law, lately withholding promised taxes, stationing armed guards atop the walls of Sul, and charging fanatics eager for blood to patrol the borderlands.

King Leto and his Royal Assembly realize the pressure is building and that his authority is being challenged. It is perhaps a weakness of his conscience, but he seems to desire a non-violent resolution through politics. Emissaries from Imer attend these discussions diligently and pretend to consider the offers put before them, but they are only stalling for time. It is vital to the Protectorate that King Leto does not attack

them before they are ready. The Hierarch was, in fact, quite disappointed to see Vinter Raelthorne and his Skorne invaders pushed back into the Marches, as he had hoped the invasion would work to his advantage.

The Protectorate has little contact or concern for the other kingdoms. They believe their time of reckoning will come in due course. There are some Menites in both Ord and Llael, but not enough to make much of a difference. Even so, should Cygnar fall, these kingdoms are next on the agenda to be brought into the fold. Cryx is more of a concern, and there have been occasional probing attacks by Lord Toruk on Protectorate shores. For the most part however, the Cygnaran Navy serves as an adequate buffer and keeps most of the nightmare hordes away. Still, there is no question the minions of Cryx are an abomination to Menoth, and they, too, will be dealt with in time.

Cryx

Cryx has no need of foreign policy or ambassadors, for there is nothing that any of the people of the mainland have to offer them other than fresh bodies and the spoils of war. Nonetheless, there are still living merchants, smugglers, and pirates in the cities of the empire, and they can be persuaded to seek profit instead of death and respect strength when it is shown. Tenuous arrangements have been made with a number of black markets in the mainland, particularly in certain port cities like Five Fingers and, under false colors, Cryxian vessels covertly land at other ports, as well. There is always business to be conducted in such places, but only with those willing to take their goods with no questions asked. Information is another commodity valued by Lord Toruk, and he requires living agents on the mainland to stay informed at all times.

Some mainlanders have become complacent about Cryx over the years, thinking them only a threat to those who travel the risky western seaboard. However, it is clear among certain circles that Lord Toruk desires to expand his empire, and will not rest until all within his grasp serve him. He is a patient and seemingly immortal entity and a few centuries more or less while he crafts his plans are meaningless. Lord Toruk knows that he is one of the few forces that could unite the human lands if he were to show his hand too soon. Therefore, he seeks to attack at a moment of distraction, when pickings are ripe and reprisal unlikely. It may also be that he is wary of the lesser dragons of the mainland, said to be watching for him. Certainly it is no coincidence that Blighterghast has chosen to dwell in the southern Wyrmwall atop one of the highest peaks—a perfect vantage for observing the movements of his creator.

In the meantime, the western shores are an excellent proving ground, and the piracy of the shipping lanes continues to bring gold and flesh into the island empire's treasury. Toruk's fleet grows in size, and each recovered body reinforces the Cryxian army. Few mainlanders have any clue as to the fleet's actual size, scattered as it is among numerous hidden coves and island strongholds. Lord Toruk has prepared his Lich Lords well, and they are more than capable of executing his plans while Toruk guides them from afar. Eventually, the Dragonfather hopes to spread his blighted shadow across Cygnar and the mighty Wyrmwall, and from there, all of Immoren.

Ios

Ios is at war with no one, and has no intention of letting itself be pulled into any of the upcoming conflicts. It has problems enough of its own and has indeed closed its borders completely to all foreigners. The leaders in Shyrr have decided that too many clues of their weakness have already leaked into potentially hostile hands, and they resent the prying attention paid to them by their neighbors. Where they once maintained tenuous contact with Rhul, Cygnar, and Llael, they no longer tolerate outsiders. They recognize the oncoming storm of war and intend to ride it out as they have other conflicts, meanwhile focusing on internal matters.

Of great concern for the current rulership is the growth of religious schism within the kingdom, as more and more elves convert to the Seekers or Retribution sects. As the time of Scyrah's doom grows closer, the elves are increasingly agitated and looking for answers, or at least someone to blame for their problems. Paranoia is rampant, enemies are everywhere, and they have no friends. The zero hour draws near, and if they are to act against their doom, they must do so now.

The impending violence among the human powers is confirmation of their barbarity, concerned only with

grabbing as much territory as possible; hence, some elves have become active rather than insular. Those called Seekers have answered the need for action by leaving Ios in search of answers, while the militant Retribution, on the other hand, has a more radical intent; they eliminate human wizards through stealth and subterfuge. The conservatives in Ios worry that the actions of the Seekers and the Retribution will draw unwanted attention, turning human eyes and attention to the lands of Ios. The last thing they desire is war with the humans. Ios must be repaired from within, and only time will reveal answers to these problems. For now, Ios is a nation in crisis. Their borders are closed and guarded against those who seek to violate their lands (or reveal their weakness).

Rhul

In these uncertain times, it can be argued that the Rhulfolk in their mountain fortresses are the most safe and secure. It is true that there are no immediate enemies who threaten the kingdom of the dwarves, but this does not make them immune to conflict. The time of Rhulic isolation is long over, ever since they mingled their fate with humanity to help drive away the Orgoth invaders.

Although Rhul itself is not in danger, there are hundreds of thousands of dwarves who dwell in human lands, with families and clans in threatened regions. Of particular concern is the ongoing tension with Khador, as there are many dwarves dwelling there who sometimes face hostile attitudes and old prejudices. If war were to erupt between Cygnar and Khador, things would become worse, and it is possible that "Khadoran dwarves" might be targeted as collaborators and spies. Khador's queen resents the strong ties of friendship and lucrative trade between Rhul and Cygnar. There is also much history of bloodshed along the Rhul-Khador border.

Rhul is on friendly terms with Llael, but not enough that it would consider risking its security to help them. In the final analysis, they are liable to leave human fighting to humans and avoid getting drawn into the middle of it. However, should Khador assault their borders, they are prepared retaliate with great force. Otherwise, barring direct assault on their homeland, the dwarves concern themselves only with their threatened citizens in foreign lands. It is possible that the major outside conclaves could receive military support from the Moot, but only to assist in defense; though surely some profit will be made by entrepreneurial dwarves, some of whom have become mercenaries for the highest bidder.

The Protectorate and Cryx are distant threats. The religious schism that motivates the Protectorate is difficult for Rhulfolk to understand. Cryx is known to be loathsome—like all rational peoples, Rhul stands against them when need be (which, in truth, is not often).

Ios is a larger concern, as the Stone Lords are troubled by the closing of Iosan borders. Historically, Rhul and Ios have maintained an amicable association, sharing regular (if terse) communication and even some lucrative trade—Rhul has offered Ios metals and good stone from its quarries and received fine timber in return. Now, there is nothing. The Brand of Odom's wizards have been stymied in any attempts to discern the political climate of Ios, but until the elves decide to open their doors again and parley, there is little to be done about it.

Skorne

Little is known of this mysterious, and formerly unknown race. The Skorne, as they call themselves, are a formidable race of warriors. Their recent incursions into Cygnar were led by none other than the deposed Vinter Raelthorne the IV. As warriors, they not only proved themselves formidable, but also capable trainers of what could only be called monstrous servitors combining the attributes of mount and warbeast.

Whether or not the Skorne have further ambitions of conquest is also unknown. They disappeared into the east again, across the Bloodstone Marches to thier own forboding kingddom. If they return, they now know what to expect in terms of resistance, and it is more than likely that they will bring the full brunt of thier armies to destroy whatever resistance crosses thier path.

Should they ever cross the dangers of the Bloodstone Marches again, it most certainly will be for one purpose, conquest.

Struggles and Strife

Just as Warmaster General Turpin predicts, peacetime *is* over for the peoples of the Iron Kingdoms. As the various factions in western Immoren begin to maneuver themselves for an expansion of power, the unprepared will find themselves caught in the worst of positions. The aggressors in the coming battle will have the upper hand, at least initially.

While Cygnar is not prepared to make a move against Khador, the Motherland seems more than ready to make its own move. Intelligence gathered by Llaelese spies indicates Khador is readying itself for something. Because of the inconclusive nature of the intelligence, King Leto is hesitant to act on these observations despite his warmaster's urgings. Further, some advisors in Cygnar point out the obligation of the Crown to aid their Llaelese ally in preparing for any actions that Khador may take—in addition to the thousand soldiers stationed along Llael's borders—but it is Leto's devotion to diplomacy over hostility that holds his kingdom back from action. The idea of doing something that could be perceived by Queen Vanar XI as an act of aggression doesn't frighten him—the two countries have indulged in border skirmishes time and again over the past few generations—but it is obvious that the efforts to work towards peace are far more important to King Leto than antagonizing Khador even further into a protracted border war.

Of greater concern to Leto is the evolution of Protectorate battle groups from ragtag bands of zealots into full blown armies fielding warjacks and alchemically enhanced weaponry. Even more disconcerting to Cygnar are the attacks of raiders from the blighted Scharde Isles. These attacks are orchestrated to disrupt trade routes, sink ships carrying important cargo, and kidnap nobility and militia for interrogation at the hands of Morrow knows what.

Still, the threats are undeniable and many in Cygnar, Llael, and Ord are growing increasingly nervous as the climate of tenuous peace grows into the first stormy blusterings of war. Should all of the potential aggressors move at once, Cygnar will be ill equipped to defend itself, as well as its allies and friendly neighbors.



Characters & Classes



…To anyone who has studied the history of our lands, it is evident that two major developments have shaped the face of western Immoren in the years since the Army of Thunder—firearms and mechanika. Not only have these developments been paramount in the technology and warfare of the modern era, they have irrevocably changed the Iron Kingdoms and presented new walks of life to some folk. With firearms becoming more prevalent each day, their impact is being felt everywhere. Indeed, some local militias and town watches have begun to issue pistols to their soldiery. After all, should not our protectors be as well armed as the thugs they contest?

The recent proliferation has led to more "professionals" about, as well. Swaggering pistoleers walk the streets of many a Cygnaran and Llaelese city; some are men and women of culture and breeding, but more often than not they're little more than pistol-packing ruffians. As disparate as they are, so too are their reasons. Some linger along roadsides, committing acts of banditry, while others work as professional duelists, settling matters of honor for either cause or coin.

Likewise, riflemen have emerged in droves; from the renowned Cygnaran long gunners to dangerous assassins-for-hire; in recent times it's not so unusual to see a long gun hanging over the shoulder of a military man or self-styled adventurer in everyday society. But most surprising, however, are the gun mages, who brandish their firearms in conjunction with powerful magics. This unique blend of pistolry and sorcery has come under great scrutiny by the powers-that-be. Indeed, some cities are already taking steps to outlaw these rogues. Whatever the case may be, I expect that magic is no longer the sole province of wizards and mechaniks.

And just as firearms have had great impact in the past few generations so, too, has mechanika. This unique blend of magic and science has led to enormous breakthroughs in industrialization and mechanization. Arcane mechaniks and bodgers are usual presences in cities and on the fields of battle, and the former are the true architects behind the development of mechanikal technology. Through their study of the bonding between



magic and science, mechanika continues to make progress. I wonder if those first wizards and alchemists had any idea they were pioneering such an important field of study—one that would revolutionize not only the field of battle, but the very docks, factories, and even religions of their descendants.

Bodgers, on the other hand, are the workhorses of the mechanikal world. While they possess little of the knowledge and learning of the arcane mechaniks, they understand mechanika well enough. With a wrench and a few choice invectives, any bodger worth his salt can get a broken piece of mechanika up and running in the blink of an eye.

Though I must say the true personification of the modern era is the warcaster—a potent spellcaster capable of mentally controlling the monstrous, mechanika warriors called warjacks. The warcaster is a leader of men and metal giants among the armies of the kingdoms. Most consider them icons of our era, an era of wonders and horrors where clocksmiths and mechaniks create wondrous machines, and where burglars and second-story men use them as tools of the trade—infiltration with an elegance that I expect even agents of the Unseen Hand may well envy, if I might say so.

There are those, of course, who refuse to move into the modern era. Trollkin fell callers, throwbacks to the wild, barbaric days of a past age, claim to descend directly from Bragg, some renowned trollkin hero of legend. These dangerous chanters have been known to lead assaults against the bastions of civilization, terrorizing communities and pulling down the walls and factories of men. Likewise, the blackclad druids of the Circle work to defeat the encroachment of civilization into the wilds, sometimes alongside trollkin, but more often operating alone.

Which reminds me of other operatives: here and there, elves have emerged from Ios into the world, hiring out their services as mage hunters, relishing any opportunity to pit their deadly skills against wizards and warcasters on the battlefield or anywhere. Yet, at the same time on those same fields, Morrowan battle chaplains seek to stem the tide of lost blood, all the while taking what measures they can to defend Morrow's children, even if it means the ultimate shedding of that blood.

Of course, I am digressing—a habit of mine. It appears the modern era is comprised of disparate forces indeed, and it's no great debate that although the folk of western Immoren come in all kinds of form and function, progress in this modern area has opened up new and exciting avenues to explore. I expect those with the proper aptitudes have a clearer path than ever before in this bold and exciting age…

—Gavyn Kyle (male Ryn Rog8/Spy9), traveler, diplomat, and suspected agent of the Unseen Hand

Characters & Classes

For More Information…

All of these races and many other creatures are covered in greater detail in the *Monsternomicon: Volume 1—Denizens of the Iron Kingdoms* (abbreviated as MN1). This 240-page tome discusses more than 80 monsters unique to the Iron Kingdoms campaign setting. It also details three prestige classes—the Adventuring Scholar (AdvSch), the Bone Grinder (BnGr), and the Monster Hunter (MonHtr)—and introduces the illustrious Professor Viktor Pendrake. MN1 also provides detail on the cosmology of the Iron Kingdoms and the role played by the infernals. All in all, this tome is a worthy addition to any collection of Iron Kingdoms lore.

Further details on using these races as player characters are presented in *Lock & Load: Iron Kingdoms Character Primer* (L&L:CP), however, all of the racial abilities and modifiers necessary for creating characters using the primary races of the Iron Kingdoms (human ethnic groups, dwarves, elves [Iosan and Nyss], goblins [gobbers and bogrin], ogrun, and trollkin) are summarized in Chapter One: Western Immoren for your convenience.



War Bard

How Iron Kingdoms Classes Differ

All of the standard classes presented in the PHB exist in the Iron Kingdoms, though there are some differences in their roles and social acceptability. These differences are detailed thoroughly in L&L:CP, but we'll discuss some of the major differences here for the sake of thoroughness and point out some of the changes that have been made in updating to the new rules edition. Revised skill lists and other information necessary for creating Iron Kingdoms characters using the standard PHB classes, and the updated Iron Kingdoms ranger are summarized below for your convenience.

Advanced Craft Skills

With the advent of science and mechanization in the Iron Kingdoms, a number of highly-specialized Craft skills have emerged. Because of the limited awareness of these technologies, not all classes that have the general Craft skills as class skills will have these specialized Craft skills as class skills. In fact, these skills are only available as cross-class skills to the majority of character classes. Since this is the case, these skills are listed individually in the Class Skills section of a character class description to make it clear which advanced Craft skills are actually class skills for that class.

The advanced Craft skills in the Iron Kingdoms are: Craft (cannoneer), Craft (clockwork), Craft (demolitions), Craft (mechanika), Craft (small arms) and Craft (steam engine). Craft (cannoneer), Craft (demolitions), and Craft (small arms) generally require military training, though the Craft (small arms) skill is becoming far more common. Craft (mechanika) and Craft (steam engine) require training through an organization like the Steam & Iron Workers Union, or an apprenticeship with an arcane mechanik or wizard.

Barbarian, 'Berserker'

There are few truly barbaric peoples left in the Iron Kingdoms. However, the term barbarian is generally used to refer to primitive peoples in general. The types of characters normally considered barbarians in the PHB are referred to as berserkers in the Iron Kingdoms.

Race: Human barbarians come primarily from the Bloodstone Marches, the Scharde Islands, and the mountains of Khador. Barbarians are more common among the ogrun and bogrin, and somewhat less so among the trollkin, gobbers, and Nyss. There are no barbarians among the Iosan elves and almost none among the dwarves.

Class Restrictions: Barbarians cannot learn firearm and mechanika-related proficiencies or skills at character creation, but at 2nd level they are free to begin taking these abilities. Also, all advanced Craft skills are cross-class skills for barbarians.

Bard, 'War-Bard'

Bards as presented in the PHB do not exist in the Iron Kingdoms. Rather, these are folk gifted—or cursed—from birth with sorcery, and they tend to join the military to legitimize their abilities. Due to the suspicion of arcane magic and sorcerers in the Iron Kingdoms, many folk with the gift of sorcery pursue the life of a war-bard. War-bards differ from the standard bard class presented in the PHB as follows:

Race: Bards are rare beings in western Immoren, but these few individuals have an accepted tradition in the armies and mercenary companies of Cygnar chronicling the sagas of the companies and instilling their comrades with strength and courage; in fact, most every Cygnaran bard claims to have received some specialized training at the Strategic Academy. Otherwise and outside of Cygnar, human bards typically are apprenticed to others of their kind and can be found performing roles as chroniclers, storytellers, and chanters throughout the kingdoms—with the exception of the Protectorate, who accord such things to their priests. Bards are rare among the dwarves and elves, and are extremely rare amongst the other races.

Alignment: War-bards cannot be chaotic neutral or chaotic evil.

Class Skills: Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Craft (small arms, steam engine) (Int), Creature Lore (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Weapon Proficiencies: War-bards are proficient in all simple and martial weapons.

Cleric

Clerics within the Iron Kingdoms have access to a wide variety of spellcasting domains not available in the PHB. Additionally, it is fairly common for a cleric to serve a deity such as Thamar and have chosen one of her scions as a patron. Essentially this means that many clerics of Morrow and Thamar worship two divine beings, though Morrow and Thamar are always elevated to a status above the ascendants and scions. See Chapter Four: Cosmology & Religion for details on specific faiths and the ascendants and scions.

Healing Magic & Raising the Dead: Another major difference for clerics in the Iron Kingdoms is that healing magic is more difficult to cast and it is much more difficult to bring the dead back to life. In fact, raising the dead is frowned on by all of the major religions. See Chapter Five: Magic & Mechanika for IK-specific changes to divine spellcasting and new clerical domains.

Revised Clerical Domains: Several standard clerical domains, including Healing and the four elemental domains, contain spells that do not work in the Iron Kingdoms campaign setting. These domains have been revised in Chapter Five: Magic and Mechanika.

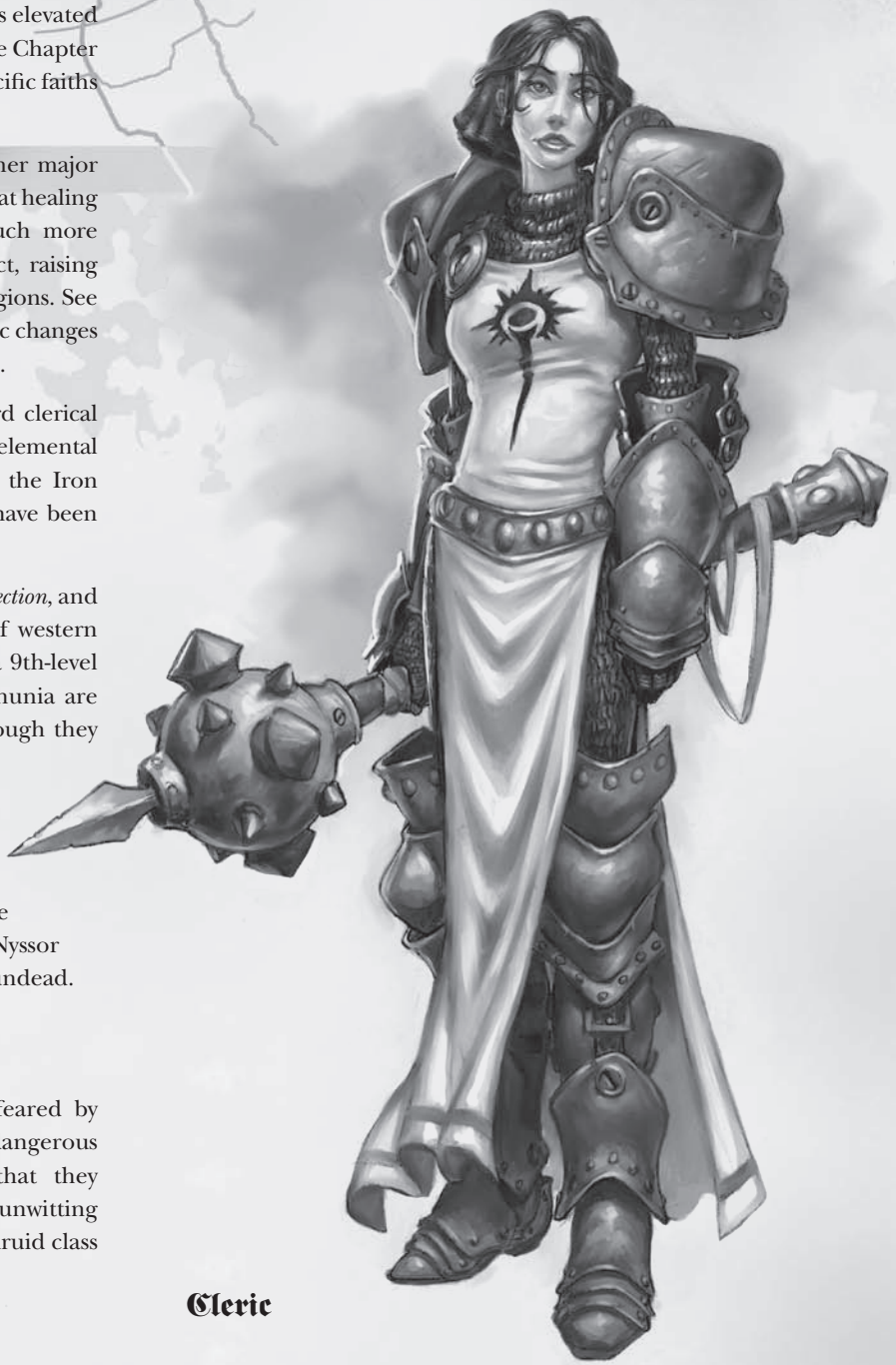
Spell Restrictions: The spells *miracle*, *resurrection*, and *true resurrection* are not available to clerics of western Immoren and *raise dead* is considered to be a 9th-level spell (instead of 5th). However, clerics of Dhunia are able to cast *reincarnate* as a 7th-level spell, though they are reluctant to do so.

Turning/Rebuking Undead: All clerics of Dhunia, the Great Fathers, Menoth, Morrow, and Scyrah can turn undead. All clerics of Lord Toruk and Thamar can rebuke undead. Clerics of Cyriss, the Devourer, and Nyssor are not granted the ability to turn or rebuke undead.

Druid

Druids are mysterious figures who are feared by most civilized folk. They represent all that is dangerous about the wilderness and many believe that they bewitch children and kidnap them to gain unwitting recruits. Listed below are the changes to the druid class in the Iron Kingdoms:

Race: The vast majority of druids in the Iron Kingdoms are the human members of the Circle. There are some Iosan and Nyss druids, and a few exist amongst the other nonhuman races; however, there are no dwarven druids.



Cleric

Alignment: Neutral good, neutral, chaotic neutral or neutral evil.

Weapon and Armor Proficiencies: Druids are proficient in light armor, but not shields. They prefer to use weapons that can be improvised in the wild, along with those that serve a utilitarian purpose. Druids are proficient in the following weapons: club, dagger, greatclub, handaxe, quarterstaff, shortbow, all spears, and sling. They have no religious restrictions or prohibitions on any kind of armor or weapons.

Extended Lifespan: Druids gain a 10% increase in life expectancy for each spell level attained, this also applies to aging categories such as middle age, old, and venerable. This is in addition to the Timeless Body ability gained at 15th level.

Spell Restrictions: The spells *awaken* and *heal* are not available to druids in the Iron Kingdoms, and *reincarnate* is a 7th-level druid spell.

Superstitious Dread: When dealing with strangers, the druid receives a –4 penalty on any social skill checks (Diplomacy, Gather Information, Sense Motive) except for Intimidate and Bluff, where they receive a +2 circumstance bonus.

Fighter

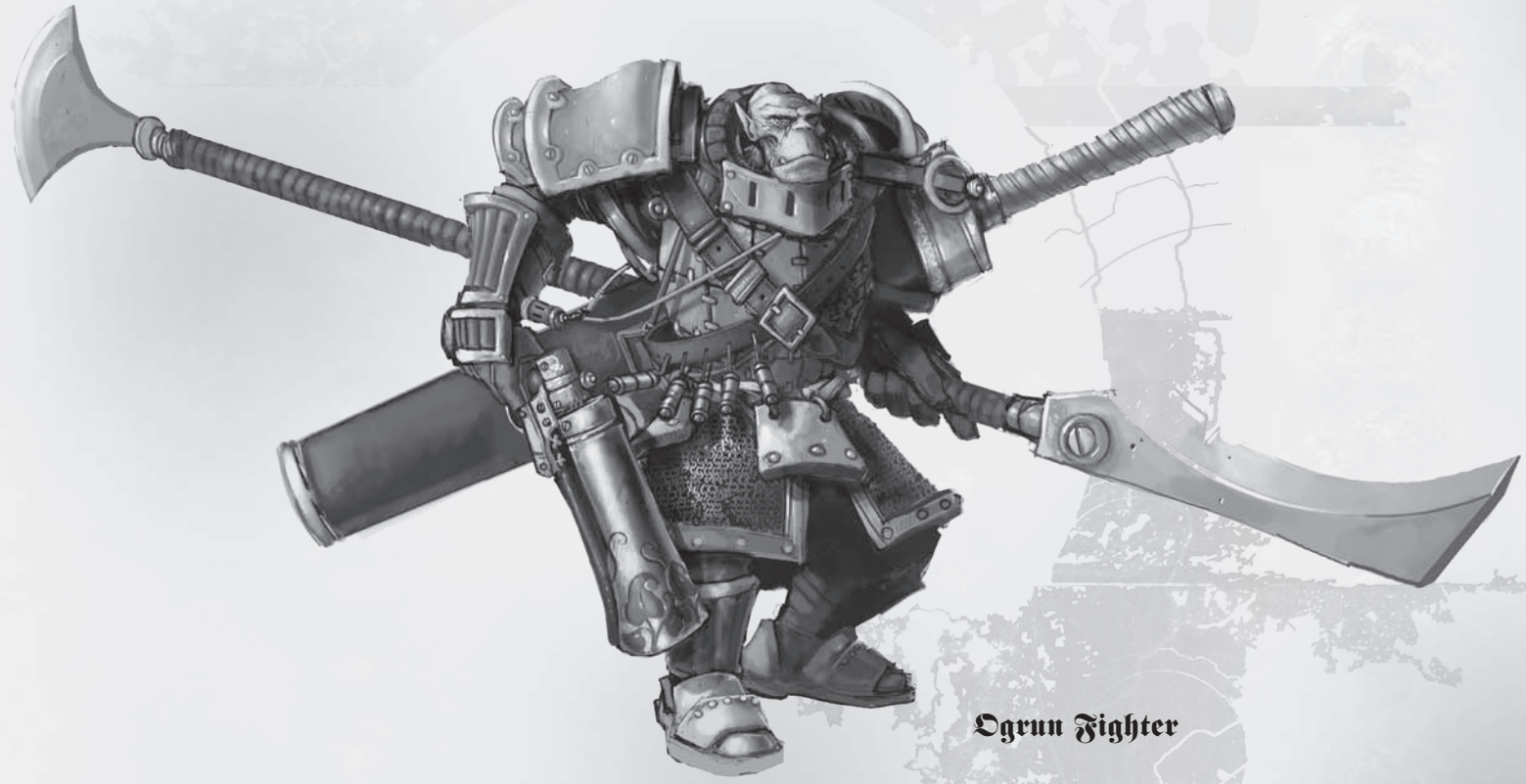
Fighters are pervasive in the Iron Kingdoms. They are the mainstay warriors, forming the backbone of the kingdom's armies and counting many bravos and bandits among their numbers, as well.

Military Benefit: Fighters with a background in the military may, with DM's approval, purchase initial armor at a 25% discount from the prices listed in the PHB.

Additional Class Skills: Craft (cannoneer), Craft (demolitions), and Craft (small arms).

Monk

Monks are rare in the Iron Kingdoms, but they do exist and belong to one of two religious orders. The Order of Keeping is a Morrowan order devoted to safeguarding sacred relics of the faith and provides bodyguards for high-ranking church officials. 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. Each monastic order has its own particular set of class skills



Ogrun Fighter

and armor and weapon proficiencies detailed below. Additionally, some clarifications on two of the monk special abilities are presented.

Abundant Step (Su): This ability works exactly as mentioned in the PHB. While the ability is exactly like the *dimension door* spell, the monk does not cast the spell *dimension door*. Therefore, there is no chance of drawing Infernal attention while using this ability (see Chapter Five: Magic & Mechanika, pg. 264).

Empty Body (Su): Since there is no ethereal plane touching Caen, this ability functions somewhat differently. Instead, the monk can become incorporeal for 1 round per monk level per day. This ability functions identically to the *ghost walk* spell (Chapter Five: Magic & Mechanika).

Order of Keeping

Alignment: Lawful good, with a small lawful neutral minority.

Class Skills: Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Armor and Weapon Proficiencies: Order of Keeping monks are proficient in the light crossbow, heavy crossbow, dagger, halberd, Katrena's hook, light mace, longsword, quarterstaff, and short sword. A monk using a Katrena's hook, light mace, or short sword can use his unarmed base attack and more favorable number of attacks, but uses his weapon's damage and critical multiplier. Monks are not proficient in the use of any armor or shields.

Order of the Fist

Race: Human only.

Alignment: Lawful neutral, with a small minority of both lawful good and lawful evil monks.

Class Skills: Balance (Dex), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Armor and Weapon Proficiencies: Order of the Fist monks are proficient in the club, dagger, handaxe, light chain, Menoth's sting, quarterstaff, sickle, and sling. A monk using a club, light chain, or sickle, can use his unarmed base attack and more favorable number of attacks, but uses the weapons damage and critical multiplier. Monks are not proficient in the use of any armor or shields.

Paladin

Holy warriors are common to the faiths of Menoth and Morrow and some even serve the dwarven Church of the Great Fathers and the elven pantheon as well. However, given the nature of Dhunia, the primary goddess of the gobbers, ogrun, and trollkin, paladins among these races are almost exceptionally rare.

Additional Class Skills: Craft (cannoneer), Craft (demolitions), Craft (small arms), and Spot.

Dwarven Paladins: Dwarven paladins do not have the same mounted traditions as their human or elven



Paladin

counterparts. Therefore they do not gain the Ride skill as a class skill, but gain Knowledge (law) and Search as class skills instead. Additionally, they do not gain the special mount ability. Instead, dwarven paladins gain additional uses of smite evil per day at an advanced rate. As normal, they gain their second use per day of smite evil at 5th level. Then, this bonus continues to increase by an additional use per day every three levels thereafter, instead of every five levels. Additionally, dwarven paladins gain a bonus feat at 5th, 10th and 15th levels. These bonus feats can be selected from the following list: Endurance (Diehard), Extra Turning, Improved Critical, Improved Shield Bash, Improved Turning, Iron Will, Liturgy of Judgment, Power Attack (Cleave, Great Cleave, Improved Bull Rush, Improved Sunder), Rite of Assessment, Toughness, Vigilance and Voice of the Law, Weapon Focus.

Ranger, 'Scout'

More aptly thought of as scouts within the Iron Kingdoms, rangers serve as advance scouts and long-range patrols for the militaries of the kingdoms. Because most rangers in the Iron Kingdoms have no affiliation with druids whatsoever, they do not have access to spells as standard rangers do. Here are the changes to the standard ranger presented in the revised PHB. The ranger's hit dice and skill points per level remain unchanged.

Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Craft (cannoneer, demolitions, small arms) (Int), Creature Lore (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature), Knowledge (tactics) (Int), Listen (Wis), Move Silently

Table 2–1: The Iron Kingdoms Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy
2nd	+2	+3	+3	+0	1st favored terrain
3rd	+3	+3	+3	+1	Alertness
4th	+4	+4	+4	+1	Bonus feat
5th	+5	+4	+4	+1	2nd favored enemy
6th	+6/+1	+5	+5	+2	Endurance
7th	+7/+2	+5	+5	+2	Woodland stride
8th	+8/+3	+6	+6	+2	Evasion
9th	+9/+4	+6	+6	+3	Bonus feat, 2nd favored terrain
10th	+10/+5	+7	+7	+3	3rd favored enemy
11th	+11/+6/+1	+7	+7	+3	Swift tracker
12th	+12/+7/+2	+8	+8	+4	
13th	+13/+8/+3	+8	+8	+4	Camouflage
14th	+14/+9/+4	+9	+9	+4	Bonus feat
15th	+15/+10/+5	+9	+9	+5	4th favored enemy
16th	+16/+11/+6/+1	+10	+10	+5	
17th	+17/+12/+7/+2	+10	+10	+5	3rd favored terrain
18th	+18/+13/+8/+3	+11	+11	+6	Hide in plain sight
19th	+19/+14/+9/+4	+11	+11	+6	Bonus feat
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy

(Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Class Features

All of the following are class features of the IK ranger.

Weapons and Armor Proficiencies: IK rangers are proficient with all simple and martial weapons, light armor, medium armor and shields.

Spells: Unlike the ranger class presented in the PHB, the IK ranger gains no spells whatsoever.

Combat Style: Unlike the ranger in the PHB, the IK ranger does not gain the combat style class abilities (Combat style, Improved combat style, Combat style mastery). Instead, the IK ranger gains bonus feats at 4th, 8th, 12th, 16th, and 20th levels. See Bonus Feats below for more details.

Animal Companion: The IK ranger does not gain an animal companion, unlike the standard ranger from the PHB.

Favored Enemy (Ex): The favored enemy class ability remains as in the PHB except that IK rangers may choose their own race as a favored enemy, even if they are not evil.

Track: IK rangers gain Track as a bonus feat at 1st level.

Wild Empathy (Ex): The IK ranger gains the wild empathy ability as per the PHB.

Favored Terrain: At 2nd level, IK rangers choose a type of terrain from the list below as a favored terrain, representing specialized training and familiarity in that environment. The ranger gains a +2 competency bonus to Hide, Move Silently, Spot, and Survival checks in his favored terrain and this ability also reduces movement penalties (see PHB) in the favored terrain to the next highest fraction. At 9th and 17th levels, rangers select a new favored terrain. In addition, at each such interval the bonus in any one favored terrain (including the one just selected, if so desired) increases by 2. Available favored terrains are: arctic, desert, forest, hills, jungle, mountains, plains, scrub, and swamp.

Alertness: IK rangers gain Alertness as a bonus feat at 3rd level.

Bonus Feats: Beginning at 4th level and every 5 levels thereafter, rangers gain a single bonus feat of choice from the following list: Animal Affinity, Athletic, Blind-Fight, Combat Expertise (Improved Disarm, Improved Trip), Combat Reflexes, Dodge (Mobility, Spring Attack), Diehard, Exotic Weapon Proficiency, Great Fortitude, Improved Initiative, Mounted Combat (Mounted Archery), Point Blank Shot (Far Shot, Improved Precise Shot, Manyshot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Run, Self-Sufficient, Stealthy, Toughness, Two-Weapon Fighting (Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Defense), Weapon Finesse and Weapon Focus. All prerequisites must still be met.

Endurance: IK rangers gain Endurance as a bonus feat at 6th level.

Nyss Sorceress



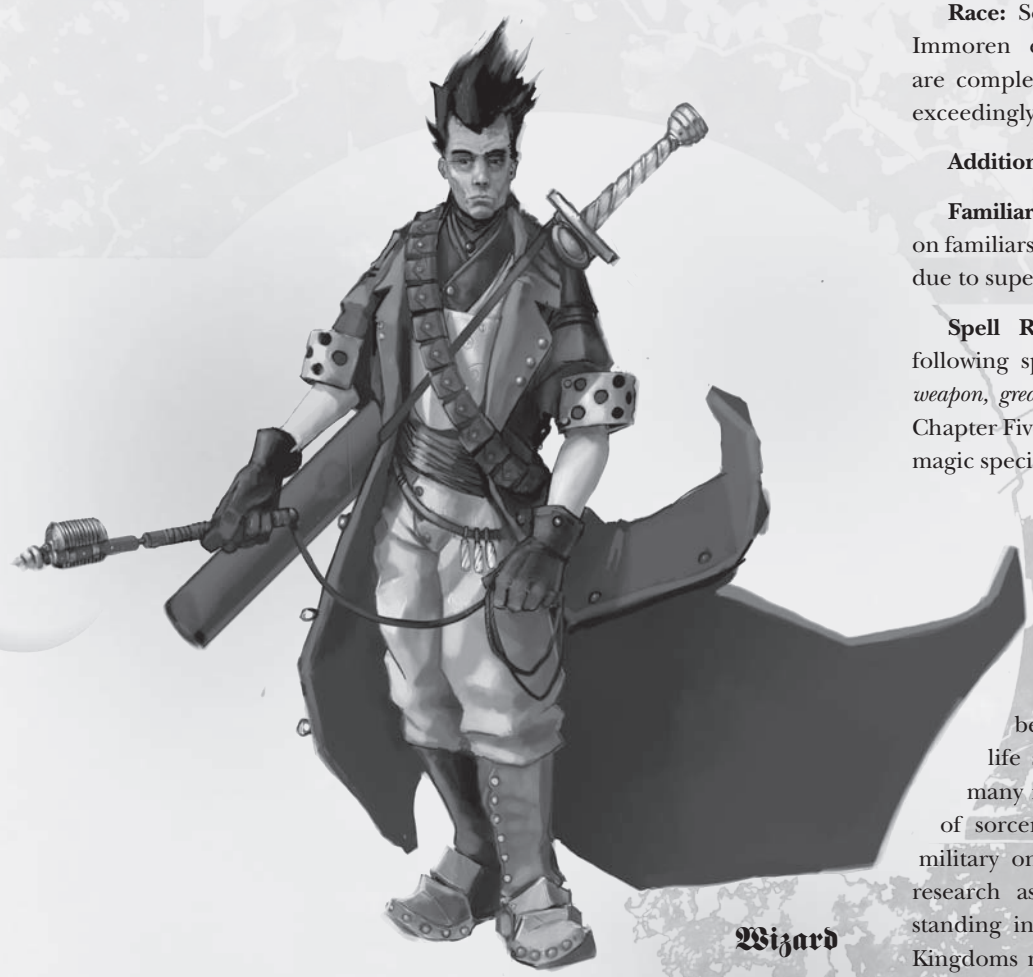
Woodland Stride (Ex): IK rangers gain the woodland stride ability as per the PHB.

Evasion (Ex): IK rangers gain the woodland stride ability as per the PHB, except that IK rangers gain this ability at 8th level.

Swift Tracker (Ex): IK rangers gain the woodland stride ability as per the PHB, except that IK rangers gain this ability at 11th level.

Camouflage (Ex): IK rangers gain the woodland stride ability as per the PHB.

Hide in Plain Sight (Ex): IK rangers gain the woodland stride ability as per the PHB, except that IK rangers do not gain this ability until 18th level.



Wizard

Rogue

In adventuring circles, rogues are a common sight within all of the kingdoms except for the Protectorate, where penalties for theft, including petty larceny tend to be a bit extreme. It should be noted that Rhul has stiff laws against thievery, as well.

Additional Class Skill: Craft (small arms).

Sorcerer

Due to the heavy religious persecution of sorcerers and witches, primarily by the Temple of Menoth, sorcery is still viewed with suspicion in many places in the Iron Kingdoms. Such innate talent with magic is seen as unnatural and many who discover they've been born with this talent join the military to become war-bards to have a more reputable outlet for their talents.

Race: Sorcerers are born in all races in western Immoren except for the ogrun. Ogrun sorcerers are completely unheard of, and goblin sorcerers are exceedingly rare.

Additional Class Skills: Diplomacy and Hide.

Familiars: While there are no inherent restrictions on familiars, their use is less prevalent than in times past due to superstitions involved with such creatures.

Spell Restrictions: In the Iron Kingdoms the following spells are not available to sorcerers: *magic weapon, greater magic weapon, limited wish* and *wish*. See Chapter Five: Magic and Mechanika for more details on magic specific to the Iron Kingdoms.

Wizard

Wizards are uncommon in the kingdoms, and those few that exist have had to work hard to gain and maintain social acceptance. Although magic has become a more widely accepted part of life since the end of the Orgoth Occupation, many folk are still as leery of wizards as they are of sorcerers. Many wizards join guilds, especially military ones, as much for support in their arcane research as to gain a somewhat more respectable standing in society. Additionally, wizards in the Iron Kingdoms rarely summon familiars prior to 5th level,

and if they belong to a wizard order, they must request permission from their order to do so.

Race: There are no known wizards amongst the ogrun race, and they are virtually unknown among trollkin, goblins, and Nyss, as well. While these races have no specific prohibition against joining the class, they require mentors from another race. Humans are the most likely to accept apprentices of other races, especially considering the Iosans and dwarves of Rhul are so tight-lipped about their arcane arts.

Additional Class Skill: Craft (mechanika) and Creature Lore (Int).

Spell Restrictions: The following spells are not available: *limited wish, wish,* and all spells related to planar travel such as *plane shift* and the first effect of *gate*. See Chapter Five: Magic and Mechanika for more details on magic specific to the Iron Kingdoms.

New Classes

The following classes are exclusive to the Iron Kingdoms. That's not so say you can't bring these into a non-Iron Kingdoms campaign environment with some modifications here and there, but you'll find that we've specifically designed these classes for the environs of the Iron Kingdoms.

The four new classes presented in this chapter are as follows:

Arcane Mechanik: Gifted individuals who are both spellwielders and mechaniks.

Bodger: With a couple of choice words and a few whacks with a wrench, the bodger can get even the most stubborn piece of mechanika up and running.

Fell Caller: These mighty trollkin chanters enter battle using their powerful vocalizations to devastating effect.

Gun Mage: A potent spellcaster in his own right, the gun mage is capable of channeling magic through his pistol.

Class Name Abbreviations: The names of the classes are abbreviated as follows: Amk, arcane mechanik; Bdg, bodger; Flc, fell caller; Gmg, gun mage.

Class Entries

The following, up to the section on Prestige Classes, describes new classes for the Iron Kingdoms campaign setting in alphabetical order. Each section begins with a quote from a member of the class or an individual who has been especially impressed with members of the class. This flavor text is intended to help convey the feel of the setting and to help players and DMs to more deeply immerse themselves in the setting. More detailed descriptions of the role of the character class follow in the "Description" and "…In the Iron Kingdoms" sections. All of these quotes and the text of the "…In the Iron Kingdoms" sections are Privateer Press **Product Identity** and considered closed content.

Description

The general description section is designated as **Open Game Content**. It details the basic nature of the class in generic game terms. This section serves to explain the general role and outlook of members of the class and also provides useful background information for incorporating the class into any campaign setting.

In the Iron Kingdoms

The "…In the Iron Kingdoms" section expands on what was mentioned in the "Description" and goes into more specific detail about how the class fits into the Iron Kingdoms campaign setting. All of the details in this section should be considered closed content and the product identity of Privateer Press.

Game Rule Information

This section provides all of the game rule information necessary for playing a character of one of these new classes in an Iron Kingdoms campaign or in any other d20 campaign setting. In designing the remainder of the character class entries, we have made every effort to make these entries entirely **Open Game Content**. However, any names or locations mentioned in this section are considered closed content and the product identity of Privateer Press.

Alignment: Any alignment restrictions to classes are noted in this section.

Hit Die: This is the die type used to determine the character's hit points per level in the appropriate class.

HD Type	Class
d6	Arcane mechanik, gun mage
d8	Bodger, fell caller

Class Skills

This section summarizes the class skills for each character class. All skills not listed in this section are considered to be cross-class skills for the character class as per the rules in the PHB. This section also denotes the number of skill points the character class begins with at 1st level and the skill points earned at each level after 1st level.

While most Craft skills fall into a general category, some must be mentioned individually to be considered class skills. See the "Advanced Craft Skills" callout for more details (pg. 80).

Class Table

Each class entry includes a table for character progression from 1st to 20th level. These tables summarize the base attack bonus and saving throw progression for the class, in addition to providing information on class special abilities and features, and spell availability for spellcasting classes.

Class Features

The class features section details special abilities that make each of the classes unique. Where abilities are duplicated from other character classes in the PHB, the entries simply reference that book. Otherwise, the class features are fully explained in this section.

Arcane Mechanik

It'd been a right bully evening; a double hand of clean second-story jobs and me sack was nearly full of sparkly stuff, and then I comes 'cross this spot where the bloody top floor is latched up tight as a drum. I says, "Gabe, ol' boy, anyone what puts that much effort into keepin' a bloke out has got to 'ave somethin' youse'll be wantin' in there." I pops down ta the alley behind it and finds a back door with a bugger of a lock on it, but me trusty c'lockpicker gets it open in a jiff.

Slow and careful-like, I goes in…it's like steppin' into a bloody scrapyard. Imagine a steamjack crashin' into a wizard's library an' exploding and then toss in a dozen gobbers to play with the remains for a week an' that's close to what this hole looked like. Every inch covered in…mechaniky bits 'n stuff.

So I starts to having a looksie around when I spot a rat crawlin' in the scrap; leastways, that's what it seemed like. It comes closer, and I hear a sound coming from it. I've tinkered up enough wind-ups and tick-tocks ta recognize it, and this is one of the cleanest-sounding tickety-tocks I've heard in me life. Then the rat looks at me. Them was no animal's eyes, I tell ya. They was real fire, sure's I'm sittin' here. That little fire-eyed tick-tock rat looks straight at me fer a second, and then all hell breaks loose.

Torches light up all over the room all of a sudden, and bells start to ringin' from Morrow knows where. I bolt for the door, but that's when I realize my legs feel like lead. I wuz as slow as molasses—and anyone can tell ye that ain't normal fer ol' Gabe here. Then, as quick as it started, the clamor stops and I notice a shadow

at the other end of the room. It belongs to a burly man, built like a blacksmith but with a wizard's glare, standing between me and my escape route.

"The watch is comin' so you sit tight," he says.

"I don't think so, mate," says I, and I whip out me dagger and start towards him.

Suddenly, this third arm appears from beneath his greatcoat and I see it's attached to some kind o' harness. This metal arm levels a great wicked pistol at me nog, and the jammy git just stands there all quiet-like with the hint of a smile on his bloody face. Behind me I hear the little tick-tock rat whirring away.

A few seconds later comes the watch whistle, and before ye can say 'Vinter's yer uncle,' I found meself clapped in irons. Bummer for ol' Gabe, I tell ye…

—Gabriel Tanner (male Midlunder Rog6/Ssm2), padfoot, cutpurse, and burglar, regarding his unfortunate run-in with an arcane mechanik

Description

Arcane mechaniks dabble in two arts, building bridges between the worlds of machine and magic. They have the mechanical skills to build any contraption imaginable, and they have the arcane power to give those creations new life and unimaginable abilities: the synthesis of these two forms is what is commonly referred to as mechanika.

Most arcane mechaniks start off as simple mechanics and industrial technicians, dealing with mundane technologies before their aptitudes become evident and they gravitate toward the arcane. They are almost exclusively trained by a mentor or a handful of arcane mechaniks in some pocket union. Their art requires a great deal of discipline, learning, and shop work. Many of the higher arcane secrets and discoveries of this trade are sacrosanct and closely guarded by the class.

Arcane mechaniks are known for their ingenuity, wit, and powerful inventions. The most successful arcane mechaniks make a decent living distributing their wondrous wares or by allying with a kingdom and making their mark for it on the battlefield; whatever their aspiration, opportunities are near limitless for these bright and imaginative beings.

Adventures: Like many of the rare individuals who explore ancient ruins or delve in forgotten tombs, arcane mechaniks adventure to obtain wealth and knowledge. Ulterior motives exist for them, however, such as the discovery of rare magics, or the field testing of a new invention. They certainly adventure less than other classes, as much of their time is spent in the shop; indeed, there are arcane mechaniks who don't adventure at all. However, adventuring can be a very lucrative trade, and creating mechanika is an expensive hobby—especially for the more daring and inventive mechanik who might have trouble finding preliminary funding for his projects. The field is also the place where the true worth of a mechanikal creation can be weighed, and few mechaniks would pass up the chance to test their creations firsthand.

Alignment: Arcane mechaniks aren't beholden to any particular alignment, though they tend to lean more toward law than chaos.

Arcane Mechaniks in the Iron Kingdoms

Arcane mechaniks in the Iron Kingdoms are highly valued and afforded much respect as the creators of mechanika—the blend of magic and technology common throughout the Iron Kingdoms. They provide the various kingdoms with the industrial and military technology required for a nation to flourish in the modern era. Arcane mechaniks are found throughout the kingdoms, performing many diverse roles—anything from a field mechanik on the battlefield to a 'jack repairman at your local steamworks.

Most arcane mechaniks receive their initial training apprenticing for an established arcane mechanik or for an organization that employs others of their

kind; the Steam & Iron Workers Union is the leading example in Cygnar of such an organization, but there are several lesser and more local equivalents springing up here and there. Mechaniks interested in learning the highest secrets of arcane mechanika must seek out a master in the field—it is known that the Order of the Golden Crucible in Llael boasts of many a savant within their ranks. Less common, though still possible, is for an arcane mechanik to receive training by the military, such as the Strategic Academy in Cygnar, where a well-paid splinter faction of arcane mechaniks develop and test a myriad of groundbreaking implements for the Crown.



Arcane Mechanik

Arcane mechaniks are certainly most prevalent among humans. Dwarves and gobbers have a natural knack for mechanikal things and thus perform well as arcane mechaniks; unfortunately finding training is a difficult matter for gobbers, making gobber arcane mechaniks a rare sight, and trollkin and ogrun arcane mechaniks are virtually unheard of.

Arcane mechaniks tend to get along fairly well with most classes. As creators at heart, they have an innate drive to analyze and provide for the needs of others, which makes them fairly accommodating in general. In a group they gravitate naturally to a support role, though their inventions are often known to take the lead.

Game Rule Information

Abilities: Intelligence is the most important ability to an arcane mechanik, as it has a direct effect on his Craft abilities, as well as his spell abilities. High Dexterity is important to arcane mechaniks due to the delicate tasks they are constantly performing.

Alignment: Any.

Hit Die: d6.

Class Skills

The arcane mechanik's class skills and the key ability for each are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Craft (clockwork, mechanika, small arms, steam engine) (Int), Disable Device (Int), 'Jack Handling (Wis), Knowledge (arcana, mechanika, any science or technical) (Int), Profession (mechanik) (Wis), Search (Int), Spellcraft (Int), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are the arcane mechanik's class features.

Weapon and Armor Proficiency: Arcane mechaniks are proficient with dagger, club, halfspear, handaxe, heavy mace, heavy pick, light hammer, short sword, warhammer, light crossbow, and heavy crossbow. They are proficient with light and medium armor, and shields. An arcane mechanik is susceptible to arcane spell failure while casting in armor if the spell has a somatic component.

2–2: The Arcane Mechanik

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1	+0	+0	+0	+2	Scribe Scroll, summon familiar	2	–	–	–	–	–	–
2	+1	+0	+0	+3	Mechanika familiarity	3	0	–	–	–	–	–
3	+1	+1	+1	+3	Craft Wondrous Item	3	1	–	–	–	–	–
4	+2	+1	+1	+4	Charge accumulator	3	2	0	–	–	–	–
5	+2	+1	+1	+4		3	3	1	–	–	–	–
6	+3	+2	+2	+5	Create mechanikal familiar	3	3	2	–	–	–	–
7	+3	+2	+2	+5		3	3	2	0	–	–	–
8	+4	+2	+2	+6	Bonus feat	3	3	3	1	–	–	–
9	+4	+3	+3	+6		3	3	3	2	–	–	–
10	+5	+3	+3	+7		3	3	3	2	0	–	–
11	+5	+3	+3	+7		3	3	3	3	1	–	–
12	+6/+1	+4	+4	+8	Bonus feat	3	3	3	3	2	–	–
13	+6/+1	+4	+4	+8		3	3	3	3	2	0	–
14	+7/+2	+4	+4	+9		4	3	3	3	3	1	–
15	+7/+2	+5	+5	+9		4	4	3	3	3	2	–
16	+8/+3	+5	+5	+10	Mechanikal innovation	4	4	4	3	3	2	0
17	+8/+3	+5	+5	+10		4	4	4	4	3	3	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	3
20	+10/+5	+6	+6	+12	Mechanikal innovation	4	4	4	4	4	4	4

Familiar: Although there is a social stigma associated with familiars (L&L:CP, pg. 38), many arcane mechanics keep them in order to have an extra set of "hands" around the shop. Most who witness an intelligent, little rat fetching tools on command for its master think it nothing more than a well-trained pet. There have also been increasing rumors of arcane mechaniks creating small, mechanikal familiars. These wonders in many ways represent an ultimate creation for mechanics in general—a creation that helps the mechanik in his craft.

Scribe Scroll: An integral part of the creation of working mechanika, the ability to scribe spells onto scrolls is one of the first skills taught to arcane mechaniks. At 1st level, an arcane mechanik gains Scribe Scroll as a bonus feat.

Spells: Arcane mechaniks cast arcane spells just like wizards. An arcane mechanik must prepare spells ahead of time, getting full rest and spending no less than an hour studying his spellbook. While studying, he decides which spells to prepare for the day. To learn, prepare, or cast a spell an arcane mechanik must have an Intelligence score of 10 + the spell's level. An arcane mechanik's bonus spells are based on Intelligence. The Difficulty Class for a saving throw against an arcane

mechanik's spells is 10 + the spell level + the arcane mechanik's Intelligence modifier.

Like wizards, arcane mechaniks may know any number of spells, though they tend to focus on learning those that directly aid in their mechanikal studies. An arcane mechanik chooses spells from the sorcerer/wizard spell list, though he can never learn spells greater than 6th level. In addition, like other spellcasters, the arcane mechanik is limited in the number of spells of each spell level that he can cast in a day. His base daily allotment of spells per level is given in Table 2–2: The Arcane Mechanik.

In all other ways, arcane mechaniks learn and prepare spells following the same guidelines as wizards.

Mechanika Familiarity: By 2nd level, the arcane mechanik has become so familiar with the workings of mechanikal devices that he does not need to make Craft (mechanika) checks to use a mechanikal device. Furthermore, he gains a +5 bonus to all Craft (mechanika) skill checks to use foreign mechanika, replace accumulators and rune plates, and to repair damaged mechanika.

Craft Wondrous Item: At 3rd level, the arcane mechanik gains Craft Wondrous Item as a bonus feat. Now the arcane mechanik has mastered the basics of mechanika creation and can begin constructing mechanika.

Charge Accumulator: Any bloke can charge an accumulator by plugging it into the charging socket on an arcane turbine, but by 4th level the arcane mechanik has such a deep understanding of the scientific and arcane principles governing the workings of accumulators that he can channel his own arcane spell energy to recharge accumulators. By hooking himself and the drained accumulator into an arcane condenser, the arcane mechanik infuses the accumulator with energy. For every two spell levels the arcane mechanik sends through the condenser, the accumulator gains one charge. See the "Recharging in the Field" callout for more details on this process. Arcane mechaniks of less than 4th level can use arcane condensers, but use the standard rules for arcane spellcasters.

Recharging in the Field

Running out of charged accumulators is a very real danger for adventurers. After all, you can only carry—and afford—so many. Recharging an accumulator while away from civilization requires the use of an ancient device known as an *arcane condenser*. This device was the means originally devised by Sebastien Kerwin for charging accumulators—before the advent of the arcane turbine—and is considered one of the fundamental inventions leading to the development arc node technology.

An arcane condenser is a hemispherical device about 6–8 inches in diameter. Most condensers are found in mechanik's workshops, sitting safely on a table or workbench. Two metallic, rune-engraved arms reach upwards from the top of the device ending in copper clamps designed to latch on to the ends of an accumulator. The contact points are easily adjusted to accommodate varying sizes of accumulators. After an empty accumulator is placed into the contacts, the mechanik places his hands on two large contact points on the rounded sides of the condenser, and then proceeds to channel raw magical energy into the condenser.

This procedure is entirely safe for an arcane mechanik, unless the condenser or accumulator is damaged during the charging process. However, while other arcane spellcasters can use an arcane condenser, it is dangerous and difficult for them. For these spellcasters, spell levels recharge an accumulator on a 3-to-1 basis (3 spell levels per charge). Only a single spell can be channeled through the condenser per round, so the time required to recharge an accumulator depends almost entirely on the spells the caster is willing to sacrifice.

Once a spellcaster has begun the flow of raw spell energy into the condenser it can be difficult to stop. The caster must make a Will save (DC 18) to stop the transfer of spell energy. If he fails, he is unable to remove his hands from the contacts and the condenser continues to drain spells from him, draining his highest level spells first until the accumulator is overloaded and explodes. Each round, the spellcaster is allowed another saving throw until either he succeeds or the accumulator is destroyed. An overloaded accumulator explodes just as if it had been ruptured (see Chapter Five: Magic & Mechanika, pp. 325 - 326). Furthermore, the condenser will be destroyed in the process and the spellcaster will suffer a magical backlash through it that inflicts 1d6 points of temporary Intelligence and Wisdom damage. Arcane mechaniks are not subject to these problems of controlling an arcane condenser.

Overload status: light accumulator 6 charges, standard accumulator 12 charges, heavy accumulator 24 charges.

Arcane Condenser: Cost 3,000 gp, Weight 8 lbs.

Create Mechanikal Familiar: Master arcane mechaniks are well-versed in the construction of all of the components necessary for building and assembling mechanika, and they have been trained in the planning and construction of steamjacks. However, before he is considered a master and allowed to accept contracts for steamjack construction, the mechanik must complete a final test of his skills. Commonly, this test involves the construction of a small-scale, working steamjack replica. However, many arcane mechaniks see this as an

opportunity to test their design and construction skills. These mechaniks set out to build fully functioning mechanikal constructs that will serve them as familiars. It should be noted that mechanikal familiars meet with only slightly less suspicion than animal familiars in the Iron Kingdoms.

An arcane mechanik who does not already have a familiar may opt to build a mechanikal familiar at this time, or at any time in the future, he may do so using the following guidelines. However, he can only have one familiar (living or mechanikal) at any time. The mechanikal familiar may take the shape of any standard animal familiar (PHB). Construction of a mechanikal familiar costs 2,500 gp and 100 XP and requires three weeks time and three successful Craft (mechanika) skill checks (DC 20). The first check is to develop the required schematics, the second is to construct the necessary components, and the third check is for assembling the familiar. If any one of these checks is failed, the mechanik must spend one additional week and an additional 250 gp to replace damaged materials to continue with the construction. Mechanikal familiars are generally powered by clockwork mechanisms that require winding 1/day. However, some arcane mechaniks design their mechanikal familiars to draw power from an accumulator with a trickle socket. These familiars run for one week on a light accumulator, the only size they can be fitted with. The cost for an accumulator powered familiar increases by 350 gp, 250 gp for a light accumulator and 100 gp for the accumulator socket.

A mechanikal familiar has all of the normal abilities of a standard familiar under familiar basics (PHB) with the following exceptions: the familiar's creature type changes to construct, the familiar does not have any good save bonuses (base save bonuses Fortitude +0, Reflex +0, Will +0), the familiar has standard construct traits, all mechanikal familiars are size tiny. Mechanikal familiars have all of the standard familiar abilities (PHB).

Bonus Feats: The arcane mechanik gains bonus feats at 8th and 12th level. Bonus feats are selected from the following list: any Item Creation feat, any Metamagic Feat, Mechanikal Secrets, Mechanikal Specialty, Skill Focus, or Union Steamo. Any prerequisites of these feats must be met.

Mechanikal Innovation: At 16th and 20th levels, the arcane mechanik has mastered his art enough to make a major breakthrough. He fashions a new creation of such a scale that it warrant its own feat. The arcane mechanik learns this new science on his own, but others who wish to learn it must spend a feat to do so (a new feat is christened in the invention's name). A good example of this would be cortex creation. This is a complicated mechanikal device that requires special training to master its manufacture. See the mechanikal creation procedures (see Chapter Five: Magic & Mechanika) for details on mechanikal item construction; the player should work with the DM to determine the Craft (mechanika) DC as well as other specifics such as special materials, test procedures, and other factors that would contribute to such a creation.

Liber Mechanika: An arcane mechanik keeps his spells in a "liber mechanika"—a book in which he records his mechanikal theories, formulae, diagrams, notes, and experimental procedures. The mechanik cannot prepare any spell not recorded in a liber mechanika, though he can prepare spells from other liber just as a wizard preparing spells from another's spellbook. At the start of the game the arcane mechanik has five 0-level spells; he gains an additional spell for each point of Intelligence modifier. Each time the arcane mechanik gains a level, he gains two new spells of any level or levels that he can cast. The arcane mechanik may also add spells found elsewhere, such as in other liber mechanika; this is handled just the same as a wizard copying a spell from another spellbook.

Additionally, an arcane mechanik can attempt to learn new spells from wizard's spellbook and wizards can attempt to learn spells from liber mechanika, however, this is slightly more difficult than normal requiring a Spellcraft check (DC 20 + spell's level).

Bodger

Bodgers, eh? Now there's one of the most mixed lot of folk yeh'll find across the whole of Immoren. Not a one alike if yeh ask me. It surely is a bit confusing when yeh get to talking about mechaniks and bodgers and what not, but ol' Fletcher'll set yeh straight.

See, first there's yer mechanik. Nice simple bloke 'e is, just a plain ol' body who likes tinkering around with steam engines and 'jack frames and what-not. They're good at puttin' things together and takin' 'em apart and fixin' 'em. No magic to it, and none needed, they've just all got good heads for mechstuff.

Then, there's yer arcane mechanik, right scary blokes if'n yeh ask ol' Fletcher. They're the ones what binds together magic and steam tech ta make mechanika. Not just the motive force, the mechaniks can handle that, they're the ones what make the 'jacks think and do what they tell 'em to. Most of 'em are right good mechaniks too, it's just that they dabble as much in magic as they do in the mechanical stuff.

Then there's yer bodger. They don't exactly fall betwixt the two, they're more a bit mechanik, a bit scrap man, and a bit somethin' more. While yer mechanik, and by extension the arcane one too, have both got quite a bit of book learnin' or head thumpin' from apprenticin' to help 'em learn all that stuff, yer bodger has a real knack fer it. Oh, I'm sure plenty of 'em apprentice and all and I'll bet it helps 'em plenty, but quite a few of 'em have ne'er set foot in a mechanik's shop, let alone a union guild hall. No, bodgers'll just take to it and have a real sense fer how things're supposed to work. And they're every bit as comfortable fixin' and tossin' things together from spare parts and scrap as they are working on nice shiny new bits and parts in a steamworks. Some'll up an' join one of the unions and take employ in a steamworks, an' others'll just wander, fixin' odd bits fer folk and riflin' about in junk heaps always lookin' fer some nice bit 'o scrap.

And let me tell you, a bodger's a right handy fella ta have out in the field or in the midst of a real set-to. Yer mechaniks next to worthless in battlefield conditions when a 'jack breaks down, he's gonna need time, precious time yeh don't have to get the 'jack back up and humpin'. But yer bodger, he's up and bangin' away at that 'jack like there's no tomorrow and he's damn right 'cuz there might not be if'n he doesn't get that 'jack back in business. Cursin' and stompin' and smackin' here and there with his wrench, more often than not that bodger'll get that 'jack back up'n runnin' in no time 't'all. Damn handy fellas and a right foulmouthed lot most of 'em are, too.

—Fletch "Fletcher" Riddiger (male Morridane Ftr4), retired Shields of Durant mercenary

Description

Bodgers are experts at the quick fix, and specialize in tearing down and rebuilding mechanika. They can also make excellent trap breakers and problem solvers for parties delving into ruins. Although most don't have the learning or credentials of arcane mechaniks, bodgers can provide many of the same functions and often will for little more than a room to sleep in and a hot meal. Most are driven to constantly tinker with

some new—or in many cases old—bit of mechanika, always trying to improve on the design or simply get it in working order again.

Many times a bodger will have many bits of mechanika with him, all in various stages of disrepair and many spend quite a bit of their time maintaining those machines. Most have the skill to completely repair the stuff, if they were only willing to dedicate the time and funds to do so, but for many bodgers it's simply easier to continue cobbling odd bits into makeshift parts and fixing what they can day-after-day. While many bodgers try to find work in steamworks, others couldn't imagine being tied to one place and told what they have to work on day-in and day-out.

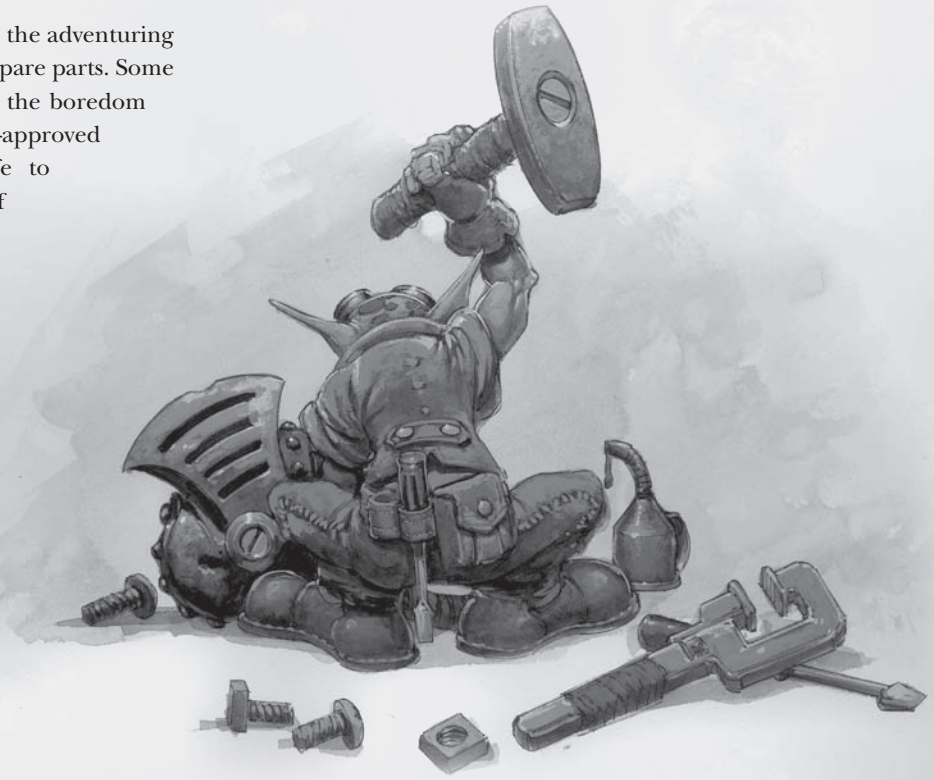
Bodgers tend to be trusted in the more civilized nations, but their work is often of questionable quality unless in the employ of a reputable, union-licensed shop. However, in a bind a bodger is a good friend to have. Their talent at quickly getting things back up and running keeps them in demand. Always inquisitive, bodgers are fascinated by machines and how they work and love getting their hands dirty tinkering with gears and clock timings or meddling with pistons and steam works. When faced with a difficult mechanikal problem, a bodger is usually the first to rise to the challenge.

Adventurers: Many bodgers take to the adventuring life in search of fortune, survival, and spare parts. Some bodgers become adventurers to avoid the boredom and oppression of working in a Union-approved steamworks. Others take to the life to find other bodgers and see mechstuff they'd never see otherwise—and perhaps for the opportunity to sign up with an outlaw junker outfit. Most bodgers try to find a way to discover more mechanika, scrounge new and useful parts, create new contraptions, and thwart traps and other devices.

Alignment: Bodgers tend to be free spirits and tend towards a chaotic bent. Many have trouble with maintaining the same job day-after-day, especially for shop owners who don't allow some freedom to tinker and experiment. Independent bodgers—and those considered "adventurers" are generally independents—tend to be wanderers looking for new challenges and mechanika to work on and around.

Bodgers in the Iron Kingdoms

While bodgers working in steamworks are accepted throughout the kingdoms, "junkers" are seen as rogues wandering the land in caravans. They are rarely welcome in any community, though their cheap skills and the junk that they scavenge sometimes are. Wandering bodgers are unwelcome in many of the more settled parts of Khador, where they are sometimes run off. Llael has adopted a policy of requiring licenses for mechaniks to work inside its borders; Llaelese mechaniks, and the bodgers working with them, have little trouble attaining these permits, but a number of clever taxes make these documents prohibitively expensive for wandering bodgers—or junker—outfits. Cygnar is considered tolerant of bodgers, though the degree of this tolerance varies from place-to-place—the Steam & Iron Workers Union branches in Cygnar



have all but declared war on independent bodgers. The open road aside, Ord is about the only place that roving bodger types easily call home. They are usually tolerated here, and a bodger's skills are always valuable to the Ordic black market. Indeed, the Junker's Market in Five Fingers is an infamous bazaar of scavenged junk from across the lands.

Bodgers willing to join the unions are treated almost as well—if not "as well as"—mechaniks. However, merchant and industrial interests treat these independents much differently; many places of commerce aren't too interested in working with independent bodgers, and those that do usually need cheap labor and a quick fix as stopgap measures. That's where bodgers come in, as they certainly have the ability to fix things fast—something that might take a mechanik a day or three, takes a bodger half as much time—but, of course, fixing the work the bodger did, after it breaks down again, frequently takes even longer. Thus, hiring a bodger for quick, cheap repairs is often the last resort of the poor or the desperate.

The Steam & Iron Workers Union has a policy of not working for establishments that hire independent bodgers. The Union sees them as direct competition, and "a right bloody nuisance." Repairing a bodged bit of mechstuff can drive a good steamo mad with frustration, and independent bodgers have been known to drastically undercut Union rates to catch a bit of fast coin. Because of this, the Union fervently tries to push these crews and independents out of "their communities" whenever possible, usually resorting to various ordinances and binding contracts. However, neither side is above taking hostile action if necessary; open fighting has erupted between the outfits and Union tradesmen in places such as Steelwater Flats, Caspia, Fharin, and Corvis, and it seems like this is only getting worse with time. Obviously, a growing enmity exists between the Union and various bodger outfits.

Table 2–3: The Bodger

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Bodging, jackwrench
2	+1	+3	+3	+0	Evasion, tinkering
3	+2	+3	+3	+1	Demolish +1d6
4	+3	+4	+4	+1	
5	+3	+4	+4	+1	Give it a good kick, tinkering
6	+4	+5	+5	+2	Demolish +2d6
7	+5	+5	+5	+2	
8	+6/+1	+6	+6	+2	Toss a hammer at it
9	+6/+1	+6	+6	+3	Demolish +3d6
10	+7/+2	+7	+7	+3	Tinkering
11	+8/+3	+7	+7	+3	Master mechanik
12	+9/+4	+8	+8	+4	Demolish +4d6
13	+9/+4	+8	+8	+4	
14	+10/+5	+9	+9	+4	Master mechanik
15	+11/+6/+1	+9	+9	+5	Demolish +5d6
16	+12/+7/+2	+10	+10	+5	
17	+12/+7/+2	+10	+10	+5	Master mechanik
18	+13/+8/+3	+11	+11	+6	Demolish +6d6
19	+14/+9/+4	+11	+11	+6	
20	+15/+10/+5	+12	+12	+6	Master mechanik

Game Rule Information

Bodgers have the following game statistics.

Abilities: Intelligence is crucial, since a smart bodger is a skilled bodger. Constitution is also very important as life is harsh and demanding, and a bodger needs to be hardy. Charisma can be a deal breaker or maker when it comes to negotiating prices and finding work.

Alignment: Any.

Hit Die: d8.

Class Skills

The bodger's class skills and the key ability for each are Appraise (Int), Climb (Str), Craft (Int), Craft (clockwork, mechanika, small arms, steam engine) (Int), Disable Device (Int), Jump (Str), Knowledge (local) (Int), Knowledge (mechanika and any science or technical) (Int), Open Lock (Dex), Profession (mechanik) (Int), Search (Int), Spot (Int), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

All of the following are the bodger's class features.

Weapon and Armor Proficiency: Bodgers don't train with weapons as a practice, but they're usually scrappers nonetheless and can fight when it comes to it. Bodgers are proficient with all simple weapons and light armor, but not shields.

Bodging: Bodgers have a nearly preternatural gift for making useful gizmos from spare parts and patching up mechanika. When repairing mechanika, a bodger may add one-half of his bodger class levels as a competence bonus to his Craft (tools), Craft (mechanika), and Craft (steam engine) skill checks. This type of quick-fix or construction of slapdash machinery is known as bodging. While bodging never permanently creates or fixes anything, it is a relatively quick and inexpensive way to temporarily solve a problem or get a piece of machinery up and working.

Bodging and Craft (tools): It's nice to have the right tool for the job, but that's just not always possible. When that's the case, bodgers improvise, and they excel at it when it comes to tools, and mechanical and mechanikal devices. However, while bodged tools are useful, they have extremely limited lifespans and an annoying tendency to fall apart after their immediate usefulness is done. Tools or equipment that augment skill checks hold together for 10 minutes of continuous use, or for four successive skill checks (or attacks if the "tool" happens to be a weapon). For example, a bodged together periscope could be used to observe the goings on in a second-story room for 10 minutes, or it could be used on four separate occasions to briefly glance into an upper story window (observing for one minute each time).

Because of its slapdash nature and haphazard construction, bodged equipment imposes a –2 penalty on any checks or rolls made while using the piece of equipment. A makeshift crossbow bodged together from scrap parts would impose a –2 penalty on attack and damage rolls. Likewise, a device bodged together to allow the character to eavesdrop on a conversation happening in the next booth or on the other side of a thick wall would allow the user to make a Listen check ignoring the obstruction, but the check would suffer a –2 penalty for the imperfect nature of the equipment.

Scrounging parts for makeshift tools or weapons requires a number of rounds equal to the Craft (tools) DC to bodge the item together (see the "Bodging Tools" callout). Once the bodger has spent the appropriate amount of time scrounging, he makes a Search check (DC 15). If the check is successful, he has the necessary parts and can begin construction, otherwise he must repeat the process until the Search check succeeds or he gives up.

Assembly of a bodged tool or weapon takes an additional number of rounds equal to the Craft (tools) DC. Once the device is assembled, the bodger makes his Craft (tools) check to determine his success. If the check is unsuccessful, the bodger can attempt to rebuild the contraption (same time as the original building process) and make a second Craft (tools) check. If he isn't successful on the second attempt, he obviously doesn't have the proper components and must scrounge for better parts.

The Craft (tools) DC required depends on the complexity and size of the device to be created, because it also takes into account the amount and variety of materials the bodger must locate.

Bodging Tools

Craft (tools)	DC Modifier (base DC 10)
+2	Per size category larger than Tiny (tools)
+2	One-handed or smaller weapons
+4	Two-handed or ranged weapons
+6	Any weapon too large to be used by a creature of Medium size
+10	Simple tool or weapon (stuck-door opener or crossbow)
+15	Complex tool or weapon (periscope or makeshift firearm)
+20	Outlandish tool or weapon (self-propelled vehicle or alchemist's fire projector)

Additional components for a multi-purpose device add to the Craft DC.

Bodging and repairing mechanika & steam engines: Damaged equipment has a nasty tendency to break down and there isn't always time for thorough repairs, especially when you're steaming down a swampy bayou and the restless natives are in pursuit. Bodging repair work is a quick and inexpensive way to get a piece of machinery up and running when you don't have the time, cash resources, or wherewithal to do it right. Typically, the cost of normal repairs is 1/5 of the cost to craft an item using the appropriate Craft skill, but bodged repairs are based on 1/10 the cost in raw materials and can be finished twice as quickly as normal repairs. If scrounged parts are used, further reduce the cost in raw materials as described below to determine the cumulative score (Craft check roll x DC) needed to complete the repairs. However, bodged repairs require one hour's worth of maintenance on a daily basis to keep the device working. If the machinery is extremely complicated—like the pneumatics for a steamjack or a piece of arcane mechanika—the required maintenance time increases to a number of hours equal to 1/5 of the repair DC.

Maintenance can occur in increments, and a bodger simply needs to make sure he spends the necessary time maintaining his machinery during the day. If maintenance doesn't occur, then the machine breaks down. Getting it working again requires a successful repair check, or a bit of jackwrenching.

A successful repair check without using bodging completely repairs the machine and removes the need for maintenance. Bodging also tends to further complicate the original problem. When attempting to repair a bit of machinery that has been bodged, the base DC for the Craft (mechanika) or Craft (steam engine) check increases by +5 (+10 if the machinery is complicated).

Scrounging: A bodger who had the right parts on hand would probably attempt to make real repairs, unless he was seriously pressed for time. So if he's bodging repairs, a bodger most likely needs to find spare or makeshift parts to finish their repairs. Many bodgers carry or cart plenty of spare parts with them, but this isn't always enough. Luckily, bodgers have a real knack for scrounging up parts for building or repairing mechanika. The bodger can reduce the cost of repairing, bodging, or building an item through scrounging. This only works in urban areas where junkyards, scrap heaps, and refuse piles are available, although the DM might allow occasional exceptions (like in the environs around a temple of Cyriss). Searching typically requires 1d4 hours and a successful Search check (DC 15). If the Search check is successful, the bodger has found enough spare or makeshift parts to reduce the cost of construction or repairs by 25%. If the Search check succeeds by 5 or more, the bodger has hit on a veritable gold mine of useful parts, if only he can sort through the dross. With a successful Appraise check (DC 12), the bodger can reduce the cost of construction or repair by 35%. However, while some scrap is more useful than other scrap, it's still scrap. In other words, these makeshift parts, while functional, can't be sold for profit.

Jackwrench (Ex): Machines can be stubborn, and sometimes they need a bit of coaxing to get working. Jackwrenching is an old term for striking at a 'jack with a wrench or piece of pipe to get a part sitting right, or to move a stuck gear or piston. The bodger can, by kicking, striking, and swearing at machinery, make it function for 1d4 rounds. In combat, jackwrenching is a full-round action. A piece of mechanika can only be jackwrenched 1d3 times. Afterwards it will require a successful repair in order to function again. Of course, if the machinery breaks down again after the repairs are completed, the bodger can convince it to work again with sufficient cursing and bashing.

Jackwrenching can also be used to enhance a Use Magic Device or Use Mechanikal Device check.

If a bodger chooses to jackwrench a magical or mechanikal device, such as a wand or rod, he gains a +10 circumstance bonus to the relevant skill check. However, this can cause lasting damage to the device and cannot be used to aid in deciphering a written spell or to cast a spell from a scroll. Each time a magic or mechanikal device is jackwrenched in this manner, there is a 20% chance that the device discharges as desired and then ceases to function completely. If charges are expended from an item, there is an additional +5% chance per charge that the device is broken in the process of jackwrenching. For example, if a bodger were to jackwrench a *staff of healing* to activate its *remove blindness/deafness* power, there would be a 30% chance (20% + 10% for the 2 charges expended) that the staff would be ruined in the process, though the spell would still discharge successfully.

Tinkering (Ex): When it comes to tearing apart salvage, bodgers are highly adept. A bodger using a sturdy blunt or piercing weapon (like a standard bodger's wrench) can tear apart functioning machinery with great efficiency.

By 2nd level, bodgers become so used to tinkering with sprockets and springs that they come to understand the finer points of trap mechanisms. From this point on, the bodger can use the Disable Device skill to disarm standard and mechanikal traps, but not purely magical ones. Mechanikal traps generally have DCs of 25 or higher.

At 5th level, a bodger may add half his class level to Search checks to find mechanical/mechanikal traps, at 10th he may add half his class level to his Disable Device checks to disarm such traps.

A bodger who beats a trap's DC by 10 or more with a Disable Device check can study a trap to learn its design, figure out how it works, and remove it without activating it, or bypass it (with his party) without disarming it.

Evasion (Ex): Working near precarious piles of spare parts and searching through unstable scrap heaps has given the bodger exceptional reflexes when it comes to avoiding incoming danger. Beginning at 2nd level, when exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the bodger takes no damage on a successful saving throw, but still takes full damage on a failed save. Evasion can only be used if the bodger is wearing light armor or no armor at all.

Demolish (Ex): At 3rd level, a bodger has come to understand the key workings of mechanikal devices and constructs so well that he can strike constructs or creatures largely comprised of mechanikal parts for an additional +1d6 points of damage as long as he is using a sturdy blunt or piercing weapon. This increases by +1d6 every three levels after 3rd (6th, 9th, 12th, 15th, and 18th). The bodger can do the same amount of damage to regular machinery as well, but must still account for the hardness of a machine's construction.

Give it a Good Kick (Ex): With the addition of a few curses and some "magic" words to the bodger's repertoire, and a knack for hitting just the right spot to get a stubborn piece of mechstuff working, the bodger's jackwrenching ability has improved. At 5th level, the jackwrenching ability forces a machine to operate for 2d4 rounds plus one per three class levels.

This ability can also be used to squeeze a little more power from an "empty" charged magic or mechanikal device. The DM should secretly roll 1d3 to determine how many additional charges the bodger can "squeeze" out of the item. Once this has been done, the bodger must make a successful Use Magic Device or Use Mechanikal Device activation check, though he does get to include his +10 circumstance bonus from the jackwrench class ability. Each successful check allows the bodger to squeeze one more charge from the device. However, once the 1d3 additional charges are used up, or the bodger misses a skill check, the device completely ceases to function.

Toss a Hammer at It (Ex): At 8th level, the bodger becomes so adept at booting his machinery into submission that he can do it from a distance. Once per day the bodger can use the jackwrench ability as a ranged attack within 30 feet.

Master Mechanik: Upon reaching 11th level, the bodger becomes extremely proficient at what he does. At 11th, 14th, 17th, and 20th levels, the bodger can choose one of the abilities listed below:

Improved Evasion: As per the rogue special ability (PHB).

Master Bodger: The bodger has gotten so good at keeping an eye out for spare parts that he can always decrease the cost of repairs or construction by 25%. Additionally, he only needs to devote half-an-hour to normal maintenance and an hour to maintenance on complex machines per day.

Precise Timing: The mechanical timing of a construct or automaton becomes incredibly predictable to someone intimate with how machines act and move. The bodger is now so familiar with this timing that he can never be caught flat-footed by a construct or mechanikal adversary, and gains a +4 dodge bonus against them as well.

Skill Mastery: As per the rogue special ability (PHB).

Wrench Tosser (Ex): The bodger has gotten particularly good at jackwrenching his machinery from a distance. He can use the Toss a Hammer at It ability an additional time per day. This special ability can be taken more than once to increase the number of ranged jackwrenching attempts a bodger can make per day.

Feat: A bodger may choose a feat in place of a Master Mechanik ability.

Mechanik's wrench

A mechanik's wrench is a particularly useful tool for a bodger. A wrench, or very similar tool, is required for proper use of a majority of the bodger's class abilities. This heavy wrench has an adjustable width wrench at one end and a wedge-shaped lever at the other, useful as a pry bar or an extremely large screwdriver of the sort needed for working on many pieces of mechanika. While the wrench is considered a precision instrument by some, many mechaniks and bodgers also recognize its utilitarian nature when things get a bit rough. The following stats can be used when employing a mechanik's wrench in melee combat.

Mechanik's wrench: *Proficiency:* Simple; *Size:* One-handed melee weapon; *Cost:* 20 gp; *Damage:* 1d6/1d4; *Critical:* x2; *Range Increment:* —; *Weight:* 5 lb.; *Type:* Bludgeoning or piercing; *Special:* Double weapon.

Fell Caller

I used to fear the howling of wolves. Many a night I spent scouting for the Khadoran Free Mercenaries, plotting our way through the Blackroots and the distant Rimeshaws, even the dreaded Scarsfell. Aye, up there, the wolves are seldom far from sight, and never out of earshot. Sometimes their shrill cry is the only thing that connects you to the rest of the world…lets you know that you're still alive.

In Malgur Forest, it all changed for me. The moment the wood came into view I heard the first cry—a signal from a trollkin fell caller. The kreil of the Malgur are, by and large, a passive lot—or at least, they leave the neighboring Skirov alone—but there'd been reports of trouble. We were hired to sort it all out. I don't know what got into those bloody trollkin, but we clashed with them a dozen times before the Malgur was finally quiet. There's folks that say a trollkin's made of nothin' but fire and blood and bone, and that might well be true.

I met with half-a-dozen fell callers on those bloody raids. Ah, they were terrors…unlike anything these old eyes have ever seen. Their booming calls shook the morale out of the hardiest of us, at the same time working the trollkin into a raging frenzy. Cold sweat froze on our backs and necks, and suddenly shields burst apart, blood ran from men's eyes, and even the earth itself trembled, such was the power of those mighty voices.

I don't know how we put a stop to it, that trollkin uprising, but aye, somehow we did. But, when just a lone, haggard scout comes wandering back…well, how much of a victory can one really call it? Heh. Now, when I hear the howl of the wolf, I'm comforted. After all, it's merely a wolf…

—Vlasin Kostok (male Kossite Rgr5/Rfl2), former scout for the Khadoran Free Mercenaries

Description

The fell caller combines 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 his incredible voice, a fell caller strikes fear into his opponents, bolsters the courage of his comrades, confuses his enemies, lets out destructive sonic blasts, and even makes the ground itself tremble. All such calls are vocal effects and are essentially shouted; indeed, the most notable attribute of nearly any fell caller is his deep, booming voice.



Adventurers: The life of an adventurer comes naturally to the fell caller. They revel in anything that gets their blood going, and are seldom found anywhere but at the center of a fight. Their abilities make them valuable additions to any party, and the variety of their calls gives them a good mix of supportive and offensive capabilities.

Alignment: Their fiery blood and impetuous nature prevents fell callers from choosing a lawful alignment. Outside of that, they run the gamut, though neutral is more common than good or evil.

Fell Callers in the Iron Kingdoms

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 many and legendary, and he is a central figure in many trollkin songs and tales. Though trollkin are sometimes known as a stolid breed, Bragg embodied the fiery temper and garrulous fervor that lurks in trollkin blood.

Fell callers are born in all trollkin bloodlines; legend has it that in his travels Bragg "spread his gift" to trollkin women across the land. Normally such inter-bloodline mixing is frowned upon—considered a vile taboo even—but Bragg made himself an exception to the rule. Though fell callers may occasionally be admonished for their tainted blood, they are usually given nothing but respect for their amazing abilities. Fell callers share whatever visual distinctions are

common to their bloodline, but all have stark white eyes and most have red stripes or blotches on their faces as well. Fell callers boast the most amazing voices of a race already well-known for its vocal abilities.

The exact role played by a fell caller varies from region to region, but most find themselves serving as military experts. Their role is easily comparable to the war-bards found in the human militaries. Most fell callers will leave their kreil and wander the realms for at least a short while; in fact, doing so is expected of them. While adventuring, they might end up in any role or situation, though more often than not, combat is a fell caller's primary vocation.

The rare trollkin fell caller born with Bragg's Gift, as it is known, but who doesn't pursue it as a career, may still use the *fell call* ability once per day (see below); a character created as such must give up one feat slot to retain this ability.

Game Rule Information

Race: Trollkin only.

Abilities: Charisma is important to a fell caller, as it determines the success of his Perform checks. Because they are warriors, Strength and Constitution are important to a fell caller as well. Also, a high Dexterity score is helpful, as many fell callers prefer to wear light armor.

Alignment: Any non lawful.

Hit Die: d8.

Table 2–4: The Fell Caller

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Fell Calls per Day
1	+0	+2	+0	+0	Fell calls	2
2	+1	+3	+0	+0		4
3	+2	+3	+1	+1		6
4	+3	+4	+1	+1	Bonus feat	8
5	+3	+4	+1	+1		10
6	+4	+5	+2	+2		12
7	+5	+5	+2	+2		14
8	+6/+1	+6	+2	+2	Bonus feat	16
9	+6/+1	+6	+3	+3		18
10	+7/+2	+7	+3	+3		20
11	+8/+3	+7	+3	+3		22
12	+9/+4	+8	+4	+4	Bonus feat	24
13	+9/+4	+8	+4	+4		26
14	+10/+5	+9	+4	+4		28
15	+11/+6/+1	+9	+5	+5		30
16	+12/+7/+2	+10	+5	+5	Bonus feat	32
17	+12/+7/+2	+10	+5	+5		34
18	+13/+8/+3	+11	+6	+6		36
19	+14/+9/+4	+11	+6	+6		38
20	+15/+10/+5	+12	+6	+6	Bonus feat	40

Class Skills

The fell caller's class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Fell callers are proficient with all simple and martial weapons, as well as light armor, medium armor, and shields.

Feats: Fell callers gain a bonus feat every four levels, which may be chosen from the list of bonus feats for fighters, with the exceptions of Greater Weapon Focus, Weapon Specialization, and Greater Weapon Specialization.

Fell Calls Per Day: A fell caller may make 2 calls per level per day. For example, a 5th-level fell caller has 10 call slots available per day, while a 12th-level fell caller has 24 call slots available per day. Note that some calls use up more than one slot.

Fell Calls (Sp): Fell callers may use the musical abilities of the bard class, though they are made as fell calls, not songs. In addition they gain the following:

Fell Call: A fell caller with at least 3 ranks in Perform and 1 rank in Intimidate may perform this call, which afflicts enemies who hear it with great dread, undermining their confidence. To be affected, the enemies must hear the calling for a full round. The effect lasts as long as the trollkin howls and for 5 rounds after. Affected enemies receive a –2 morale penalty to saving throws against charm and fear effects, and a –1 morale penalty to attack and damage rolls. *Fell call* is a supernatural, mind-affecting ability.

Signal Call: A fell caller with at least 3 ranks in Perform may perform a powerful *signal call*. It has no special effects other than that it can be heard for a great distance, extending in a radius for 1 mile per two levels of the fell caller; thus a 6th-level fell caller's *signal call* would extend for 3 miles. This call is typically used for military signaling. Complex intonations, such as words, may not be made with this call. This is an extraordinary ability that lasts as long as the fell caller continues to call.

Stay Death: A fell caller with at least 4 ranks in Perform may let loose this croon, which stays his allies from death's clutches. All allies within earshot while this call is being made do not become disabled at 0 hp. They may continue fighting to –10 hp unhindered, though upon reaching –10 hp they die as normal. Subjects caught between 0 and –10 when the call ends suffer the normal effects. This is a supernatural ability that lasts as long as the fell caller continues to croon.

Stunning Blast: A fell caller with at least 6 ranks in Perform may stun opponents with this sharp call. The call extends in a cone 5 ft. per level in length, and all caught in it suffer 1d6 nonlethal damage per level of the fell caller. This immediate effect call is a supernatural sonic attack. Targets may make a Fortitude save (DC 10 + 1/2 fell caller's level + fell caller's Cha mod) for half damage.

Fell Howl: A fell caller with at least 8 ranks in Perform and 8 ranks in Intimidate may belt out this dreaded call, striking fear into his opponents. All opponents within 30 ft. must make a Will save (DC 10 + 1/2 fell caller's level + fell caller's Cha mod) or become frightened for 3d6 rounds. Creatures and opponents with more HD than the fell caller are not affected. For more information, see the frightful presence ability, as described in the MM. This immediate effect call is an extraordinary ability.

Sonic Blast: A fell caller of at least 7th level and with at least 8 ranks in Perform and 5 ranks in Intimidate can release a destructive vocal blast that damages objects and opponents. This ability is otherwise identical to the spell *shout*, except that the damage increases by 1d6 for every level of the fell caller beyond 7th to a maximum of 10d6. This immediate effect call is a supernatural sonic attack.

Confusion Call: A fell caller of at least 7th level and with at least 9 ranks in Perform may sound a strange call that confuses enemies. The effects are identical to the spell *confusion*, except that the radius is 5 ft. per two levels, and only opponents are affected. This is a supernatural, mind-affecting ability that lasts as long as the fell caller continues to croon.

Chorus Call: At 9th level, the fell caller becomes so talented at his craft that he may sustain two calls at once. He may either sustain two continuous calls, or he may sustain one continuous call, punctuated by immediate effect calls (such as *sonic blast*). He may not perform two immediate effect calls simultaneously. The cost for using a chorus call is one additional daily slot; this cost is paid any time a second call is activated, be it continuous or instant.

Doom's Quaking Call: A fell caller of at least 10th level and with at least 12 ranks in Perform may let forth a booming, subsonic bellow that shatters physical objects. The blast is released in a cone 5 ft. long per level. All objects with a hardness equal to or less than half of the fell caller's level are affected; for example, a 10th level fell caller could shatter objects with 5 hardness or less. Objects with hit points exceeding three times the fell caller's level are also immune. Attended items may make a Fortitude save as usual (DC 10 + 1/2 fell caller's level + fell caller's Charisma modifier). Magical

items are not affected. This immediate effect call is a supernatural sonic attack.

Greater Fell Call: A fell caller of at least 12th level and with at least 15 ranks in Perform and 12 ranks in Intimidate releases an even more potent fell call. It is identical to the lesser *fell call*, except that the penalties are –6 and –3 respectively. Using this ability takes up two daily call slots. This is a supernatural, mind-affecting ability.

Greater Chorus Call: At 15th level, the fell caller may sustain three calls at once. He may either sustain three continuous calls, or he may sustain two continuous calls, punctuated by immediate effect calls (such as *sonic blast*). He may not perform two or three immediate effect calls simultaneously. The cost for using a triple chorus call is two additional daily slots; one additional slot is paid when the second call is activated and the second additional slot cost is paid any time a third call is activated, be it continuous or instant.

When a fell caller uses one of his immediate effect calls (*stunning blast*, *fell howl*, *sonic blast* or *doom's quaking call*) he decides the effective level of the call (up to his fell caller class level). After performing the call he takes nonlethal damage equal to the effective level of the call, a successful Fortitude save (DC 10 + effective call level) halves the damage.

Gun Mage

The Fraternal Order? Hah! Don't get me started. Those wankers think they know everything what there is ta know about magic. Well, let me tell ya, me mucker, there's a thing or three those ponces don't know…only they're not smart enough ta see it. Always faffin' about with musty old tomes, they just don't get it. Magic is here and now. It's not about the past, it's about action and change, but some of 'em just can't see past the spectacles on the ends o' their noses. Ya don't need books, ya don't need highfalutin' sigils and passwords and handshakes and all that cack. Magic's everywhere, ya just need ta feel it, shape it, and make it do what ya want.

When I was a wee lad, me pappy showed me 'is pistol. It warn't nothin' fancy, but it was 'is and 'e was proud of it. And then 'e let me touch it, and it sent chills through me. I didn't know what it was about that pistol, but I knew that someday I had to have one. I snuck glances at it whenever I could, and snuck in and touched it when 'e warn't around. The day 'e finally let me shoot it…well, it was like somebody'd done lifted a veil from over me eyes and I was seeing fer the first time. It did somethin' ta me and I knew, I just knew, how ta make that pistol do…more.

When 'e let me fire another shot, I just sorta pushed when I pulled on the trigger. Not like with me arms or fingers, but with me…soul. And flames, like nothin' I'd ever seen before shot outta that pistol. Well, a course 'e'd never let me touch it again, but I 'ad to 'ave it. So I lit out the next night, stole it right from under 'is nose and I ain't never looked back again. Me poor ole pappy, 'e just didn't understand it any better then those mucky-mucks of the Fraternal Order. A pistol and soul, that's what it takes to make magic.

—Roderick Bannon (male Thurian Gmg5), gun mage, Five Fingers

Description

Gun mages are wild cards, their magic comes in fits-and-starts, and few truly understand the strange bond they form with their pistols. Like sorcerers, gun mages seem to be born with this talent, but it is one that requires intense training and practice. Due to their strong desire to wield pistols and their hours of training with them, their magic is more limited than that of the sorcerer or wizard. However, they are far better combatants, though their emphasis on the pistol has limited their knowledge of other weapons.



Almost all of them have been exposed to pistols during their childhood and have formed a strange predilection for the costly weapons. Instinctively, they begin to scratch mystic runes into the pistol grip and along the metal frame and barrel, mystically reinforcing the pistol for use with their arcane talent. Through hours of intense mental focus and training, they form a strange kinship with the pistol, developing their own unique, arcane magic that incorporates this firearm. The process by which the gun mage channels magical energy through the pistol becomes obvious to this gifted individual, and gun mages have a hard time understanding why others find this idea and practice so completely foreign. As the young gun mage grows and develops, through constant practice he learns the limitations of simple steel and comes to understand how to reinforce the metal to withstand potent arcane energies. Through this training and dedication, the pistol becomes an extension of the man.

Many gun mages are loners, misunderstood or feared for the strange powers that they manifest. And this tendency, coupled with the free-spirited nature of many gun mages, leads them into trouble more often than not. Some become little more than hired guns or brigands, but others continue to push and develop their talents. And if they are lucky they find their way, or find someone to take them, to one of the new military orders that have begun to recruit and train these individuals.

Gun mages are most at home amongst other free-spirited folk. Scholars and bookish sorts tend to be too stuffy for the gun mage's liking, and they regularly find themselves at odds with more lawfully minded persons, such as clerics of lawful deities, paladins, and monks. Wizards, in particular, tend to look condescendingly on gun mages. They have been heard to say that the gun mage's reliance on a physical weapon is a crutch and that they are simply crippled sorcerers, forever in need of a physical focus in order to manifest their powers. Gun mages, in turn, have been heard to say that their arcane fellows are simply jealous of their abilities and their intuitive knack for magic.

Adventurers: Many gun mages adventure to test their skill and abilities, for only through constant training and trial-and-error can one expand his skills and develop the mental focus necessary for this demanding form of wizardry. They also adventure for profit. Many of them long to feel the cold, weighty reassurance of the grip of a magelock pistol, for the odd steel of these weapons is well-suited to their form of magic and are able to withstand greater arcane forces than common steel.

Alignment: Gun mages tend to be free spirits. Their magic is a talent, a passion. It is not the bookish training common to the wizard orders, or even the intuitive art of the sorcerer. It requires focus and intense training, but also a quickness of mind and sureness of purpose that only comes from complete confidence in one's ability. They tend to be less rigidly ordered and far more chaotic than their arcane brethren.

Gun Mages in the Iron Kingdoms

Gun mages are a fairly new breed in western Immoren. They are folk gifted—or cursed—with the power of sorcery and a strange affinity for pistols. Thus far, gun mages have primarily been seen in Cygnar and Llael, and the folk of these countries seem to take most easily to this strange art, but it's only a matter of time before Khadoran gun mages are seen strutting along the streets of Korsk.

It is most likely that they have sprung up in Cygnar and Llael due to the preference of many of the people of these nations for pistols. In particular, known gun mages tend to be of Rynnish, Thurian, and Umbrean stock. These wild young men and women generally seek to make their own way in the world, without relying on others.

Table 2–5: The Gun Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1	+0	+0	+2	+0	Arcane focus, bond with magelock pistol	2	–	–	–	–	–	–
2	+1	+0	+3	+0	Reinforcing runes	3	0	–	–	–	–	–
3	+2	+1	+3	+1	Cast rune bullet	3	1	–	–	–	–	–
4	+3	+1	+4	+1		4	2	0	–	–	–	–
5	+3	+1	+4	+1	Bonus feat	4	3	1	–	–	–	–
6	+4	+2	+5	+2		4	3	2	–	–	–	–
7	+5	+2	+5	+2		5	4	2	0	–	–	–
8	+6/+1	+2	+6	+2		5	4	3	1	–	–	–
9	+6/+1	+3	+6	+3		5	5	3	2	–	–	–
10	+7/+2	+3	+7	+3	Bonus feat	6	5	4	2	0	–	–
11	+8/+3	+3	+7	+3		6	5	4	3	1	–	–
12	+9/+4	+4	+8	+4		6	5	4	3	2	–	–
13	+9/+4	+4	+8	+4		6	6	5	4	2	0	–
14	+10/+5	+4	+9	+4		6	6	5	4	3	1	–
15	+11/+6/+1	+5	+9	+5	Bonus feat	6	6	5	4	3	2	–
16	+12/+7/+2	+5	+10	+5		6	6	6	5	4	2	0
17	+12/+7/+2	+5	+10	+5		6	6	6	5	4	3	1
18	+13/+8/+3	+6	+11	+6		6	6	6	5	5	3	2
19	+14/+9/+4	+6	+11	+6		6	6	6	6	5	4	3
20	+15/+10/+5	+6	+12	+6	Bonus feat	6	6	6	6	5	4	4

While dwarven and elven gun mages very likely exist, none have been recognized as such within the human kingdoms. Of the other races, only gobbers are likely to show any inclination for this odd form of sorcery.

Game Rule Information

Abilities: Charisma determines how powerful a spell a gun mage can cast, how many spells the gun mage can cast per day, and how hard those spells are to resist. To cast a spell, a gun mage must have a Charisma score of 10 + spell's level. A gun mage gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a gun mage's spell is 10 + the spell's level + the gun mage's Charisma modifier. Intelligence is important for several of the gun mage's class skills (see below). Dexterity determines the gun mage's ability with his pistol.

Alignment: Any.

Hit Die: d6.

Class Skills

The gun mage's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Craft (small arms) (Int), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the gun mage.

Weapon and Armor Proficiency: A gun mage is proficient with all simple weapons. Additionally, a gun mage is proficient with all pistols. Gun mages are proficient with light armor, but not with any shields.

Arcane Focus: A gun mage is capable of channeling arcane magic through a pistol. With a functioning pistol, the gun mage always has the arcane focus necessary to cast his spells. He can also make due without inexpensive material components, though any component worth 100 gp or more must be supplied by the gun mage.

Additionally, any ray spells cast by the gun mage can be focused through the barrel of his pistol, allowing him to use his pistol ranged attack bonus (and any ensuing bonuses from Weapon Focus or other feats) to determine the ranged touch attack bonuses for resolving the ray spell. However, the gun mage cannot cast a spell and fire his pistol at the same time.

Unfortunately, normal pistols are not built to withstand the arcane forces channeled by a gun mage. For every two spell levels cast through the pistol, it loses one point of hardness, rounding up for odd level spells. When the pistol's hardness reaches 0 it is destroyed, consumed by the arcane forces channeled through it. A common pistol has a hardness of 10 and 5 hit points.

Table 2–6: Gun Mage Spells Known

Level	Spells Known						
	0	1	2	3	4	5	6
1	4	–	–	–	–	–	–
2	5	2*	–	–	–	–	–
3	6	3	–	–	–	–	–
4	6	3	2*	–	–	–	–
5	6	4	3	–	–	–	–
6	6	4	3	–	–	–	–
7	6	4	4	2*	–	–	–
8	6	4	4	3	–	–	–
9	6	4	4	3	–	–	–
10	6	4	4	4	2*	–	–
11	6	4	4	4	3	–	–
12	6	4	4	4	3	–	–
13	6	4	4	4	4	2*	–
14	6	4	4	4	4	3	–
15	6	4	4	4	4	3	–
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

*Provided the gun mage has a high enough Charisma score to have a bonus spell of this level.

This damage only applies to spells directly channeled into the pistol (ray spells and spells linked to rune bullets). Magelock pistols are immune to this damage.

Bond with Magelock Pistol: A gun mage is capable of bonding with the strange metal used to create magelock pistols. Doing so takes a full day and uses up alchemical materials costing 100 gp. The bonded weapon becomes an extension of the gun mage, and while many gun mages carry a second, third or even fourth pistol, not all of them can bond to multiple magelock pistols. A gun mage can only bond to a number of magelock pistols equal to his Charisma ability modifier.

Spells: Gun mages cast arcane spells like sorcerers, but they have their own spell list (provided below). Gun mages are limited in the number of spells they can cast per day and can learn, according to Table 2–5: The Gun Mage and Table 2–6: Gun Mage Spells Known, respectively. The gun mage casts these spells without needing to prepare them beforehand or keep a spellbook. The gun mage's pistol can substitute as an arcane spell focus for any spell requiring a focus. Gun mages receive bonus spells per day for high Charisma, and to cast a spell a gun mage must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a gun mage's spell is 10 + the spell's level + the gun mage's Charisma modifier.

The gun mage's selection of spells is extremely limited. A gun mage begins play knowing four 0-level spells of the player's choice. At most new gun mage levels, he gains one or more new spells as indicated on Table 2–6: Gun Mage Spells Known. (Unlike spells per day, the number of spells a gun mage knows is not affected by his Charisma score; the numbers on Table 2–6 are fixed.)

Reinforcing Runes: As a gun mage's power begins to grow, he learns arcane secrets for reinforcing his pistols to withstand some of the punishment of channeling magical energies, increasing the hardness or hit points of the pistol. For every 50 gp in materials and one day spent carefully carving runes into a pistol, the gun mage can increase the pistol's hardness by 1 point to a maximum hardness of 15. For every 100 gp and one day's time, the pistol's hit points can be increased by 1 point to a maximum of 16. These reinforcing runes stack with the bonuses to a bonded magelock pistol.

Cast Rune Bullet: At 3rd level, the gun mage learns how to craft special bullets that channel spell energy. When firing a rune-cast bullet, the gun mage can, as a free action, channel a spell into the bullet. If the bullet hits its target, it does an additional +1d6 force damage per level of the spell channeled into the bullet. Cantrips only add +1d3 damage.

In addition, upon reaching 6th level, the gun mage's rune-cast bullets are treated as having a +1 enhancement bonus when spell levels are channeled into the bullet. This bonus increases by +1 for every 6 levels in the gun mage class; +2 at 12th level, +3 at 18th level.

A gun mage may not channel a spell into a bullet that is delivering either a ranged touch attack or a touch attack spell. See The Gun Mage's Bonded Magelock Pistol for more details.

Casting rune bullets is a very intensive process, requiring molten and powdered metals and meticulous spell work. Casting rune bullets requires a properly equipped gunner's kit and an appropriate skill check (see the Firearms-related Skills callout, pg. 146). The material cost, in addition to the standard pistol charge cost, is 1 gp for each rune-cast bullet, which are regularly lead with gold shavings or dust—indispensable for its conductive properties. Once the lead is liquefied, the gold is sprinkled into the molten metal and, as the rounds cool, manifests as flecks. Thereupon the caster etches his signature mark—a runic glyph—with gold shavings onto the bullet. This mark acts as the receiving point for the gun mage's spells, and the flecks carry the spell throughout the bullet.

Gun mages normally are able to cast and etch 5 bullets per hour, but the work is exacting and requires focus. Every hour after the first, a gun mage must make a Concentration check (DC 12). If the check fails, the gun mage is fatigued and must wait a full day before attempting to cast more bullets. Magnifying glasses and superior etching tools can lower this DC at the DM's discretion.

Etching the very precise runes is meticulous, especially difficult on the eyes even under the best lighting. A bleary eyed gun mage takes a temporary penalty of -1 to all ranged attacks per hour spent casting rune bullets. These points are recovered at a rate of 1 point every 2 hours provided the gun mage is no longer etching runes.

Bonus Feat: At 5th level and every five levels thereafter, a gun mage gains a bonus feat. These must be chosen from the following list: any Metamagic feat, Combat Casting, Combat Loading (Improved Combat Loading), Dodge (Mobility), Improved Initiative, Point Blank Shot (Far Shot, Improved Precise Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Skill Focus (Craft [small arms]), Spell Focus (Greater Spell Focus), Spell Penetration (Greater Spell Penetration), Weapon Focus (pistol).

The Gun Mage's Bonded Magelock Pistol

While the gun mage is capable of many spectacular feats with any firearm, he is most impressive when he holds a bonded magelock pistol in his hand. This is a very special sort of firearm. Every budding gun mage seeks to possess at least one of these weapons. The magelock is of dwarven make, created from rare metals in a casting process refined by elite Rhulic craftsmen and have properties attuned to, for lack of a better term among the dwarves, "the haphazard sorceries of manfolk." Gun mages who have polished their magical abilities are adept at weaving spells into and through these weapons for an assortment of fantastic effects, and once a gun mage has bonded with a magelock, it is as if the weapon becomes a physical extension of its master.

As the master's levels in the gun mage class increase, the magelock pistol also increases in power. However, levels of sorcerer, wizard, warcaster, or any other spellcasting class do not stack for purposes of determining the master's level unless the class specifically states that it does stack for determining levels for a bonded magelock pistol.

If the bonded pistol is destroyed, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of the destruction of a bonded pistol.

Magelock Firearms

Produced for the militaries of the Iron Kingdoms by elite Rhulic gunsmiths, most magelocks are military pistols, though a number of small pistols and even a few rifles are known to exist. Due to their cost, magelock weapons are only issued to skilled gun mages who have joined elite military units such as the Cygnaran Militant Order of the Arcane Tempest and the Llaelese Loyal Order of the Amethyst Rose.

However, some magelock shipments have run afoul of brigands, while others have made their way into the black markets. It is a rare find if one is lucky enough to come across a magelock on the black market. Recent rumor has it that an auction house in the port city of Five Fingers has one or two in stock, along with a cache of other fine firearms. One would expect bidding for a small magelock pistol to begin at around 650 gp, while the bidding for a military magelock pistol will easily begin at 800 gp or more. Competition for these highly-prized pistols tends to be fierce—expect to pay handsomely and be sure to watch your back, if you manage to collect your merchandise at all.

Hardness: As a gun mage increases in level, his bonded magelock pistol becomes more durable. A standard magelock pistol begins with a hardness of 10; this increases by +1 for every two levels of the pistol's master.

Hit Points: A standard magelock pistol has 8 hit points. As its bonded master increases in level, the pistol's hit points increase by +2 for every two levels of the pistol's master.

Alertness: The touch of cold, magelock steel serves to sharpen its master's senses. While touching the bonded magelock pistol, its master is treated as having the Alertness feat.

Spell Link: Due to the magic channeling and absorbing properties of the metals used to craft

Table 2–7: Bonded Magelock Pistol Special Abilities

Gun Mage Level	Hardness	Hit Points	Special
1–2	+1	+2	Alertness, spell link
3–4	+2	+4	Ranged touch
5–6	+3	+6	Touch
7–8	+4	+8	Sighting link
9–10	+5	+10	Call pistol
11–12	+6	+12	
13–14	+7	+14	Scry
15–16	+8	+16	
17–18	+9	+18	
19–20	+10	+20	

magelock pistols, any personal spell cast by the master will also affect the pistol. The pistol must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the pistol if it is moved farther than 5 feet away from its master. The spell's effect will not be restored even if its master retrieves the pistol before the spell's duration would have ended. The master and magelock pistol can share spells even if the spells do not normally affect items. For example, Roderick casts *mirror image* on himself, creating four images. As long as his pistol remains within 5 feet of Roderick it has four images as well, making it more difficult for his opponents to target both Roderick and his precious magelock pistol.

Ranged Touch: If the master is 3rd level or higher, the magelock pistol can be used to deliver ranged touch spells. Using this ability requires that a rune-cast bullet is already loaded in the gun mage's magelock pistol. When the master casts a ranged touch spell, the rune-cast bullet in the chamber is designated as the "toucher." (The master must be holding the pistol at the time of casting.) The ranged touch spell can then be delivered as a ranged touch attack. If the attack would also succeed as a normal ranged melee attack, pistol damage is also applied to the attack. As normal with touch spells, the rune-cast bullet is able to hold the charge until the gun mage fires the pistol, but if he casts another spell before discharging the spell on the rune-cast bullet, the touch spell dissipates. The ranged touch attack is made with the gun mage's pistol attack bonus (and any ensuing bonuses from Weapon Focus or other feats). Casting a touch spell into a rune-cast bullet and firing the magelock are never combined as a single action. The spell still requires its normal casting time and firing the pistol requires a separate standard action.

Touch: If the master is 5th level or higher, the magelock pistol can be used to deliver touch spells at range. This is handled exactly as the Ranged Touch ability.

Sighting Link: Due to the magical nature of the magelock metal and the bond that has been forged between the pistol and its master, as a free action with a successful Concentration check (DC 15), the master of 7th level or higher can see as if looking out from his pistol's sights (or the end of the barrel if it has no sights), instead of using his own eyes. This enables the master to aim the pistol without looking, allowing for some spectacular trick shots.

Call Pistol: At 9th level, the master gains the ability to summon his magelock pistol to his hand. When separated from his pistol, with a successful Concentration check (DC 18) the master can cause his pistol to fly into his hand so long as it is not gripped by another and can be seen by its master. This ability is a move action, though a gun mage with the Quick Draw feat can call, as a free action, as many bonded pistols as he has hands.

Gun Scrye: If the master is 13th level or higher, the master may scry on his pistol (as if casting the spell *scrying*) once per day. This is a spell-like ability requiring no material components or focus that allows the gun mage to see his bonded pistol and its surroundings if they are ever separated.

Gun Mage Spell List

Gun mages choose their spells from the following list. Spells listed in **boldface** are new spells for the Iron Kingdoms presented in Chapter Five: Magic & Mechanika (pp. 352).

0 level—*arcane mark, dancing lights, daze, detect magic, flare, ghost sound, know direction, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue.*

1st level—***arcane bullet**, alarm, burning hands, cause fear, charm person, chill touch, color spray, disguise self, endure elements, expeditious retreat, feather fall, grease, hold portal, hypnotism, lesser confusion, jump, mage armor, magic missile, magic weapon, magic aura, obscuring mist, protection from chaos/evil/good/law, ray of enfeeblement, shield, shocking grasp, sleep, true strike, ventriloquism.*

2nd level—*alter self, arcane lock, bear's endurance, blindness/deafness, blur, cat's grace, command undead, continual flame, darkness, darkvision, daze monster, detect thoughts, eagle's splendor, false life, flaming sphere, fog cloud, glitterdust, gust of wind, hypnotic pattern, invisibility, knock, levitate, locate object, mirror image, misdirection, obscure object, protection from arrows, pyrotechnics, resist energy, scare, scorching ray, see invisibility, shatter, silence, sound burst, spider climb, touch of idiocy, undetectable alignment, web, whispering wind.*

3rd level—*blink, crushing despair, daylight, deep slumber, dispel magic, displacement, explosive runes, fireball, good hope, greater magic weapon, haste, heroism, hold person, invisibility sphere, lightning bolt, magic circle against chaos/*

evil/good/ law, nondetection, phantom steed, protection from energy, rage, ray of exhaustion, shrink item, sleet storm, slow, stinking cloud, suggestion, vampiric touch, water breathing, wind wall.

4th level—*animate dead, bestow curse, charm monster, confusion, contagion, dimension door, enervation, fear, fire shield, fire trap, greater invisibility, ice storm, illusory wall, lesser geas, lesser globe of invulnerability, locate creature, minor globe of invulnerability, modify memory, remove curse, resilient sphere, shout, solid fog, stoneskin, wall of fire, wall of ice,* ***wraith****.*

5th level—*break enchantment, cloudkill, cone of cold, dominate person, feeblemind, hold monster, interposing hand, mage's faithful hound, mage's private sanctum, magic jar, mind fog, permanency, seeming, sending, stone shape, symbol of pain, symbol of sleep, telekinesis, telepathic bond, teleport, wall of force, wall of stone, waves of fatigue, zone of silence.*

6th level—*acid fog, antimagic field, chain lightning, circle of death, contingency, create undead,* ***death bullet****, disintegrate, eyebite, flesh to stone, forceful hand, freezing sphere, geas/quest, globe of invulnerability, greater dispel magic, greater heroism, greater shout, guards and wards, mass suggestion, mislead, polar ray, repulsion, stone to flesh, symbol of fear, symbol of persuasion, transformation, wall of iron.*

Prestige Classes

The following classes are prestige classes (PrCs). They are intended for players to further plunge their characters into the Iron Kingdoms campaign setting. Seven new prestige classes are presented in this chapter:

Battle chaplain: These extremely devoted warrior priests provide frontline support for Morrow's faithful.

Blackclad: Commanding the very stones to do their bidding, blackclads are masters of the elemental forces and leaders of the Circle.

Mage Hunter: With the help of their mage killing weaponry, these elven warriors hunt down human wizards to maintain the balance and protect certain Iosan interests.

Pistoleer: Skilled shooters ever quick-on-the-draw, pistoleers are finesse specialists with all types of small arms and are, hence, exceptionally dangerous.

Rifleman: Expert marksmen, riflemen often receive training and expensive, well-crafted rifles through military service.

Second-story Man: These smooth individuals make their way through elite society, carefully choosing targets for their daring heists.

Warcaster: Directing the great warjacks through sheer force of will, warcasters command the most devastating soldiers within the armies of the Iron Kingdoms.

Prestige Class Name Abbreviations: The names of the classes are abbreviated as follows: Bcp, battle chaplain; Blc, blackclad; MgHtr, mage hunter; Ptr, pistoleer; Rfl, rifleman; Ssm, second-story man; Wrc, warcaster.

Prestige Classes from Other Sources

As was mentioned in the beginning of this chapter, three other Iron Kingdoms specific prestige classes are presented in MN1—the Adventuring Scholar (AdvSch), the Bone Grinder (BnGr), and the Monster Hunter (MonHtr). Also, the Intelligence Liaison (Spy) is archived on the official Iron Kingdoms web site (www.IronKingdoms.com). A great number of other prestige classes have been published in d20 sourcebooks, and certainly many of them could find a place in an Iron Kingdoms campaign. However, this section would not be complete without some discussion of the prestige classes presented in the DMG. Many of these "core" prestige classes do not fit the feel and flavor of the Iron Kingdoms, as they tend towards high fantasy and do not lend themselves well to a grittier, somewhat darker setting. Likewise, several of those prestige classes specialize in planar knowledge that simply is not available in the Iron Kingdoms.

The following prestige classes, while perhaps not perfect for the Iron Kingdoms, are a good fit. Archmages are most often found among the arcane orders, especially the Fraternal Order of Wizards and the Greylords Covenant. Blackguards can be found among the ranks of Lord Toruk's followers, as members of the Fallen (former champions seduced by Thamar's dark promises), and others who have been tempted or led astray by the careful machinations of Infernals. Duelists are common in both Cygnar and Llael, and Iosan duelists are also quite common. Stout dwarven defenders guard the great cities of Rhul. Few

hierophants are known in western Immoren, though it is believed that some of Morrow's greater servants have become hierophants. Finally, loremasters can be found in any of the kingdoms of western Immoren.

The rest do not fit well within the Iron Kingdoms. The arcane archer, arcane trickster, dragon disciple, eldritch knight, mystic theurge, and red wizard are all too fantastical or too much within the norm of the fantasy genre for the Iron Kingdoms. And, of course, the horizon walker, shadowdancer, and thaumaturgist all deal too much with other planes of existence that are unknown of, and quite possibly do not exist in the IK setting. Lastly, while assassins do exist and are in demand in the kingdoms of western Immoren, most rely on stealth and skill—rather than magic—in their work.

Prestige Class Entries

The following section describes prestige classes specifically designed for the Iron Kingdoms Campaign setting, in alphabetical order. Each prestige class begins with a quote from a member of the class or an individual who has been especially impressed with these characters. This flavor text is intended to help convey the feel of the setting and to help players and DMs to more deeply immerse themselves in the setting. More detailed descriptions of the role of the prestige class follow in the "Description" and "…In the Iron Kingdoms" sections. All of these quotes and the text of the "…In the Iron Kingdoms" sections are Privateer Press product identity and considered closed content.

Description

This general description section details the basic nature of the prestige class in generic game terms. This section serves to explain the general role and outlook of members of the prestige class and also provides useful background information for incorporating them into any campaign setting. The "Description" section is considered **Open Game Content**.

Hit Die: This is the die used to determine the character's hit points per level in the appropriate class.

HD Type	Prestige Class
d6	Mage hunter, pistoleer, second-story man, warcaster
d8	Blackclad, rifleman
d10	Battle chaplain

In the Iron Kingdoms

The "…In the Iron Kingdoms" section expands on what was mentioned in the "Description" and goes into more specific detail about how the prestige class fits into the Iron Kingdoms campaign setting. All of the details in this section are the **Product Identity** of Privateer Press and considered closed content.

Notable Figures

Here we provide brief details on some characters that are members of the prestige class being described. Basic class and level information is followed by a brief description and background of the character. All of the details in these sections are the **Product Identity** of Privateer Press and considered closed content.

Requirements

This section details the requirements that must be met for entry into the prestige class.

Class Skills

This section summarizes the class skills for each prestige class. All skills not listed in this section are considered to be cross-class skills for the character class as per the rules in the PHB. This section also denotes the number of skill points earned at each level of the prestige class.

Class Table

Each prestige class entry includes a table for character progression. These tables summarize the base attack bonus and saving throw progression for the class, in addition to providing information on special abilities and features, and spell availability for spellcasting classes.

Class Features

The class features section details special abilities that make each of the prestige classes unique.

Battle Chaplain

When I first saw him step down from his horse, I thought it was Morrow himself come before me, the setting sun behind him like some holy aura. I remember kneeling in confusion and bowing my head, then Father Logan pulled me to my feet and smiled. He looked exactly like every painting I've seen of Morrow, and even today I catch myself staring at him when he doesn't know I'm looking. It still unnerves me, and I've served him for ten years now.

You'll not find a better battle chaplain from Midfast to Caspia than Father Logan. He's the equal of five ordinary priests, and our company has the lowest record for fatalities of any unit in the Northern Watch. Gentle to those under his care, yet fearsome in battle, it is with enormous pride that I serve him. Morrow put me here for a purpose, and I won't leave the good father's side until I go into the ground, you can rest assured.

—Rinaldo Vetter (male Tordoran Ftr5), Sergeant of the Northern Watch, Midfast

Description

Generally, battle chaplains are clerics or paladins who have felt a calling to spread the word of their god not just through daily good deeds and sermon, but also on the field of battle. Most folk admire the battle chaplains for their dedication to the principles set forth by their god, and their willingness to risk their lives in taking the word to the front lines. They are an inspiration to the faithful and serve to teach the soldiery about the virtues of their divine patron. Battle chaplains heal and mend the hearts and bodies of their charges before, during, and after battle. And in the unfortunate, but often unavoidable event that a member of his unit is killed, the battle chaplain provides last rites to the fallen, sending their spirit on to the afterlife with a final blessing.

The church utilizes these specialized servants by assigning them to missions befitting their abilities, most often serving in armies on extended campaign. At times, battle chaplains also serve as missionaries in dangerous regions where the local faithful are in need of support.

Battle chaplains usually wear clerical vestments appropriate to their station, and if former paladins will still bear the symbol of that affiliation as well. As a rule, battle chaplains almost always will be found in heavy armor, in order not only to better protect themselves from the arrows and blades of the heathen enemy, but also to better identify with the soldiers with whom they serve.

Hit Die: d10

Note: Paladins may freely multiclass as battle chaplains.

Battle Chaplains in the Iron Kingdoms

Battle chaplains can be found and are generally well-respected in all facets of society that accept the Morrowan religion. To many folk battle chaplains are seen as the more legitimate branch of the Church of Morrow—in that they are not the ones sitting safely within the Sanctuem doling out judgments to the faithful but in the trenches, either braving the world at large or serving stalwartly alongside the defenders of the nation.

Battle chaplains are a welcome and accepted part of the Church of Morrow, the Exordeum having authorized the path of the battle chaplain many long centuries ago. By the language of their original charter, an aspiring battle chaplain must conduct an interview with a vicar to be initiated. Battle chaplains in general are uncomfortable with titles and administrative duties, so it is rare for them to rise above the rank of Prelate.

Notable Figures

Bastian Kinnet (male Thurian Clr6/Bcp4): Well into his forties, Bastian Kinnet is a grizzled veteran of many battles. Having taken to the path of Morrow early in life, Bastian quickly realized that he could do more for his fellow man on the field of battle than he could preaching from the pulpit. On the battlefield, he made an immediate impact on the lives and souls of those he served (whereas he was never sure that anyone ever listened to his sermonizing). Even while serving in military companies, Kinnet has chosen to lead more by example than through words, always insisting on tending to the fallen of the opposing force once he had done as much as possible for his own comrades. Currently, Kinnet serves alongside the men and women of the Daggermoor Rovers mercenary company.

Ilyana Patrusk (female Umbrean Clr5/Ftr4/Bcp2): Early on, Ilyana aspired to be a paladin of Morrow, spreading the holy word, leading Church troops, and crusading in his name. However, while she had great ambitions, she did not have the focus necessary to pursue the rigid code of the paladin. This has not stopped Ilyana from fulfilling her aspirations. An accomplished tactician, skilled warrior, and respected healer, Ilyana uses all of her skills to help protect the men and women manning the walls of Ravensgard.

Requirements

To qualify to become a battle chaplain, a character must fulfill all the following criteria.

Alignment: Any good.

Religion: Morrow.

Skills: Knowledge (religion) 8 ranks, and 5 ranks in Handle Animal, Heal, Ride, or Sense Motive.

Spells: Must be able to cast divine spells.

Special: Must have performed a noteworthy deed in the name of Morrow, and have been interviewed by a cleric of Morrow of at least vicar rank.



Battle Chaplain

Class Skills

The battle chaplain's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiencies: Battle chaplains gain no additional proficiency with weapons, armor, or shields.

Table 2–8: The Battle Chaplain

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Rally the faithful +2	+1 level of existing class
2nd	+2	+3	+0	+0	Bonus feat, Morrow's blessing	—
3rd	+3	+3	+1	+1	Rally the faithful +4	+1 level of existing class
4th	+4	+4	+1	+1	Bonus feat, *mass cure light wounds*	—
5th	+5	+4	+1	+1	Morrow's sight, rally the faithful +6	+1 level of existing class

Spells per Day: At 1st, 3rd, and 5th level, the battle chaplain gains new spells per day as if he had gained a level in a divine spellcasting class he belonged to before entering this prestige class. He does not gain any other benefits of a member of that class except for increased spellcasting level. If the character had more than one divine spellcasting class before becoming a battle chaplain, he must decide which class he adds the new level to in order to determine spells per day.

Rally the Faithful (Su): With a resounding battle cry to Morrow, the battle chaplain can rally any Morrowan allies joined in battle with him as a standard action. Any Morrowan allies within 60 feet suffering from mind-affecting spells or fear effects are allowed an immediate save with a +2 morale bonus. This bonus increases to +4 at 3rd level and +6 at 5th level. This ability can be used a number of times per day equal to 1 + his Charisma modifier.

Bonus Feat: The battle chaplain may select a bonus feat from the following list: Combat Casting, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Extra Turning, Improved Counterspell, Improved Shield Bash, Improved Turning, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Skill Focus (Heal), Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus.

Morrow's Blessing (Su): At 2nd level, Morrow's holy energies allow the battle chaplain to cast healing spells at +1 caster level, this stacks with the bonus from the Heal domain. Morrow's blessing also allows the caster to exceed the normal maximum bonus allowed and also lets them heal twice the normally allotted number of hit points before rolling on Table 5–1: Pain of Healing (see Chapter Five: Magic & Mechanika, pp. 276 - 279).

For example, a 6th-level cleric/4th-level battle chaplain is able to cast *cure light wounds* and heal 1d8+9 points of damage, ignoring the +5 maximum caster level bonus. Additionally, the battle chaplain (assuming a +4 Wisdom modifier) can heal 224 points of damage before suffering any ill effects from casting healing magic instead of the normal 112 for an 8th-level cleric ([10 + Wisdom modifier] x caster level).

***Mass Cure Light Wounds* (Sp):** Once per day, the battle chaplain may cast *mass cure light wounds*.

Morrow's Sight (Sp): By the time the battle chaplain reaches 5th level, he has become so attuned to the energies of Morrow that he can cast *detect evil* as a free action, as per the spell of the same name. He also receives a brief warning twinge if any evil-aligned being within 30 feet performs a hostile action against him. This is insufficient to completely avoid the hostile

action but he is not caught flat-footed and also gains a +1 divine bonus to AC and all saving throws when so attacked. This only applies to attacks and spells cast by evil creatures and functions even if the battle chaplain cannot see his attacker.

Blackclad

Root and rock, wood and stone, they are the very sinews and bones of Caen. They hold our world together and provide solid footing for all of us to walk upon. And there is much that we can learn from both. When the awesome forces of nature are unleashed upon the world, creatures flee and seek shelter, but the trees and the rocks simply endure—each in its own way.

The great trees only survive if they remain supple. Their great strength is no match for torrential rains, gale force winds, and lightning strikes. If they relied on physical strength alone, they would quickly be smashed to splinters. Instead, they bend and sway with the winds. Moving with the forces of nature rather than fighting and striving against them.

But stone, stone simply endures. Its strength and stability maintain it through fierce forces, yet it falls prey to the sinister forces of the winds and waters that slowly break it down over long ages. So, while we must be strong, we must also remain supple and open to change. If we openly fight against change, like the tree we will be blasted into bits. But if we remain too laden by our ideas and our beliefs, like the rock, change will wear at us and slowly break us down.

So, we must be prepared for change. It is part of the natural order and to deny it would be futile and fruitless. The even greater lesson is that, in nature, there exists a great agent of entropy. And while we embrace change as part of life, we also embrace the living world that surrounds us and know and understand its powers. These destructive forces can, and must, be harnessed to hold the predations of the civilized world at bay.

We who know and appreciate this fact are the true blackclads; those that the foolish city dwellers speak of in hushed whispers. We are one with the stone, one with the earth, and we can command it to our bidding.

We are the makers of woldwardens, the stone guardians of the Circle, and with these great creations we protect the wild places from intrusion and enforce the will of the Circle. We are protectors of the wild and members of the Circle, tapping into the forces of nature—wind, fire, lightning—and commanding the very stones themselves.

We are one with the storm, one with the wild. And we will not stand idle while others seek to tame nature's fury. We will stand at the edges of civilization, in the wilderness, ready to remind those who dare forget the true strength and

destructive fury that nature must reign superior. If mankind is allowed to chain its yoke upon the forces of nature, it would bring about the fall of everything. So we must champion nature and ensure the dominance of the natural order above all things.

—Bradigus Thorle (male Morridane Drd10/Blc5), Potent of the Circle

Description

Despite our best efforts to paint it as idyllic and peaceful, nature is anything but. Indeed, most civilized folk have no idea what nature is really like, since they rarely come into contact with it. Certainly, it can be beautiful and awe-inspiring, yet it can also be—and often is—ugly and terrifying. Nature is, after all, raw chaos, roiling beneath the surface of the ordered everyday world in which we live. While it does not frequently show its true face in the cities and towns of the world, some unskilled fools venture into the howling wilderness and quickly discover just how ignorant they are.

The blackclads not only revere nature as the embodiment of chaos, they revel in the primordial wildness, taking pleasure in the destructive storm, the savage beast, and the bitter chill of winter's icy grip. They stand in awe of nature's random ability to obliterate the petty works of mortal beings and seek to lose themselves in its raw power. For the blackclad, there is no master more worthy of service than nature, for it alone can bring low even the mightiest of kingdoms. Perhaps unsurprisingly, these druids are widely feared and even hated—something that truly pleases the more dark-natured among them.

Hit Die: d8.

Blackclads in the Iron Kingdoms

The blackclads are elite members of the Circle, the human druids of the Iron Kingdoms. Their numbers are few and they are rarely encountered in the kingdoms except as travelers or insurgents, although the latter is becoming more common in recent years, as the most fanatical members of the Circle see the kingdoms and their surging industries as an affront to their beliefs.

Blackclads are most common in the northern Marches under the shadows of Mount Shyleth Breen, and within the deeps of the Glimmerwood, and also in Scarleforth, where they frequently exert considerable influence over the barbarian tribes dwelling there. Among those rough folk, they sometimes rise to positions of influence, which is a cause for concern in Cygnar, which looks to the Marches with trepidation these days for numerous reasons.



At the same time, most blackclads are not zealots in the traditional sense. They reject morality as a mortal construct that runs counter to the glorious chaos that nature embodies. Provided one accepts and understands this fact and acts accordingly, there may be grounds for accommodation with them and the Circle to which they belong.

The blackclads are also the individuals within the Circle responsible for the creation and control of most woldwardens. While they are not the only individuals capable of creating these mystical guardians, they serve the Circle by enforcing restrictions it has placed upon their creation. If necessary, they are capable of wresting control of a woldwarden from its creator, either to enforce the will of the Circle or to serve their own needs and purposes.

Notable Figure

Potent Bradigus Thorle (male Morridane Drd10/Blc5): Bradigus is the most influential member of the Circle in the Scarleforth regions, holding the rank of potent. He counsels his brood to be wary of the inhabitants of the Iron Kingdoms, especially Cygnar, whom he believes will one day turn their attentions eastward to close the gap between themselves and Ios. Bradigus is neither a madman nor a fool. He understands that there may be no avoiding a conflict with the civilized nations. That is why he urges the Circle and those aligned with it to prepare for this event.

Requirements

To qualify to become a blackclad, a character must fulfill the following criteria.

Alignment: Chaotic neutral.

Skills: Craft (stoneworking) 5 ranks, Craft (woodworking) 5 ranks, Intimidate 8 ranks, Knowledge (nature) 8 ranks.

Feat: Endurance, Great Fortitude, Iron Will.

Spells: Must be able to cast 4th-level divine spells.

Special: Must have the Trackless Step ability.

Class Skills

The blackclad's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A blackclad gains no additional proficiency with weapons, armor, or shields.

Spells per Day: Beginning at 1st level, the blackclad gains the ability to cast a small number of high level divine spells per day. He gains spells per day according to Table 2–9 and must choose these spells from the blackclad spell list, below. The character's caster level is equal to her blackclad level plus his levels in one other divine spellcasting class. To cast a spell, the blackclad must have a Wisdom score equal to 10 + the spell's level. Bonus spells are based on Wisdom, and saving throws have a DC of 10 + spell level + the blackclad's Wisdom bonus. Blackclads prepare and cast their spells as druids.

Unhindered Step (Ex): A creature of the wilds, the blackclad gains the uncanny ability to traverse any terrain regardless of obstructions, surface conditions, or visibility (see "Movement, Hampered" in the PHB).

Stone Mastery (Su): Stone mastery consists of two elements. First, the blackclad can speak with stones, as per the *stone tell* spell, once per day per blackclad level. Second, the blackclad can step into any stone, his size or larger, and emerge from another traveling up to 20 ft. per blackclad level per day, as per *dimension door*. This amount can be spilt up such that the blackclad can step between any number of stones, but any transfer, no matter how small, counts as a 10-foot increment.

Craft Magical Guardian (Ex): At 2nd level, the blackclad receives the Craft Construct feat (see the MM for details) for free, even if he doesn't meet all of the prerequisites. Also, all members of the Circle are given access to the knowledge necessary to craft woldwardens (see Chapter Five: Magic & Mechanika, pg. 273). Other druids must find another source for this information.

Elemental Staff (Su): Starting at 3rd level, the blackclad can channel elemental forces through his iron-shod quarterstaff. Each day when the blackclad meditates for spells, he chooses an elemental type (fire, ice, or electricity). For the next 24 hours, until he meditates again, his quarterstaff acts as a weapon

Table 2–9: The Blackclad

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 4th	5th	6th	7th
1st	+0	+2	+0	+2	Unhindered step, stone mastery	2	1	–	–
2nd	+1	+3	+0	+3	Craft construct	2	2	–	–
3rd	+2	+3	+1	+3	Elemental staff	3	2	1	–
4th	+3	+4	+1	+4	Lesser warden sensitivity, stone stride	3	3	2	–
5th	+3	+4	+1	+4	Elemental strike	3	3	2	1
6th	+4	+5	+2	+5	Greater warden sensitivity	4	3	3	2

imbued with that type of elemental energy (flaming, frost, or shock) doing an addition +1d6 points of bonus elemental damage on a successful hit.

Lesser Warden Sensitivity (Su): Blackclads have such an intimate understanding of the forces involved in creating and controlling woldwardens that they can manipulate woldwardens from a distance and can control wardens created by others. They are able to communicate telepathically with any woldwarden within sight and can issue direct orders to those wardens. If the woldwarden is under the control of another, they must make a contested Wisdom check to wrench control from the warden's creator or current controller.

Stone Stride (Sp): At 4th level, the blackclad gains the ability to step into one stone and step out of another. This spell-like ability functions as per the spell *stone stride*. The blackclad may use this ability once per level of blackclad per day.

Elemental Strike (Sp): Beginning at 5th level, the blackclad can channel the raw fury of the elements, hurling sprays of elemental destruction at her opponents. The blackclad has a reserve of 1d8 points of elemental energy per character level per day. As a standard action, he can unleash some or all of this energy, to a maximum of 10d8 at a time, in a 30-foot cone spraying from his outstretched hands. Anything within the cone's area suffers damage, Reflex save DC 16 + blackclad's Charisma modifier for half. The blackclad can split this pool of elemental energy into as many attacks as he desires. Each time the blackclad uses this ability, he must decide what form the burst takes: electricity, fire, ice, or shards of stone.

Greater Warden Sensitivity (Ex): Blackclads become so in tune with the forces animating woldwardens that they can sense and communicate telepathically with any woldwardens within 1 mile. They can command any warden within their telepathic range, and can attempt to wrest control of the warden as per the Lesser Warden Sensitivity ability. However, they receive a +4 competence bonus to the contested Charisma check.

Blackclad Spell List

Blackclads choose their spells from the following list. Spells listed in **boldface** are new spells for the Iron Kingdoms presented in Chapter Five: Magic & Mechanika (pp. 352).

4th level—***bombardment***, ***borne on the winds***, *control water*, *flame strike*, *glyph of warding*, ***graniteskin***, *ice storm*, *lesser geas*, *lightning bolt*, *modify memory*, *solid fog*, *spike stones*, ***summon stone guardian I***.

5th level—*awaken*, *call lightning storm*, *commune with nature*, *control winds*, *fire shield*, *spell resistance*, *stoneskin*, ***stone stride***, ***summon stone guardian II***.

6th level—***bind guardian***, *chain lightning*, *cone of cold*, *control weather*, ***earth wave***, *greater glyph of warding*, *move earth*, ***summon stone guardian III***.

7th level—*destruction*, *fire storm*, *greater scrying*, ***summon stone guardian IV***.

Mage Hunter

I was just a boy and I had never seen elves before.

At first, to me, they looked like men in masks, decked in black, and moving like the wind. Our coach had stopped, since the road had washed over, and the coachman and my young master were standing in the dusky drizzle peering back from where we'd come, discussing our options. I was making my way to a bush to empty my bladder of too much hot cider (my master always made me ride up top with the coachman and it had been a cold, miserable day).

Then, they were upon us. Like I said, they looked like masked men, but one confronted me and I saw what they truly were—elves in black. Their masks were simply faces, emotionless and sallow and beautiful, as if rendered from fine porcelain.

"Boy, stay put," softly, the one said to me in a thick accent, the point of a curved blade touching my cheek. I nodded and did as I was told and the elf sped away, toward the unfortunates.

I witnessed it all. Three of them converged on my young master and our coachman—both of whom I had always believed to be men who could handle themselves. The coachman got off a shot with his pistol and I believe he hit one before they took off his head. My former master unleashed a spell, but it simply fizzled and died and they fell upon him, blades darting in and out.

When it was over, the one elf returned to look down at me, while the other two went through my master's belongings in the coach and took his spellbook.

"Forget whatever he taught you, boy. But remember always what you've seen here today. Do you understand?"

I nodded.

"Do not pursue the path of magic! We have you marked. We will know if you do so. Find another trade, boy…or your master's fate will someday be your own."

And with that, they were gone.

—Lafe Marlowe (male Ryn Exp3), bookshop owner in Merywyn

Description

The manipulation of magical forces by the elves is an ancient art, predating the birth of humans by thousands of years. Elves have a natural connection to magic, and their understanding of the arcane surpasses anything dreamt of by the younger races. Human wizardry and sorcery is infantile by comparison, and many elves see the abuse of magic by humans as a direct threat to the fabric of magic and to the elves themselves. Humans tend to be rash, taking their place in the world for granted, shirking even the smallest of responsibilities that comes with their very existence. In the eyes of elves, nearly all humans coast along without ever taking into account that their actions have repercussions, and sometimes devastating ones due to their haphazard abuse of magic and its potent mysteries.

Many elves believe the human problem requires intervention. Others feel that they need to give careful consideration to any involvement in the workings

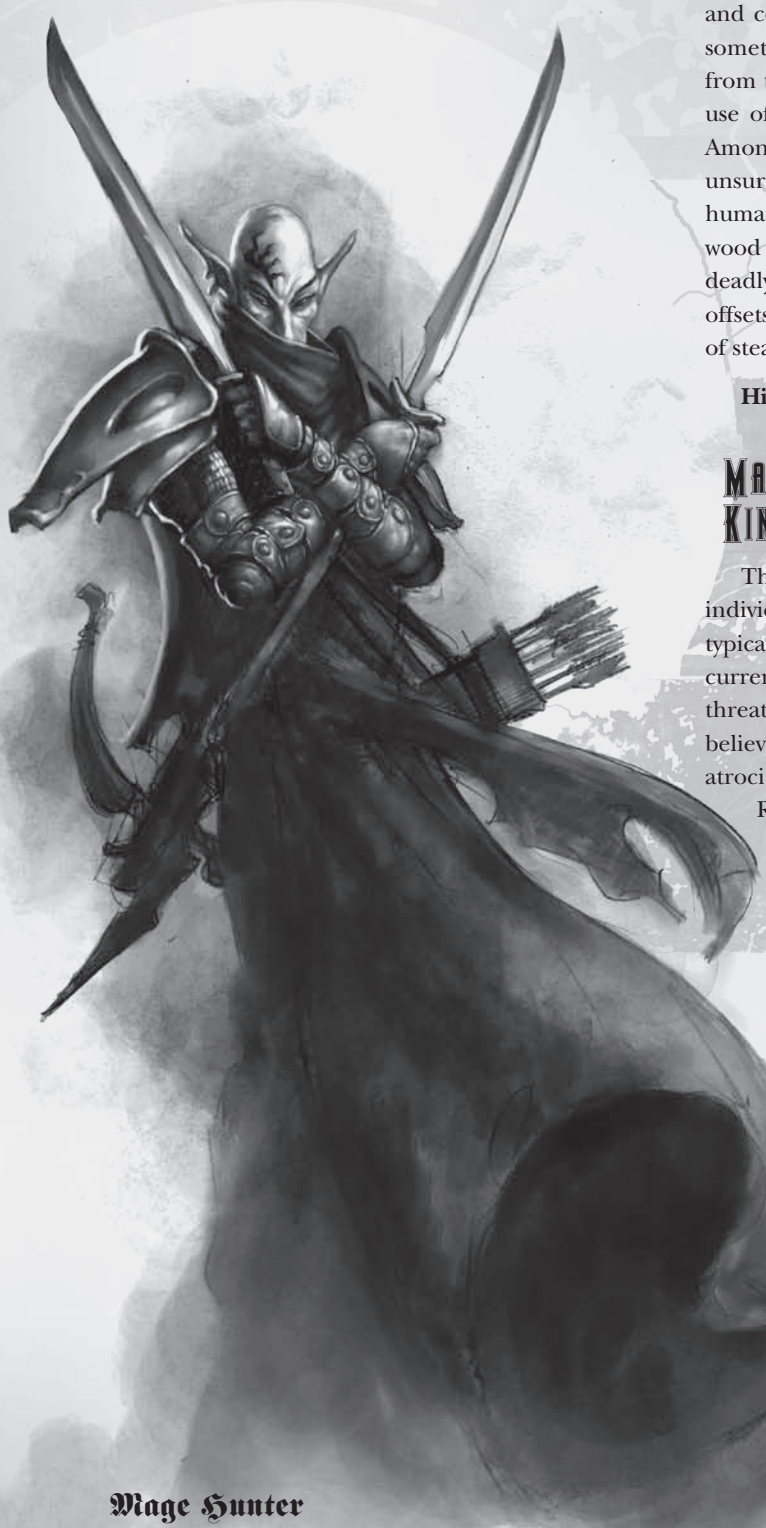
of human spellcasters. A conservative minority feel that it is not their place at all to meddle in human affairs. However, those elves who believe their rulers and councils do not act swiftly enough express that if something is not done soon, the entire race will suffer from the ignorance of humans and their unprincipled use of powers they neither control nor comprehend. Amongst the latter are the mage hunters; assassins of unsurpassed skill, trained in the hunting and slaying of human mages. These deadly killers embody the natural wood skills and magical might of their people and are deadly indeed. Their magic perfectly complements and offsets their natural skills, creating a devastating blend of stealth, patience, and lethal accuracy.

Hit Die: d6.

Mage Hunters in the Iron Kingdoms

The Retribution of Scyrah seeks out special individuals for elite training as mage hunters. They typically recruit scouts and warriors dissatisfied with the current regime's approach in dealing with the "human threat" to their sole remaining goddess, Scyrah. They believe that every spell cast and every mechanikal atrocity created by humans robs Scyrah of life. The Retribution offers intense, specialized training and access to unique equipment to combat the humans' arrogance and ambition, their greed and lust for power. As well, the Retribution gives a mage hunter a chance to make a difference, to help save their goddess and the future of the Iosan people.

Part of the Retribution's goal is concerned with stamping out the humans' access to magic through the theft of magical tomes and the disruption of key experiments, but these missions are only a part of a mage hunter's life's work. Their most important role is serving as judge and executioner of human wizards and sorcerers. It falls to them to mete out justice in



Mage Hunter

order to stave off Scyrah's impending doom, and the doom of all the elves.

Infiltration is one method. The Retribution as a whole is a mystery to humans and, as such, they have been known to send out mage hunter agents posing as mercenaries seeking employment in the clashes between the human nations. In this way a mage hunter studies his employer's wizards and warcasters in the field, using this as an opportunity to gather information about their strengths and weaknesses. It is up to the individual whether or not he should act against those he has studied; sometimes, once the mage hunter is satisfied he has learned all he needs, he will hunt down and exterminate the very wizards he has just worked alongside.

The Retribution is far from condoned, however, by the Iosan regime. Within their society, membership in the Retribution is considered a direct threat to the security of Ios. The majority of elves believe that the Retribution only provokes human aggression. The Iosan leaders feel it is only a matter of time before the humans discover that elves are behind the assassinations, and they fear the humans will not know the distinction between the Retribution and the rest of Ios. Hence, active participants of the Retribution, and mage hunters specifically, are considered lawbreakers as much within Ios as outside of it.

Notable Figures

Eiryss (female Iosan Rgr4/Rog4/MgHtr9): Eiryss is one of the most notorious and skilled mage hunters working for the Retribution of Scyrah. She has worked continuously to hone her skills at stalking and killing human sorcerers and wizards. She especially enjoys the irony of appearing to work for one side in the paltry battles between the human kingdoms, while gaining nearly as much intelligence on the warcasters and wizards working for her employer. She takes great joy in returning later to kill them as quietly and skillfully as she eliminated their rival spellcasters. Eiryss is extremely skilled with the elven longsword, but she prefers to hunt her prey using her crossbow and deadly accurate bolts.

Fes Elyssar (male Iosan Rgr9/MgHtr5): Fes began his training with the Dawnguard and was happy to serve his people until he began to hear more and more of the stories claiming that human wizardry was responsible for the impending doom of Scyrah. Unsatisfied with the position of the governing body of Ios, Fes learned that others—members of the Retribution—were taking the battle to the human lands. When Fes was contacted by the Retribution, he was eager to join them as a scout. Since joining the Retribution, his hatred of human wizards and his belief that they are responsible for Scyrah's fate has grown, and he has dedicated his life to hunting them down in order to do his part in aiding Scyrah and her people.

Requirements

To qualify to become a mage hunter, a character must fulfill all the following criteria.

Race: Iosan Elf.

Base Attack Bonus: +5.

Skills: Hide 10 ranks, Move Silently 10 ranks, Spellcraft 4 ranks, Survival 4 ranks.

Feats: Dodge, Lightning Reflexes, Mobility.

Special: Evasion class ability, sponsorship by a member of the Retribution of Scyrah.

Class Skills

The mage hunter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Int), Move Silently (Dex), *Spellcraft (Int), Spot (Wis), Survival (Wis), and Tumble (Dex).

*Mage hunters with 5 or more ranks in Spellcraft receive a +2 synergy bonus to Survival checks made to track spellcasting opponents.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the mage hunter prestige class.

Weapon and Armor Proficiency: Mage hunters do not gain any proficiency with weapons or armor.

Spell Resistance (Ex): Mage hunters have an innate spell resistance to magic, including spells and spell-like effects. Spells that normally ignore spell resistance also ignore the mage hunter's spell resistance. The mage hunter's spell resistance rating equals 10 + his Charisma modifier + class level.

Camouflage (Ex): Mage hunters are trained to take the best possible advantage of their surroundings while

Table 2–10: The Mage Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Camouflage, mechanika intolerance, pathfinder
2nd	+1	+0	+3	+3	Arcane foe +2, improved evasion
3rd	+2	+1	+3	+3	Nondetection, witch hound
4th	+3	+1	+4	+4	Sneak attack +1d6, uncanny dodge
5th	+3	+1	+4	+4	Arcane foe +4, spell tracking
6th	+4	+2	+5	+5	Spell resistance
7th	+5	+2	+5	+5	Sneak attack +2d6, wizard strike
8th	+6	+2	+6	+6	Arcane foe +6
9th	+6	+3	+6	+6	Slippery mind
10th	+7	+3	+7	+7	Sneak attack +3d6

stalking their prey. A mage hunter hiding in natural surroundings gains an additional +4 circumstance bonus to Hide checks. If spotted, the mage hunter gains a +10% increase to the concealment currently available. Because of his increased understanding and ability to make use of concealment, the mage hunter is concealed even if his space is only partially within an effect that grants concealment.

For example, Fes Elyssar is stalking a journeyman warcaster through the light foliage at the edge of a wood. Even though Fes' Hide check is exceptional, the journeyman spots him. While the foliage is only light, providing one-quarter concealment for the journeyman and a 10% miss chance for Faervin's attacks, Faervin gains one-half concealment as the journeyman attempts to take aim with his pistol (20% miss chance).

Mechanika Intolerance: Mage hunters are taught to despise everything about human magic and mechanika. As such, mage hunters will never use any mechanika and will only tolerate its presence for short periods of time. They entirely avoid steamjacks of any kind, and only approach them when it is absolutely necessary to strike at their enemies. Mage hunters suffer a –2 intolerance penalty to Bluff, Diplomacy, Gather Information, and Sense Motive checks when dealing with human spellcasters, humans bearing any sort of mechanika, or when within 30' of a steamjack of any kind.

Pathfinder (Ex): Mage hunters are sure-footed and ever ready for the chase. As a result, they are never subject to movement penalties from obstructions or surface conditions. See Movement in the PHB.

Arcane Foe (Ex): Due to their extensive training, mage hunters are especially good at predicting the tactics used by wizards. When battling arcane spellcasters, mage hunters gain a +2 insight bonus to attack rolls and a +2 dodge bonus to armor class. These bonuses increase to +4 at 5th level, and +6 at 8th level.

Improved Evasion (Ex): Beginning at 2nd level, the mage hunter can avoid magical and unusual attacks with great agility. Any time that the mage hunter successfully makes a saving throw against an attack that normally deals half damage on a successful saving throw, he takes no damage at all. What's more, he takes only half damage even if he fails his saving throw. The mage hunter can only use improved evasion is he is wearing light armor or no armor at all.

Nondetection (Ex): At 4th level, mage hunters gain a resistance to divination spells as if under the effect of a permanent *nondetection* spell. If a divination is attempted against the mage hunter, the caster must succeed at a caster level check with a DC equal to 10 + the mage hunter's Charisma modifier. This ability affects all divination spells and cannot be suppressed by the mage hunter.

Witch Hound (Ex): The mage hunter gains the Witch Hound feat for free at 3rd level, even if he does not have the normal prerequisites for that feat.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at 7th and 10th level. If a mage hunter gets a sneak attack bonus from another source the bonuses on damage stack.

Uncanny Dodge (Ex): Starting at 4th level, a mage hunter retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see the PHB).

Spell Tracking (Ex): Through their training and sensitization to magical energies, mage hunters are able to enhance their tracking ability by sensing the energies given off by their spellcasting opponents. However, more powerful spellcasters are better at masking these energies. A successful Spellcraft check (DC 10 + spellcaster's level) grants the mage hunter a +10 circumstance bonus to Survival checks to track a spellcasting opponent.

Spell Resistance (Ex): Mage hunters have an innate spell resistance to magic, including spells and spell-like effects. Spells that normally ignore spell resistance also ignore the mage hunter's spell resistance. The mage hunter's spell resistance rating equals 10 + the mage hunter's Charisma modifier + class level.

Wizard Strike (Ex): Any time the mage hunter attacks a spellcaster in the midst of spellcasting, either using a readied action or taking an attack of opportunity, he gains his sneak attack bonus as if the spellcaster were caught flat-footed. The name of this ability is somewhat misleading, since it applies to all spellcasters (arcane and divine), not just wizards.

The Tools of Retribution

The Retribution of Scyrah has access to many powerful weapons, and skilled wizards to make more of them. Mage hunters, being so intimately associated with the Retribution, are often able to acquire some of these potent weapons for use in furthering the plans of the Retribution and destroying human wizards. The following are just a few of the weapons favored by mage hunters:

Death Bolts: These bolts are *+1 arcane spellcaster bane* weapons. When used against any other opponent, they are simply *+1 arrows* or *bolts*. However, when used against arcane spellcasters, they are effectively +3 missiles that do an additional +2d6 points of bonus damage. Cost 175 gp per bolt.

Disruptor Bolts: These bolts are *+2 magic disruption* weapons. When used against any other living opponent, they are simply *+2 arrows* or *bolts*. However, when used against arcane or divine spellcasters, they disrupt the spellcaster's ability to use magic. The damage caused by the bolt is treated as continuous for one round. Additionally, if a spellcaster struck by a *disruptor bolt* attempts to cast a spell or use magic in any way during the continuous damage from the bolt, the spell's level is doubled for purposes of determining the DC of the Concentration check. This disruption extends to the use of spell completion items such as magic scrolls and to the warcaster ability to channel magic into focus points. In addition, a steamjack struck by a *disruptor bolt* is incapable of receiving focus points or channeled spells for one round. Cost 375 gp per bolt.

Phantom Seeker Bolts: *Phantom seeker bolts* , while seemingly substantial, are capable of penetrating barriers to reach a target, yet these +3 missiles can be handled and loaded into a standard bow or crossbow. Before firing, the mage hunter must whisper the target's name over the bolt. The bolt will then fly unerringly to its designated opponent so long as that person is within range. Cover and concealment are completely negated for purposes of determining what the bolt can hit. Cost 750 gp per bolt.

Pistoleer

Being a duelist does not make me an assassin, despite what you may have heard. I am no thug and I consider killing a serious business. I daresay I've never killed a man that didn't deserve it, or who didn't willingly accept the risk. I've never shot a man in the back in a dark alley, nor one who was unarmed and minding his own business. Make of that what you will.

I serve on paid retainer for the Archduke Valydyr di Martryse of the Council of Nobles, and he rewards me handsomely for my services. I have

been responsible for protecting Lord di Martryse's honor on no less than four occasions, proving my mettle against the seconds of my lord's rivals. Whispers behind my back when commoners think that I cannot hear them bother me not at all, nor the dark looks shot my way in taverns. My coin is good, I serve a man of importance, and no one seeks to cross me. It is enough.

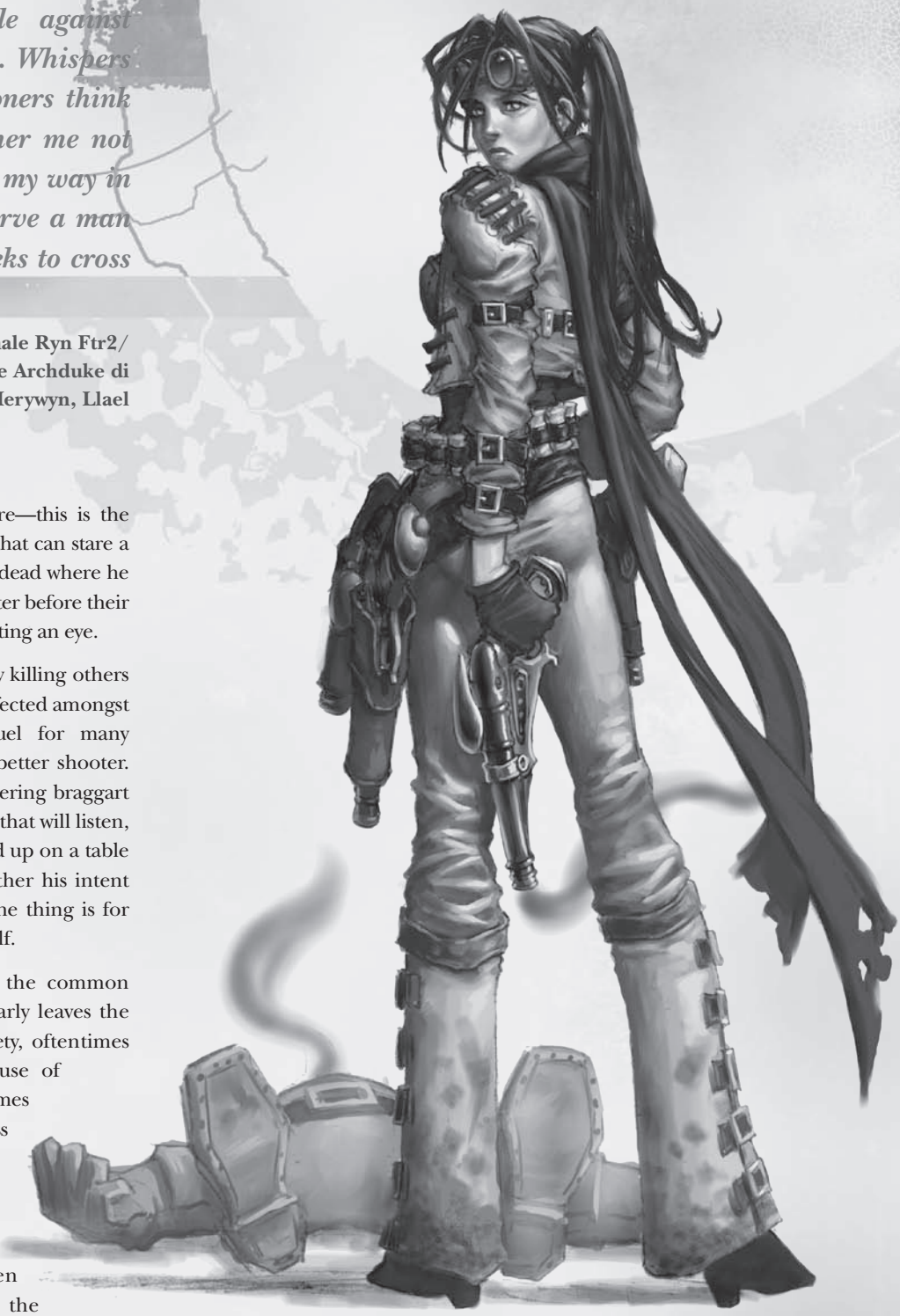
—Master Archibold Byrione (male Ryn Ftr2/Rog3/Ptr9), pistoleer serving the Archduke di Martryse (male Ryn Ari12) in Merywyn, Llael

Description

The gun-toting, deadly duelist for hire—this is the pistoleer. These gunfighters are the types that can stare a man down at a hundred paces, shoot him dead where he stands, and have their gun back in the holster before their foe's body hits the ground—all without batting an eye.

The pistoleer often makes his living by killing others of his own kind. The art of the duel is perfected amongst these gun-slinging specialists. They duel for many reasons—often just to prove who is the better shooter. Pistoleers run the gamut; from the swaggering braggart who boasts of his accomplishments to any that will listen, to the cold, silent man with his feet kicked up on a table in the corner of the pub who shows neither his intent nor his pistol unless truly challenged. One thing is for certain, the pistoleer always bets on himself.

Despite the respect afforded them, the common man's fear of the deadly pistoleer regularly leaves the gunfighter living on the fringes of society, oftentimes as an outright criminal. The main cause of the pistoleer's tarnished reputation comes from those pistoleers frequenting lawless regions; those who have taken on the role of gun-for-hire, willing to ride into any town, looking for a challenge. Notwithstanding any reputation, pistoleers are given a wide berth when they enter any community, for few have the courage to insult a man with a brace of double-



Pistoleer

pistols tucked into his belt and the look of one well acquainted with using them.

Weapon Preferences: In order to maximize their abilities, most pistoleers keep as many small, loaded pistols on their person as they can afford, and are particularly fond of double-pistols. They also tend to keep at least one or two small melee weapons on their person, such as short swords and daggers.

Hit Die: d6.

Pistoleers in the Iron Kingdoms

Some of the most famed pistoleers are among the duelists of Llael, where they have achieved a prominent place in the society of nobles. There, pistoleers are often hired to serve as bodyguards and as dueling champions against the slights of other nobles. Many high ranking nobles are served by several well-paid pistoleers in addition to traditional guards, and some less fearful nobles take up the class themselves, putting aside family responsibilities for a life of challenge and adventure.

Outside of Llael, pistoleers are generally afforded equal parts respect and fear and are found in nearly every city the kingdoms over, often wherever gunfire and the chink of coin can be heard. Constables in most cities are usually aware whenever these dueling gunmen come into their area, always keeping an eye and ear open for reports of trouble. They know—as do all others—that where a pistoleer and his gun go, death inevitably follows.

Notable Figures

Finch Kerrigan (male Midlunder Rgr5/Ptr6): A drifter seeking the employment of his expert skills with a pistol, Finch Kerrigan is seldom without work and only moves often because he is easily bored. Despite his brooding, taciturn nature, once folk recognize his talents, Kerrigan's services become quickly in demand. However, some folk have found that he isn't easily manipulated and once he fulfills an obligation, he moves on, as if fleeing the notoriety and seeking some inner peace.

Dara Boudewyn (female Ryn Ftr5/Ptr5): This fiery, wild-spirited lass from Merywyn has earned quite a reputation for herself of late as an expert shot. With her brace of double-barreled pistols, she's fond of demonstrating her talent for "holing" a handful of coins tossed into the air at once. So far, her record is six coins holed with only four shots. Nobody's quite sure just how she does it, and Dara just smiles and shrugs whenever she's asked.

Requirements

To qualify as a pistoleer, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Craft (small arms) 8 ranks, Intimidate 4 ranks.

Feats: Exotic Weapon Proficiency (small arms), Quick Draw.

Special: Ownership of at least one pistol.

Class Skills

The pistoleer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (gunsmithing, small arms) (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), and Tumble (Dex).

Skills at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Pistoleers do not gain any armor or weapon proficiencies. Those who maintain (or seek to develop) rogue skills prefer light armor, while others prefer medium armor.

Small Arms Focus: At 1st level, pistoleers gain Weapon Focus (pistol) as a bonus feat, representing their dedication to this weapon of choice. If the pistoleer already has this feat, he may choose one of the following feats, but must meet all of the feat's prerequisites: Alertness, Combat Reflexes, Improved Critical [pistol], Lightning Reflexes, Point Blank Shot (Far Shot, Precise Shot, Improved Precise Shot, Shot on the Run).

Vital Shot: If a pistoleer can catch an opponent flat-footed, he can fire his pistol to strike a vital spot for extra damage. Any time the pistoleer's target would be denied his Dexterity bonus to AC, the pistoleer's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional +1d6 every third level thereafter. Should the pistoleer score a critical hit with a vital shot,

Table 2–11: The Pistoleer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Small arms focus, vital shot +1d6
2nd	+2	+0	+3	+0	Bonus feat
3rd	+3	+1	+3	+1	Pistol mastery, pistol whip
4th	+4	+1	+4	+1	Two-pistol fighting, vital shot +2d6
5th	+5	+1	+4	+1	Salvage ammunition
6th	+6	+2	+5	+2	Hairtrigger
7th	+7	+2	+5	+2	Vital shot +3d6
8th	+8	+2	+6	+2	Quick load
9th	+9	+3	+6	+3	Lightning draw
10th	+10	+3	+7	+3	Gunsmith expertise, vital shot +4d6

this extra damage is not multiplied. This ability only functions at point-blank range (30 feet). Pistoleers with both Far Shot and Precise Shot feats can extend this 50% to 45 feet. All the limits on what targets can be affected are the same as for the rogue sneak attack ability (PHB).

This ability stacks with any sneak attack ability from another class, but is only added when using a pistol. For example, a Rog5/Ptr4 would inflict +3d6 damage when using a melee-based sneak attack, but +5d6 when using a pistol to make a ranged sneak attack/vital shot.

Bonus Feat: At 2nd level, the pistoleer's ability to fight skillfully with the pistol continues to increase. The pistoleer may choose one feat from the list presented under the Small Arms Focus ability. The pistoleer must still meet the all prerequisites for the bonus feat.

Pistol Mastery: (Ex) At 3rd level, pistoleers become masters in the use of pistols (any firearm under 2 feet in length), gaining a +1 bonus to attack and damage rolls if the target is within point blank range (30 feet or 45 feet with the Far Shot and Precise Shot feats). These bonuses stack with the bonuses from the feats Greater Weapon Focus (pistol), Greater Weapon Specialization (pistol), Point Blank Shot, Weapon Focus (pistol), and Weapon Specialization (pistol).

Pistol Whip: (Ex) Starting at 3rd level, the pistoleer gains the ability to use the butt of his pistol as a weapon, dealing 1d4 bludgeoning damage, with no chance of damaging the firearm (unless striking something as hard as stone—hardness 8). Further, the pistoleer can decide whether this damage is regular or nonlethal without the usual penalties, so long as it is declared ahead of time. This attack is generally used in desperation, or if the pistoleer wants to quietly knock out a sentry.

Two-Pistol Fighting: At 4th level, pistoleers gain the Two-Pistol Fighting feat for free (see the following section on feats). If the pistoleer already has the Two-Pistol Fighting feat, he can instead take Improved Two-Pistol Fighting. For obvious reasons, the improved version of this feat is only effective with a pair of pistols capable of more than one shot per round. The pistoleer does not need to meet the prerequisites for this bonus feat.

Salvage Ammunition: Although all ammunition charges are designed for specific firearms, an experienced pistoleer can salvage charges intended for another gun and adapt them to work in his own pistols. The Salvage Ammunition feat is gained for free at 5th level (see the following section on feats).

Hairtrigger (Ex): Starting at 6th level, a pistoleer holding a drawn and loaded pistol at the ready receives a +4 circumstance bonus to initiative.

Quick Load (Ex): Through long practice, the pistoleer learns to reload firearms faster than most. This only applies to his own pistols, or those with which

he has had a great deal of practice and familiarity. The pistoleer gets a +2 bonus to all Craft (small arms) rolls to reload, and can reduce reloading time for his pistols by 1 standard action. If the weapon normally requires 1 standard action to reload, reload time is reduced to a move action. A firearm that normally takes 2 standard actions to reload, now only takes 1 standard action to reload. This allows a pistoleer to fire and reload in the same round if using a firearm that normally requires one standard action to reload, and if he does not move.

Gunsmith Expertise: By 10th level, pistoleers have such familiarity with firearms that they excel as gunsmiths. All pistoleers with this ability gain a +5 competence bonus to any skill checks involving Craft (gunsmithing) checks, and can reduce the cost of materials involved in crafting firearms by 20%. Some veteran pistoleers work with dedicated professional gunsmiths to hone and personalize their own weapons. Examples of modifications include: 1) Customized stock/handle giving perfect fit for a specific pistol wielder, granting an additional +1 circumstance bonus to attack rolls on aimed shots. 2) Customized hair trigger, giving a +1 circumstance bonus to initiative. 3) Extending the barrel several inches, providing a 20% increase in the pistol's range. These modifications can only be performed on masterwork quality pistols and require a week to complete, paying a cost of 1/5 the total weapon price, and requiring a Craft (gunsmithing) check (DC 25). A botched check means that the firearm is damaged and is no longer functional until repaired (see Skills, Craft [gunsmithing]).

Rifleman

A whole mess of dune prowlers were in that alley, brazen as you like. Later, I was told it wasn't the first time a pack had burrowed up under Ternon Crag on the hunt for flesh. Several nosy folk behind me were starting to push forward and I hissed at them to get on back. I raised my rifle up and they got the idea. I keep my rifle handy because the Crag ain't the most cosmopolitan place and sometimes a lawman has to stand his ground. I was hopeful it'd put a hole in one of these scaly beasts just as it would any other no-count bastard. The shot had to matter. If I put one down, maybe the others would hop back in their hole and burrow the hell back out of town.

A sound like thunder announced the entrance of a bullet in one of the brutes' skulls. I was right perturbed the beastie didn't drop straight away, but after a moment of gurgling and thrashing around while the others looked on all confused, the prowler went down. They looked all around, befuddled, while I pasted myself in the shadow of the open doorway. I cursed silently for not shutting the door to put a barrier between me and those five pair of roving yellow eyes. I was a stupid bastard to think they couldn't see me there, and of a sudden they all left Madame Jarboe's body in a heap and ran at me full on.

I slammed the door shut, while the folks behind me milled about in the tavern. I yelled at two big blokes to hold the door while I reloaded, then bellowed for my pal Ashley—I was going to be needing his assistance right fast. One of the big blokes held the door as the other stood there asking questions, saying "whatsit? whozit?" and all that nonsense. When the prowlers hit, I wasn't expecting the door to splinter like driftwood, but lucky

for me I'm quick with the reload and had another round waiting for 'em. A big maw full of sharp teeth pushed through a hole so I obliged it with some lead. This time the brute took the hint and fell dead. Then the rest of 'em pushed on through.

The big fella on the door dropped back and yanked a handaxe from his belt. He laid into the first one through. Gotta respect the man for his guts, but the beasts pushed on in and one of them started rending him to pieces. I fell back, stumbling over a stool and barely managing to keep my footing as Ashley shot his rifle and roared a challenge. The whole common room of Sanity's Bastion had become a madhouse, with folk screaming and running and three massive dune prowlers hissing and slinging bloody spittle all over the damned place.

Out of the blue, four more prowlers waltzed in uninvited and that's when I reckoned the burrow in the alley must lead to a whole den. Ashley laughed insanely while we both reloaded, and then the barman, knowing I was a fair hand with a long gun, tossed me a second rifle. We were in for a fight, and neither side was quite ready to back down.

"Fire the furnace, barkeep," says I. "We're having lizard bacon tonight…"

—Brue Westrone (male Midlunder Ftr5/Rfl7), soon-to-be marshal of Ternon Crag and famed tale spinner

Description

The rifleman is an exceptionally trained specialist in the use of long guns. These sharpshooters are to be found in just about any kingdom that has developed firearms technology, and they generally compose a small but elite segment of the local army. Almost all members of this class have had formal military training with firearms already but seek to refine their skills. These adaptable soldiers also learn skills of stealth in order to make their first shot count. A hidden rifleman makes a particularly deadly sentry.

Those riflemen who chafe at military service often turn to a life of adventure, seeking fame and fortune. Given the costs of maintaining their weapons, riflemen sometimes serve as mercenaries or adventurers for hire.

Most riflemen are former fighters, but many have backgrounds as rogues or rangers. Although this is a combat-oriented class, the rifleman's skills emphasize Intelligence and Dexterity over Strength.

Hit Die: d8.

Riflemen in the Iron Kingdoms

Riflemen can be found across the kingdoms, their numbers highest in Cygnar and Khador, where they've found placement among the Cygnaran long gunners and Khadoran Widowmakers. Ord and Llael have both recently begun incorporating these specialists into their armies as well, and although most riflemen are human, the dwarves of Rhul, too, boast many skilled snipers.

Notable Figures

Kell Bailoch (male Midlunder Ftr7/Rog3/Rfl4): The unscrupulous assassin Kell Bailoch is infamous across the Iron Kingdoms. Yet few claim to know the man, and fewer still can claim to actually know what he looks like. In certain notorious circles, Bailoch is known as the man to call when you want someone eliminated, provided you have the coin.

A former Cygnaran long gunner and mercenary, Bailoch was a member of the Talon Mercenary Company until the Cygnaran throne disbanded the company. The remaining members of that company are the only people he calls friends. It is this network of associates that helps keep his enigmatic identity intact.

Bailoch is always on the move, traveling from site-to-site and city-to-city, usually settling in one place for no more than a few days.

Kapitan Natalya Naryski (female Khard Ftr6/Rfl7): One of the dreaded Widowmakers of Khador, Kapitan Naryski is a survivor. During a skirmish in the northern Thornwood, Natalya's entire unit of snipers was surprised by a young Cygnaran warcaster and his Sentinel model warjack. Needless to say, the Widowmakers were annihilated; Natalya was the only member of the unit to escape with her rifle and one good eye. She has since been given a new command and a renewed sense of patriotism that can only be realized with the death of the journeyman warcaster that slaughtered her comrades.

Requirements

To qualify as a rifleman, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (small arms) 8 ranks, Spot 4 ranks.

Feats: Exotic Weapon Proficiency (small arms), Point Blank Shot, Weapon Focus (rifle).

Special: Ownership of at least one rifle.

Class Skills

The rifleman class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (cannoneer, gunsmithing, small arms) (Int), Hide (Dex), Jump (Str), Move Silently (Dex), Ride (Dex), and Spot (Wis).

Skills at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Riflemen are proficient in all simple and non-ranged martial weapons. Riflemen are also proficient in all light and medium armor, but do not use shields. Riflemen who rely on stealth avoid wearing anything heavier than leather due to armor check penalties.

Far Shot: As a benefit of their special focus and training, riflemen get the Far Shot feat automatically at 1st level. Those riflemen who already have this feat can choose from the feats listed below under Bonus Feats.

Rifle Mastery: At 2nd level, riflemen are considered masters in the use of long guns (any firearm 2 feet long or longer), gaining a +1 bonus to attack and damage. These bonuses stack with the bonuses from the feats Greater Weapon Focus (rifle), Greater Weapon Specialization (rifle), Point Blank Shot, Weapon Focus (rifle), and Weapon Specialization (rifle). However, the bonus

Table 2–12: The Rifleman

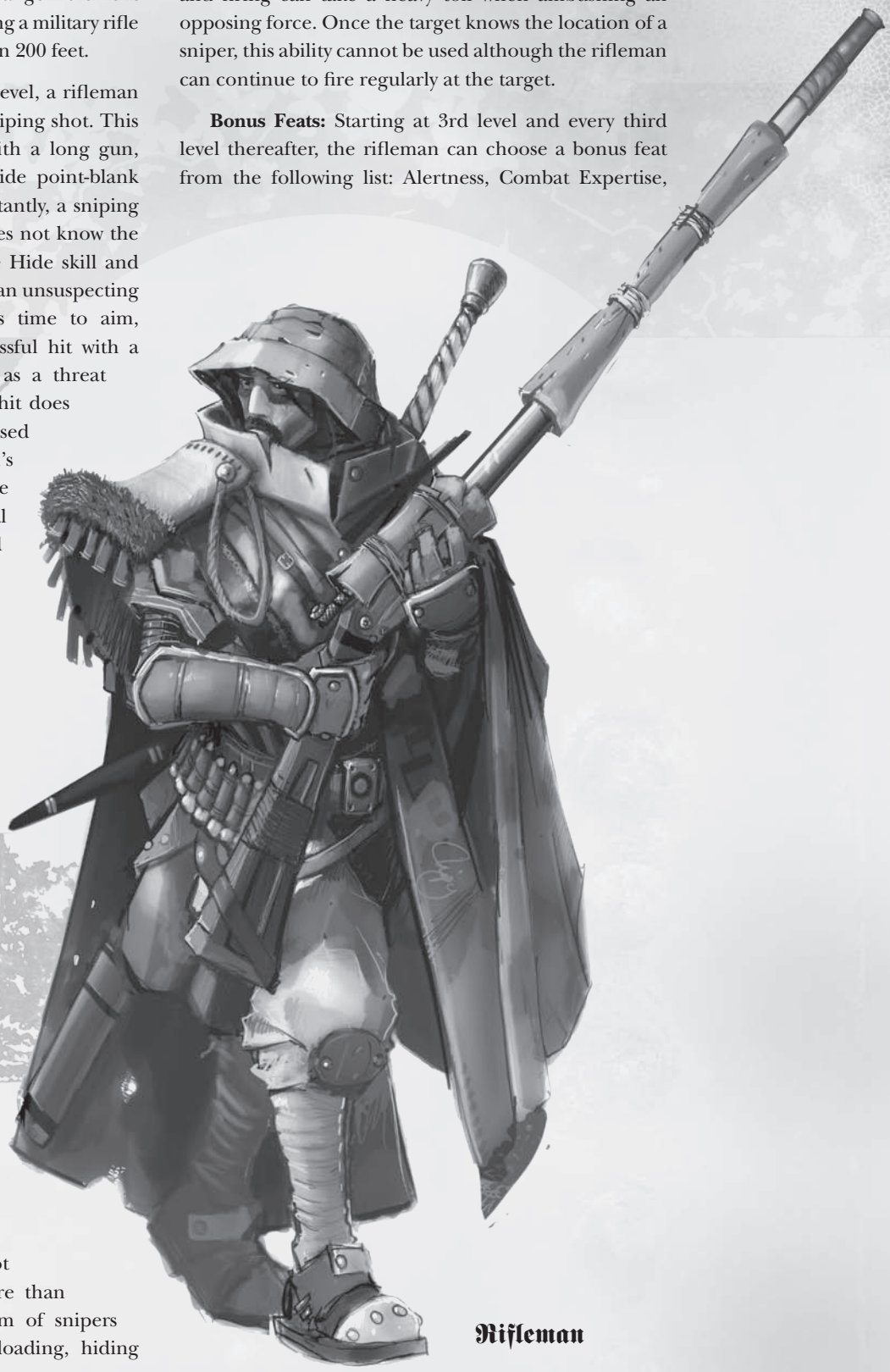
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Far shot
2nd	+2	+3	+3	+0	Rifle mastery, sniping shot (x2 critical)
3rd	+3	+3	+3	+1	Bonus feat, rifle melee
4th	+4	+4	+4	+1	Salvage ammunition, sniping shot (x3 critical)
5th	+5	+4	+4	+1	Hair-trigger
6th	+6	+5	+5	+2	Bonus feat, sniping shot (x4 critical)
7th	+7	+5	+5	+2	Quick load (small arms)
8th	+8	+6	+6	+2	Sniping shot (x5 critical)
9th	+9	+6	+6	+3	Bonus feat
10th	+10	+7	+7	+3	Gunsmith expertise, sniping shot (x6 critical)

damage is only applied within the initial range increment for the rifle. For example, a rifleman using a military rifle could add the +1 bonus to damage within 200 feet.

Sniping Shot (Ex): Starting at 2nd level, a rifleman gains the signature ability to make a sniping shot. This full-round action can only be used with a long gun, and requires the rifleman to be outside point-blank range (over 30 feet away). Most importantly, a sniping shot can only be made if the target does not know the sniper's location. Most snipers use the Hide skill and concealment to gain a first shot against an unsuspecting target. An initial sniping shot allows time to aim, providing a +2 attack bonus. A successful hit with a sniping shot is automatically treated as a threat and if the critical check succeeds the hit does critical damage per the sniper's level-based multiplier. (This supersedes the weapon's regular critical multiplier for the purpose of resolving this ability. If the actual attack roll would have normally resulted in a threat, the weapon multiplier can be used if it is higher than the level-based multiplier.)

If the sniper is firing from a location with concealment and manages to remain hidden, he may try subsequent sniping shots. After the initial sniping shot is made, the target and any allies should be given a chance to make a Spot check with a +3 circumstance bonus against the sniper's Hide check to locate the sniper. If the sniper remains hidden and the target is still unaware of his location, another sniping shot can be executed. Each shot allows the target to make another Spot check with a cumulative +3 circumstance bonus. The sniper can attempt to relocate to another position using Move Silently and Hide to negate the cumulative bonus, providing that he has not yet been spotted. Given reload time, trying to do several sniping shots in a row is not practical unless the rifleman has more than one loaded rifle at the ready. A team of snipers working in tandem and alternating loading, hiding and firing can take a heavy toll when ambushing an opposing force. Once the target knows the location of a sniper, this ability cannot be used although the rifleman can continue to fire regularly at the target.

Bonus Feats: Starting at 3rd level and every third level thereafter, the rifleman can choose a bonus feat from the following list: Alertness, Combat Expertise,



Rifleman

Combat Reflexes, Greater Weapon Focus (rifle), Improved Critical [rifle], Improved Precise Shot, Lightning Reflexes, Mounted Combat (Mounted Archery [in this case applying to firearms]), Precise Shot, Quick Draw, Rapid Shot*, Shot on the Run, and Weapon Finesse. All prerequisites for these feats must be met.

*Rapid Shot—Multiple shots per round with firearms are only possible in special cases, requiring either special firearms (such as a double-barreled rifle), or multiple, pre-loaded firearms. In all cases, reload time is a limitation and will prevent multiple shots in the same round from a single firearm unless reloading is not necessary. As an example, the only way to make 2 shots in the same round would be with a double-barreled rifle or other rifle capable of firing more than one shot per round, or with a pistol in each hand, in which case an off-hand weapon penalty would apply. The only way to make 3 shots would be with two pistols, one of which was a double-barreled pistol. Even with multiple firearms, multiple shots aren't possible if the weapons aren't instantly at the ready, as drawing a firearm is a move action and prevents multiple shots unless the rifleman also has the Quick Draw feat. See Chapter Three: Gear & Equipment for some firearms that can fire multiple shots per round.

Rifle Melee (Ex): Starting at 3rd level, a rifleman can swing the stock of his rifle using both hands to do 1d6 bludgeoning damage. He is trained to do this without risk of harming the firearm (unless striking something as hard as stone—hardness 8). Further, the rifleman can decide whether this damage is regular or nonlethal without the usual penalties, so long as it is declared ahead of time. In addition, if a bayonet is attached to the barrel of the rifle, it is equivalent to a halfspear, doing 1d6 piercing damage but requiring both hands. If the rifle is loaded during a successful bayonet strike, the rifleman can fire the rifle into the target as a free action and hit automatically. Both attack forms are awkward, suffering a –2 penalty to attack, but enable the rifleman to melee without switching weapons. Riflemen do not get Weapon Focus or Rifle Mastery attack bonuses when using either melee attack.

Salvage Ammunition: Although all ammunition charges are designed for specific firearms, an experienced rifleman can salvage charges intended for one gun and adapt them to work in his own rifles. The rifleman gains the Salvage Ammunition feat for free at 4th level (although the Rifleman must still meet the feat's prerequisites to gain its benefits.)

Hairtrigger (Ex): Starting at 5th level, a rifleman holding a loaded rifle at the ready receives a +4 circumstance bonus to initiative.

Quick Load (Ex): Through long practice and training, the 7th-level rifleman learns to reload firearms faster than most. This only applies to his own firearms, or those with which he has had a great deal of practice and familiarity. The rifleman gets a +2 bonus to all Craft (small arms) checks to reload, and can reduce reloading time by 1 standard action. If the weapon already requires 1 standard action to reload, this is reduced to a move action. This can allow a rifleman to fire and reload in the same round if using a firearm that regularly takes 1 standard action to reload.

Gunsmith Expertise: By 10th level, most riflemen have such intimate familiarity with firearms that they excel as gunsmiths. All riflemen with this ability get a +5 competence bonus to any skill checks involving Craft (gunsmithing), and can reduce the costs of materials involved in crafting firearms by 20%. Some veteran riflemen work with dedicated, professional gunsmiths to hone and personalize their weapons. Examples of modifications include: 1) Customized stock giving perfect fit for a specific rifle wielder, granting a +1 circumstance bonus to attack rolls on aimed shots. 2) Customized harness straps allowing the rifle to be readied quickly, giving a +1 initiative bonus. These modifications can only be made to masterwork rifles and require a week to complete, and cost 1/5 the total weapon price. A successful Craft (gunsmithing) check (DC 25) must be made for the modification to be successful, and the modification only provides its benefits to the person for which it was designed. A botched check means that the firearm is damaged and is no longer functional until repaired. Other, more standardized modifications can be found in Chapter Three: Weapons & Gear, pp. 188 - 189.

Second-Story Man

You want me to do what? Grub around some ruins and loot corpses? Stuff that for a poxy plan. I mean, you risk your neck, you spend weeks in the dark and then you drag all this gear back inta town where… well, that's where I come in, d'ya see? This adventurin' seems to do stuff to people's 'eds. They lose all moderation. Handy, that—makes 'em easier to spot. They go on a spree, buyin' up all sorts of fancy goods, they get themselves nice, plush rooms, buy a slap-up meal. By this time, I'm their new mate, hangin' on their every word. Wishes 'em good night, follows 'em back to their nice, safe inn, waits a bit… and then it's up with the grapple, out with the window pane, quick eyeball round the room and before you know it, all their best pieces are in me bag and I'm off again. Robbin' ruins indeed—wazzock…!

—Freitag Blackheel (male dwarf Rog6/Ssm3) to his young and inexperienced comrade

Description

Some people make their living on the streets, others prefer the high life. There are just too many ways to be caught when you're boxed in by houses and surrounded by the crowds. But a life on the rooftops, with just your skills—and a modest selection of really useful tools—for company...well, now that's *really* living. Especially when it can be so profitable. People leave all sorts of things lying around when they think it's out of reach.

Of course, usually, it *is* out of reach. People think to themselves, how could anyone get up that sheer wall? How could they get past that lock? Even if they could, there's this great big safe...

That's where the tools come in. A converted pistol that fires a small but effective grapple makes ascending most buildings quite an easy task. If you have to break a window, just apply a bit of brown paper and wallpaper paste, then give it a firm tap with a bit of wood. It'll break all right, but with a soft crunch; not a shatter, and you can peel it away with all the little shards for a nice, clean entry.

Of course, the safe is a problem. A really good second-story man knows all the safe makers and knows how that mechanikal lock's been put together. He'll know where to prod, what to turn, when to listen, which spring will stop the clockwork moving. What about second-story men that aren't that good? Well…have you ever seen what happens to a safe that falls from the third or fourth story of a building? Of course, how you move something that heavy, that's the rub. But if you can just tip one edge and slip a few ball bearings beneath it, it'll move like its on wheels. All you need is a good floor-length window and you're home free.

It all just needs a little lateral thinking and perhaps a well-crafted gadget or two. In fact, anyone sporting a better collection of odd devices would be hard to find.

All these rooftop escapades may be great fun, but there's no point in just climbing hither and thither. No, to make it all worthwhile, the second story man picks his targets and picks them well. Somewhere worthy of his skills, somewhere he can prove his worth—somewhere with portable wealth. Documents are good, as people pay a good price for information. Art's a bit bulky, but jewelry's always worth acquiring. And of course, ready coin comes in handy, too.

The rooftop work, now that's the glamorous part. But there's legwork to be done. By day, the second story man may be found down at the docks dressed like any other docker. He'll watch them unloading luggage from the vessels of the rich and famous. That night, he unloads it from their bedrooms. There may be treasure in the hills, but pretty soon, someone's going to pick it up and bring it into town where they can do something useful with it. Being somewhat naive, they'll probably have it in their rooms with them. What good's a merchant's caravan when the person you've hired to guard it just escaped up a cliff face with the best (if lightest) parts of your cargo? Or maybe word's out that someone would pay a good price for a copy of next month's shipping schedule. The jobs are there, and the

second story man knows where to look. He may live the high life, but between exploits the second story man always has his ear to the ground.

Hit Die: d6.

Second-story Men in the Iron Kingdoms

Wherever there's a city, there are second-story men. They thrive in the midst of urban life, getting to know local players, learning which palms to grease and which watchguards to avoid. The only places where they don't seem to thrive are in run-down backwaters like Fellig or environments where the risks are just too high, such as in the Protectorate.

Although they often pull off their best jobs alone, many are sociable sorts at heart. It's simple business sense. If you're not in the thick of it, following the traders or gawping innocently at the fancy rich girls or the handsome young lads, how are you to know where the best pickings are to be had? And once they've gotten the spoils, they need to pass them on, quickly and no questions asked. These things take contacts, and sometimes—when things get a little hot, or when an offer too good to miss comes up—they have been known to strike out from their regular settings to test their skills in new surroundings.

Notable Figures

Aellen Menezies (female Tordoran Rog3/Ari3/Ssm4): A loud but charming individual whose expensive tastes and keenness for mixing in high-society circles provide the perfect cover for the string of larcenies that have shocked polite society in Merin.

'Flash' Gittereggandero lerum (male gobber Rog5/Ssm8): Flash is famed for a heist involving the extraction of a legendary diamond from a locked safe in a sealed room guarded by half a dozen members of the Watchguard. He always leaves a calling card, and has become something of an idol to wishful young gobbers.

Requirements

To become a second-story man, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Balance 4 ranks, Climb 4 ranks, Craft (tools) 3 ranks, Disable Device 6 ranks, Gather Information 4 ranks, Listen 6 ranks, Open Lock 8 ranks, and Use Rope 2 ranks.

Feats: Alertness.

Special: Must have successfully broken into a safe without magical assistance.

Table 2–13: The Second-story Man

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Evasion, slow fall (10 ft.)
2nd	+1	+0	+3	+0	An ear for locks, uncanny dodge
3rd	+2	+1	+3	+1	Assess mechanism, skill focus
4th	+3	+1	+4	+1	Master thief
5th	+3	+1	+4	+1	Slow fall (20 ft.), uncanny dodge
6th	+4	+2	+5	+2	An ear for traps, skill focus
7th	+5	+2	+5	+2	Master thief
8th	+6	+2	+6	+2	Uncanny dodge
9th	+6	+3	+6	+3	An ear for footsteps, slow fall (30 ft.)
10th	+7	+3	+7	+3	Master thief

Class Skills

The second-story man's class skills (and the ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (clockwork, tools) (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill points at each level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: The second-story man is proficient with all simple weapons. With the exception of Make Tools and any Exotic Weapon Proficiencies, a second-story man cannot use his class abilities while wearing armor heavier than light.

Evasion (Ex): The second-story man gains the Evasion ability (as described in the Rogue section of the PHB) if he does not already have it. If he already has Evasion, then he is granted Lightning Reflexes.

Slow Fall (Ex): At 1st level, the second-story man has gained so much experience of life above ground that he gains the Slow Fall ability (as described in the Monk section of the PHB). Initially, this is at 10 ft., but increases to 20 ft. at 5th level and 30ft at 9th level.

An Ear for Locks: Breaking and entering isn't easy, especially when you have to keep the lights off to avoid being spotted. Second-story men develop a keen ear to help them deal with this. Whenever they try to pick a lock, they can press their ear against the surface and make a Listen check to try and help them. This check is treated as a free action, but must take place at the same time as an Open Lock check.

The DC for the Listen check should be determined by the DM, using the following table.

DC	Lock
10	lock is close to the surface and audible (for example, creaking, rusty moving parts)
15	typical lock
20	lock is well-oiled or deep below the surface
25	lock is both well-oiled and deep (such as a well-maintained mechanism in a heavy iron safe)
30	lock is controlled by near-silent or non moving means (such as a magical power source)

Second-Story Man



A successful check either negates the penalty for the lack of light or provides a +4 circumstance bonus to the simultaneous Open Lock check, at the player's discretion.

Uncanny Dodge (Ex): At 2nd level, the second story man gains the Uncanny Dodge ability, which is identical to the rogue ability detailed in the PHB. If the second story man already has this ability, any benefits gained will stack. This ability progresses at 5th and 8th levels just like the rogue ability.

Assess Mechanism: This ability allows the character to use his Appraise skill as a standard action to assess the workmanship, history and likely maker of a particular lock or mechanism (such as a trap trigger). The check should be made with a DC of 10 for common kinds of device (such as standard locks), 20 for uncommon devices (such as a clockwork pocket watch), 25 for obscure devices (such as a typical mechanikal device) and 30 for extremely obscure devices (such as a very complicated mechanikal device). On a successful check, the character has recognized this type of device or has heard about the making of this specific piece. This gives him an additional circumstance bonus, equal to 1 + the amount by which he exceeded the DC, when he attempts a Disable Device or Open Lock check. If the check is failed by 4 or less, the character fails to recognize the device and gains no bonus. If the check is failed by 5 or more, the character suffers a –5 penalty to the Disable Device or Open Lock check.

Skill Focus: At 3rd and 6th levels, the second-story man can choose to further specialize and hone one of his abilities. Skills that may be selected are limited to Balance, Climb, Craft (tools), Disguise, Disable Device, Gather Information, Hide, Jump, Listen, Move Silently, Open Lock and Tumble.

Master Thief: At 4th, 7th, and 10th level, the second-story man's thieving abilities have increased to the point where he can further develop some of them. At each of these levels, the character can choose one of the abilities listed below:

Always Prepared: The second-story man has become so knowledgeable and familiar with tools and gadgets that he always seems to have the right tool for the right job. So long as the second-story man has at least 200 gp worth of tools along, when an unexpected circumstance arises he can make a Craft (tools) check (DC 20) to see if he has the proper tool along. If the check succeeds, he either brought the right tool or has managed to improvise an appropriate tool on the spot. In either case, he now has a +2 circumstance bonus to his skill check (the skill in question should be one that can be aided with an appropriate tool).

Defensive Roll (Ex): As per the Rogue special ability (PHB).

Expert Climber: The second-story man has spent so much of his time climbing different surfaces that he has become exceptionally good at it. He has a +10 competence bonus to all Climb checks and can always climb at his normal movement rate with only one Climb check at a –5 penalty.

Improved Evasion (Ex): As per the Rogue special ability (PHB).

Skill Mastery: As per the Rogue special ability (PHB).

Sure Footed: The second-story man has become so used to moving swiftly along rooftops that his movement is never hampered by normal conditions. Uneven terrain, obstacles, bad surface conditions, and poor visibility can all be ignored. This does not apply to magical effects that hamper movement. In addition, the second-story man gains a +10 competence bonus to all Balance checks.

Feat: A second-story man may gain a feat in place of a master thief ability.

An Ear for Traps: At 6th level, if the second-story man triggers a trap in the process of picking a lock he may make a Listen check to realize his error before the trap's effects resolve. Use the above chart to determine DC. If the check is passed the second story man can take a standard action before the trap's effects occur.

An Ear for Footsteps: At 9th level, while in an urban environment, the second-story man gains a +4 competence bonus when making Listen checks to hear approaching footsteps.

Gear

The equipment any particular second-story man will carry depends a lot on the job at hand. At the least, he will have access to a selection of tools and some rope. The more affluent also sport a wrist-loader holster with a small pistol, for use in emergencies. However, as the challenges grow harder, second-story men begin to acquire increasing amounts of clutter. Disguise kits, climbing kits and the like are usually all kept close at hand, in addition to a wide range of devices and special tools.

The ability to create self-powered devices through clockwork and wind-up mechanisms makes life considerably easier when safe-breaking: a second-story man can set up a quietly clicking clockwork device to work on a lock while he rummages through a desk or keeps an eye out for approaching guards. These tools work like normal devices, but have to be secured in place. They are likely never as good as the person who created them, either. To calculate a self-powered device's skill check, take the *lesser* of the creator's ranks in Craft (tools) and the relevant skill (e.g. Open Lock), and divide that number in half, rounding up. The tool has a –1 modifier to any checks or a +1 if it is masterwork. If a clockwork device activates a trap, it is treated as a Fine object (AC 13) with Hardness 5 and 5 hit points (see the section on Attacking an Object in the PHB). Tools are treated as constructs for determining the effects of spells and other special attacks.

In addition, some individuals have begun working with modified pistols that perform useful tasks like launching a small grappling hook with a lightweight rope attached. Adaptation of a small pistol requires at least 8 ranks in Craft (tools) and 5 ranks in Craft (gunsmithing) and successful checks against both skills (DC 20). To ensure that their cover is not compromised, alchemically treated red powder for a slower-burning charge is used, creating a muffled "whump" rather than the loud report that typically accompanies gunfire. Of course, this leaves the weapon woefully underpowered, but good for the intended purpose. Adapting a pistol in this way makes it unusable with normal ammunition. These pistols and their special ammunition are typically available on the black market for 120% to 150% of the price of a small pistol and small pistol ammunition. Grappling rifles can also be used in this way, though without the modified powder they still have a fairly loud report.

Warcaster

We feel the world through the giant, metal fingers of our warjacks. We know what it is like to have the power to move mountains and hurl lightning. We can feel every motion around us in the arcane ether that stirs beyond the tight skin of this world. We are the cacophonic voices within the symphony of war. We are leaders of steam-powered soldiers and the voices of iron gods.

We are warcasters.

Years ago, Immoren broke free of the Orgoth's shackles and took its first steps toward a new era. An era of steam and metal in which we—the warcasters—control the playing pieces on the chessboard of war. We must keep the fires burning and the boilers pumping, or our fantastic soldiers will cease to war for us, and we will lose to those whose 'jacks do not fail them. Warjacks are the rule in Immoren. He who controls the 'jacks controls the battle. For good or for ill, the warcaster has been given a rare gift. Such a thing can be taught, refined to an extent, but all warcasters are born with that innate understanding of the energies within the cortices.

As long as there is bloodshed in Immoren, there will be a need for our metal behemoths and for those who are bonded to them. For without the warcaster, the warjack is little more than a toy, stumbling about like some over-wound clockwork. It is we special few who control the ebb and flow of the tides of war, and that is a truth forged of the same stuff as the warjacks themselves.

—Commander Adept Sebastian Nemo (male Caspian Amk17/Wrc5), Cygnaran warcaster and member of the Fraternal Order of Wizardry

Description

Though it is the steam belching, metal giants—warjacks—that inspire such awe on the field of battle, the true power is held by the warcasters. Few in number, warcasters are the perfect combination of martial and magical prowess. With just a thought, a warcaster can set in motion an army of terrifying warjacks that responds to his every impulse with an arcane-driven ferocity that no human warrior can match. They command an arsenal of magics with the precision and intensity of a sky-born thunderbolt, and, in combat, they are charged with such power that their fighting fury can only be equaled by another of their kind. They are titans among heroes, and it has been said, more than once, that the gods themselves would tremble before the towering might of the warcaster.

While manipulators of magic—arcane and divine—are rare in these war-torn kingdoms, the craft of the warcaster remains the most exclusive. Warcasters tap into the great, unseen reservoir of magical energy on a level that surpasses anything attainable through the traditional methods of learned hand gestures and ancient phrases. It is this oneness with the very essence of magic that defines a warcaster, the ability to not only shape magic through long practice and study, but to bend it to one's will—sensing the very membrane that separates our world from that arcane source. Warcasters reach through that veil, drawing on the pure energy of magic and giving it form and purpose in the world of men.

The dogma of a warcaster is the complete immersion and union with the *hieroglyphic mechanika*, or mechanika runes, an ancient set of mystic glyphs discovered and compiled by the early pioneers of magic. These runes are believed to create the bonds between all things in existence, and through the proper arrangement and implementation, can change the form or properties of both matter and energy. As the literate man sees words on a scribed page, the warcaster sees the ancient runes all around him—tracers of magical light, swirling about in interlocking rings, describing the connections and bonds between the material and the incorporeal—between our world and the source of magic.

This ability to connect with the tapestry of mystic power that lies beyond the vision of common men is what gives the warcaster command over mechanika devices. Channeling power into a weapon or guiding the cortex of a warjack becomes second nature to the warcaster, and truly defines his stock and trade. Only warcasters have this power to control constructs that shake the ground. Only warcasters can channel raw power through these steam-driven beasts. Only warcasters understand arcane power for what it truly is—raw energy, fuel for their fury.

The path of the warcaster is not easily found, nor is it traveled without great conviction. Most warcasters realize their own altered perception of the world around them before ever considering a life as a warrior-mage. But awareness of the arcane source is only the first step, and only through rigorous mentoring and training can one unlock the secrets of the warcaster's power. While warcasters themselves are uncommon, rarer still are those who have not joined their country's military to pursue the life they are drawn to. Few avenues can afford the hardware essential to quenching the desire of the warcaster, and a warcaster is destined to enjoy a very celebrated station in any army. Developing these skills requires tutelage that is nearly impossible to find outside of a kingdom's military. While infrequent mercenary or rogue warcasters do exist, they have little reason to take on apprentices. So it is that those with the instinct to command mechanika at their fingertips, and the ability to wield arcane power in combat, enlist as soldiers and become proficient in the arts of war as they hone their skills under the trust of a veteran warcaster.

Perseverance, practice, and discipline are what separate the warcasters from those that might have been. True power comes only at great cost, and through great sacrifice. Those who start the path casually and do not commit themselves wholly, seldom change course successfully. More likely, they find themselves in a world much larger than they ever expected, that quickly swallows them violently and with finality. Those that do succeed as warcasters become the icons of an age rife with conflict. Beacons of hope, and just as often despair, some believe the warcasters herald an apocalypse—the end of all mankind—while others believe they are the only ones that might prevent it.

Hit Die: d6.

Warcasters in the Iron Kingdoms

The use of steamjacks in battle and the warcasters' ability to augment them makes every warcaster with any potential whatsoever a prized commodity. Every kingdom is in a race to find warcasters among their

populace, but so far these gifted individuals are rare indeed. No kingdom will admit the number of warcasters within its ranks, but the understanding overall is that there are precious few.

The Cygnaran Royal Army trains their kingdom's warcasters—those who come forward or whose talents are uncovered—to join up and serve the interests of the Crown for life. The workshops in Mercir and Caspia turn out mechanika that is second to none, and every one of their trained warcasters to date has willingly and eagerly taken to the battlefield. Cygnar's warcasters are the bar by which all others are measured.

Khador also conscripts its warcasters for life, instilling in them the Motherland's need to protect itself from the ambitions of those who would see her fall. Queen Vanar XI personally interviews every potential warcaster and then signs them over to the Druzhina in Korsk where they are trained ceaselessly by the warcasters there. Those who do not want to be part of the great Khadoran army often vanish or are charged as traitors and soon found swinging from the gallows.

Few warcasters have come forth from Llael or Ord, though Llael's Ministry of War claims that they do have warcasters at their disposal. King Baird Cathor II has remained quiet on the topic of Ordic warcasters, seeming quite content with Cygnaran policy and Cygnar's continued defense of Ordic soil from both Cryx and Khador. Whether or not these two countries are truly training their own warcasters remains to be seen.

It is largely unknown how the Cryxian Empire gave birth to their hellish, mechanikal constructs. No one expected such monsters to rear up from the dark isle, and even less did they expect warcasting witches and warlocks to be leading them. Cryx has now truly revealed itself as a serious threat to the mainland nations, and



Warcaster

Cryxian warcasters are, without doubt, some of the most dreadful, vile and dangerous creatures known, save for the terrible Dragonfather, Lord Toruk himself.

The Protectorate of Menoth is in violation of every point of their treaty with Cygnar, having engaged in border hostilities and even fielding warjacks and warcasters against their former nation. In some fashion, they have discovered how to tap into their 'jacks through divine magic, a fact that inspires the Menites to great deeds, for surely this is proof that Menoth condones their actions against the heretical nations. The Hierarch Garrick Voyle calls his warcasters "Champions of Menoth," and so far, they haven't disappointed.

Notable Figure

Journeyman Lieutenant Anders Dudgeon (male Caspian Wiz8/Wrc2): As a journeyman warcaster, Lieutenant Dudgeon has served under both Captain Victoria Haley and Commander Coleman Stryker, two of Cygnar's most vaunted warcasters. Both Captain Haley and Commander Stryker view this fellow as an exemplary future commander. Under the tutelage of both warcasters, Lieutenant Dudgeon has acquitted himself with great skill and shown tremendous leadership potential. Once the injuries from his recent mission heal and his personal 'jack is repaired, the top brass plan on giving him a permanent field assignment and placing him on the fast track to his own command.

Requirements

To qualify to become a warcaster, a character must fulfill all the following criteria.

Alignment: Any.

Base Attack Bonus: +4

Skills: Concentration 10 ranks, 'Jack Handling 5, Spellcraft 7 ranks.

Feats: Combat Casting, Iron Will, Leadership, Skill Focus (Concentration).

Spells: Ability to cast spells (divine or arcane) of 3rd level or higher.

Special: Must find a warcaster of journeyman rank or higher to act as a mentor.

Class Skills

The warcaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Craft (mechanika) (Int), 'Jack Handling (Wis), Knowledge (any) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the warcaster prestige class.

Weapon and Armor Proficiency: Warcasters gain proficiency with two simple or martial weapons of their choice, and all armor as per their military training. Warcasters seldom use shields, as they are too cumbersome and interfere with the warcaster's ability to cast spells, and control his mechanika weapons and armor.

Table 2–14: The Warcaster

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Warcaster focus, Journeyman training	+1 level of existing class
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+2	+1	+1	+3		+1 level of existing class
4th	+3	+1	+1	+4		+1 level of existing class
5th	+3	+1	+1	+4		+1 level of existing class
6th	+4	+2	+2	+5		+1 level of existing class

Spells per Day: At every level, the warcaster gains new spells per day as if he had gained a level in a spellcasting class he belonged to before entering this prestige class. He does not gain any other benefits as a member of that class except for increased spellcasting level. If the character had more than one spellcasting class before becoming a warcaster, he must decide which class he adds the new level to in order to determine spells per day.

Warcaster Focus (Su): At 1st level, the warcaster learns how to channel raw energy to tap into the innate magical power to gain focus. As a free action, the warcaster sacrifices one or more of his available spells and channels it into his focus pool. This focus can be used to augment the considerable powers of his mechanikal weapons and armor, boost his own combat abilities, or augment the abilities of a 'jack under his command. The maximum amount of focus a warcaster can have is equal to 2 + the character's warcaster level [not total character level]. Of course, the warcaster can always choose to use less than his maximum focus pool, or none, in any round. In other words, since the highest spell level a Wiz8/Wrc3 can have is 5—his warcaster level + 2—he can sacrifice any amount of spell levels adding up to 5 or less, if he so chooses. See below for more details on how to use the warcaster focus ability. Any unused focus points can be held in reserve for a maximum of 5 rounds. After which time, the warcaster loses the remaining focus points. However, his current focus pool can never exceed his maximum focus number.

Warcasters can also channel focus into their personal mechanikal devices to save the charges in their accumulators or to power-up devices with drained accumulators, however they can only channel focus points through standard accumulator sockets. It is impossible for a warcaster to channel focus through a trickle charge accumulator socket. One focus point counts as a single charge from an accumulator. Additionally, some other mechanika devices like warcaster armor are specifically designed to be enhanced through the use of warcaster focus. The descriptions for these items will detail the specifics benefits of channeling warcaster focus into the item.

Journeyman Training: A journeyman warcaster is one who is receiving training from a higher level warcaster. They are schooled in arcane and, typically, military applications by their mentor. At the DM's option, the character may or may not gain any of the benefits of his new class level until he completes this training. For example, before Lieutenant Anders Dudgeon of the Royal Cygnaran Army gains any of the benefits of this new level (in this case an additional spellcasting level), he must spend six months to up to a year—sometimes more, sometimes less—in intense martial and magical training.

Sense Cortex (Su): Warcasters have an inherent ability to sense the presence of an active 'jack cortex. The warcaster can automatically sense any active cortexes within a 20 foot radius. However, by concentrating, the warcaster can attempt to determine if there are other active cortexes within a 100 foot radius. If the warcaster makes a successful Concentration check (DC 18) he has blocked out enough of the external distractions to determine if there are any other active cortexes within range, but he does not know how many or where they are located. Sensing distant cortexes requires a standard action. If the warcaster continues to concentrate for a second round (requiring a second standard action) and makes another successful Concentration check (DC 18), he can determine the number of active cortexes and their approximate distances from him.

Contact Cortex (Su): With the proper guidance and training, warcasters are able to issue telepathic commands to all active cortexes within a 5-foot-radius per caster level. While the warcaster can still issue verbal commands to all 'jacks that have been set to accept his voice commands, now he can also attempt to command cortex-controlled constructs that are not keyed to his voice. Any cortex not protected by cortex locks is subject to this command ability. The warcaster makes a contested 'Jack Handling check versus the 'jack's current controller, adding the warcaster's class level to the check (1d20 + 'Jack Handling skill modifier + warcaster class level). If the warcaster succeeds, he has wrested control of the 'jack from its handler.

Augment 'Jack (Su): A journeyman warcaster can now spend focus to augment the actions of steamjacks he can command, or to activate special mechanikal devices designed to accept magical energy (arc nodes, mechanikally warded gates, etc.) 'Jacks can be considered weapons and armor for the purposes of augmentation. These special items must be within 10 feet per caster level of the warcaster to be the recipient of warcaster focus.

A warcaster can command any 'jack whose cortex is attuned to the warcaster's voice—through verbal

or telepathic commands—and any 'jack with an unprotected cortex that he has asserted control over, wresting control from its previous handler.

Warcaster Adept (Su): In the last portion of his warcaster training, the journeyman gains the ability to grant any 'jack attuned to him any feat or special ability from the following list at a cost of 1 focus point per round per feat: Combat Reflexes, Improved Critical, Improved Initiative, Power Attack (Improved Bull Rush, Improved Sunder, Great Cleave), Run (simply gives the 'jack the ability to run).

Note: The 'jack does not need to meet any of the prerequisites for these feats, the feats are simply granted to the 'jack for as long as the warcaster wishes to spend the requisite focus points.

Focus Ability[1] (All abilities cost 1 focus)	**Level-based Bonus** 1–2	3–4	5–6
Focus bonus to attacks for one round	+1d6	+2d6	+3d6
[2]Focus bonus to attack damage for one round	+1d6	+2d6	+3d6
Focus bonus to AC for one round	+1d6	+2d6	+3d6
[3]One extra attack at your full base attack bonus	1	2	3

[1]Beginning at 4th level, a warcaster can apply any of these focus abilities to steamjacks by channeling the focus through the 'jacks cortex.

[2]If the warcaster's weapon is a mechanikal weapon with an energy type damage bonus (fire, electricity, etc.) the additional damage done is of the same energy type. If the weapon does not have a special energy type then the damage is force damage. In other words, if the warcaster has a +1 mechanikal shock longsword that normally deals an extra 1d6 points of electricity damage, the bonus damage from charging the weapon with focus is also electricity damage.

[3]The warcaster is limited in the number of extra attacks he can take per round. The warcaster can spend focus points equal to one-half his warcaster level (rounded up) on extra attacks, so he can never spend more than 3 focus points on extra attacks in one round. However, to make more than one extra attack, the warcaster must use the full attack action.

Warcaster Armor: The journeyman is drilled by his mentors during his training and gains Armor Proficiency (warcaster armor) as a bonus feat.

Where are the Warcaster Feats?

Many players familiar with WARMACHINE™ are probably wondering why there aren't descriptions of the warcaster feats in the prestige class. In actuality, those special and very heroic feats are unique individual abilities in the Iron Kingdoms, not just limited to warcasters. These abilities are available to noble heroes and notorious villains alike in the Iron Kingdoms.

Skills & Feats

Skills

This section describes new skills appropriate to the setting. Table 2-15: Skills summarizes the class and cross-class skills for the new classes presented earlier in this chapter (arcane mechanik, Amk; bodger, Bdg; exemplar knight, Exe; fell caller, Flc; gun mage, Gmg) and for the classes discussed in L&L:CP (war-bard, Brd; monk of the Order of Keeping, OoK; monk of the Order of the Fist, OoF; IK ranger, Rgr). Skills listed in table 1-15 in *italics* are skills that can only be used by a trained individual. The Creature Lore skill from MN1 is also reprinted for convenience.

Craft (cannoneer) (Int; trained only)

The character has been trained in the loading, firing, and cleaning of cannons.

Check: A successful Craft (cannoneer) check is required to successfully load a cannon. Reloading takes a number of standard actions and a Craft (cannoneer) check depending on the type of cannon to be reloaded. If the check succeeds, the cannon will be reloaded after the necessary actions are spent. If the check fails or the process is interrupted, reloading must begin anew. If the check is failed by 5 or more, the ammunition is ruined. Reloading actions provoke attacks of opportunity.

The character also knows enough about blasting charges and cannon fuses to successfully use grenades. On a successful Craft (cannoneer) check (DC 6), the character can successfully prime and set a grenade, which takes 1 standard action and provokes attacks of opportunity.

Synergy: A character with 5 or more ranks in Craft (cannoneer) receives a +2 bonus to related Appraise checks.

Note: This is a class skill for fighters, rangers, and paladins, and a cross-class skill for all others.

Craft (clockwork) (Int; trained only)

Characters with this skill know the exacting art of constructing clocks and clockwork mechanisms.

Check: This skill follows the standard guidelines of the Craft skill (PHB). Use the guidelines below to determine the DCs for clockwork construction and repair.

Item	DC	Cost
Simple clockwork	15	25 gp
Complex clockwork	25	75 gp
Advanced clockwork	35+	150+ gp

Simple Clockwork: A simple clockwork device is little more than a timer. It can be wound and ticks down in one second intervals until it triggers an alarm. In theory, timers can be set to last for any length of time, but most have a maximum of 5 rounds (30 seconds). This limit can be extended, but each additional round increases the Craft (tools) DC by 1.

Clockwork timers can also be rigged to trigger other devices, though this requires a second Craft (clockwork) check (DC 15) to properly design the trigger and attach it to the device. For instance, such clockwork timers could be design to ignite the fuse on a grenade.

Many simple children's toys are also powered by simple, short duration timer-like devices.

Complex Clockwork: Clocks and other spring wound devices are examples of complex clockwork devices. While their working are far more intricate than those of simple timers, their large size tends to make construction easier. Some more impressive wind-up children's toys have also been made using complex clockworks. These toys move around under their own power, make whirring and clicking noises, and some even have flashing lights.

Advanced Clockwork: Pocket watches and miniaturized clockwork power sources are perfect examples of advanced clockworks. The fine scale and precision workings needed for these devices require the skill of a master craftsman. Indeed, some master clocksmiths have created near life-like clockwork animals that have complex behaviors and motions.

Table 2–16: Skill Synergies

5 or more ranks in…	Gives a +2 bonus on…
Craft	related Appraise checks
Craft (alchemy)	Craft (demolitions) checks
Craft (clockwork)	Craft (gunsmithing) checks
Craft (gunsmithing)	Craft (small arms) checks
Craft (weaponsmithing)	Craft (gunsmithing) checks
Creature Lore	related Knowledge (nature) checks
Knowledge (mechanika)	Craft (mechanika) checks to draft schematics
Knowledge (nature)	Creature Lore checks

Synergy: A character with 5 or more ranks in Craft (clockwork) receives a +2 bonus on Craft (gunsmithing) checks, and on Appraise checks related to clockwork devices.

Note: This is a class skill for arcane mechaniks and bodgers, and a cross-class skill for all others.

Craft (demolitions) (Int; trained only)

The character has been thoroughly trained in the use of explosives, including grenades.

Check: On a successful Craft (demolitions) check, based on the type of demolitions being used, the character can successfully prime and set the demolitions. This also applies to grenades which have a DC 6 and require 1 standard action to prime and set.

Special: While most skills can succeed even on a roll of a 1, a roll of 1 while priming and setting demolitions is a critical failure. On a critical failure, the explosives are immediately detonated with disastrous results for the character and all those within the standard blast radius.

Synergy: A character with 5 or more ranks in Craft (alchemy) receives a +2 bonus on Craft (demolitions) checks. Characters with 5 or more ranks in Craft (demolitions) receive a +2 bonus to related Appraise checks.

Note: This is a class skill for fighters, rangers, and paladins, and a cross-class skill for all others.

Table 2–15: Skills

Skill	Ability	Amk	Bdg	Brd	Flc	Gmg	[5]OoK	[5]OoF	Rgr
Appraise	Int	○	○	•	•	•	•	•	•
Balance	Dex	•	•	•	•	•	○	○	•
Bluff	Cha	•	•	○	•	○	•	•	•
Climb	Str	○	○	○	○	○	•	•	○
Concentration	Con	○	•	○	○	○	○	○	•
Craft	Int	○	○	○	○	○	○	○	○
Craft (alchemy)	Int	○	○	○	○	○	○	○	○
[1]Craft (cannoneer)	Int	•	•	•	•	•	•	•	○
[1]Craft (clockwork)	Int	○	○	•	•	•	•	•	•
[1]Craft (demolitions)	Int	•	•	•	•	•	•	•	○
Craft (gunsmithing)	Int	○	○	○	○	○	○	○	○
[1]Craft (mechanika)	Int	○	○	•	•	•	•	•	•
[1]Craft (small arms)	Int	○	○	○	•	○	•	•	○
[1]Craft (steam engine)	Int	○	○	•	•	•	•	•	•
Craft (tools)	Int	○	○	○	○	○	○	○	○
[2]Creature Lore	Int	•	•	○	•	•	•	•	○
Decipher Script	Int	•	•	○	•	•	•	•	•
[3]Diplomacy	Cha	•	•	○	•	•	○	•	•
Disable Device	Int	○	○	•	•	•	•	•	•
Disguise	Cha	•	•	•	•	•	•	•	•
Escape Artist	Dex	•	•	•	•	•	•	•	•
Forgery	Int	•	•	•	•	•	•	•	•
Gather Information	Cha	•	•	○	•	•	•	•	•
Handle Animal	Cha	•	•	○	•	•	•	•	○
Heal	Wis	•	•	•	•	•	○	•	•
[3]Hide	Dex	•	•	•	•	•	•	○	○
Intimidate	Cha	•	•	•	○	○	•	○	•
'Jack Handling	Wis	○	•	•	•	•	•	•	•
Jump	Str	•	○	○	○	○	○	○	○
Knowledge (arcana)	Int	○	•	○	•	○	•	•	•
Knowledge (dungeoneering)	Int	•	•	○	•	•	•	•	•

Table 2–15: Skills Continued

Skill	Ability	Amk	Bdg	Brd	Flc	Gmg	[5]OoK	[5]OoF	Rgr
Knowledge (geography)	Int	•	•	○	•	•	•	•	○
Knowledge (history)	Int	•	•	○	•	•	○	•	•
Knowledge (local)	Int	•	○	○	•	•	•	•	•
Knowledge (mechanika)	Int	○	○	○	•	•	•	•	•
Knowledge (nature)	Int	•	•	○	•	•	•	•	○
Knowledge (religion)	Int	•	•	○	•	•	○	○	•
Knowledge (tactics)	Int	•	•	○	•	•	•	•	○
Knowledge (all skills)	Int	•	•	○	•	•	•	•	•
Listen	Wis	•	•	○	○	○	○	○	○
Move Silently	Dex	•	•	•	•	•	○	○	○
Open Lock	Dex	•	○	•	•	•	•	•	•
Perform	Cha	•	•	○	○	•	•	•	•
Profession	Wis	○	○	○	•	•	○	○	○
Ride	Dex	•	•	○	○	•	○	○	○
[4]Search	Int	○	○	○	•	•	○	○	○
Sense Motive	Wis	•	•	○	•	•	○	○	•
Sleight of Hand	Dex	•	•	•	•	•	•	•	•
Speak Language	Int	•	•	○	•	•	•	•	•
Spellcraft	Int	○	•	○	•	○	•	•	•
[4]Spot	Wis	•	○	○	○	○	○	○	○
Survival	Wis	•	•	•	○	•	•	•	○
Swim	Str	•	•	•	○	○	○	○	○
Tumble	Dex	•	•	•	•	•	○	○	•
Use Magic Device	Cha	•	•	○	•	•	•	•	•
Use Rope	Dex	○	○	•	•	•	•	•	○

○Class skill.

•Cross-class skill.

1 These skills are advanced Craft skills only available as class skills to certain classes. See the skill's description for specifics.

2 Creature Lore is class skill for IK bards, rangers, and wizards.

3 These skills are class skills for IK sorcerers.

4 Spot is a class skill for all IK paladins. Knowledge (law) and Search are additional class skills for dwarven paladins.

5 IK monks have different class skills based on the order with which they are associated, the Order of Keeping (OoK) or the Order of the Fist (OoF).

Firearms-related Skills

Firearms are complex weapons that require a great deal of skill to craft, and need constant cleaning and attention. Likewise, crafting ammunition for firearms is an equally demanding task. Since these tasks are complicated, they require a variety of skills.

Cleaning and loading small arms (pistols and rifles) requires a Craft (small arms) skill check.

Constructing a small arm from scratch requires ranks in the Craft (gunsmithing) skill. However, since the construction is a combination of the weaponsmith's art and a fair knowledge of blacksmithing and clockwork-type devices, a small arm could also be crafted by someone knowledgeable in those skills. In this case, construction of a single firearm would require three skill checks—Craft (blacksmithing), Craft (clockwork), and Craft (weaponsmithing)—instead of the one check required from a trained gunsmith.

Bullets are fairly easy to cast, and anyone with a single rank in Craft (alchemy), Craft (blacksmithing), Craft (gunsmithing), or Craft (weaponsmithing) is capable of casting bullets. Free from distractions, a skilled craftsman can turn out 10 bullets per hour. No skill check is required, so long as the character has access to a full gunner's kit. Without the kit, casting bullets is impossible.

However, assembling ammunition charges is an entirely different matter. Only characters skilled in alchemy or gunsmithing (or those with the Salvage Ammunition feat) have the knowledge necessary to create blasting powder ammunition charges. Characters must make Craft (alchemy) or Craft (gunsmithing) checks (DC 25) to properly assemble blasting powder ammunition charges. This assumes that a complete gunner's kit is available. The Salvage Ammunition feat grants a +5 bonus to the skill check.

Craft (Gunsmithing) (Int; trained only)

Crafting firearms from raw materials is a complicated art, beyond that of the common weaponsmith. It combines a knowledge of basic carpentry, blacksmithing, weaponsmithing and clockwork construction. A character with ranks in this skill has been trained in the craft of gunsmithing and is capable of constructing and repairing these complex weapons.

Check: This skill follows the standard guidelines of the Craft skill (PHB). Use the guidelines below to determine the DC for firearm construction or repair.

Item	DC	Materials Cost
Carbine, military	18	200 gp
Grappling gun	15	167 gp
Musket	15	134 gp
Pistol, double-barreled military	18	250 gp
Pistol, double-barreled small	18	167 gp
Pistol, matchlock	16	50 gp
Pistol, military	16	100 gp
Pistol, musket	13	50 gp
Pistol, small	16	67 gp
Rifle, double-barreled long	22	417 gp
Rifle, double-barreled military	22	500 gp
Rifle, long	20	167 gp
Rifle, matchlock	18	134 gp
Rifle, military	20	200 gp
Rifle, scatter	18	217 gp

In addition to constructing firearms, a skilled gunsmith can modify existing firearms as described in the Gear section. The DC to complete a customization is the same as the original DC to construct the firearm.

Crafting firearms require a wide variety of specialized tools and a good deal of work space. Setting up a gunsmith's shop costs 1,000 gp, and requires a permanent structure to house the shop.

Synergy: A character with 5 or more ranks in Craft (clockwork) or Craft (weaponsmithing) receives a +2 bonus on Craft (gunsmithing) checks. If the character has 5 ranks in both skills, the bonuses stack. Also, a character with 5 or more ranks in Craft (gunsmithing) receives a +2 bonus on Craft (small arms) checks and Appraise checks related to firearms.

Craft (Mechanika) (Int; trained only)

The mechanika devices of the Iron Kingdoms are novel and complex items, no two exactly alike. Because of this inherent complexity, it takes a trained eye to decipher the workings of even the simplest mechanika. Likewise, the chaotic layout of steam lines, arcane conduits, channels and rune plates results in a signature construction that often bears the trademark techniques of an individual craftsman. Each mechanik has a different way of doing things. Every lowly junker to the most valued military mechanik knows how to read a mechanika's construction.

This skill governs the general use, upkeep, and repair of mechanika as well as the drafting of schematics and assembly of new devices.

Check: The Craft (mechanika) skill works much the same as any other Craft skill as described in the *PHB* with the flowing exceptions. To begin with, any character who wishes to use a mechanika device must make a Craft (mechanika) check to properly activate the device. A failure by 5 or more on the check results in damage to the device's accumulator.

This skill also governs the upkeep and repair of mechanika devices. All personal mechanika—armor, weapons, and arcantrik convergence engines—are powered by accumulators. When the arcane energy stored in the accumulator is expended, the empty accumulator must be removed and replaced with a fully-charged accumulator. However, the task becomes a bit more challenging if the accumulator has been damaged and is now burned out. An attempt to remove a burned out accumulator that fails by 5 or more results in damage to the accumulator socket, and will require the attention of an arcane mechanik, bodger or other skilled arcane spellcaster with the Craft Wondrous Item feat to repair.

In addition to accumulator burn out, rune plates occasionally burn out, or in some more complex mechanika devices can be exchanged for a variety of other rune plates. Removing and replacing a rune plate is delicate work. A check that fails by 5 or more results in damage to the arcane conduits, and, like damage to an accumulator socket, will require repair by a specially trained individual.

DC	Task
6	Activate a common mechanika device (armor, weapon, arcane engine).
8	Replace an empty accumulator with a fresh one.
12	Extract a burned out accumulator.
15	Remove and replace a rune plate.
+5	Complex mechanika, anything with 2 or more functions.
+15	Unique mechanika, anything with multiple functions and that requires more than pulling a simple trigger or pressing a single button to activate.
+5	Foreign construction or design.
–5	*A familiar item.

* A familiar item is one that the character has used multiple times. This benefit applies to triggering an item's effects after it has been used at least five times. Familiarity does not apply to replacing an accumulator until the character has done this successfully 5 times, likewise it only applies to replacing arcane plates after this has been successfully accomplished 5 times.

Arcane spellcasters with the Craft Wondrous Item feat can also use this skill to design and construct new mechanika devices. All mechanika items are masterwork in quality. For the purposes of assembly, any mechanika item has a base DC of 15 modified by the item's complexity (see Chapter Five: Magic & Mechanika 318 - 343). The complexity of the item is determined in its creation step, where the necessary components are listed. Having access to a pre-fabricated schematic eliminates the DC increase for a mechanika item. The assembly of a mechanika item from purchased parts takes a number of days equal to the components in its construction.

Drafting schematics for an item is possible, requiring 1/20th the theoretical cost of the item and 1 XP per component in the items construction. The drafting process takes 1 day per component required for the mechanika device.

Alternatively, a character with the Craft (mechanika) skill and the Craft Wondrous Item feat can attempt to reverse engineer a mechanikal item made by someone else. Mechaniks can reverse engineer a mechanikal device to create a set of schematics for it, or to discover what it does, who built it, or how to repair the item. The base DC for this is 20, modified by the number of components involved in its construction and by the condition of the item, and other complicating factors (highly alien construction, unknown purpose, etc). Modifiers for the items condition, foreign construction, and other complicating factors vary from +1 to +5 based on the DM's discretion. This takes the same amount of time as making a schematic and requires access to mechanik's tools. This process works for most mechanikal devices; however, the mechanik must have all of the feats necessary for creation of the device to be able to reverse engineer it—steamjack cortexes are a perfect example. Without the Craft Cortex feat (detailed in the *Liber Mechanika*) a mechanik can never hope to reverse engineer a cortex and discover the process for building a duplicate.

To make or repair a mechanika item, the character must be an arcane spellcaster and have access to mechanik's tools. In a large city, most of the basic components for an item—as laid out in the item's schematics—could be purchased, rather than manufactured from scratch by the character. A mechanik can purchase everything from the basic frame of the item, to the accumulator and the rune plates. These costs are in the special rules in the Mechanika

section (Chapter Five: Magic & Mechanika, pp. 318 - 343). Keeping and maintaining a mechanik's shop grants a +2 competence bonus on Craft (mechanika) skill checks. Having the right tools for the job helps assemble the item but does not affect cost.

Mechanika items take a number of days to build equal to the number of components in the item's construction.

Mechanik's shops cost 1,000 gp, and require a permanent structure to house them.

Special: Bodgers do not need to have the Craft Wondrous Item feat in order to repair existing mechanika. However, unless the bodger has levels in an arcane spellcasting class and the Craft Wondrous Item feat, he is incapable of crafting new mechanika. A bodger can choose to bodge repairs on a piece of mechanika (see the bodger class for details) or he can make normal repairs with the Craft (mechanika) skill.

Synergy: Characters with 5 or more ranks in Knowledge (mechanika) receive a +2 bonus on Craft (mechanika) checks to draft a schematic for item construction. Characters with 5 or more ranks in Craft (mechanika) receive a +2 bonus on Appraise checks related to mechanikal devices.

Note: This is a class skill for arcane mechaniks, bodgers, and wizards, and a cross-class skill for all others.

Craft (small arms) (Int)

The character is familiar with the workings of firearms and know how to load and care for them.

Check: A successful Craft (small arms) check is required to successfully load a firearm. Reloading takes a number of standard actions and a Craft (small arms) check depending on the type of firearm to be reloaded. If the check succeeds, the weapon will be reloaded after the necessary actions are spent. If the check fails or the process is interrupted, reloading must begin anew. If the check is failed by 5 or more, the ammunition is ruined. Reloading actions provoke attacks of opportunity.

Synergy: A character with 5 or more ranks in Craft (gunsmithing) receives a +2 bonus on Craft (small arms) checks. Also, a character with 5 or more ranks in Craft (small arms) receives a +2 bonus on Appraise checks related to firearms.

Note: This is a class skill for arcane mechaniks, bodgers, fighters, gun mages, rangers, paladins, rogues, and war-bards, and a cross-class skill for all others.

Craft (steam engine) (Int; trained only)

Characters with this skill know the exacting art of constructing steam engines and steam turbines.

Check: This skill follows the standard guidelines of the Craft skill (PHB). Use the guidelines below to determine the DCs for steam engine construction and repair.

Item	DC	Cost
Simple steam engine	15	300 gp
Complex steam engine	25	600 gp
Advanced steam engine	35+	1200+ gp

Simple Steam Engine: A simple steam engine is little more than a boiler with a narrow steam vent. Normally, a simple engine is fitted with a hose or pipe attached to the vent that can be used to power a basic turbine.

Complex Steam Engine: Steam engines designed to drive pistons are examples of complex steam engines. The engines used in locomotives and on steamboats are complex engines. Also, complex engines are used to power basic labor 'jacks.

Advanced Steam Engine: Miniaturization and generation of tremendous power are both hallmarks of advanced steam engines. These technologies are used in the steam plants incorporated into warcaster armor and to power the devastating engines of war known as warjacks.

Synergy: A character with 5 or more ranks in Craft (steam engine) receives a +2 bonus on Appraise checks related to steam engines.

Note: This is a class skill for arcane mechaniks and bodgers, and a cross-class skill for all others.

Craft (tools) (Int)

This skill allows an individual to make simple tools or devices to help with any manual task—such as a set of key blanks or a magnet on a stick. These devices help with any check for which the DM feels it's reasonable to use a tool, including Climb, Craft, Disable Device, Listen, Open Lock, Profession, and Use Rope, and perhaps even Balance, but not skills such as Disguise or Gather Information. However, the character cannot make tools to aid the Craft (tools) skill.

Simple tools: To make simple tools, a Craft (tools) check is required, with costs and DCs as indicated below. Each tool weighs about ½ lb. Simple tools provide a +1 circumstance bonus (+2 if masterwork), but can only be

used under specific circumstances. A simple tool could be made that provides a +1 circumstance bonus to Open Lock checks against clockwork locks, but a different tool would be needed for steam-powered lock-release mechanisms. Additionally, these tools could include things like listening cones and climbing daggers.

Anyone with at least 5 ranks in Craft (tools) can begin to make toolkits. These weigh more (2 lbs.) but incorporate several different devices, providing a circumstance bonus on all checks for a particular skill. Examples of toolkits would include things like a set of artisan's tools, but not a set of thieves' tools.

Clockwork tools: Anyone with at least 5 ranks in Craft (clockwork) can incorporate simple clockwork devices, timers and power sources, into tools using the Craft (tools) skill. In theory, timers can be set to last for any length of time, but most have a maximum of 5 rounds (30 seconds). This limit can be extended, but each additional round increases the Craft (clockwork) DC by 1. The second type of device acts as a small power source. When wound, it can be used to power a single device, either giving an additional +1 circumstance bonus or making it self-powered.

Anyone with at least 8 ranks in Craft (tools) and 6 ranks in Craft (clockwork) can begin to assemble kits of clockwork-powered devices.

Complex tools: With at least 8 ranks in Craft (tools), more varied tools can be created. These cover any of a number of gadgets—adaptive fittings that allow pocket watches to be used as clockwork power sources for other devices, as well as things like thieves' tools, a housebreaker's harness, and the like. To create gadgets, the DM should decide all of the Craft checks that need to be made. If there is more than one, each should be done in turn. The base DC is 15 for specialist items (such as a glass cutter) and 20 for complex gadgets (such as thieves' tools, a housebreaker's harness and so on).

Mechanikal tools: A character with at least 5 ranks in Craft (mechanika) has learned enough about the workings of mechanika to incorporate accumulators into tools, but not enough to actually create new accumulators. These tools have to be of masterwork quality, giving a device a +2 circumstance bonus to the related skill check. Note that devices cannot be powered by both an accumulator and a clockwork power source.

Anyone with at least 10 ranks in Craft (tools) and 8 ranks in Craft (mechanika) can begin to create sets of mechanika-powered devices to create mechanikal toolkits.

Item	DC	Cost	Prerequisites
Simple tool	10	5 gp	—
Toolset (simple tools)	15	50 gp	Craft (tools) 5 ranks
Toolset (clockwork)	25	500 gp*	Craft (tools) 8 ranks, Craft (clockwork) 6 ranks
Complex tool	Varies	Varies	Craft (tools) 8 ranks
Masterwork tool	+5	+30	As normal tool type
Masterwork toolset	+8	+120	As normal toolset
Mechanikal device	20	150 gp*	Craft (mechanika) 5 ranks
Toolset (mechanikal)	25	450 gp*	Craft (tools) 10 ranks, Craft (mechanika) 8 ranks

* For calculation purposes only; these tools cannot be purchased.

**Increases by 1 for each additional round added to the maximum time limit.

Synergy: Characters with 5 or more ranks in Craft (tools) receive a +2 bonus on related Appraise checks.

Creature Lore (Int; trained only)

Check: With the use of Creature Lore, the character can research the tales surrounding creatures. In doing so, he can try to discern the truths evident in the legends and lore surrounding specific beasts. Using this skill, the character can perform monster research as per the rules under "Legends & Lore" (MN1, pp. 208-209).

Synergy: There is a synergy between Creature Lore and some Knowledge skills. A character with 5 ranks or more in Creature Lore will receive a +2 bonus to a Knowledge (nature) check that relates to monster lore. Likewise, a PC that is conducting research with the Creature Lore skill may receive a +2 bonus if they have a relevant Knowledge (nature) skill of 5 ranks or greater. Only one synergy bonus may be applied to any Creature Lore skill check.

Note: This is a class skill for bards, rangers, and wizards. It is a cross-class skill for all other classes.

'Jack Handling (Cha; trained only)

Steamos, junkers, mechaniks, and 'jack handlers use this skill to convey simple and complex instructions to steamjacks. With this skill, a character can perform the following actions.

Handle a Steamjack: This involves commanding a steamjack to perform a task that it knows. The steamjack performs the task until completion. Handling a steamjack is automatic for a designated controller with whom the 'jack is familiar. Until the 'jack becomes accustomed to a new handler, the handler must make a 'Jack Handling check every time he issues an order and he is considered to be pushing the 'jack. Familiarity is gained after one week of working with the 'jack.

"Push" a Steamjack: To push a steamjack means to get it to perform a task that it doesn't know, or to accept orders from an unfamiliar handler. This also covers making a steamjack march or hustle. If the character's check succeeds, the steamjack performs the task on its next action. The DC's are listed below under steamjack tasks.

Steamjack Tasks: The character can order a steamjack to perform a specific task that it isn't designed to do. For instance ordering a labor grade steamjack to guard an area or defend a person probably isn't quite what the cortex manufacturer had in mind. Commands to "pick up" and "lift" are no problem for most steamjacks, but actual combat is an entirely different situation.

Steamjack tasks can be as complicated as the handler wants them to be. Ordering a steamjack to "work" could be anything from "lift those crates and put them over there," to "make sure that the coal hopper gets filled with coal from bin numbers 3, 4, 6 and 8 and top the water tank off while you're at it, you half-job cranky old mass of mechstuff. Oh, and use the big bucket this time." The difference between the two orders is that the first would not require a roll, while the second order would.

Note that steamjacks are not stupid. Telling a steamjack to find help generally means it will look for a person who is capable of helping. This is usually someone familiar to the steamjack by appearance. The actual intellect of a steamjack depends on the grade of its cortex.

Steamjacks usually perform a task without any need for a 'Jack Handling check unless the command comes from a handler it is not familiar with, is overly complicated, or it violates one of the following rules:

1. Following the command will directly damage or harm the steamjack.

2. Following the command will force the steamjack to ignore attacks upon it.

3. Following the command will render the steamjack inoperative.

4. Following the command will harm the steamjack's handler.

Tasks include, but are not restricted to, the ones below.

Action: Handling a steamjack is a move action, while pushing a steamjack is a full-round action. Using hand signals increases the DC by 5, yelling and hitting the jack or calling it by name decreases the DC by 5. For particularly complicated tasks with specific times, the character must spend half this time ordering the 'jack through the task.

Try Again: Yes. If a 'jack does not follow the instructions of a handler the handler can attempt to persuade the 'jack to perform the actions again in the following round.

Special: A warcaster never needs to make 'Jack Handling checks while commanding 'jacks under his control.

Untrained: An arcane mechanik or bodger with no ranks in 'Jack Handling can use a Charisma check to handle and push a steamjack.

Feats

Here we present new feats appropriate to the Iron Kingdoms. The Create Thrall, Myth Delver, Sagas & Stories, Tall Tales, and Unearthed Arcana feats are reprinted from MN1. Also, the Stronghammer Smith feat from L&L:CP has been reprinted here to have all of the existing Iron Kingdoms specific feats printed in one place. Table 2–17: Feats summarizes the list of feats and their prerequisites, if any.

Note: Proficiency with firearms is not handled quite the same as proficiency with other weapons. While firearms are exotic weapons, the Exotic Weapon Proficiency (small arms) feat grants proficiency with all small arms (pistols and rifles), rather than with a single type of pistol or rifle. It is also possible to take Weapon Focus and Weapon Specialization with firearms, but

again this is handled slightly differently. Either feat can be either taken for pistols or rifles. For example, if a character takes the feat Weapon Focus (pistol), he now gains a +1 bonus on all attack rolls with any pistol. This represents the training necessary to understand the basic use of firearms, but also the similarity between firearms once that basic knowledge is assimilated.

Faith Feats

Faith is a strong force on Caen, so powerful, in fact, that it is rewarded by the very gods. Faith feats represent a strong commitment by the clergy of a deity to self-sacrifice and devotion to the god's cause. Only through great faith and a strong willingness to serve can divine spellcasters gain the benefits of these feats.

Steamjack Tasks

Command	DC*	Result
Move/Get over here!	15	The steamjack moves to a designated location or comes to the character, even if it normally would not do so.
Cease	15	The steamjack breaks off from combat or otherwise backs down. A steamjack that doesn't know this trick continues to fight until its opponent is defeated.
Fetch	15	The steamjack goes and gets something. If the character does not point out a specific item, the steamjack fetches some random object.
Follow	15	The steamjack follows the character closely.
Perform	15	The steamjack performs a variety of simple tricks.
Seek	15	The steamjack moves into an area and looks around for a specified target.
Stay	15	The steamjack stays in place, waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Work	15	The steamjack performs labor tasks.
Attack	20	The steamjack attacks apparent enemies. The character may point to a particular creature that the character wish the steamjack to attack, and it will comply if able.
Defend	20	The steamjack defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the steamjack to defend a specific other character.
Guard	20	The steamjack stays in place and prevents others from approaching.

*DCs are modified based on the "grade" of the 'jack's cortex. See the section on steamjacks in Chapter Five: Magic & Mechanika (pg. 343) for more details.

Society Feats

There are quite a few prominent organizations within the borders of western Immoren. Several of the most powerful are the arcane orders of wizardry, the topmost of these being the Fraternal Order of Wizardry, the Greylords Covenant, the Order of the Golden Crucible, and the Order of Illumination. Other groups, like the Steam & Iron Workers Union are also quite powerful. And, of course, membership within these organizations has its privileges. Membership feats detail base feats that can be taken to gain membership in these organizations and specialized training available to their members. Many of the feats representing specialized training could easily be classified as Item Creation or Metamagic feats, but since they are only available to members of these organizations they are grouped accordingly.

Advanced Synthesis [Society]

Synthesis is the key process of allowing an alchemical substance to cure in order for its arcane potency to reach full maturity.

Prerequisites: Craft (alchemy) 8 ranks, Aurum Ominus Alchemist (below).

Benefit: When making an alchemical item, the character can speed up the process so that one week's worth of alchemical synthesis

occurs in one day. This means that the character can do a week's worth of alchemy in a single day. This increases the Craft (alchemy) Difficulty Check by +10, and requires a special alchemist's lab costing 1,000 gp.

Armor Proficiency (Warcaster Armor) [General]

The character has received special training that allows him to wear and care for warcaster armor.

Prerequisite: Armor Proficiency (heavy).

Benefit: When the character wears warcaster armor, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is not proficient with warcaster armor suffers an armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Characters with Armor Proficiency (warcaster armor) understand the workings of a mechanikally-powered armor and are able to take advantage of the special benefits of wearing warcaster armor. Successfully using a suit of warcaster requires that the character also have the feat Armor Proficiency (heavy).

Artificer [Society]

The costs of arcane artifice are substantial. To a Fraternal Order wizard, the cost for materials may be roughly the same, but the expenditure of personal energy lessens with knowledge in the manufacture and creation of arcane items.

Prerequisite: Fraternal Brother, any one item creation feat.

Benefit: When taking this feat the character reduces the experience point cost of producing a specific class of magic item (Wondrous Items, Arms and Armor, Wands, and so on) by half. This is especially important noting the increased costs of producing magic items.

Special: The character can take this feat multiple times, each time it applies to a different category of magic item.

Aurum Ominus Alchemist [Society]

The character's expertise and acumen has been recognized by the Order of the Golden Crucible, the character has gained membership with the Order with all its benefits and obligations. The Orders concerns are primarily the cultivation of wealth and influence.

Prerequisite: Alchemist or wizard level 1st, Craft (alchemy) 4 ranks, Skill Focus (Craft [alchemy]).

Benefit: The Aurum Ominus is the stamp and seal of the Order of the Golden Crucible. Only members of the Order may wear a golden ring bearing the seal of the Aurum Ominus. A member of the Order of the Golden Crucible gains the following benefits:

Strongholds belonging to the Order exist throughout western Immoren. These are well-guarded sanctuaries for Order wizards, and the character may lodge at one for as long as he needs. This lodging is the equivalent of the accommodations at a good inn, with 3 good quality meals each day.

The character gains the free use of an alchemist's lab.

The character can make a Craft (Alchemy) check (DC 20) to determine the nature of any potion, poison, or alchemical substance.

The character reduces the XP cost of potions by his level when creating them, to a minimum of 1XP.

The character can manufacture alchemical components in one-half the time it usually takes.

The character has a ring of alchemically purified gold bearing the seal of the Aurum Ominus.

As an Aurum Ominus Alchemist of the Order of the Golden Crucible, the character must of course carry on the duties of the Order. Handling matters of commerce, safeguarding Order assets, and assisting in the manufacture of alchemical materials are some of the duties that the character must spend his class level in weeks per year doing. In addition, should the Order call upon the character for assistance in financial or arcane matters the character must do so or call his commitment to the Order into question.

The Order requires a yearly tithe of 1500 gp derived from the character's sale of alchemical items and magical potions. Failure to provide this tithe results in a doubling of the required service the character must provide in the next year, plus a 500 gp penalty fee in addition to the yearly tithe. Expulsion from the Order is nearly impossible, and the penalties simply increase as the Order strips away privileges. A one year grace period from tithes exists for beginning wizards and alchemists.

Table 2–17: Feats

General Feats	Prerequisite
Armor Proficiency (warcaster armor)[1]	Armor Proficiency (heavy)
Bayonet Charge	Dex 13, Dodge, Mobility, Point Blank Shot
Calloused Hands	Str 13, 6 ranks in Craft (mechanika) or Craft (steam engine)
Combat Loading[2]	Craft (small arms) 3 ranks, base attack bonus +1
Improved Combat Loading[2]	Combat Loading, base attack bonus +3
Create Thrall	Caster level 9th, access to *animate dead* spell
Exotic Weapon Proficiency (small arms)[2, 3, 4]	Base attack bonus +1
Group Subdual	Base attack bonus +1
Gunslinger	Dex 13, Exotic Weapon Proficiency (small arms), Quick Draw
Improved Gunslinging	Dex 17, Exotic Weapon Proficiency (small arms), Gunslinger, Quick Draw, Weapon Focus (pistol)
Mechanikal Aptitude	—
Mechanikal Specialty[6]	Craft (mechanika) 8 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item
Myth Delver	Bard level 1st
Rifleman	Craft (small arms) 6 ranks, Exotic Weapon Proficiency (small arms), Weapon Focus (rifle)
Rugged Mechanika[6]	Craft (alchemy) 10 ranks, Craft (mechanika) 14 ranks, Knowledge (arcana) 14 ranks, Craft Wondrous Item
Sagas and Stories	—
Salvage Ammunition	Craft (alchemy) 2 ranks, Craft (blacksmith) 2 ranks, Craft (small arms) 10 ranks
Sense Mark	Arcane or divine spellcaster, Sense Motive 4 ranks, Spellcraft 4 ranks
Sharpshooter[2, 3, 4]	Precise Shot, Weapon Focus with weapon
Steam Monkey	—
Steamo	4 ranks in Craft (mechanika) or Craft (steam engine)
Stronghammer Smith	Ogrun only, Str 15, Int 8
Tall Tales	—
Two-Pistol Fighting[3, 4]	Dex 15
Improved Two-Pistol Fighting[3, 4]	Dex 17, Two-Pistol Fighting, base attack bonus +9
Unearthed Arcana[5]	Creature Lore 4 ranks
University Education	Int 11

Table 2–17: Feats Continued

Witch Hound	Wis 13, Alertness
Item Creation Feats	**Prerequisite**
Craft Blasting Powder	Spellcaster level 5th, Craft (alchemy) 6 ranks
Faith Feats	**Prerequisite**
Earth's Skin (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Earth
Engulf in Flames (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Fire
Faithcasting	Cleric of Cyriss, the Devourer, Menoth, Morrow, or Thamar
Green Weapon (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Plant
Liturgy of Judgment	Dwarf, able to cast 1st-level divine spells
Mindfire (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Fire
Nature's Bounty (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Plant
Rite of Assessment	Dwarf, able to cast 1st-level divine spells
Sanction of the Fathers	Dwarf, able to cast 1st-level divine spells
Spring of Understanding (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Water
Strength of the Earth (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Earth
Thunderous Exaltation (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Air
Undine Summons (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Water
Vigilance and Voice of the Law	Dwarf, able to cast 1st-level divine spells
Wind Shroud (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Air
Society Feats	**Prerequisite**
Aurum Ominus Alchemist	Alchemist or wizard level 1st, Craft (alchemy) 4 ranks, Skill Focus (Craft [alchemy])
Advanced Synthesis	Craft (alchemy) 8 ranks, Aurum Ominus Alchemist
Maximize Alchemy	Aurum Ominus Alchemist
Fraternal Brother	Human male, wizard level 5th, sponsorship of a Fraternal Brother of high standing (8th level or higher) and 1200 gp
Artificer	Fraternal Brother, any one item creation feat
Forbidden Knowledge	Decipher Script 4 ranks, Gather Information 4 ranks, or Profession (librarian) 4 ranks; Fraternal Brother
Scrivener	Decipher Script 4 ranks, Fraternal Brother
Greylord	Khardic, Kossite, or Skirov ancestry, or proven loyalty to the Motherland through military service, able to cast 1st-level arcane spells
Battlecaster	Greylord

Table 2–17: Feats Continued

For the Motherland	Greylord
Unbreakable Concentration	Concentration 8 ranks, Greylord
Illuminated One	Wizard level 1st; any good or lawful alignment; devotion to an ascendant of Morrow; Gather Information 4 ranks, Intimidate 2 ranks, and Sense Motive 2 ranks, or the Sense Mark feat
Channel Holy Might	Wis 13, Knowledge (religion) 4 ranks, Illuminated One
Faithful Resolve	Illuminated One
Inquisitor	Cha 13, Illuminated One
Union Steamo	Craft (mechanika) 4 ranks, Skill Focus (Craft[mechanika])
Mechanikal Secrets[7]	Craft (mechanika) 12 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item, Union Steamo
Quick Fix	Craft (mechanika) 6 ranks, Union Steamo

1 This feat may be taken more than once, but its effects do not stack. Each time it must be taken for a different type of armor.

2 A gun mage may select this feat as one of his gun mage bonus feats.

3 A fell caller may select this feat as one of his fell caller bonus feats.

4 A fighter may select this feat as one of his fighter bonus feats.

3 This feat may be taken more than once, but its effects do not stack. Each time it must be taken for a different creature type.

6 An arcane mechanik may select this feat as one of his arcane mechanik bonus feats.

7 An arcane mechanik who is also a member of the Steam & Iron Workers Union may select this feat as one of his arcane mechanik bonus feats.

Battlecaster [Society]

The character has an exceptional expertise with attack spells.

Prerequisites: Greylord.

Benefit: The character adds +2 to the save DC's against specific attack spells that the character can cast. Each time the character takes this feat, choose a number of attack spells equal to his Intelligence modifier.

Special: The character may take this feat multiple times, each time choosing a number of spells the character knows equal to his Intelligence modifier.

Bayonet Charge [General]

The character is highly trained in skirmish techniques with bayonet-mounted weapons.

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot.

Benefit: When using the charge action with a loaded missile weapon mounted with a bayonet, the character can fire the weapon at point blank range and make a charge attack with the bayonet, provided that he is able to reach his opponent with his charging movement. This does not provoke an attack of opportunity. Both attacks must target the same opponent.

Calloused Hands [General]

Most mechaniks have strong hands from years of turning bolts and fixing conduits with their bare fingers. A calloused hand is especially useful when it comes to exerting strength.

Prerequisites: Str 13, 6 ranks in Craft (mechanika) or Craft (steam engine).

Benefits: A good steamo does not need a wrench or tool to make basic repairs to a piece of mechstuff. Instead, the character can use his bare hands if he has too. However, even with tough, calloused hands get torn up and after making repairs using his bare hands as tools, a steamo must soak his hands in cold water for 2 hours.

The character also gains a +2 competency bonus when attempting a feat of strength requiring the use of his hands. This would include things like attempting to bend bars or break chains with his hands and even grappling, but not contested Strength checks for Bull Rush attempts or breaking down doors. He does not have to rest his hands after performing a feat of strength.

Channel Holy Might [Society]

The character can enhance the energy of a spell with a holy, luminous fire.

Prerequisite: Wis 13, Knowledge (religion) 4 ranks, Illuminated One.

Benefit: The character can combine the arcane energy of a magical attack with the holy fires of faith. This holy fire adds one extra point of holy damage per caster level to spells that harm evil or undead creatures. This is not actually flame, but holy might channeled through arcane means.

Special: Preparing a spell in this manner uses a normal spell slot for the spell's level. Only arcane spellcaster levels apply to this ability.

Combat Loading [General]

The character can ignore the chaos of a combat raging around him in order to load his firearms properly.

Prerequisites: Craft (small arms) 3 ranks, base attack bonus +1.

Benefit: The character gains a +4 bonus to all Concentration skill checks required to load a firearm or artillery piece during an extended action.

Normal: While in combat, it is much more difficult to reload a firearm due to the concentration and care needed to successfully clean and load the weapon's breech. In addition, attempting to load a firearm or artillery piece while threatened draws attacks of opportunity.

Any time a character attempts to reload a firearm or artillery piece while engaged in combat, melee or ranged, a successful Concentration check (DC 15) is required in addition to the standard Craft (small arms) skill check. If either check fails, the ammunition is ruined and the character must start the reloading process again on the following round. With a successful Concentration check, the character is able to continue loading the firearm and does not draw any potential attacks of opportunity. See the description of the Concentration skill (PHB) for more details.

Special: A gun mage may select Combat Loading as one of his gun mage bonus feats.

Craft Blasting Powder [Item Creation]

The character has learned the delicate process for refining the raw materials necessary to craft the highly combustible red and black blasting powders, and has learned safe means of handling and storing these materials.

Prerequisite: Spellcaster level 5th, Craft (alchemy) 6 ranks.

Benefit: Given the necessary equipment, space, and reagents, the character can process the raw materials into a rifler's pound of powder per week. A rifler's pound of blasting powder consists of a small keg containing 5 ounces of red powder and a larger keg holding 8 ounces of black powder. The process requires a full week's work in a properly equipped alchemist's laboratory, 1 pound of raw red powder, 1 1/2 pounds of unprocessed black powder, and 2 successful Craft (alchemy) checks. The first check (DC 16) determines the character's success in refining the black powder, while the second check (DC 22) determines his success or failure in refining the more volatile red powder. If either check is failed, half of the unrefined powder is lost and must be replaced. The check must be repeated to finish the refining process. If the character fails the same check twice, he must abandon his efforts and start again. However, he has already lost a week's worth of time. To craft blasting powder, the character must spend 1/25 of the base price in XP and use up raw materials costing one-half the base price.

A rifler's pound of blasting powder is enough to make 20 charges for a small pistol, but only 8 charges for a military rifle. These numbers all assume a munitions expert with little to no powder wastage. Powder is mixed in a 6/4 ratio, 6 parts black powder to 4 parts red powder. A typical long rifle load requires about 175 grains (nearly 3 drams) of black powder and 115 grains (nearly 2 drams) of red powder.

Special: The Order of the Golden Crucible maintains strict control over the sales and distribution of blasting powders in their raw and processed forms. The base price for a rifler's pound of blasting powder is 25 gp and the base price for a 20-pound keg is 500 gp.

Use these prices to determine the cost in XP. However, the Order places incredibly high surcharges and trade tariffs on shipments of unrefined powder going anywhere other than to its own refineries. Individuals who are not licensed with the Order, or have not taken the Aurum Ominus Alchemist feat, can expect to pay 45 gp for the raw materials required to craft a rifler's pound of blasting powder and 900 gp for the materials required for a 20-pound keg. Again, this mark-up does not affect the XP cost for crafting blasting powder. So, the actual costs for non-Order alchemists to create blasting powder would be:

Rifler's pound: 45 and 1 XP.

20-pound keg: 900 gp and 20 XP.

Replacing the materials ruined while refining blasting powder costs an additional 22 gp, 5 sp for a rifler's pound or 450 gp for a 20-pound keg for alchemist's not affiliated with the Order.

Note: For more details on the Order of the Golden Crucible, their stranglehold on the blasting powder industry, and the process of crafting blasting powder, see Chapter Five: Magic & Mechanika.

Create Thrall [General]

The character is skilled in thrallic magic and can create various forms of thralls.

Prerequisite: Spellcaster level 9th, access to *animate dead* spell.

Benefit: The character can create any thrall whose prerequisites he meets. Creating a thrall takes one day for each Hit Die the thrall possesses. The character must spend 25 XP per hit point of the thrall to be created. The material components for thrall creation include, but are not limited to, the dead remains of the being to be animated and an arcane concoction that is used to mark the body with the necessary runes and sigils. These components incur a monetary cost of 5 gold pieces per hit point of the thrall.

The character can increase a thrall's Hit Dice, abilities, and special abilities/qualities by spending an additional XP amount equal to the total XP spent for the base thrall divided by the number of hit dice of the base thrall. The exact effects of increasing or changing a thrall's special attacks or qualities are subject to the DM's discretion.

Thrall Type	Prerequisite
Risen	Caster level 9th
Slave	Caster level 9th
Warrior	Caster level 10th
Lieutenant	Caster level 10th
Bane thrall	Caster level 11th
Skarlock	Caster level 13th

Earth's Skin [Faith]

A cleric of Dhunia devoted to her Earth aspect is protected from energy attacks.

Table 2–18: Rounds of Ammunition per Rifler's Pound

Standard Firearms	Charges/ Rifler's Pound	Charges/ 20-pound Keg
Long Rifle, Military Pistol	12	240
Small Pistol	20	400
Military Rifle/Carbine	8	160
Special Firearms		
Clockwerk Arms Pepperbox, Rynnish Holdout Pistol, Rynnish Walking Stick	40	800
Clockwerk Arms Revolving Rifle	15	300
Radliffe Firestorm Pistol, Vanar Liberator	3	60
Ogrun Battle Cannon	4	80
Vislovski Rifle	9	180

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Earth.

Benefit: The earth's skin can protect a person from the harshest of the elements. Once per day, the character can ignore half of the damage done by an attack with an energy descriptor (acid, cold, electricity, fire, or sonic).

Exotic Weapon Proficiency (Small Arms) [General]

The character is proficient in the use of all pistols and rifles, and understands how to use them effectively in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character using a weapon that he is not proficient with suffers a –4 penalty on attack rolls.

Special: A fell caller, fighter, or gun mage may select Exotic Weapon Proficiency (small arms) as one of his bonus feats.

Faithcasting [Faith]

Clerics in the Iron Kingdoms rely on faith much more than they rely on actual direct communion with their chosen deity. Even Morrow, the most benevolent of the human gods, rarely hands magic directly to his worshippers. To represent the power of faith, clerics of Cyriss, the Devourer, Menoth, Morrow, and Thamar can take the Faithcasting feat. However, not all clerics of these gods become faithcasters.

Prerequisite: Cleric of Cyriss, the Devourer, Menoth, Morrow or Thamar.

Benefit: Each time the character chooses this feat, he can select a number of divine spells equal to his Wisdom modifier. The character doesn't have to prepare these spells in order to cast them, but he must leave spell slots open for the spell use. Casting one of these spells uses an un-used spell slot of the same level or higher. In addition, the cleric never has to pray to receive Domain spells.

However, the cleric must fulfill and exemplify the conditions of his faith (see Chapter Five: Magic & Mechanika, pp. 267 - 273). Failure to do so could potentially mean a fall from grace. Should the character fall from grace, he loses access to all the benefits of the Faithcasting feat and possibly access to spells acquired through normal prayer, at the DM's discretion.

Normal: Without the benefits of this feat, the cleric must prepare all of his spells as normal, by meditating and allotting spells each day.

Faithful Resolve [Society]

The character's faith gives him strength when he faces the darkness.

Prerequisite: Illuminated One.

Benefit: The character gain a +4 divine bonus to saving throws against fear-based attacks.

Fire's Wrath [Faith]

A cleric of Dhunia devoted to her Fire aspect can hurl fire at her enemies.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Fire.

Once per day the character can throw flame upon her enemies. This ability is identical to the *produce flame* spell and uses the character's cleric level as the caster level for the spell.

For the Motherland [Society]

The character's loyalty and commitment to Khador is absolute, and the he sees the enemies of his country as his own personal foes.

Prerequisites: Greylord.

Benefit: When pursuing enemies of the Motherland the character gain a +2 morale bonus to Concentration, Knowledge and Survival checks.

Forbidden Knowledge [Society]

The vaults of the Fraternal Order are deep and filled with books on every subject imaginable.

Prerequisite: Decipher Script 4 ranks, Gather Information 4 ranks or Profession (librarian) 4 ranks; Fraternal Brother.

Benefit: By taking this feat, the character can learn an extra spell every level. This spell must be of the necromancy, abjuration, or conjuration schools. If others discover the character possess such knowledge, it may result in expulsion from the Fraternal Order, or it may open avenues into one of the Order's secret societies.

Fraternal Brother [Society]

The character becomes a probationary member of the Fraternal Order of Wizardry. With the character's oath to the Fraternal Order come all the benefits and obligations suiting a Fraternal Brother. While the character may serve the Fraternal Order, they also serve him, as brothers, friends and allies in times of need. Members are considered probationary until they finish the 2–5 year membership process, and are not afforded full-member status until this is finished. Even so, probationary members still receive all of the benefits described below.

Prerequisite: Human male, wizard level 5th, sponsorship of a Fraternal Brother of high standing (8th level or higher), and 1200 gp.

Benefit: Membership in the Fraternal Order has its privileges, granting the following benefits:

The character halves his costs for copying and producing spellbooks.

The character has free access to the Order's alchemical labs.

The character halves the price for alchemical items.

Due to the extensive libraries of the Fraternal Order, the character gains an extra spell every level.

When in any major city in Cygnar, the character and up to three companions can stay in Order lodging facilities free, this is the equivalent of a good inn with 3 good quality meals each day. Order members receive preference, however.

In return for these basic benefits, the character must pay dues of 100 gp per month to the Fraternal Order of Wizardry. In addition, for each wizard level the character possess, the character must spend one week out of every year performing duties for the Order. Beyond that, any magic items the character creates can be claimed and sold by the Order as works of commerce to cover unpaid or past due fees. The Fraternal Order of Wizardry may call upon the character at any time to perform duties for the Order beyond those required. This may include arcane research, exploration and expeditions. Failure to answer a Fraternal Order summons results in complete loss of benefits. Further transgressions may result in expulsion.

Green Weapon [Faith]

A cleric of Dhunia devoted to her Plant aspect can turn even the simplest stick into a mighty weapon.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Plant.

Benefit: In the hands of the faithful, even a stick can become a deadly weapon. Once per day, the character can imbue a simple wooden weapon with the effects of the *shillelagh* spell for a number of rounds equal to her class level.

Greylord [Society]

The character has sworn an oath of loyalty to the Motherland and the Greylords Covenant in order to become a fully fledged member of the Greylords. In doing so the character becomes a servant of a loyal and dangerous organization of individuals dedicated to being a vanguard for their beloved country.

Prerequisites: Khardic, Kossite, or Skirov ancestry, or proven loyalty to the Motherland through military service; able to cast 1st-level arcane spells.

Benefit: As a loyal servant of the Motherland, the character has proven himself a valuable and powerful commodity. Greylords receive the following benefits.

As a result of military training through the Greylords, the character gains proficiency with pistols or rifles (character's choice), a single martial weapon, and light armor.

The character may select an extra combat spell for his spellbook at every level. A combat spell is any spell that meets the definition of an attack spell (PHB Chapter 8, Magic).

Once the character has proven competent, the character can command small cadres of troops and loyal enforcers with the authority bestowed to the character by the Greylords. As such, the character gains the Leadership feat free when he becomes a 10th-level wizard.

The military of Khador is exceptionally accommodating to Greylords and the character may ask for the help of troops, as well as request equipment and transportation from the Motherland's guardians. The military usually provides this by judging the wizard's rank and standing in the Covenant. In turn, the military and the Greylords expect that the character will provide combat support for military patriots and whatever intellectual and arcane aid the character is capable of providing. Failure to do so will call his loyalty into question, unless the character is following specific orders at the time.

Group Subdual [General]

While working with other trained combatants, the character can more easily subdue an enemy.

Prerequisite: Base attack bonus +1.

Benefit: If the character and one or more of his allies with the Group Subdual feat are attacking the

same target and inflicting only nonlethal damage, he gets one extra attack per round. The attack is at the character's highest base attack bonus, but each attack he makes during that round can only inflict nonlethal damage. At least two attackers with the Group Subdual feat must be using the full attack action to gain the feat's benefit.

Gunslinger [General]

The character is especially adept at drawing her pistols and firing first, though at the cost of accuracy.

Prerequisite: Dex 13, Exotic Weapon Proficiency (small arms), Quick Draw.

Benefit: The character may, on the first round of combat, subtract a number from all her attack rolls and add that number to her Initiative check. This number may not exceed her base attack bonus. Note that even if she doesn't attack during first round, the penalty still applies to the first round in which she does attack. The only way to avoid this is to spend the first round refocusing.

Illuminated One [Society]

As an Illuminated One, the character bears the responsibility of safeguarding the world from the darkness that lurks beyond what most normal people ever see. The character must face the terrors of infernalism, and the darkest works of necromancy. Yet, throughout all of this he must remain strong and pure, a guardian of Morrow using arcane magic to work his will.

Prerequisites: Wizard level 1st; lawful good, lawful neutral, neutral good, or chaotic good; devotion to an ascendant of Morrow; Gather Information 4 ranks, Intimidate 2 ranks, and Sense Motive 2 ranks, or Sense Mark feat.

Benefits: As an Illuminated One, the character gains the following benefits.

The character can learn arcane versions of the following spells: *aid* (2nd), *detect evil* (1st), *dispel evil* (4th), *holy smite* (3rd), *mark of justice* (5th), *sanctuary* (1st), *shield other* (3rd) and *spiritual weapon* (3rd).

The character gains proficiency in a single martial weapon.

The character can recognize Telgesh glyphs (see Chapter Four: Cosmology & Religion, pg. 219) by sight, but the character is not taught the meaning of the glyphs.

Once per day, the character may sacrifice a prepared spell in order to turn undead as a cleric of the spell's level. To turn an undead creature as a 5th-level cleric, the character would have to sacrifice a prepared 5th-level spell.

With the authority of the Church, the character gains a small following of clerics and loyal bodyguards from the Sancteum. The character gains the Leadership feat free when the character becomes a 10th-level wizard.

The character may find simple lodgings at any church or cathedral of Morrow.

The character represents the Church and is eligible for promotion within the Church hierarchy based on his wizard level (if a cleric as well, his rank eligibility is based on his combined cleric and wizard levels).

The character must obey the dictum of the Order of Illumination in seeking out and punishing those who practice infernal or necromantic magic. Failure to do so results in censure and a harsh inquisition into his loyalties. The character must also provide a charitable donation to the Church each year equal to 10% of his personal wealth. Reporting to his superiors and keeping vigilance is vital to the survival of the faithful.

Improved Combat Loading [General]

Having mastered the art of loading his weapons during battle, the character is unaffected by the chaos around him.

Prerequisites: Combat Loading, base attack bonus +3.

Benefit: The character ignores the required Concentration skill check to load a firearm or artillery piece during combat and does not draw attacks of opportunity while reloading his weapon.

Special: A gun mage may select Improved Combat Loading as one of his gun mage bonus feats.

Improved Gunslinging [General]

The character's speed and skill with firearms is amazing. She can aim and fire faster than many men can blink.

Prerequisite: Dex 17, Exotic Weapon Proficiency (small arms), Gunslinger, Quick Draw, Weapon Focus (pistol).

Benefit: The character's attack penalty from the Gunslinger feat is halved (round down).

Improved Two-Pistol Fighting [General]

Prerequisites: Two-Pistol Fighting, base attack bonus +9.

Benefit: In addition to the standard single extra attack the character gets with an off-hand missile weapon, the character gets a second attack with the off-hand missile weapon, albeit at a –5 penalty.

Special: This feat is only useful with missile weapons that can be loaded with more than one shot, such as a double-barreled pistol or double-barreled crossbow, or that somehow automatically reload.

Note: A fell caller or fighter may select Improved Two-Pistol Fighting as one of his bonus feats.

Inquisitor [Society]

The character's faith lets him peer into the darkness with clarity.

Prerequisite: Cha 13, Illuminated One.

Benefit: The character gains a +2 divine bonus to Bluff, Intimidate and Sense Motive checks when speaking with persons or creatures of evil alignment. In addition, the character is familiar with all of the focuses and material components of arcane necromantic spells and arcane magic with the evil descriptor. This familiarity grants the character a +2 bonus to Spellcraft checks when attempting to identify a spell being cast or a spell already in place if it is an arcane spell from the school of Necromancy or with the evil descriptor.

Liturgy of Judgment [Faith]

The admonishments of clerics of the dwarven Great Fathers leave the guilty stricken and speechless.

Prerequisite: Dwarf, able to cast 1st-level divine spells.

Benefit: Verbally reprimanding the guilty is necessary before passing judgment. Once per day, the character can judge an individual's worth and admonish him. He must make an Intimidation check with a DC equal to the target's Charisma + level. Should the check prove successful, the Liturgy dazes the target for a number of rounds equal to the character's Wisdom modifier.

Maximize Alchemy [Society]

The character can imbue alchemical items with great potency.

Prerequisites: Aurum Ominus Alchemist.

Benefit: All variable, numeric effects of an alchemical substance modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are effects without random variables. A maximized alchemical substance has a Craft (alchemy) DC modifier of +5.

Mechanikal Aptitude [General]

The character has a knack for working with mechanika.

Benefit: The character gets a +2 bonus on all Craft (mechanika) and 'Jack Handling checks.

Mechanikal Secrets [Society]

The character is such a skilled mechanik that he can build a construct more quickly and cheaply than others.

Prerequisite: Craft (mechanika) 12 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item, Union Steamo.

Benefit: Due to his extensive research in mechanikal construction and thorough understanding of the principles of mechanika, the character can reduce the base cost to create any mechanikal construct by 25%. This also reduces the XP cost.

Special: An arcane mechanik who is also a member of the Steam & Iron Workers Union may select Mechanikal Secrets as one of his arcane mechanik bonus feats.

Mechanikal Specialty [General]

The character specializes in making a certain type of mechanika.

Prerequisite: Craft (mechanika) 8 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item.

Benefit: The character gains a +3 bonus to all skill checks related to crafting or repairing a certain type of mechanika. The mechanika types that can be chosen for purposes of this feat include: accumulators; arcane engines; armor; rods, staves and wands; steamjacks; and weapons.

Special: This feat may be taken more than once. Each time the character selects a new specialization.

Note: An arcane mechanik may select Mechanikal Specialty as one of his arcane mechanik bonus feats.

Mindfire [Faith]

A cleric of Dhunia devoted to her Fire aspect can sharpen his mind and boost Knowledge-based checks.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Fire.

Benefit: Once per day, by concentrating on a burning flame for a full round the character can add her Wisdom modifier to the Intelligence-based skills the character use, for a number of hours equal to her class level.

Myth Delver [General]

The character gains greater insight into the tales and chronicles left over from the past.

Prerequisite: Bard level 1st.

Benefit: The character gains a +4 circumstance bonus on skill checks to research lore or a +4 circumstance bonus to his bardic knowledge check, whichever benefit is greater.

Special: This feat may only be taken once.

Nature's Bounty [Faith]

A cleric of Dhunia devoted to her Plant aspect can call forth a bountiful feast.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Plant.

Benefit: By concentrating upon the wooded green, the character calls up a bountiful feast. The character can imbue normal food with the properties of the *goodberry* spell to a number equaling her class level + Wis modifier, once per day.

Quick Fix [Society]

Things break down, for certain, but sometimes a mechanik simply does not have enough time to do a thorough repair, and when things need to work, they need to work.

Prerequisites: Craft (mechanika) 6 ranks, Union Steamo.

Benefits: The character can take 10 as a standard action to repair any broken down mechanika, however the repair is temporary and lasts for a number of minutes equal to her Intelligence modifier. Repairs made with the Quick Fix cannot be repaired a second time with the feat, and require a full repair job with a +5 DC modifier.

Rifleman [General]

The character is particularly adept at rapidly reloading military rifles.

Prerequisite: Craft (small arms) 6 ranks, Exotic Weapon Proficiency (small arms), Weapon Focus (rifle).

Benefit: The time it takes the character to reload a military rifle is reduced to 1 standard action.

Normal: Reloading a military rifle normally takes 2 standard actions.

Rite of Assessment [Faith]

Clerics of the dwarven Great Fathers are highly skilled at discerning falsehood and discovering truth when arbitrating disputes.

Prerequisite: Dwarf, able to cast 1st-level divine spells.

Benefit: When accepting the facts from multiple parties involved in arbitration or dispute over some matter, seeing through lies is a vital skill to keeping the arbitration in line with the Edicts of the Codex. The character gains a divine bonus to Appraise, Bluff and Sense Motive checks equal to his Wisdom modifier.

Rugged Mechanika [General]

The character knows how to build constructs that are sturdier and better able to withstand damage.

Prerequisite: Craft (alchemy) 10 ranks, Craft (mechanika) 14 ranks, Knowledge (arcana) 14 ranks, Craft Wondrous Item.

Benefit: Any construct built by the character gains an additional +2 bonus to its natural armor, +2 Hit Dice, and 10 extra hit points regardless of type.

Special: An arcane mechanik may select Rugged Mechanika as one of his arcane mechanik bonus feats.

Sagas and Stories [General]

Having studied various myths and stories, the character is particularly knowledgeable about a specific creature type.

Benefit: The character automatically gains Common knowledge on any creature of the specific type chosen

with this feat. Whenever the character encounters a creature of that type, the DM should provide the player with the Common knowledge specific to that creature. When researching a creature of this specific type, his legends and lore checks take half the required time.

Special: This feat may only be taken once for every creature type. For instance, the character may only take Sagas and Stories (undead) once. If the character selects Sagas and Stories again, the feat must be taken for a different creature type.

Salvage Ammunition [General]

This feat is the only non-magical way to convert ammunition fabricated for one gun to use in another. The only way new ammunition can be created is by a difficult magical & alchemical process.

Prerequisites: Craft (alchemy) 2 ranks, Craft (blacksmith) 2 ranks, Craft (small arms) 10 ranks.

Benefit: Via this feat, ammunition charges are disassembled into their components (two types of blasting powder, wrapper, projectile), and then reassembled to work with a different firearm. Along with measuring out and wrapping blasting powder charges, this process also entails altering the ammunition projectile. Use of this feat requires several hours (generally 1/2 a day) and allows salvage of anywhere from 10-100 charges.

How many charges are salvaged depends upon the size of the old charges versus the size of the new. It is never possible to salvage 100% of charges as this process always results in loss, but larger charges converted to smaller results in greater salvage, while trying to make larger charges from smaller results in less salvage. The base is 70% salvage if converting charges for firearms of approximately the same size, represented by dice of damage. Therefore, if converting charges for a 2d6 pistol for another 2d6 pistol, 70% of charges are salvaged. Each increment in dice adds to or reduces from this by 10%, with a maximum salvage of 90%. For example, using this feat to convert 30 charges of military rifle ammunition (2d8) to small pistol (2d4) would result in 90% salvage, or 27 salvaged charges. Converting 30 charges of small pistol (2d4) ammunition to military rifle (2d8) ammunition would result in 50% salvage, or 15 salvaged charges.

Cannon charges cannot be converted into small arm ammunition or vice versa, as these charges use slightly different alchemy. At the DM's discretion a rifleman with Craft (cannoneer) can use this feat to salvage different sizes of cannon ammunition the same way as described above.

Normal: Tampering with firearm charges without this feat will always fail, ruining the charges, and is also dangerous. Trying to take apart firearm charges has a 50% chance of detonating the charge, causing half the damage the charge would usually do if fired from a firearm to the person tampering, along with igniting anything flammable within 2 feet (including other charges, which would also explode).

Special: Salvaging ammunition with this feat also requires a gunner's kit.

Sanction of the Fathers [Faith]

The blessing of the Lords of Kharg Drogun carries great weight amongst the faithful dwarves of Rhul.

Prerequisite: Dwarf, able to cast 1st-level divine spells

Benefit: The character may utter the Sanction of the Fathers to a group of dwarves equal in size to his cleric level. This group receives a +1 bonus to attack, damage, and saving throws while carrying out his orders to enforce the laws of Rhul. This lasts for a number of hours equal to the character's Wisdom modifier and can be used once per day.

Scrivener [Society]

The Order excels at teaching students how to scribe and collate script and formula, through rote learning most wizards can recite the manners of the arcane without hesitation.

Prerequisite: Decipher Script 4 ranks, Fraternal Brother.

Benefit: The character receives a +4 competence bonus to Spellcraft checks made to decipher arcane magical writings, and prepare and copy spells from borrowed spellbooks. In addition, the character is an efficient and quick scribe, being able to copy spells in half the time normally required.

Sense Mark [General]

The character has honed his skills to sense the mark of witchcraft.

Prerequisite: Arcane or divine spellcaster, Sense Motive 4 ranks, Spellcraft 4 ranks.

Benefits: The character may cast *detect magic* to scan an area. If the character makes a successful Spellcraft check (DC 25) he can determine if a necromantic spell or a spell with the evil descriptor has been cast in the last few days within the area of his *detect magic* spell. The number of days during which a necromantic or evil spell can be detected is equal to the spell's level. Success reveals the nature and magnitude of the spell as if the character had cast *detect magic* at the time of the spell's casting. For instance, if *blasphemy* was cast recently (within the past 7 days since it is a 7th-level spell) in a given location, a successful use of the Sense Mark feat would reveal that an evil spell of strong magnitude had been cast sometime within the last 7 days in that area.

Additional Spellcraft checks can be made to determine the exact school of magic (DC 15 + spell level), to identify the spell that left behind a 'mark' (DC 20 + spell level), and how long ago, in days, the spell was cast (DC 20).

The character can also detect the presence of Infernals, and the use of necrotite or soul cages in an area using the method described above, but only within the last 24 hours.

Special: Because of the dark nature of human magic, if a human arcane spellcaster has cast a spell within the last 24 hours, the Gift of Thamar leaves a mystical aura resembling the mark of necromancy. Should a character use the Sense Mark feat and fail his Spellcraft check by 5 or more when near a human arcane spellcaster, the character automatically detects the presence of an overwhelmingly powerful, unwholesome evil emanating from the arcane spellcaster regardless of his actual alignment.

Sharpshooter [General]

The character's aim with his chosen weapon is incredible, allowing him to strike home when others would merely graze or scratch a target.

Prerequisite: Precise Shot, Weapon Focus with ranged weapon.

Benefit: The character adds his Dexterity modifier to damage while using a ranged weapon with which he has the Weapon Focus feat.

Special: A fell caller or fighter may select Sharpshooter as one of her bonus feats.

Spring of Understanding [Faith]

A cleric of Dhunia devoted to her Water aspect can draw upon holy wisdom to aid in understanding foreign languages.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Water.

Benefit: The character can understand any written or spoken language for a number of minutes equal to her class level. This ability may be used a number of times per day equal to her Wisdom modifier.

Steam Monkey [General]

The character has an innate knack for building and repairing steam engines.

Benefit: The character gains a +2 bonus an all Craft (steam engines) and Craft (tools) checks.

Steamo [General]

Working with belching coals and stoking furnaces is a steamo's lot, at least as an apprentice. However, the skills a mechanik develops working near scorching steam pipes and stoked furnaces last a lifetime.

Prerequisites: 4 ranks in Craft (mechanika) or Craft (steam engine).

Benefits: A character with the steamo feat gains fire resistance 4, and can work comfortably in the hottest of conditions. Treat the steamo as under the effects of *endure elements* whenever exposed to hot and muggy environmental conditions.

Strength of the Earth [Faith]

A cleric of Dhunia devoted to her Earth aspect can strike with fists of stone.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Earth.

Benefit: Stone can break bone and flesh with ease. Once per day, the character may add her Wisdom modifier to her damage bonus when attacking with an unarmed strike. In addition, the character gains the effects of the Improved Unarmed Strike feat even if the character does not have it. This lasts for a number of rounds equal to her class level.

Stronghammer Smith [General]

This racial feat is not possessed by all ogrun, but many smiths of this race learn techniques allowing them to take advantage of their great strength.

Prerequisites: Ogrun only, Str 15, Int 8.

Benefit: This feat allows an ogrun to apply his Strength modifier to any Craft (armorsmithing, blacksmithing, or weaponsmithing) check. The Strength modifier is cumulative with any Intelligence bonus or penalty and is also cumulative with the ogrun's racial bonus to Craft checks related to working metals.

Tall Tales [General]

The character has listened to a lot of tall tales and seen a few weird things, broadening his knowledge of strange creatures.

Benefit: The character can make an Intelligence check (DC 10) to gain Common knowledge about any creature he encounters or hears mention of. If he exceeds the DC by 10 or more, he recalls something he's witnessed or heard that gives him Uncommon knowledge about that specific creature as well.

Thunderous Exaltation [Faith]

A cleric of Dhunia devoted to her Air aspect can stun opponents with a shout like a thunder clap.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Air.

Benefit: The booming voice of thunder challenges the enemies of Dhunia's faithful. Once per day, the character can let forth a tremendous shout that sounds like the thunder of the heavens. Those within a 30 foot radius of the character who hear the shout must make a Will saving throw (DC 10 + cleric level + Wis modifier, negates) or be stunned for a single round.

Two-Pistol Fighting [General]

The character can fight with a one-handed missile weapon in each hand, allowing one extra attack each round with the off-hand weapon.

Prerequisite: Dex 15.

Benefit: The character can fight with a one-handed missile weapon in each hand. She can make one extra attack per round with the missile weapon in her off-hand. Also, her penalties for fighting with two missile weapons are reduced by 2 for her primary hand and 6 for her off-hand.

Normal: Without this feat, a character using two missile weapons would suffer a –6 penalty to attack with his primary hand and a –10 penalty to attack with his off-hand.

Special: This feat offsets most of the penalties for fighting with two missile weapons.

Note: A fell caller or fighter may select Improved Two-Pistol Fighting as one of her bonus feats.

Unbreakable Concentration [Society]

The character is capable of incredible determination.

Prerequisites: Concentration 8 ranks, Greylord

Benefit: The character can cast a spell as a full round action to ensure that the character does not have to make a Concentration check if struck or injured while casting. Even if disabled or dying, the character can continue to cast the spell as long as he was conscious when he began casting. The character's actions still draw attacks of opportunity as normal; however, damage does not deter the character from casting his spell.

Special: Only spells that can be cast as a standard action may be used with this feat.

Undine Summons [Faith]

A cleric of Dhunia devoted to her Water aspect can summon a harmful water spirit to assail her foes.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Water.

Benefit: The character summons an undine spirit, a creature of water to possess and fill the throats of her enemies with water. She can specify a number of targets up to her wisdom bonus, these targets must make a Will saving throw (DC 10+ cleric level, negates) or gag up salt water and spend 1d4 rounds heaving as if *nauseated*. The character can summon an undine spirit once per day.

Unearthed Arcana [General]

The character has managed to discover secrets of myth and legend and has distilled them into concrete knowledge.

Prerequisites: Creature Lore 4 ranks.

Benefit: For every 4 ranks in the Creature Lore skill, the character gains Common, Uncommon, and Rare legends and lore on two specific creatures from a single specific creature category (i.e., giants, fey, undead, etc). As the character's skill increases, so does his knowledge; every time his Creature Lore skill increases by 4 ranks he gains insights on two more creatures of that type.

This feat is based on specific creature type. For instance, Unearthed Arcana (undead) gives the character knowledge of creatures of the undead type. If he wants to learn about Aberrations, the character would need to take the feat a second time as Unearthed Arcana (aberrations). There is one exception to this rule; humanoids and monstrous humanoids form a single group.

Special: The character may not learn the legends and lore of a creature with a CR that exceeds twice his ranks in the Creature Lore skill.

Union Steamo [Society]

Through dedication and talent, the character has proven that he belongs to an organization that protects it members, and keeps the jobs and coin flowing. As a member of the union, the character will not want for hard work or good pay.

Prerequisites: Craft (mechanika) 4 ranks, Skill Focus (Craft [mechanika]).

Benefits: A member of the Steam & Iron Workers Union gains the following benefits.

The character can register with a Steam & Iron Workers office in order to find work in a city or town. During that time, they can petition for a billet, a small cot and three meals a day to keep them fed. They may have to perform tasks or jobs for the Union while billeted.

The character gains access to a 25% discount on mechanika and arcane mechanika components bought through union shops. Note that union shops do not sell accumulators.

If unpaid for a contracted job, the Union member can petition the Union to arbitrate matters of payment. If the payment exceeds 5,000 gp then the Union may send in a special negotiator to arbitrate collection. Such collections require that a 10% commission be paid to the Union arbitrator.

Union members gain a vote in the five-year director elections, as well as the yearly board member elections.

Obligations: Union members are obligate to represent their work in a professional and courteous manner as well as perform any job to the best of their ability. Legitimate complaints usually result in membership censure, and neglect of duty can lead to a member being cast out of the Union permanently or having their benefits withdraw as a penalty.

University Education [General]

Study at one of the Iron Kingdoms' institutions of higher learning increases the character's knowledge in several fields of study.

Prerequisite: Int 11.

Benefit: All Knowledge skills are class skills for a character with this feat. In addition, the character gains a +2 competence bonus to three specific Knowledge skills of the character's choice.

Special: There are only a handful of universities in the Iron Kingdoms; almost all of them located in major population centers. The character must have a reasonable explanation as to how she was able to attend any such university, especially if she hails from a region that has none of its own. This feat may be taken at any time, although taking it after 1st level requires a further explanation and (at the DM's discretion) the passage of some period of time before its effects can come into play.

Vigilance and Voice of the Law [Faith]

Dwarven clerics of the Great Fathers are especially skillful at hunting down and capturing lawbreakers.

Prerequisite: Dwarf, able to cast 1st-level divine spells.

Benefit: Those who seek to escape the law must evade the authority and clarity of its enforcers. The character gains a bonus to Search, Spot, and Intimidation skills equal to his Wisdom modifier.

Wind Shroud [Faith]

A cleric of Dhunia devoted to her Air aspect can call forth a protective shroud of wind.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Air.

Benefit: Disciples of Dhunia that seek peace do not

use the power of air as a weapon unless necessary. Once per day, the character can call upon the wind to protect the character as long as she is not involved in an action that directly harms or hinders any living creature. While invoked the shroud grants the character a deflection bonus equal to her Wisdom modifier for a number of rounds equal to her cleric level. Should the character attack or otherwise harm a living thing, the effect ends.

Witch Hound [General]

The character can recognize arcane spellcasters as if by smell.

Prerequisite: Wis 13, Alertness.

Benefit: The character can determine whether a creature possesses arcane magical abilities, but not divine abilities, simply by being in its presence for a few moments. On a successful Wisdom check (DC 15), the character senses the creature's arcane magical aura, if any, as well as its relative strength. He does not know the precise power level of the creature's magical abilities, but the DM can give a rough idea by comparing it to other such abilities the character has encountered. This ability can be countered through the use of spells like *nondetection*, *mage's private sanctum*, and *mind blank*.

Special: The character cannot retry this check against the same creature, regardless of success or failure. The Wisdom check should be made secretly by the DM, since the character should never be absolutely certain of the success of this ability.




WEAPONS
&
GEAR
BOOM!

Implements of Enterprise

Adventuring is an enterprising mission, one fraught with all sorts of peril. No one expects to lead an adventurer's life without getting into a skirmish or two (or a hundred), and for that reason any self-respecting fortune-hunter or campaigner always has some implement of destruction close to hand—or stowed somewhere in his gear. Indeed, combat is inevitable in the adventuring trade, whether one is a soldier or scholar, rogue or priest. It is a crucial part of the endeavor.

In western Immoren, all types of weapons and other implements are used by characters in achieving their ends. This chapter presents many of the tools commonly found in the possession of such adventurers. The first section, "Weapons," offers details on some of the armaments that exist in addition to those found in the PHB, as well as information about weapon customizations, firearms, gunwerks, ammunition, and more. The statistics for these weapons are listed in this chapter on Table 3–2: Weapons.

"Armor" is the next section following the information on weaponry. This segment offers details on additional types of protection one comes across in western Immoren that aren't covered in the PHB, such as various shields, the always stylish greatcoat, and a few more items. Statistics are located on Table 3–3: Armor.

And what reputable fortune-hunter voyages into the Bloodstone Marches without a collapsing shovel and some goggles? The last section of this chapter, entitled "Gear," collects an assortment of Iron Kingdoms-specific odds and ends from goggles to mechanik's boots to gunner's kits. Table 3–4: Gear lists the costs and weights for these items and more. Consult the PHB for additional trappings with which to outfit a character who has a taste for adventure out of either a sense of duty or for personal enterprise.

A Word on v.3.5 Edition Weights and Measures

The creators at Privateer Press feel that the weights listed for weapons and gear in the v.3.0 edition of the PHB are more accurate to what is preferred for weapons and gear in the Iron Kingdoms. Hence, when referencing the weight of implements not listed in this book, it is suggested that DMs go by the weights for weapons and gear found in v.3.0, rather than the updated v.3.5 PHB, except of course in cases where the weapon does not appear in the v.3.0 PHB.

Weapons

A wide variety of innovative and utilitarian weapons can be had in western Immoren. Besides the standard accoutrements of daggers and such, serious campaigners brandish a bit of everything, from the heavy axes favored by Khards to the weighty battleblades wielded throughout southern Cygnar. The following information expands upon some of the weapons commonly found in the possession of adventurers and soldiers in the Iron Kingdoms.

Axe, Heavy or Light Horseman's: The heavy horseman's axe is an ancient weapon from the days of the horselords. It bears a cleaver-like blade with a sweeping wedge design to give it a wider arc. The handle is carved and reinforced with the foreknowledge that a man will need to swing this large axe from horseback and it is designed to be braced in the wielder's armpit. When the axe is swung at a target from horseback, the wielder's arm acts as a catch for the weapon to bring it back up quickly for additional attacks. It takes a great deal of practice to wield this axe in great sweeping strikes from low in the saddle.

In addition, while attacking foes on foot from horseback, the wielder can generate greater force than normal due to the axe's odd design. While attacking from horseback, the wielder treats the weapon as if it



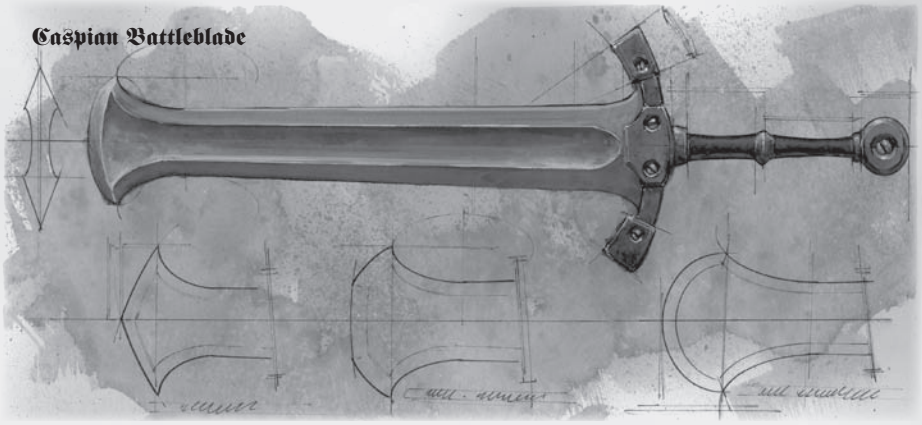
were being used in two hands, allowing for one and a half times the wielder's Strength bonus to damage. This does not apply while attacking other mounted foes. On foot, the horseman's axe is strangely uncomfortable (–2 penalty to attack), so many dismounted horsemen use a second weapon while on foot. The heavy axe must be wielded in both hands while on the ground and the wielder does not gain the normal benefits of a two-handed weapon.

Baton, Collapsing: A simple innovation, the collapsing baton is a slim iron rod that collapses in on itself to a length of six inches and is easily extended to its full length of two feet with a hard flick of the wrist (a free action). Unobtrusive and easy to conceal, the collapsing baton may not even by identified as a weapon by those unaware of such devices.

Bayonet: The bayonet (pictured on pages 35 and 55 of L&L:CP) is a dagger-like blade that can be affixed to a rifle by means of a metal ring designed to fit snugly over the end of the barrel, effectively converting the rifle into a rudimentary spear suitable for melee (a simple weapon). Fitting or removing a rifle bayonet requires 1 standard action. While standard bayonets work with most single-barreled rifles, bayonets for multiple-barreled rifles must be special ordered (cost 14 gp).

Bayonets have also been designed for use with crossbows, although in these cases they are permanently affixed. Rifles and crossbows fitted with bayonets require both hands to wield effectively in melee, regardless of the actual size of the weapon. Due to the added weight and the clumsiness of using a rifle or crossbow as a spear, all ranged and melee attacks suffer a –2 attack penalty while the bayonet is attached.

Battleblade, Caspian: A descendant of the thick, single-edged, cleaving swords used by Caspians ages ago, the battleblade is a wide, heavy, double-edged blade suitable for cleaving and heavy, slashing cuts. The thick and sturdy blade is as much as eight-inches wide near the crossguard, and it is a favorite weapon of swordsmen in southern Cygnar. The tip of the battleblade is never sharpened; as such the sword is used solely as a slashing and chopping weapon. Some battleblades are rounded off at the end, while others come to short, purely ornamental points, and a rare few flair out at the tip in a heart- or spade-like shape.



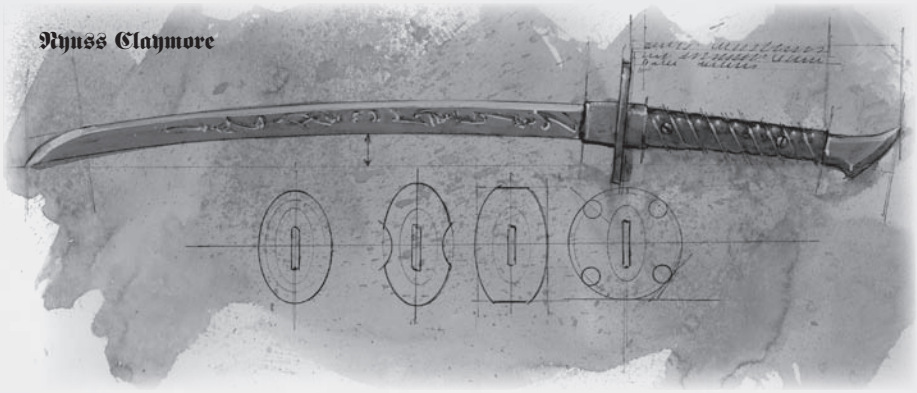
Battleglaive: A larger version of the battleblade, the battleglaive also has a much longer hilt—up to two-feet long in some cases. Made for powerful chopping and slashing, the tip of the battleglaive, much like the battleblade, is primarily ornamental. An interesting example of this is the *storm glaive*, developed in recent years by the Cygnaran military; its cleft tip is of little use on such a powerful cutting blade. The battleglaive is one of the most popular swords among Caspians, right alongside the Caspian battleblade and the greatsword.

Chain, Aldar's: The aldar's chain is a popular weapon among Ordic sailors, an unusual item combining a short, hooked harpoon, with a length of weighted chain attached to the butt. Either end can be used to strike with, the harpoon for thrusting, tripping, or throwing, and the chain for tripping and striking. Although the harpoon is held in one hand and the chain in the other, it is too awkward to be considered a double weapon (although it can be used as two weapons, with the spear in the main hand, and the chain in the off-hand). Trip attacks may be made with either end, and if a character is tripped while making a trip attempt, he can drop the weapon to avoid being tripped. The chain also makes an excellent disarming device, providing a +2 bonus to the opposed attack roll to disarm, including the roll to avoid being disarmed if one fails.

Chain, Light: A light chain is any length of chain up to four feet in length that can be effectively swung as a weapon. A length of thick rope, heavily knotted, has the same statistics, as does a thick belt with a heavy buckle. Monks of the Fist are known to favor the latter, going as far as to reinforce their belts with concealed steel strips. Because light chains can wrap around an opponent's limbs, they can be used to make trip attacks (if a character is tripped during a trip attempt, he may drop the weapon to avoid being tripped). They also grant a +2 bonus to attempts to disarm (including the roll to resist being disarmed if the disarm attempt fails).

Claymore, Nyss: The favored weapon of the Nyss, this claymore is an elegant and unusual greatsword of remarkable quality. The five-foot blade is etched with Aeric runes, while the ornate two-foot-long hilt is often decorated with an abstract motif and features a small circular guard. So widely respected are these weapons that common lore has it they never dull or suffer the ravages of time. Claymores that do not meet their standards are always destroyed and forged again. The Nyss train to use this masterwork claymore from youth and, as such, all Nyss are proficient with this weapon.

The weapon's unusual balance and grace allows it to be used with the Weapon Finesse feat. However, this cannot be done without special training; thus, it is an exotic weapon. Anyone can use a Nyss claymore as a martial weapon, but they cannot gain the benefits of Weapon Finesse. Additionally, Nyss claymores are masterwork weapons; they gain the usual +1 bonus to attack rolls.



The cost of a Nyss claymore represents the price for a non-Nyss trying to acquire one of these rare weapons. They are almost never sold by the Nyss themselves nor will a Nyss willingly part with his own sword for any price. Given to Nyss barbarians, clerics, fighters, and rangers in a special coming of age ceremony, the claymore is used and treasured throughout the individual's life.

Dirk, Cryxian: This wicked-looking dagger is commonplace in Lord Toruk's realm. The thrusting blade has four sharp flanges forming an X-shaped cross section. Because of its unusual blade, a Cryxian dirk inflicts more terrible wounds than other daggers of equal size.

Gaff: The gaff is a large metal hook attached to a small wooden crossbar clenched in the fist, with the hook protruding between the fingers. It is a common shipboard tool used to hook and haul cargo or fish, and sailors also use it as an impromptu weapon when the need arises.

Garrote: The garrote is an assassin's weapon. It is a thin piece of wire that is wrapped around a victim's throat in order to strangle them. Garrotes can only be used with a sneak attack or coup de grace maneuver. On a successful attack, the victim takes damage equal to the attacker's Strength modifier per round, with any sneak attack damage being applicable as well, as the wire digs into the throat and spine. In addition, if the attack is successful, the victim begins to suffocate as per the drowning rules. The victim is considered grappled and can attempt to break free normally. If the attacker scores a critical hit, the garrote deals normal critical damage and the victim can only hold his breath for a number of rounds equal to half of his Constitution.

Glove, Clawed: Clawed gloves are designed to aid the wearer in climbing uneven or rough surfaces, providing a +2 circumstance bonus to Climb checks. However, these gloves can also be used for defense in a tight situation. A metal plate sewn into the palm of the glove is fitted with three short, metal spikes that can be used to rake an attacker. Attacking

with clawed gloves is considered an unarmed attack and suffers the normal penalties. The weight listed is for a pair.

Glove, Reinforced: This tough leather glove is double-layered, with iron bands sewn between its layers across the knuckles and back of the hand. These metal bands add force to a punch, much like brass knuckles. Far less obvious than brass knuckles or gauntlets however, this glove allows the wearer to inflict normal damage with their unarmed attacks rather than nonlethal damage. Yet, just like gauntlets, attacking with a reinforced glove is still considered an unarmed attack. The heavy, ironclad gloves favored by mechaniks have the same statistics.

Harpoon: This specialized type of spear is designed primarily for whaling. It is light, can easily be thrown, and has a wicked barb on the tip. Half of the shaft's length is made of wood capped with a metal socket. This socket is attached to a length of metal shaft, proof against the sharp teeth of sea creatures, that in turn holds the harpoon head. The spearhead is heavily barbed, and has a metal ring near its base. The metal ring is used to attach a rope or heavy cable to the harpoon in order to haul in the catch. Harpoons are considered barbed weapons, but the extra damage is already factored into the weapon's statistics.

If the wielder of the harpoon has secured the tether line to himself or a heavy object, a creature that takes at least 3 points of damage from a harpoon is considered tethered. Tethered creatures must make opposed Strength checks against the harpoon wielder in order to move in any direction other than toward their attacker. However, creatures hit by a harpoon tethered to an immovable object are not able to move. Any heavy object at least two size categories larger than the creature is considered immovable. This opposed Strength check has the same bonuses and penalties as a trip attack (+4 for every size category larger than Medium, –4 for every size category smaller than Medium, +4 bonus for having more than two legs or being unusually stable). Even if the tethered creature is successful, it can only move at half speed and cannot charge or run. The same movement restrictions also apply to the wielder, if the line is tethered to him.

The tethered creature can attempt to remove the bolt from its wound with a hand or its mouth, but unless the creature has time to carefully remove the bolt and make a successful Heal check (DC 10 + damage dealt by the bolt), it suffers additional damage (1d6+1 or 2d4+1 for the Small or Medium harpoon, respectively).

If the wielder of the harpoon chooses to forego his normal attack, he can make an opposed Strength check, with the standard bonuses and penalties listed above, to yank on the tether. If he wins the opposed Strength check, he inflicts 1 point of damage for every 2 points by which he beat his opponent's check (note that his Strength modifier is already added in so there is no additional damage for a high Strength modifier). If the damage inflicted by a single tug on the tether inflicts more damage than the initial attack, the bolt is pulled free. For example, Kaeli has successfully hit and tethered Tomas with her harpoon. She foregoes one of her normal attacks this round to pull on the tethered bolt. Kaeli's Strength check is 18, while Tomas only gets an 11. Since Kaeli beat Tomas' check by 7 points, she inflicts an additional 3 points of damage by yanking on the bolt.

Harpoon, Wrist: Mounted to a leather or metal bracer and resembling a miniature crossbow, the wrist harpoon launches a specially designed bolt attached to a coil of fine wire. The coil is in turn attached to a steel tether ring locked between the crossbow and the bracer. When fired, the range of the bolt is limited by the 40-foot length of wire standard to the device's coil. A small winch, also used to cock the crossbow, can be engaged to allow the user to "reel in" their victim. Harpoon bolts are considered barbed weapons, and the extra damage is already factored into the weapon's statistics. Loading a wrist harpoon takes 2 full-round actions. This includes the time required to rewind the coil of wire.

A creature that takes at least 3 points of damage from the harpoon bolt is considered tethered. Tethered creatures must make opposed Strength checks against the wrist harpoon wielder in order to move in any direction other than toward their attacker. This opposed Strength check has the same bonuses and penalties as a trip attack (+4 for every size category larger than Medium, –4 for every size category smaller than Medium, +4 bonus for having more than two legs or being unusually stable). Even if the tethered creature is successful, he can only move at half speed and cannot charge or run. The same movement restrictions also apply to the wielder of the wrist harpoon.

The tethered creature can attempt to remove the bolt from its wound with a hand or its mouth, but unless the creature has time to carefully remove the bolt and make a successful Heal check (DC 10 + damage dealt by the bolt), it suffers additional damage (1d4+1 or 1d6+1 for the Small or Medium wrist harpoon, respectively).

If the wielder of the wrist harpoon chooses to forego his normal attack, he can make an opposed Strength check, with the standard bonuses and penalties listed above, to yank on the tethered bolt. If he wins the opposed Strength check, he inflicts 1 point of damage for every 2 points by which he beat his opponent's check (note that his Strength modifier is already added in so there is no additional damage for a high Strength modifier). If the damage inflicted by a single tug on the tether inflicts more damage than the initial attack, the bolt is pulled free. See the harpoon description above for an example.

Wrist Harpoon



Katrena's Hook: Named in honor of the valiant ascendant of the same name, the Katrena's hook is an unusual weapon inspired by the common halberd; in this case, reducing the head of the weapon somewhat in size and mounting it on a short, one-handed hilt. The result is a bit like a handaxe, but with the addition of a back hook that can be used for trip attacks (if a character is tripped during a trip attempt, he may drop the weapon to avoid being tripped), and a top-mounted piercing spike useful for thrusting attacks. Some monks of the Order of Keeping use a Katrena's hook while performing a flurry of blows and, in fact, this weapon is rarely used by anyone other than those of this order.

Knife, Folding: Also commonly called a "pocket knife" due to the fact that it can be safely carried in a pocket without risk of injury, the folding knife's blade folds neatly into a groove in the side of the weapon's handle. It takes a move action to fold or unfold the knife's blade.

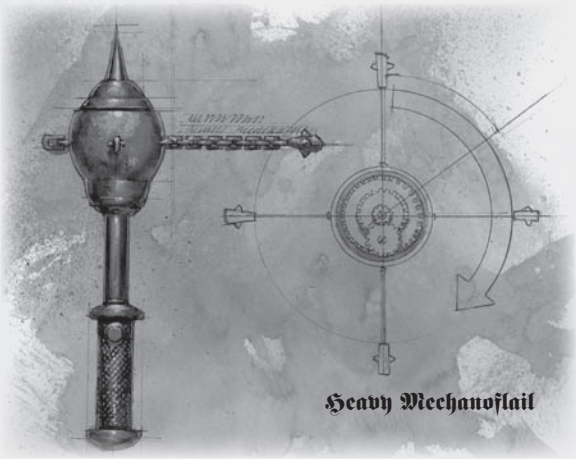
Knife, Throwing: Throwing knives are popular weapons in some circles, in part due to how easily they can be concealed. These slender blades are balanced for effective throwing. Two may be thrown per attack, but they must be hurled at the same target, and separate attack rolls must be made for each knife.

Locharn: A popular, military polearm of Cygnaran origin, the locharn is a six-foot staff affixed with a mace-head at one end and longsword blade at the other. It follows the standard rules for double weapons and can be used as a reach weapon, striking with either end at opponents up to ten feet away. It cannot, however, be used as a reach weapon in the same round it is used as a double weapon, and vice versa.

Maul: The maul is the military version of the sledgehammer. A massive head of metal or stone is affixed to a long, two-handed shaft. In the hands of a trained wielder, this weapon is capable of shattering bones, buckling armor, and even damaging light warjacks. Humans tend to favor metal heads for mauls, but the dwarves of Rhul pride themselves in exquisitely carved maul heads with granite or marble striking surfaces; these latter weapons are often many times more expensive than plain mauls, but more suited for creating magical weapons.

Mechanoflail, Heavy: A huge version of the light mechanoflail, the heavy mechanoflail (pictured on pg. 37 of SOTE) is used by high priests of the Cult of Cyriss who have transferred their souls to mechanikal bodies of appropriate size and power. Only size Large or larger creatures can effectively wield the heavy mechanoflail. Due to the rapid rate at which the mechanoflail's head rotates, as a full attack action the wielder can choose to make an extra attack each round with the flail. This

extra attack is at the wielder's highest base attack bonus, but each attack made in the round (the extra one and all the normal ones) suffer a –3 penalty.



Mechanoflail, Light: The favored weapon of Cyrissists, the light mechanoflail is a short metal handle affixed with a clockwork-powered head that rotates with great speed, spinning its three short flail heads. Due to the rapid rate at which the mechanoflail's head rotates, as a full attack action the wielder can choose to make an extra attack each round with the flail. This extra attack is at the wielder's highest base attack bonus, but each attack made in the round (the extra one and all the normal ones) suffer a –3 penalty.

These weapons are created in Cyrissist foundries and supplied to acolytes unfinished, their completion considered part of the final test of worth for entry into the cult proper—after meeting other requirements. The acolyte must first discern why the mechanoflail is inoperative, requiring a Craft (clockwork) check (DC 10), and then make the appropriate repairs with a second successful Craft (clockwork) check (DC 15). Should the acolyte succeed at both checks, the mechanoflail will operate, and the acolyte becomes eligible for consideration as a full member. Should the acolyte fail in either task, they must return to their studies and not try again for a full 100 days.

Menoth's Sting: Monks of the Order of the Fist are trained to accurately throw small aerodynamic projectiles such as smooth pebbles, sling bullets, and coins, sometimes with the edges sharpened. Anyone hit with such a projectile is said to have experienced the "sting of Menoth's displeasure," hence the name given to these varied projectiles. It is possible to hurl as many as three stings per attack, providing they are thrown at the same target. Strength modifiers are not added to sting attacks.

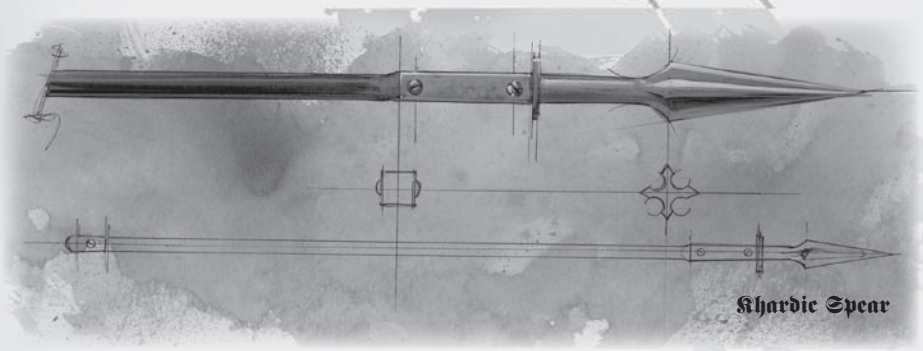
Net Launcher: This crossbow-like contraption is designed to fire a net at a target, entangling it without causing much harm—it does inflict 1 point of damage due to the bludgeoning impact. A fired net must be refolded before it can be loaded into the net launcher. Nets for the device follow the usual costs, weights, and rules for nets found in the PHB. Reloading a net launcher requires 2 full-round actions to refold the net and 1 full-round action to load the net.

Shortbow, Khardic Composite: The horseman tribes of the Khadoran plains developed this powerful shortbow. Arguably, they were the first to develop this type of bow from the horns and tendons of the Raevhan buffalo. Its recurved limbs and composite construction utilize the shooter's strength, making it a very effective tool for hunting large game, and downright deadly in war. This weapon functions as a mighty composite shortbow, and the hand guard on the bow grip may be used as a spiked gauntlet. The price listed is for a mighty (Str +1) bow. A Khardic bow adjusted for (Str +2) costs 225 gp.

Spear, Gaff: A common weapon and tool among those plying their trade on sea or river, the gaff spear is a sturdy shortspear with a large hook mounted at the base of the spearhead. As a tool, the gaff spear can hook objects or people from the water, help the user push off from other boats, or heave to other small boats. As a weapon, it can be used as a normal shortspear, but also offers the user the ability to perform a trip attack (if a character is tripped during a trip attempt, he may drop the weapon to avoid being tripped).

Spear, Hunting: The hunting spear is a thick, heavy spear, often much thicker in diameter than other more general purpose spears. Behind the leaf-shaped spearhead, two or more metal bars extend laterally, preventing dangerous game animals from further impaling themselves on the spear in an attempt to attack the wielder. These bars also allow the hunting spear to be used to disarm or trip opponents (if a character is tripped during a trip attempt, he may drop the weapon to avoid being tripped). The wielder of a hunting spear has a +2 circumstance bonus to all trip and disarm checks.

Spear, Khardic: This spear was designed long ago for Khardic light cavalry and its use continues to the present day. It is a light spear with an elongated, metal head designed for use on horseback, either thrown in skirmishing maneuvers or as a lance to pierce the heavier armor of slower moving cavalry. Light cavalry rest the butt of the spear in a leather loop attached to their mount's saddle to brace the spear while using it as a lance. It has many other uses, and several nations use it in skirmishing or light infantry roles. Iosan rangers are said to use a similar weapon.


Khardic Spear

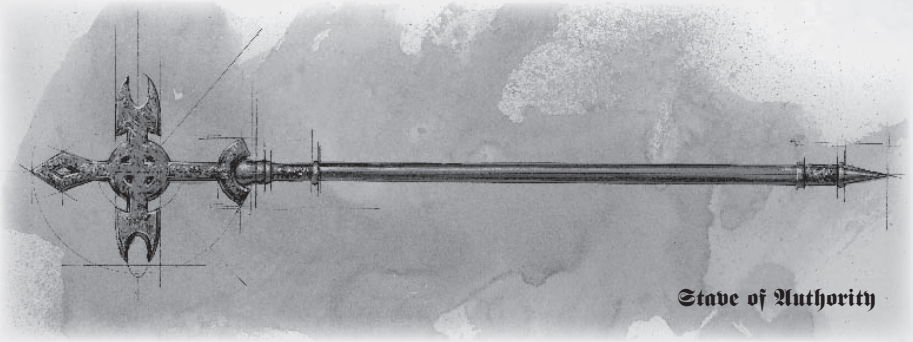
Springblade: A slightly more advanced version of the folding knife, the springblade has a strong, internal spring-and-button release mechanism that unfolds the blade as a free action. Folding the blade back into the knife handle is a move action.

Staff, Collapsing: Created using the same collapsing principle as the collapsing baton, but with the addition of an internal spring mechanism designed to instantly (as a free action) extend or retract the hollow iron staff, the collapsing staff is eighteen inches in length retracted, and six feet in length extended. Like a normal quarterstaff, a collapsing staff is a double weapon.

Staff, Pincer: Another weapon utilized extensively by Cyrissists and by Cryxian necrotechs, the pincer staff (pictured on pg. 32 of SOTE) is a mechanikal weapon resembling a short, metal staff with three sharp, articulated, grabbing claws on one end. A successful hit on a Small or Medium size opponent results in the claws grabbing their target, so the user can immediately initiate a grapple as a free action, without incurring an attack of opportunity. If successful, the wielder can also attempt to pull the grappled target to the ground, similar to a trip attack. The initial attack with the pincer staff is treated as the required melee touch attack. In all other ways, resolve the trip attack normally. Pincer staves are only available to cultists of Cyriss and necrotechs. If the trip attempt fails, the wielder of the staff can choose to drop it to avoid being tripped.

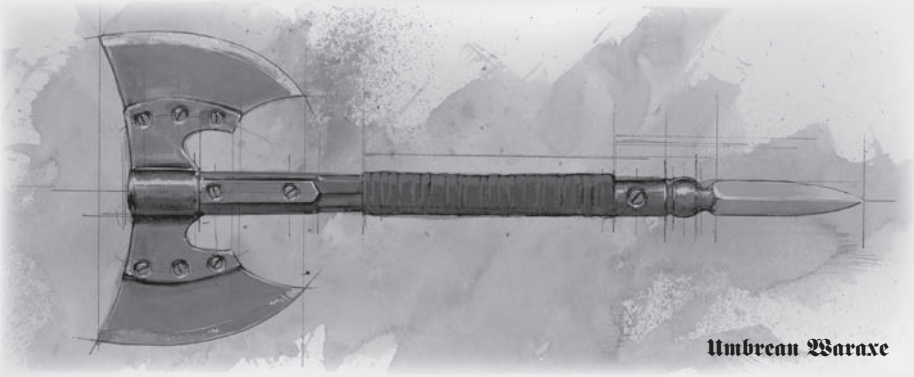
Staffspear: Utilizing a built-in spring mechanism, this weapon appears to be a common quarterstaff and can be used as such. A quick twist turns the staff into a shortspear, releasing a spring-loaded spearhead from one end of the staff. The combination of staff and spear makes this weapon popular with travelers in dangerous locales. Switching the weapon from a staff into a spear is a free action. When the blade is retracted, the staffspear is identical to a standard quarterstaff.

Stave of Authority: A powerful symbol of the priests of Menoth, the stave of authority is a stout quarterstaff, topped with a large metal menofix usually crafted from iron and plated with more attractive metals reflecting the cleric's rank. The stave of authority can be used as a weapon, as with any other staff, but the hard metal edges and angles of the menofix, combined with its extra weight, serves to make strikes with that end of the staff all the more vicious.


Stave of Authority

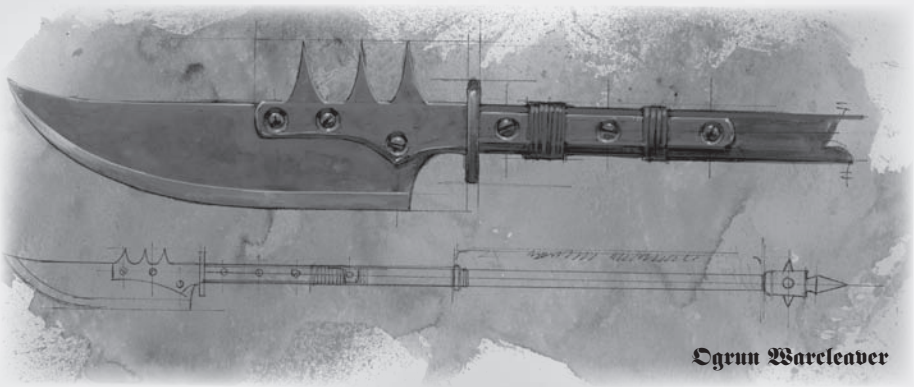
Stiletto: A long, almost needle-like, piercing dagger, the stiletto is ideal for penetrating the gaps between armor plates or chain links, administering a coup de grace to a downed foe, or inflicting deep wounds with small entry holes. As a result, it has acquired something of a nefarious reputation as a weapon of murderers.

Waraxe, Umbrean: The Umbrean waraxe is a double weapon, with a heavy, double-bladed axe on one end and a spearhead affixed to the butt-end of the axe. The top of the axe blade is flattened and straight, allowing it to be grasped to drive the spear end into fallen opponents. This powerful weapon is a favorite amongst Khadorans, especially Umbreans.



Umbrean Waraxe

Warcleaver, Ogrun: Created to take full advantage of an ogrun's massive strength and size, the warcleaver is a sturdy pole arm, so large and heavy that even ogrun must wield it with both hands. A three-foot long, one-foot wide cleaver-like blade is affixed to a stout, twelve-foot pole, the back of the cleaver blade studded with three punching spikes, allowing the warcleaver to perform devastating chopping or piercing blows. The great size of the orgun warcleaver is what makes it an exotic weapon. With proper training (exotic weapon proficiency), the warcleaver can be used as a reach weapon. Any Large creature with exotic weapon proficiency in the ogrun warcleaver can strike at targets that are adjacent or up to fifteen feet away, extending their natural reach. Characters using the warcleaver as a martial weapon cannot take advantage of the weapon's reach.



Ogrun Warcleaver

Weapon Customization

Weapon customization is a popular movement among some adventurers and campaigners, as well as those with something to hide. While not all weapon smiths are capable of some of these more demanding customizations, barbed and hooked weapons are common enough to be worth mentioning. In addition to these dangerous looking modifications, assassins favor some of the more complicated customizations designed to make weapons more easily concealed or more dangerous.

Barbed Weapon: Among the rarest of mundane weapons, barbed weapons are instantly recognizable due to the number of spikes or barbs stemming from them. The secrets of barbed weapon forging once belonged to the infamous black ogrun, but were apparently stolen centuries ago by some intrepid dwarf with a different name depending on who's telling the tale. These techniques have been slow to spread from Rhul, primarily due to the exacting craftsmanship required to create these weapons. Only a handful of human smiths have mastered the techniques thus far, although followers

of Thamar enjoy using barbed weapons because of the nature of the wounds they can inflict.

Forging a barbed weapon is every bit as difficult and expensive as forging a masterwork weapon, requiring an additional Craft (weaponsmith) skill check (DC 20) in addition to the skill check to craft the base weapon. It is possible to purchase a weapon that is both barbed, masterwork, and/or hooked, although each element requires a separate Craft (weaponsmith) skill check, and all costs are cumulative. The additional spikes or barbs add a +1 bonus to damage rolls, although this bonus does not stack with an enhancement bonus to damage. Cost: +300 gp.

Cleft Bladed Arms: The barbarians of the Rimeshaws were the first to forge these bifurcated blades thousands of years ago in reverence to the ancient Devourer Wurm. It is surmised the weaponry is designed in homage to the Devourer's zygomorphic anatomy, perhaps signifying the forked tongue, twin fangs, or split tail depicted in various bits of artwork. Whatever the reason, these blades have proven quite effective in rending bone and puncturing flesh in dreadful ways through the ages and have been adopted by warriors as far south as Imer. All cleft bladed weapons are considered masterwork and the weapon's threat range increases by 1. For example, the cleft spear is improved to 19–20/x3 and the cleft greatsword is 18–20/x2.

Folding Bow: This modification fits a bow or crossbow with one or two strong, locking hinges, allowing the bow to be folded up when not in use, taking up much less space as a result. This modification is uncommon and largely associated with assassins who prize folding shortbows for their ease of concealment and silence. It takes 1 full-round action to fold or unfold a folding shortbow or longbow. Folding crossbows generally have hinges in the stock and in the bow, allowing for the weapon to compact almost as neatly as a folding bow. Collapsing or assembling a folding crossbow requires 2 full-round actions. Cost: +20 gp added to the cost of the basic bow, so a folding, composite shortbow costs 90 gp.

Hollow Hilt: Outfitting a weapon with a hollow compartment in the hilt provides the user with space to secretly store a Fine item, such as two or three lockpicks, a single rolled-up and folded scroll, a vial, flint and steel, needle and thread, or a signal whistle, and the like. The hollow hilt modification is particularly popular with rogues, for obvious reasons. Cost: +10 gp

Hooked Weapon: Several of the most famed and skilled weapon smiths have made their names forging hooked weapons, a tradition said to have originated among goblins. Such weapons have one or more hooked protuberances, giving them the distinct benefit of being able to perform trip attacks, providing the weapons are of Small size or larger. Forging a hooked weapon requires an additional Craft (weaponsmith) skill check (DC 15) in addition to the skill check required to craft the weapon itself. It is possible to purchase a weapon that is both hooked, masterwork, and/or barbed, although each element requires a separate successful Craft (weaponsmith) skill check, and all costs are cumulative. Cost: +100 gp.

Injector Mechanism: The injector mechanism fits the tip of a piercing weapon with a small, internal mechanikal device into which a single dose of a liquid alchemical or other substance can be poured. Upon striking and piercing a target, the mechanism injects the liquid directly. Excessive use of acid within the mechanism will ruin it, typically within 6+1d4 such uses. The injector mechanism must be integrated as the weapon is being created; it cannot be added later. For obvious reasons, injector mechanisms are strongly identified with assassins. Cost: +100 gp added to the cost of the basic weapon.

Spring-loaded Blades: Spring-loaded, hidden blades can be added to almost any weapon with a haft large enough to conceal a blade. Since these hidden blades are contained within a larger weapon, this is also an ideal way to conceal a poisoned blade, and skilled assassins are known to employ spring-loaded blades combined with injector mechanisms. As such, spring-loaded blades, while highly functional, have acquired a somewhat sinister reputation. Individuals apprehended by watchmen and discovered to be in the possession of such a weapon will automatically be detained and questioned harshly.

Attached to a larger weapon, spring-loaded blades tend to be a bit more awkward to wield. Unless the wielder takes the Exotic Weapon Proficiency (concealed blade), the use of a weapon with a spring-loaded blade suffers the standard non-proficiency penalties; the staffspear, described earlier, being the only exception. Adding a spring-loaded blade to a wood-hafted weapon is, of course, easier than adding one to a steel-hafted one. Cost: +15 gp added to the cost of a wood-hafted weapon, +35 gp added to the cost of a steel-hafted weapon.

Twin-Bolt Crossbows: As with firearms, it is possible to construct dual-branched hand, light, and heavy crossbows, utilizing an over-under configuration. Such weapons are rather expensive, but allow the user to fire twice without reloading, or fire both bolts simultaneously at a single target with a –2 penalty to attack, rolling damage twice. Reloading has to be done separately for each bolt and reload times for each bolt are identical to those for standard crossbows (i.e., reloading one bolt on a twin-bolt light crossbow is a move action, while reloading both bolts would require 2 move actions or 1 full-round action). Rumors also exist of a tri-bolt crossbow emerging in some parts of Cygnar, but these are few and far between. Cost (twin-bolt): +150% added to the usual cost of the basic crossbow, so a twin-bolt heavy crossbow would cost 125 gp.

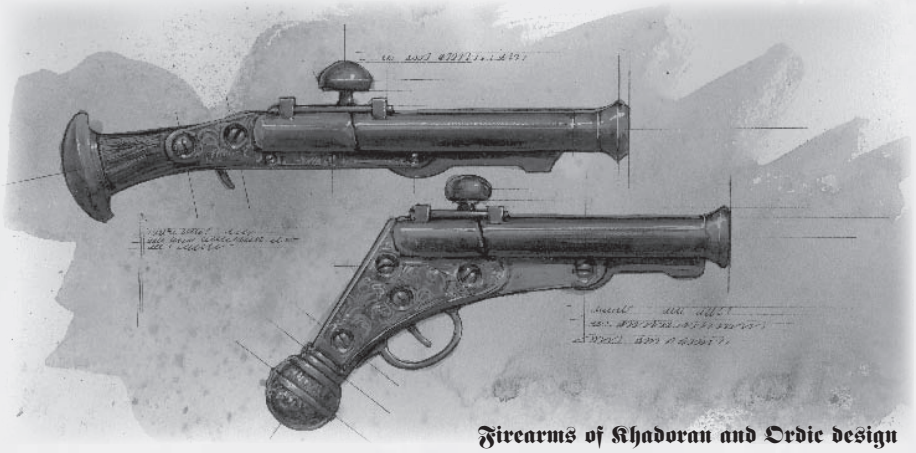
Origin of the Firearm

No one can say when the actual first firearm came into being, but it is most certainly considered a milestone invention for the rebellion effort against the Orgoth. The members of the Order of the Golden Crucible, founded in secret to preserve the knowledge of alchemy and develop weapons for the rebellion, were tinkering with explosive and projectiles for many years before the first rifle with the patented *pinlock* mechanism surfaced around 80 AR.

By this time, the Orgoth had been putting down the first great rebel attacks; the Iron Fellowship had been quashed and the wizards of the Kerwin-inspired Circle of the Oath had been summarily hunted down and slaughtered. Many of the wizards who had survived this purge retreated east. They regrouped in Leryn, sending out tentative feelers for other survivors to gather there. Together, with a number of skilled alchemists, these ragtag survivors formed the now famous Order of the Golden Crucible. Passing themselves off as alchemists proved to be a convenient cover for these wizards in those early days. Their hunted status forced them to focus on more subtle enchantments, and they engaged in fashioning weapons that would not be easily detected.

The actual design of the first firearm is credited to Oliver Gulvont, an engineer and dabbler in alchemy who was born, raised, and educated in Caspia, and later relocated to Leryn. Over time, Gulvont acquired friends and associates in the budding Order of the Golden Crucible, and became a willing collaborator on their schemes. His intent was to contribute to the evolution of the crossbow; although he managed to craft a prototype firearm, he lacked a substance explosive enough to properly hurl a metal slug with sufficient, damaging force.

After considerable experimentation with flammable substances, some members of the Crucible developed blasting powder. It was discovered that arcane energy could enchant a pair of powders to interact explosively. These black and red powders, combustible when mixed, were contained in separate silk pouches, and Gulvont's pinlock—the prototype to today's popular *forgelock* mechanism—was adjusted to pierce the wrapping in order to rapidly combine the two elements. It was several more decades before the process was perfected.



Firearms of Khadoran and Ordic design

Guns and powder were not cheap to produce, requiring considerable skill and craftsmanship. Nonetheless, the Order spent a fortune crafting as many weapons as possible in order to get them into the eager hands of those who had formed what was called the Army of Thunder. As history tells, this was another doomed rebellion army, but it made a lasting

impact on the Orgoth and liberated the Llael Province, if but momentarily. Although the Army of Thunder was quickly put down and destroyed through overwhelming Orgoth numbers, the city of Leryn remained liberated under the protection of the Order of the Golden Crucible, and it became an important stronghold for the rebels that would eventually succeed in pushing the tyrannical Orgoth out of western Immoren forever.

Gunwerks

The breechloader was a crucial development in the history of firearms. Any other developments have simply been extensions of that technology, and most gunsmiths are content to produce quality firearms without experimenting with new designs. In part this is due to the need for costly, specialized equipment. Reboring and augmenting rifle barrels requires modified milling equipment and changes to the breech receiver requires new casting molds. Once a gunsmith has acquired all of the machinery necessary to produce quality firearms, why would he want to invest more in experimenting with new designs that require modified machinery? Economics and a lack of inventive gunsmiths have led to the development of a status quo in firearm production, and the recent flooding of the firearms market with cheap knock-offs. However, a few intrepid souls are attracting attention with innovative modifications to standard firearms.

In Korsk, noted gunsmith Grigor Vislovski has created the "true Khadoran firearm." He, along with many other Khadorans, feels that bigger is always better; hence, Grigor specializes in some of the heaviest rifles seen anywhere in western Immoren. This extra weight means extra steel, all of which serves to reinforce the barrel, and such an alteration allows for heavier charges of blasting powder, thus a heavier kick, greater range, and increased stopping power.

Khadorans everywhere rant about the new Vislovski. Indeed, the rifle has become so popular that Grigor has recently expanded his shop and hired on additional gunsmiths to try to keep up with demand. This is an unprecedented development in what has generally been a small craft business. Where an independent gunsmith would normally engrave his own name into the lock and breech of any rifle he had created, all rifles created in Grigor's shop bear the stamp of the Vislovski Gunwerks. Grigor himself has become so busy that he spends the majority of his time training new smiths, and overseeing the quality of the rifles produced in his workshop. So, while one may not be able to acquire a rifle fashioned by Grigor himself, he personally guarantees the quality of his rifles.

Imitators produce heavy rifles similar to those introduced by Vislovski, but many are shoddy and unfortunate accidents have occurred involving ruptured breeches and barrels and the like (see "Shoddy & Flawed Firearms" callout). Rumors hint that Vislovski Gunwerks may be responsible for some of these accidents, but these claims are far from substantiated. On the subject of rumors, it is said that Vislovski has been awarded a royal contract from Queen Vanar XI to produce heavy military rifles for Khador's troops. If this is true, Vislovski Gunwerks could soon become the topmost firearm manufacturer in all of Khador. Already, many able gunsmiths are seeking better fortunes working for Grigor Vislovski rather than trying to keep their own shops running.

Among Rynnish gunsmiths in Llael, the opposite trend exists; it is unclear which gunsmith began the trend, but lighter, more easily concealed pistols have become very popular. While Vislovski Gunwerks has a near stranglehold on the heavy rifle market, gunsmiths throughout Llael specialize in light pistols. Good names like Grifler, Dunmont, and Erlicher guarantee a quality arm, but one must be wary of cheap imitations. Some gunsmiths have gone so far as to stamp similar names—Grifter, Dummont, or Enlichter—onto their cheap pistols in an attempt to fool the unsuspecting into thinking they are getting a great deal.

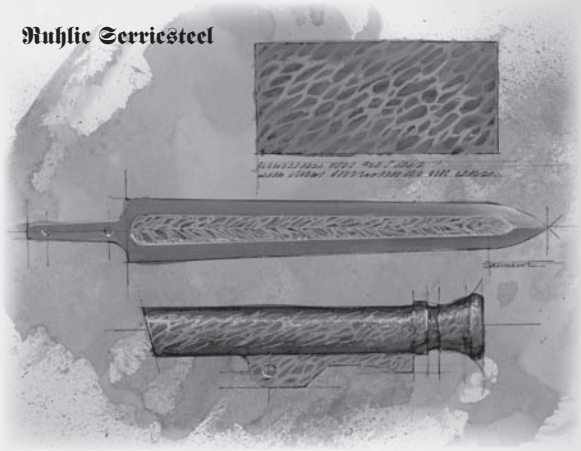
In addition to light pistols, gunsmiths in Llael are known for producing concealable firearms. Some say this is at the behest of the Unseen Hand, while others say it is merely their Llaelese natures showing through in their craft. A common example is the Rynnish walking stick. Appearing as nothing more than a finely crafted walking stick or gentleman's cane, the metal shaft is a carefully designed firearm. A swivel plate on the bottom of the device twists aside for firing, and then snaps firmly in place to avoid clogging the barrel with dirt. The breech is cleverly concealed within the grip of the walking stick, as is the trigger and a special locking pin to ensure that the weapon is not fired inadvertently.

Cygnaran gunsmiths, on the other hand, are a fiercely independent breed who often scoff at the

notion of forming gunwerks. Their knowledge is their own, guarded jealously and passed down to a few worthy apprentices. Nevertheless, some of the more enterprising—and generally younger—gunsmiths in Cygnar have leapt at the opportunity to serve the Crown, producing large quantities of innovative weapons for the elite. Currently, this has resulted in the formation of two large gunwerks competing for royal contracts, and leading gunsmiths from both outfits work furiously to outdo one another. Silas Fonworth's Clockwerk Arms is the leading smithery in Clockers Cove. There he drives his smiths uncompromisingly, trying to find a rifle or pistol design that will put him ahead of the competition. Silas is extremely fond of the notion of adding clockwerk mechanisms onto firearms, and he has come up with some interesting contraptions, notably the Clockwerk Arms pepperbox pistol and revolving rifle.

Fonworth's competition is Burke Radliffe of Radliffe Gunwerks in Caspia. Presently, Radliffe has produced two somewhat remarkable weapons: the Radliffe twoshot rifle, a multiple shot, single barrel rifle, a version of which is used by Cygnar's long gunner troops today; and the Radliffe quad-iron pistol, a heavy, multi-barrel pistol that fires all four barrels at once. The twoshot rifle is actually the precursor to the current military-issue rifle made famous by Cygnar's long gunners; while the revolving cylinder long gun is more accurate and much faster to use, its complex design is only available to the Cygnaran military. Meanwhile, there are plenty of smaller smitheries continuing to produce quality rifles and pistols for independent parties throughout Cygnar: the Cygnaran Arms Company in Mercir, the Steelwater Armory, and Pitt's Pistols in Corvis, to name a few.

While human gunsmiths continue to craft more innovative firearms, the smiths of Rhul keep improving on their existing designs. Gunsmiths have been experimenting with a wide variety of metals, looking for alloys better suited to the construction of firearms. Steel works well, but it results in heavy pistols and rifles. The Vislovski rifle is a perfect example of what the smiths of Rhul are trying to avoid. They continue to search for light metals with the strength of steel, and in this quest some Rhulfolk in Ghord's Axe District have forged barrels, breeches, and firing mechanisms from a new iron-alloy called *serricsteel* (see "Legacy of Clan Serric" callout). This metal is lighter than steel but just as durable. However, the smiths of Rhul have discovered that the resulting improved accuracy comes at some cost; while their rifles hit just as hard and are more accurate than standard human rifles, the bullets are more likely to punch through their target, actually causing less internal damage.



Legacy of Clan Serric

Much of the Cygnaran metal trade with Rhul hinges on the availability of a special alloy developed by the metallurgical artisans of Clan Serric. Master artisans of Clan Serric, through centuries of careful experimentation and refinement, have created an alloy that is truly the hardest known metal to date: serricsteel, they call it.

The result of sophisticated metallurgic techniques and a careful folding process wherein strips of the alloy are layered, twisted, and then forged to create a metal of unsurpassed strength and hardness, serricsteel is truly pleasing to the eye. When polished, this magnificent metal has a lustrous sheen that runs from bluish grey to nearly violet. Gun barrels and blades show whorls and lines of color; however, blades also show a strange rippled, shadowy pattern along the honed edge that is not seen in other applications of the metal.

True, or *quenched*, serricsteel, which ranges in color from dark violet to sea green, is the final product of this secret metallurgical process involving expensive alchemical baths and quenching during the refining and working process. However, quenched serricsteel is rarely available for trade or sale outside of Rhul and the majority of the metal traded to Cygnar and the other kingdoms is unquenched serricsteel.

As the hardest metal known, serricsteel fills the role of adamantine in the Iron Kingdoms for the purposes of damage reduction.

Special Materials

While a variety of unique materials and alchemicals do exist in western Immoren, the bulk of the standard special materials listed in the DMG—adamantine, darkwood, dragonhide, and mithral—are not available. Adamantine, darkwood, and mithral simply do not exist. Dragonhide, on the other hand, is so rare

that no one knows how to work with it. Additionally, most sane craftsmen would never agree to touch the stuff for fear of its taint and the retribution that might come their way should a dragon discover who is making armor from actual dragon hide.

Serricsteel: Created by the talented metal smiths of Rhul, this unique steel alloy is the hardest metal known throughout western Immoren. Serricsteel adds to the quality of a weapon or suit of armor. However, there are two varieties of serricsteel. The one used in most armor and weapons is generally the lesser variety of serricsteel, also known as unquenched serricsteel. Items made from this lesser serricsteel are lighter than normal and more durable than standard steel. They are one-fifth the normal weight of steel armor and weapons and have 20 hit points per inch of thickness and hardness 15.

Type of Serricsteel Item	Item Cost Modifier
Light armor	+600 gp
Medium armor	+1,000 gp
Heavy armor	+1,500 gp
Weapon	+300 gp

Quenched serricsteel is far more durable than unquenched, but also much more expensive. Bludgeoning and slashing weapons fashioned from quenched serricsteel have the natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 15. Additionally, weapons and armor made from serricsteel are lighter than normal, at one-fifth the normal weight for a standard item. So, a suit of full plate made from true serricsteel would weigh 40 pounds instead of the normal 50 pounds.

Due to its limited availability and expense, weapons and armor made from quenched serricsteel are almost always masterwork items. Thus, quenched serricsteel weapons generally have a +1 enhancement bonus on attack rolls, and the armor check penalty for serricsteel armor is lessened by 1. Remember that these bonuses do not apply if a non-masterwork item is specially commissioned. Obviously, items without metal parts cannot be made from serricsteel. However, it would not be unreasonable to commission a war club or quarterstaff made from serricsteel, though the item's normal weight would be doubled.

Weapons, armor and shields made from serricsteel have one-third more hit points than normal. Serricsteel has 30 hit points per inch of thickness and hardness 20.

Type of Quenched Serricsteel Item	Item Cost Modifier
Light armor	+3,000 gp
Medium armor	+5,000 gp
Heavy armor	+7,500 gp
Weapon	+1,500 gp

As the demand for high-quality firearms increases, the advent of more gunwerks throughout the Iron Kingdoms is likely. It requires ingenuity and cutthroat competition to rise above the rest of the market, and rumor has it that both Clockwerk Arms and Radliffe Gunwerks are attempting to develop a revolutionary firearm that combines the convenience of having multiple shots loaded at once while avoiding the increased weight of multiple barrels. If this rumor is true, western Immoren could be on the verge of yet another revolution in firearm technology.

Weapons-Gunwerks Firearms

Clockwerk Arms Pepperbox: One of the latest developments from Clockwerk Arms is a multiple barreled pistol that's been affectionately dubbed the "pepperbox." This pistol is crafted from a hefty block of steel into which four narrow barrels are bored. The barrels rotate using a clockwork mechanism such that the pistol is ready to fire again after the first shot, allowing skilled warriors to fire a quick volley. The pistol's wielder can fire up to four shots in one round, as a full attack action dependent on the number of attacks allowed by the wielder's base attack bonus.

However, this remarkable, revolving barrel design is not without complications. The pistol is heavy, unwieldy, and reloading is a difficult and time-consuming chore once the pistol is emptied. Not only does each barrel have to be loaded separately, but the clockwork mechanism has to be disengaged to load it and re-engaged once loading is complete. The pepperbox uses modified small pistol charges, requiring one per barrel, and takes 5 standard actions and a successful Craft (small arms) check (DC 14) to fully reload. The

Clockwerk Arms Pepperbox



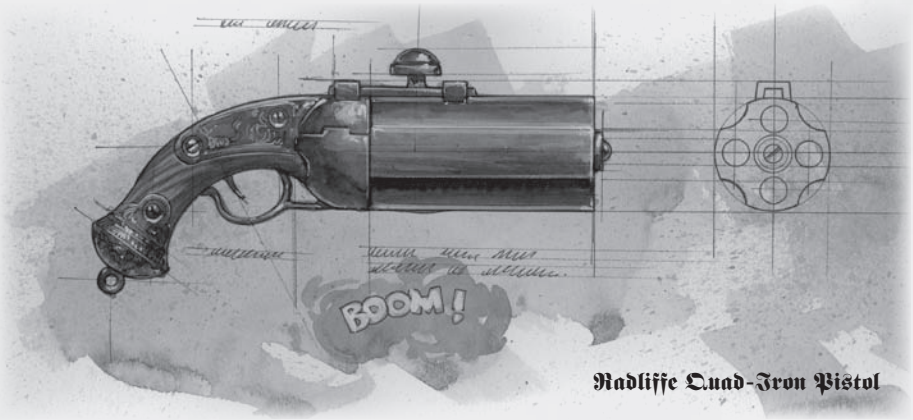
clockwork mechanism requires a standard action to disengage and re-engage, so reloading a single barrel would take 2 standard actions. The Craft (small arms) check is the same in either case. Ammunition cost: 5–6 gp per shot.

Clockwerk Arms Revolving Rifle: Using the clockwork technology developed for the pepperbox pistol, the craftsmen of Clockwerk Arms have also devised a revolving, three-barreled rifle. Similar to the pistol, the rifle barrel is formed, bored, and honed from a single length of steel. Grooves have been carved between the barrels to reduce the weight somewhat, but it is still a heavy and rather unwieldy weapon. And, as with the pistol, the remarkable clockwork mechanism rotates the barrel assembly after firing such that the next barrel is ready to fire, allowing up to three shots as a full attack action. Reloading is likewise a time-consuming and difficult process mainly due to the extra clockwork parts involved in the rifle. The revolving rifle uses modified long rifle charges, one per barrel, and takes 4 standard actions and a successful Craft (small arms) check (DC 16) to fully reload. The clockwork mechanism requires a standard action to disengage and re-engage, such that reloading one barrel would take 2 standard actions. The Craft (small arms) check is the same in either case. Ammunition cost: 7–9 gp per shot.

Radliffe Quad-Iron Pistol: A pistol to truly strike fear into the hearts of one's adversaries, the Quad-Iron is a heavy, four-barreled pistol that fires all its barrels at once. Like the Clockwerk Arms pepperbox, the quad-iron's barrels are all bored into a single piece of steel, though in the case of the quad-iron, Radliffe Gunwerks has been using a short, steel cylinder rather than the more rectangular blocks used by Clockwerk Arms. The barrels are all kept fairly small in diameter to help reduce the bulk of steel necessary to accommodate the barrels.

With all four barrels firing at once, shooting the quad-iron is treated as a single attack against a single opponent, requiring only one attack roll, and the damage listed on Table 3–2: Weapons is the total damage for one volley from the pistol. The Radliffe quad-iron requires a specialized charge packet initially designed by the Order of the Golden Crucible in conjunction with Radliffe Gunwerks. This packet fills the large, powder chamber in the pistol and contains all four bullets, requiring a certain amount of finesse to load into the pistol's breech. Reloading a quad-iron pistol requires 1 standard action and a successful Craft (small arms) skill check (DC 16). Ammunition cost: 16–18 gp per shot.

Radliffe Twoshot Rifle: When one mentions the term "long gun," the Radliffe Gunwerks twoshot rifle is what usually comes to mind. This intriguing design has a single trigger and two firing mechanisms on a single barrel. Two charges are loaded simultaneously into the barrel, separated by a wool spacer. The wool spacer prevents ill-timed misfiring of the rear-most charge as the forward charge is touched-off.



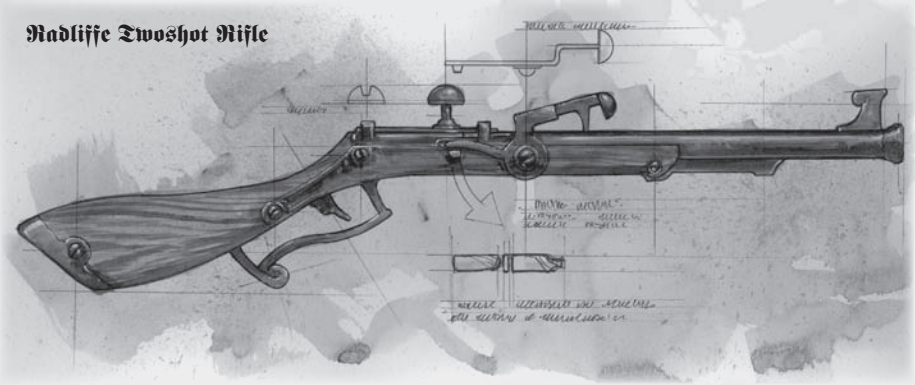
Radliffe Quad-Iron Pistol

An odd-looking rifle, the rearmost mechanism is a standard rifle firing pin, while the forward mechanism utilizes an odd, hammer-like device that pierces the forward blasting powder charge through a small hole in the side of the barrel. This extra hole in the side of the barrel does steal a little punch from rounds fired, but the advantage of having the fire power of a double-barreled rifle with the weight of a single barrel more than makes up for this slight loss of compression. Both shots can be fired in the same round using the full attack action or the Rapid Shot feat.

The Radliffe twoshot rifle uses standard long rifle ammunition. Reloading the twoshot rifle requires 2

standard actions and a successful Craft (small arms) check (DC 14). If the rifle wielder is in a hurry to get off a third shot, a single charge can be loaded into the rifle in 1 standard action, the same Craft (small arms) check is still required. Ammunition cost: 8–10 gp per shot.

Rynnish Holdout Pistol: This small, easily concealed pistol has become very popular on the streets of Laedry and Five Fingers. It is available in both a single-shot and a double-shot version. The double-shot version is also known as a swivel loader. The pistol barrel is crafted from a single block of steel, into which two small barrels are bored. The entire barrel swivels on the receiver frame. The barrels are aligned one above the other when the pistol is ready to fire, and can be swiveled to open the ends of both barrels for loading. There is only a single trigger and it fires the uppermost of the two barrels. After the first shot, the barrel must be rotated 180 degrees bringing the second barrel into position for firing. Readying the second barrel to fire is a move action. Holdout pistols use a slightly modified small pistol charge. Reloading a single-shot holdout pistol takes 2 standard actions and a successful Craft (small arms) check (DC 12). Completely reloading a double-shot pistol requires 3 standard actions. Ammunition cost: 5–6 gp per shot.


Radliffe Twoshot Rifle


Rynnish Holdout Pistol

Rynnish Walking Stick: It is extremely difficult to determine whether a gentleman's walking stick is simply a stylish cane, or in actuality a deadly firearm. To the uninitiated, the concept of hiding a firearm in a cane may seem preposterous. If a character has never encountered such a contraption before, he needs to make a successful Knowledge (firearms) skill check (DC 12) to even suspect that it is something more than a simple cane. If the Knowledge check succeeds, or if the character suspects that someone might be carrying a Rynnish walking stick, he must make a successful Spot check (DC 18) to accurately determine whether the cane in question truly is a Rynnish walking stick.

Preparing a Rynnish walking stick to fire, by opening the swivel plate on the barrel, requires a move action. Firing a Rynnish walking stick without opening the swivel plate is indeed an unfortunate accident, causing the weapon to explode in the wielder's hands. This explosion does 4d4 points of damage to the individual holding the walking stick and the explosion will also hit individuals within 5 feet of the shooter (2d4 points of damage, Reflex save (DC 14) for half). The Rynnish walking stick uses a modified small pistol charge. Reloading a Rynnish walking stick requires 2 standard actions and a successful Craft (small arms) skill check (DC 12). Ammunition cost: 5–6 gp per shot.

Serricsteel Rifle and Military Rifle: Serricsteel rifles and military rifles use standard long and military rifle charges, respectively. Serricsteel

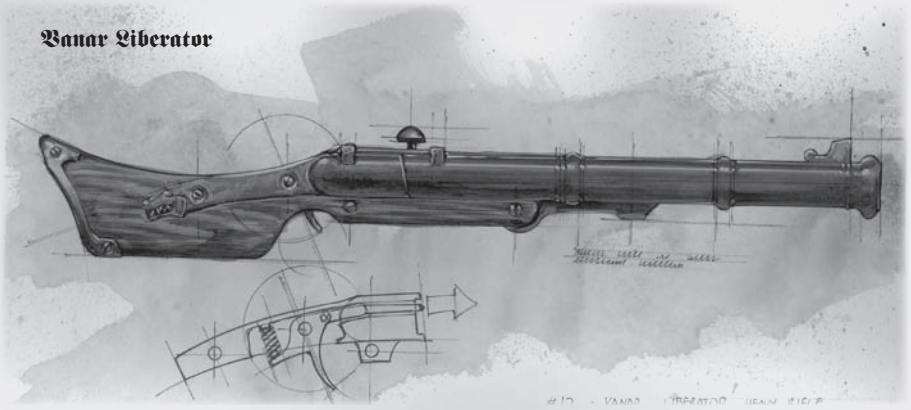
rifles are identical to standard long and military rifles in terms of reload time, though their light construction makes them somewhat easier to reload in terms of the required Craft (small arms) checks—serricsteel rifle (DC 8) and serricsteel military rifle (DC 10). Ammunition cost: 8–10 gp per shot (long rifle) and 10–12 gp per shot (military rifle).

Vislovski Rifle: Reloading the Vislovski rifle takes 1 standard action and requires a successful Craft (small arms) check (DC 12). The Vislovski rifle applies a modified long rifle charge, using nearly as much blasting powder as a standard military rifle charge. Ammunition cost: 10–12 gp per shot.

Vanar Liberator: Dubbed the Vanar Liberator by Visloski himself, the Khadoran heavy military rifle is a true terror on the field. This ultra heavy rifle weighs a full twenty pounds and requires blasting powder charges using 200 grains of powder, twice the amount used in standard long rifle charges. Reloading the Vanar Liberator takes 2 standard actions and requires a successful Craft (small arms) check (DC 14). Ammunition cost: 16–18 gp per shot.

Shoddy & Flawed Firearms (optional rule)

Occasionally, unscrupulous or harried gunsmiths have introduced imperfect weapons into the market. Sometimes this is simply the result of pressure to turn out more firearms, particularly in times of war. In other cases, gunsmiths may hope to recoup losses by passing off bad or damaged firearms as fully functional weapons. When players or NPCs unknowingly use imperfect firearms, the DM should keep track of penalties to the character's attack rolls and check for potential catastrophic failures. In most cases, players won't immediately realize that they are using shoddy or flawed firearms (see below).



Shoddy firearms result when a gunsmith rushes to complete the weapon, sometimes finishing construction in half the normal time. Other corners may also have been cut during the process, including the use of inferior materials and a lack of finishing touches. Shoddy firearms result from Craft (gunsmithing) skill checks that fail by less than 5. Their functional, but poorly built, components impose a –2 circumstance penalty on attack rolls with the firearm. Honest gun merchants sell these firearms for 75% of their normal value—if they sell them at all. Shoddy firearms are still considered valued weapons by poorly equipped militias or rural townships.

Flawed firearms are produced when a gunsmith botches his Craft (gunsmithing) skill check by 5 or more, but insists on finishing the job irregardless. These firearms have one or more damaged components. The penalties resulting from these flaws depend on which component is damaged. Generally, a flawed firearm only has one of these problems, but spectacularly flawed guns have been found on the market (penalties are cumulative for multiple flawed parts). The DM can pick one or more of the flaws below, or roll 1d3 to randomly determine the weapon's flaw.

Flawed Barrel: Imposes a –2 penalty to all attack rolls. There is a 10% chance that a bullet becomes lodged in the barrel any time the weapon is fired. If another shot is fired before the obstruction is cleared, the firearm explodes—inflicting 1/2 the normal weapon damage to the wielder and destroying the weapon. Clearing the barrel requires a gunner's kit and a Craft (small arms) check (DC 12) for pistols and (DC 16) for rifles.

Flawed Stock: Imposes a –2 penalty to all attack rolls. Additionally, each time the firearm is fired there is a 10% chance it falls apart. The stock must be replaced and the firearm reassembled by a trained gunsmith.

Flawed Receiver: Each time the weapon is fired there is a 10% chance that the weapon misfires, requiring it to be cleared and reloaded, resulting in loss of ammunition. There is an additional 5% chance that any misfire results in the firearm exploding, inflicting 1/2 the normal weapon damage to the wielder and destroying the weapon. Clearing a misfire requires a successful Craft (small arms) check using the standard reload check with a +4 difficulty modifier. Note, any weapon utilizing a pinlock mechanism rather than a forgelock is considered to have a flawed receiver.

At the DM's option, an individual firing a shoddy weapon can detect the imperfection on a successful Craft (small arms) check (DC 15). Flawed firearms are

Table 3–1: Gunwerks and the Gunsmith

Item	Materials Cost	DC
Pistol, Clockwerk Arms pepperbox	100 gp	22*
Pistol, Radliffe Quad-Iron	117 gp	22*
Pistol, Rynnish holdout	67 gp	23*
Rifle, Clockwerk Arms revolving	300 gp	26*
Rifle, Radliffe two-shot	200 gp	25*
Rifle, Rhulic serricsteel long	200 gp	22**
Rifle, Rhulic serricsteel military	250 gp	22**
Rifle, Vislovski	184 gp	22*
Rynnish walking stick	100 gp	25*
Vanar Liberator	117 gp	24*

*All of these designs are unique to a specific gunsmith or gunwerks. A gunsmith unfamiliar with the workings of these designs would need to have one week per 100 gp in materials necessary to study the design in an attempt to copy it.

**While serricsteel rifles use a standard design, it is impossible to create one of these rifles without the proper materials and knowledge of forging serricsteel. Without access to materials from a gunwerks producing these rifles and the Rhulic trade-secret for creating and forging this special alloy, it is impossible to create serricsteel firearms.

easier to detect (DC10). After firing multiple shots from a shoddy or flawed firearm, an experienced gunman (base attack bonus +5) can easily detect that the weapon is substandard.

Anyone with ranks in Craft (gunsmithing) can inspect a firearm before purchase to attempt to discern if it is shoddy (DC 20) or flawed (DC 15). These problems are always easier to detect when actually firing the weapon.

Shooting from the Hip

Pistols are designed to be fired with one handed. A character can fire, but not load, any pistol with one hand. A character can also fire a pistol with each hand, but suffers a penalty on attack rolls as if attacking with two light weapons. These penalties can be offset with the Two-Pistol Fighting and Improved Two-Pistol Fighting feats.

While rifles are designed to be used in two hands, a character can fire, but not load, a rifle with one hand at a –4 penalty on attack rolls. A character can also fire a rifle with each hand, shooting from the hip. This is treated as if the character was attacking with two one-handed weapons and the penalties are cumulative with the penalties for one-handed firing. These penalties are also offset by the Two-Pistol Fighting and Improved Two-Pistol Fighting feats.

Weapons-Standard Firearms

In addition to the wide variety of new and innovative firearms created in the gunwerks and skilled gunsmith's shops, an abundance of standard model firearms are obtainable if one knows where to look. Some of these weapons have recently come down in value with the appearance of more advanced firearms, but they are still quite serviceable. Some collectors even place great value on historical firearms that can be traced or were used in important battles or by important individuals. In general, gunsmithies and black markets have begun to circulate these weapons in the past decade and they have become more accessible.

Blunderbuss: A somewhat unrefined weapon, at best considered a prototype since it is dangerous to operate, the blunderbuss looks rather similar to a military rifle, but with a larger barrel and firing chamber. It fires a large, improvised charge containing multiple mismatched projectiles or scavenged shrapnel, sending them out in a scatter spray within a short range. The shot does considerable damage, can hit more than one target, and is effective against some creatures not regularly affected by piercing damage, such as skeletons.

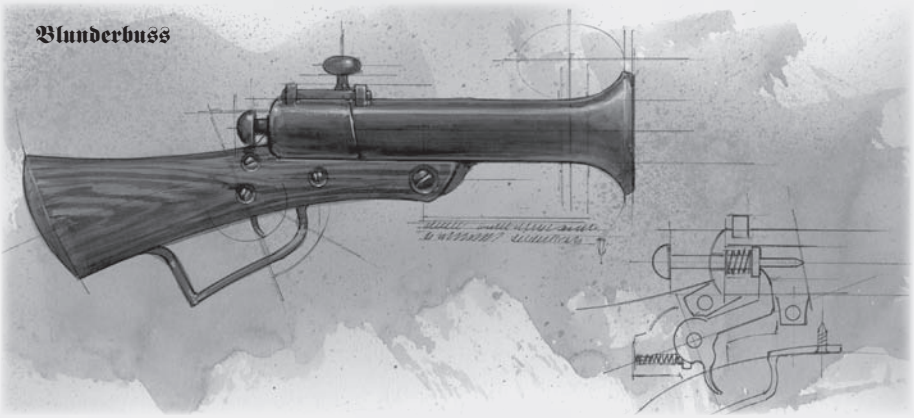
It does have some drawbacks. Primarily, there is a 1-in-20 chance each time the blunderbuss is fired that it will misfire and explode, doing 2d4 damage to the wielder. As well, the blunderbuss requires three standard actions to load, as its improvised ammunition is two part: the shrapnel load first, followed by a powder charge.

The blunderbuss' effective firing range is 30-feet and attacks two adjacent targets within line of sight. The primary target takes half damage from the blast

on a successful Reflex save; any adjacent target if struck automatically takes half damage. The required save DC is equal to the shooter's attack roll. Blunderbusses are typically three feet in length. Reloading requires 2 standard actions and a Craft (small arms) skill check (DC 14). Ammunition cost: special.

Carbine, Military: Originally created for elite dragoons—mounted infantry—the carbine bridges the gap between the military pistol and military rifle, resembling a cut-down rifle, or oversized pistol. Typically, the military carbine is between two and three feet long, making it much handier to use than a rifle but reducing its range in the process. A military carbine (fitted with a scope) is pictured on pg. 51 of LOLS. The military carbine uses military rifle ammunition. Reloading a military carbine requires 2 standard actions and a Craft (small arms) skill check (DC 10). Ammunition cost: 10–12 gp per shot.

Blunderbuss

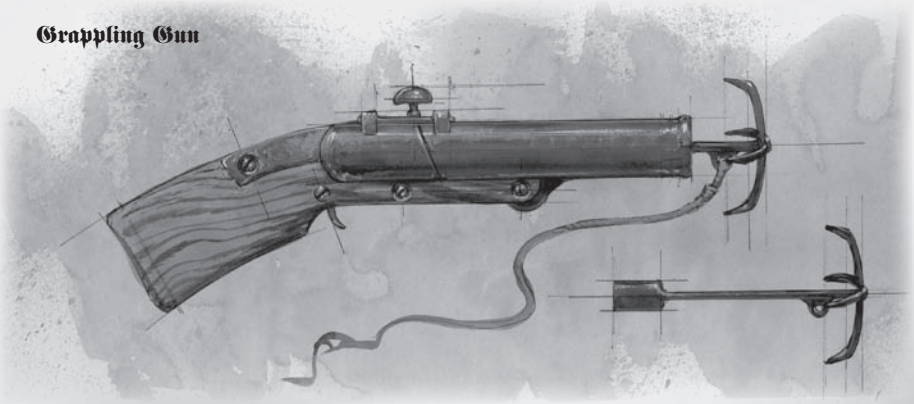


Double-barreled Firearms: As rare as firearms are, double-barreled firearms are exotic treasures indeed. Such firearms may fire on two subsequent rounds without requiring reloading, or both barrels can be fired at once with only a single attack roll (damage rolls are made separately however). Reload times for double-barreled firearms are doubled, although only one barrel can be loaded, if desired. Cost: +150% added to the usual cost of the basic firearm. Weight: +50% to the weight of pistols, +75% to the weight of rifles. So, a double-barreled military pistol would cost 750 gp and weigh 7 1/2 pounds! Ammunition cost: as per firearm type.

Grappling Gun: An unusual innovation used for boarding, the grappling gun is a cut-down rifle with a heavy, broad barrel modified to propel a stout grappling hook and line. The grappling gun uses the explosion provided by a modified rifle charge to propel the grappling hook. Although it lacks effectiveness as a weapon, the grappling gun can fire a grappling hook much further than it can be thrown and with greater accuracy. The grappling gun uses modified military rifle ammunition (10 gp per charge). Grappling hook and rope must be purchased separately. Reloading a grappling gun requires 3 standard actions and a Craft (small arms) skill check (DC 12). Ammunition cost: 10 gp per shot.

Harpoon Gun: Similar to the grappling gun, the harpoon gun is a specially designed firearm made to propel a harpoon over long distances. Harpoon guns typically have short, stout barrels and are fitted with iron rings that can be used to tie off the harpoon line and to anchor the harpoon gun into a secured mounting,

Grappling Gun



usually on a ship. A harpoon gun can fire either a small or medium harpoon, and each inflicts increased damage due to the powerful, penetrating force of the gun. The actual range of a harpoon gun is limited by the amount of rope or cable attached to the harpoon. See the description of the harpoon for special rules regarding harpoon use. Reloading a harpoon gun requires 3 standard actions and a successful Craft (small arms) check (DC 10). Ammunition cost: 10–12 gp per shot.

Musket, or Musket Pistol: Another firearm from by-gone days, the musket is not nearly as accurate as modern firearms due to the lack of rifling in the barrel. Muskets in the Iron Kingdoms tend to be muzzle-loading firearms, but breechloaders do exist as a rarity. Forgelock muskets are becoming more common, many as retrofits, but the occasional and less reliable pinlock musket can still be found in the arms market (see the description of flawed receivers in the "Shoddy & Flawed Firearms" callout). Because the musket barrel is not rifled, it's possible to safely tamp a powder cartridge down through the muzzle. Breechloaders developed when rifling became popular, since the rifling sometimes slit open the delicate silk cartridges, causing dangerous accidents. Reloading a musket pistol is a move action requiring a Craft (small arms) skill check (DC 4), while reloading a musket takes 1 standard action and a skill check (DC 8). Ammunition cost: 8–10 gp per shot (musket) and 6–8 gp per shot (musket pistol).

Pistol or Rifle, Pinlock: A holdover from an earlier era, the pinlock firearm is a primitive sort of arm by today's standards. However, they are still in use in some backwaters where newer firearms have yet to be seen or by folk who simply can't afford modern guns. The pinlock arm can use the same powder charge as modern guns and the same breechloading technology, but the pinlock mechanism is not as effective or as reliable as the modern forgelock, as it relies on an accurately placed load to allow the black and red blasting powders to mix and ignite, and the housing for the cartridge is usually not as accommodating as forgelocks (see the description of flawed receivers in the "Shoddy & Flawed Firearms" callout). Indeed, despite being a breechloading weapon, some wielders still use a flat-ended tamp to compact the powder cartridge into its housing to ensure an effective discharge. Reloading a pinlock pistol requires 1 standard action and a Craft (small arms) skill check (DC 8), while reloading a rifle takes 2 standard actions and a skill check (DC 12). Ammunition cost: 5–6 gp per shot (pinlock pistol) and 6–8 gp per shot (pinlock rifle).

Pistol, Military: A large, powerful pistol commonly issued to military officers, the military pistol is one full foot in length with a broad, heavy barrel. The military pistol requires 1 standard action and a Craft (small arms) skill check (DC 8) to reload. Ammunition cost: 8–10 gp per shot.

Pistol, Small: At only nine inches in length, the small pistol is handy to use and relatively easy to conceal, as well as being cheaper than most other firearms. Reloading a small pistol requires 1 standard action and a Craft (small arms) skill check (DC 6). Ammunition cost: 6–8 gp per shot.

Rifle, Long: This rifle uses a smaller projectile and lacks the impact power and range of the military rifle. However, it is considerably lighter and less cumbersome. As the name implies, these rifles are long, generally four feet from stock to barrel. This weapon is actually an evolution of the military rifle by scouts and riflemen who were willing to give up some range for a faster reloading weapon. It is slightly more difficult to craft than the military rifle due to its precision barrel and firing mechanism. Reloading a long rifle takes 1 standard action and a Craft (small arms) skill check (DC 10). Ammunition cost: 8–10 gp per shot.

Rifle, Military: The military rifle is somewhat rare as there are few dedicated rifle regiments in the Iron Kingdoms, although they are increasing in use particularly in Khador and Cygnar. Typically around four feet in length and slow to operate, the military rifle is a powerful weapon with substantial range. It requires 2 standard actions and a Craft (small arms) skill check (DC 12) to reload. Ammunition cost: 10–12 gp per shot.

Firearm-Melee Combinations

A number of weapon smiths have attempted to overcome the slow reload and close combat problems of the pistol by combining it with a melee weapon, resulting in a variety of gunblades, pistol axes, and the like. This incorporation of a pistol into a melee weapon has not been entirely satisfactory, but has seen limited acceptance, particularly among those wealthy enough to afford such unusual contraptions.

The handle of the weapon also functions as the handle of the pistol, while the firing mechanism is generally located at the top of the handle. Only the reloading chamber protrudes from the combination weapon. The pistol's barrel is usually located within a hafted weapon's modified hollow haft, or alongside the blade.

A successful attack with the melee weapon permits a pistol shot at the same target as a free action, with the target being treated as flat-footed for purposes of resolving the pistol attack. For example, Kaeli strikes Tomas (AC 18, +1 Dex, +1 Dodge, +5 chainmail, +1 small steel shield) with her combination longsword-military pistol. She may now attack with her pistol as a free action. For this one attack, Tomas' armor class is 16.

Attacks made using the combination weapon are awkward due to the melee weapon's unusual balance, odd grip, size, and weight. A pistol set within a light weapon has a –1 attack penalty, a pistol set within a one-handed weapon has a –2 attack penalty, and a pistol set within a two-handed weapon has a –4 attack penalty. These penalties apply to all attacks made with the weapon, both melee and ranged. Reloading a combination firearm requires 2 standard actions and a successful Craft (small arms) skill check (DC 12). Rifles cannot be successfully combined with melee weapons.

All combination weapons must be masterwork melee weapons combined with a small or military pistol. The cost for a combination firearm-melee weapon is equal to the cost of the masterwork melee weapon plus the cost of a small pistol plus a 200 gp custom weapon creation fee. For example, a combination longsword-military pistol would cost 815 gp (315 gp masterwork longsword + 300 gp military pistol + 200 gp custom creation fee).

Firearms Customization

Customized and finely-honed firearms are becoming more and more popular as the number of gunsmiths offering these modifications is on the rise. In addition to being available in exceptionally well-crafted masterwork varieties, customizations often increase the overall accuracy, better the range, or significantly lighten a burdensome weapon. Other less common and more sinister modifications are also available for the right price.

Accuracy Customization: Precision bored and refitted, a firearm with the accuracy customization grants the wielder a +1 attack bonus that stacks with the bonuses provided by masterwork quality, precision ammunition, and the Weapon Focus and Greater Weapon Focus feats. Cost: 300 gp.

Barrel Baffle: This odd cylinder attaches to the end of a rifle barrel. Filled with a fine, alchemical powder spread throughout several small compartments, this device muffles the rifle's report when fired. These devices have only been successfully designed for rifles and have some drawbacks. While the baffle does dissipate the bulk of the noise made when firing a rifle, making it almost impossible to locate a concealed shooter based on sound alone, it also shortens the rifle's normal range increment by 30 feet. Each baffle is usable ten times before the alchemical powder must be replaced. Attaching a barrel baffle to a rifle is a standard action. Barrel baffles cannot be used while a bayonet is attached to the rifle. Cost: 40 gp per baffle, 15 gp to replace the powder (Craft [alchemy] DC 12).

Breakdown Customization: Firearms that can be quickly and easily broken down and hidden are widely valued by assassins and others who need to get heavy weapons into areas where they aren't normally allowed. This expensive modification outfits the firearm with a number of locking pins connecting the barrel and stock. Normally, the stock is made to break down into at least two pieces and the firearm is fitted with a shorter barrel for easier concealment. While this does make the weapon less accurate (–2 attack penalty), the benefits usually outweigh this minor inconvenience. A breakdown weapon must be specially ordered, as this modification cannot be retrofitted to an existing weapon. Gunsmiths sometimes offer a custom-designed case for the breakdown rifle at no extra charge. Breaking down or assembling a firearm with this customization requires 2 full-round actions and a successful Craft (small arms) check (DC 8). Cost: Doubles the cost of the firearm.

Embellishment Customization: Custom engraving or filigree can be added to a firearm to enhance its appearance. The cost varies depending on the detail required. Cost: 10–200 gp.

Lightweight Customization: By skimming the barrel, and trimming away excess wood and metal, the

lightweight customization reduces the weight of the firearm by one-third. Cost: 120 gp.

Scope Customization: Precisely mounted on top of a firearm, the scope is essentially a small spyglass providing double magnification, and reducing the Range Increment Penalty from –2 to –1 in the process. An example of scope customization is pictured on pg. 51 of LOLS. Cost: 75 gp.

Shield Guns

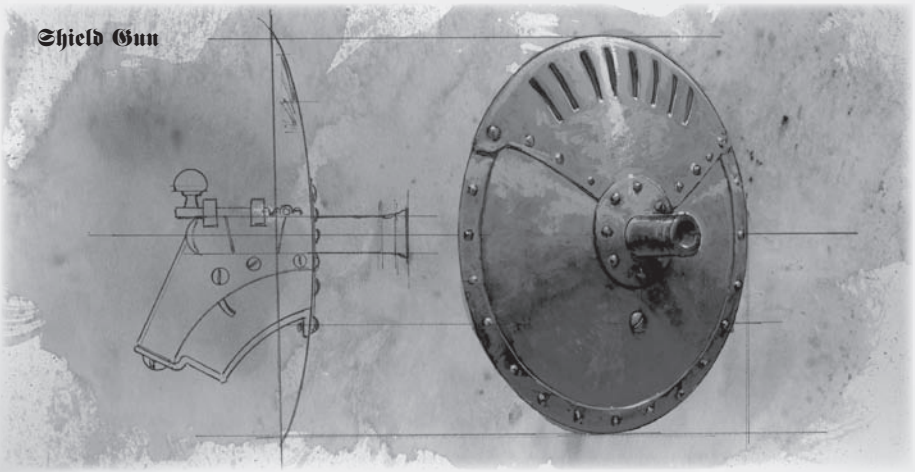
A fairly recent innovation, shield guns were the military precursor to the Man-O-War shield cannon. Developed by Simonyev Blaustavya and Aleksi Vislovski in the early 570s, shield guns have since come into more widespread use by adventurers, mercenaries, and some militia units. This odd hybrid combines a small firearm, whose barrel protrudes from the center of the shield, with an off-set trigger that can easily be reached with the hand of the same arm to which the shield is attached.

Competent use of a shield gun requires Exotic Weapon Proficiency (shield gun). Untrained individuals have suffered serious injuries using them, and many end up flat on the ground the first time they fire one. Non-proficient use of a shield gun draws the standard –4 penalty on attack rolls and standard penalties for the use of an off-hand weapon. However, those who are not proficient in the use of shield guns must also make a Strength check (see item description for DC) to control the shield after firing. An individual who fails to control the shield suffers 1d3 bludgeoning damage from the kickback and cannot apply the shield's bonus to his armor class until his next turn. To withstand the force from the blasting powder charge, all shield guns must be constructed from steel.

Blastbuckler: The blastbuckler incorporates a small, extremely short-barreled firearm into the center of a buckler. Non-proficient use requires a DC 12 Strength check to control the shield after firing. Blastbucklers, like all shield guns, are complicated devices and are difficult to reload. Cleaning and reloading requires 2 full-round actions and a successful Craft (small arms) check (DC 14). Ammunition cost: 5–6 gp per shot.

Light Shield Gun: This light steel shield incorporates the equivalent of a short-ranged small pistol into its design. Non-proficient use requires a DC 14 Strength check to control the shield after firing. Cleaning and reloading requires 2 full-round actions and a successful Craft (small arms) check (DC 14). Ammunition cost: 6–8 gp per shot.

Warcaptain's Shield: This heavy steel shield incorporates the equivalent of a short-ranged military pistol into its design. Non-proficient use requires a DC 16 Strength check to control the shield after firing. The warcaptain's shield is slightly easier to clean and reload than the other shield guns due to its larger size. Cleaning and reloading requires 2 full-round actions and a successful Craft (small arms) check (DC 12). Ammunition cost: 8–10 gp per shot.



Ammunition

Sometimes simple arrows and bolts just aren't enough for the adventurer-on-the-go or the housebreaker in need of a little assistance. In response to this demand, weapon smiths produce a number of specialized arrows and bolts—something for almost every occasion.

Arrows and Bolts

Barbed: Commonly used for fishing, these arrowheads feature two to six backwards-facing barbs, ensuring they lodge in the target when they hit. Barbed arrows deal

an extra 1d6 points of damage if removed carelessly. It takes one minute of careful work to remove barbed arrows or bolts without causing extra damage. Barbed arrows are sold individually.

Blunt-Headed: These are common arrows made with conical arrowheads. The arrowheads are attached so that the broad end of the cone is at the tip of the arrow or bolt. These missiles are commonly used to hunt small birds and animals without ruining their feathers or pelts. Blunt-headed arrows are sold twenty at a time. Blunt arrows also do less damage than regular arrows. Damage for blunts is as follows: shortbow 1d3, longbow 1d4, light crossbow 1d4, heavy crossbow 1d6.

Explosive: Since their recent invention, explosive arrows have gained quite a bit of popularity with those willing to risk their use. These collapsible, cylindrical arrowheads contain small blasting powder charges that are pierced when the arrowhead impacts against a solid target. Of course, the charge contained within the arrowhead isn't enough to cause grenade-like damage, so they only inflict damage on a direct hit. Explosive arrows are sold individually.

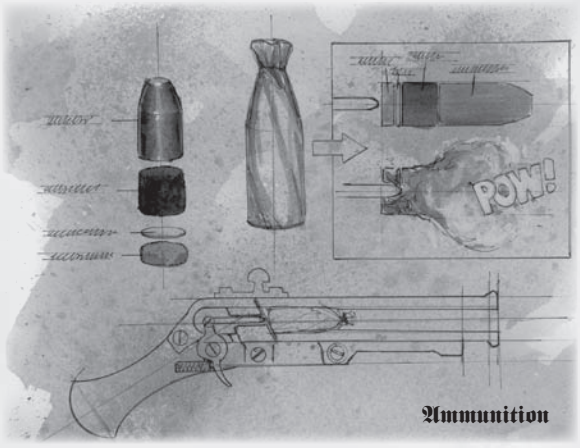
Flaming: These arrows typically feature a hollow wooden or cloth-wrapped shaft just behind the sharp tip. The hollow shaft is filled with fabric that has been soaked in oil or pitch, making it extremely flammable, easy to light, and difficult to extinguish. They are used to ignite flammable targets, but also make useful signal flares in dark conditions, being visible half a mile away on a clear night. Needless to say, flaming arrows are one-use items, as they tend to burn up. These arrows are sold individually.

Grappling: The grappling arrow features a scaled-down grappling hook head, and trails a strong but light, 100-foot length of cord. The grappling arrow is used to reach locations where the user could not otherwise throw a normal grappling hook. Grappling arrows and bolts can be used as weapons, although they do less damage than normal arrows and bolts. Damage from grappling arrows is as follows: shortbow 1d4, longbow 1d6, light crossbow 1d6, heavy crossbow 1d8. Grappling arrows are sold individually.

Message: The screw-apart shaft of a message arrow has a narrow, hollow compartment into which a small, rolled piece of parchment may be slipped. In all other ways, it is a normal arrow. Message arrows are sold individually.

Rope Cutter: This unusual arrow has a 'V'-shaped arrowhead, the two prongs of which form the points of the arrow. The inside edge of the 'V' is sharpened, making this arrowhead well suited to severing rope or cord. Rope cutter arrows and bolts grant a +2 circumstance bonus to attack and do full damage when attempting to sever a rope or cord. These arrows are sold individually.

Screaming: The bulbous tip of this arrow is carved and hollow, producing a loud, high-pitched whistle that, when fired, can be heard up to a mile away in good weather conditions, making it a useful signaling device. Screaming arrows break with any firm impact, making them one-use items. Screaming arrows and bolts do minimal damage to anything they strike. Damage is as follows: shortbow 1d2, longbow 1d3, light crossbow 1d3, heavy crossbow 1d4. Screaming arrows are sold individually.



Ammunition

Firearms Ammunition

Ammunition for firearms is as rare as the weapons themselves and can prove cost prohibitive. Each firearm has slightly different mix requirements, and so ammunition is always packaged for a specific firearm. Only specialized ammunition shops, gunsmiths, and firearm prestige classes have the ability to convert ammunition designed for one firearm to be used in a different one. The price for this service is generally a flat fee of 5 gold crowns for conversion of up to 100 rounds and takes several hours. There is always loss of converted ammunition. Detailed rules are provided under the description of the Salvage Ammunition feat (see Chapter Two: Characters & Classes, pg. 190).

Someone converting one hundred rounds for use in a different firearm generally recovers eighty.

Ammunition is fragile; it is ruined if it gets wet or takes 1 point of physical damage. It is also flammable, but will not explode unless confined. Since it is magical in nature it can be rendered inert for 1d4 rounds by *dispel magic* (dispel check DC 18).

Ammunition, Basic: Basic ammunition is the usual lead ball and blasting powder charge, with no unusual qualities. Costs for basic ammunition are included with the description of each firearm.

Ammunition, Incendiary: Incendiary ammunition burns hot and bright, inflicting an additional 1d6 points of fire damage with each successful hit. Unfortunately, it tends to heat-soften the lining of the firearm's barrel; after twelve to fifteen incendiary shots, the barrel will need re-boring, an expensive proposition. Each incendiary shot fired beyond the twelve to fifteen shot limit has a 1-in-10 chance of ruining the barrel completely, necessitating a complete replacement.

Ammunition cost: +6 gp per shot.

Barrel re-bore: Cost: 75 gp per barrel.

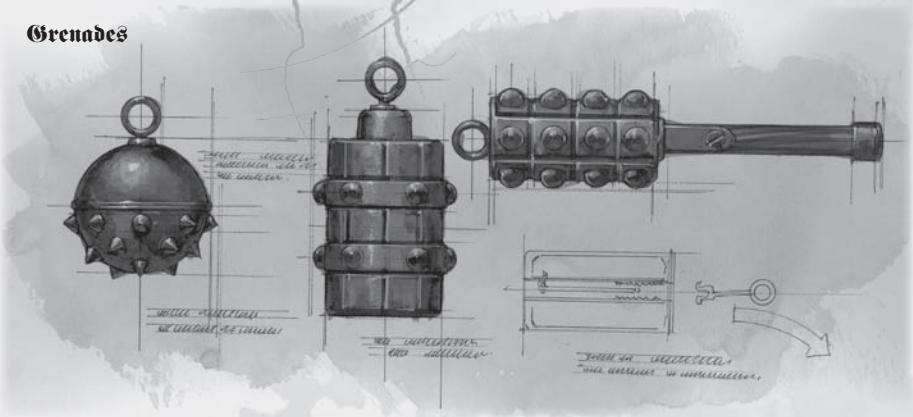
Barrel replacement: Cost: 50% of the weapon's original cost.

Ammunition, Precision: Precision ammunition utilizes a conical bullet that improves overall accuracy, granting a +1 to hit bonus that stacks with the accuracy customization and masterwork bonuses.

Ammunition cost: +5 gp per shot.

Weapons-Grenades

Grenades are five-inch diameter iron spheres with built-in clockwork timers that can be set to detonate between five and fifteen seconds. These weapons are set and then thrown at their targets, detonating with a blast radius of ten-feet when the set time elapses. On a successful Reflex save (DC 16), characters within the blast radius take half damage. Priming and setting a grenade takes 1 standard action and a successful Craft (cannoneer) or Craft (demolitions) check (DC 6).



Grenades are heavily restricted to military issue and are for special units only due to the relative expense for these one-use items. Although priming, setting, and throwing a grenade are relatively simple procedures by necessity, there is still a strong element of risk in using these devices. Any roll of a natural 1 while priming and setting or throwing a grenade results in it going off in the character's hand with obvious results!

Grenade, Explosive: Explosive grenades are filled with two compartments of blasting powders. Characters within the blast radius of explosive shrapnel may make a Reflex Save (DC 16) to take half damage. Cost: Military issue only, Ready: 1 action (DC 6), Blast Radius: 10 ft.

Grenade, Flash: Flash grenades are filled with a heat reactive alchemical that flares with incredible intensity when the timer elapses, blinding anyone looking directly at it. Characters within the flare radius must make Reflex saves to cover or avert their eyes (DC 16) or suffer a –1 attack penalty for one minute. Cost: Military issue only, Ready: 1 action (DC 6), Flare Radius: 10 ft.

Grenade, Incendiary: Incendiary grenades are filled with alchemist's fire, or Menoth's Fury in the case of such grenades created in the Protectorate of Menoth, and burst, spreading their alchemical fire over a ten-foot radius. Cost: Military issue only, Damage: See alchemist's fire (PHB) or Menoth's Fury

(Chapter Five: Magic & Mechanika), Ready: 1 action (DC 6), Blast Radius: 10 ft.

Grenade, Smoke: Smoke grenades contain an alchemical that produces thick, billowing clouds of obscuring gray-white smoke when detonated, filling the ten-foot burst radius, and dissipating naturally. Cost: Military issue only, Ready: 1 action (DC 6), Burst Radius: 10 ft.

Table 3–2: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Unarmed Attacks							
Glove, clawed	12 gp	1d2	1d3	x2	—	1 lb.	Slashing
Glove, reinforced	6 gp[3]	1d2	1d3	x2	—	1 lb.	Bludgeoning
Light Melee Weapons							
Baton, collapsing	12 gp	1d4	1d6	x2	—	3 lb.	Bludgeoning
Bayonet	8 gp	1d4	1d6	x3	—	2 lb.	Piercing
Dirk, Cryxian	10 gp[3]	1d3	1d4	18-20/x2	10 ft.	2 lb.	Piercing
Gaff	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Knife, Folding	6 gp	1d2	1d3	19-20/x2	10 ft.	0 lb.	Piercing
Springblade	10 gp[3]	1d2	1d3	19-20/x2	10 ft.	1 lb.	Piercing
Stiletto	3 gp	1d3	1d4	x3	10 ft.	1 lb.	Piercing
Two-Handed Melee Weapons							
Spear, gaff	7 gp	1d6	1d8	x3	10 ft.	7 lb.	Piercing
Staff, collapsing	75 gp	1d4/1d4	1d6/1d6	x2	—	6 lb.	Bludgeoning
Staffspear[4, 5]	50 gp	1d4/1d6	1d6/1d8	x2/x3	20 ft.	5 lb.	Bludgeoning or piercing
Stave of authority[4]	special	—	1d8/1d6	x2	—	7 lb.	Bludgeoning
Ranged Weapons							
Grenade, explosive	special	—	2d10	x2	10 ft.	2 lb.	Piercing
Grenade, flash	special	—	—	—	10 ft.	2 lb.	—
Grenade, incendiary	special	—	1d10	—	10 ft.	2 lb.	—
Grenade, smoke	special	—	—	—	10 ft.	2 lb.	—
Knife, throwing	2 gp	1d2	1d3	19-20/x2	10 ft.	1/2 lb.	Piercing
Harpoon	10 gp	1d6+1	2d4+1	x3	20 ft.	5 lb.	Piercing



Table 3–2: Weapons Continued

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Chain, light	—	1d3	1d4	x2	—	3 lb.	Bludgeoning
Garrote	10 gp[3]	0	0	19-20/x4	—	1 lb.	Slashing
One-Handed Melee Weapons							
Battleblade, Caspian	22 gp	—	2d4	x3	—	12 lb.	Slashing
Two-Handed Melee Weapons							
Greatsword, cleft	350 gp	—	2d6	18-20/x2	—	14 lb.	Slashing or piercing
Maul	20 gp	1d10	3d4	x2	—	15 lb.	Bludgeoning
Spear, cleft[4]	302 gp	—	1d8/1d8	19-20/x2	20 ft.	8 lb.	Piercing
Spear, hunting[5, 6]	20 gp	1d6	2d4	19-20/x2	—	8 lb.	Piercing
Spear, Khardic[5]	12 gp	—	1d8	x3	20 ft.	5 lb.	Piercing
Ranged Weapons							
Net launcher	175 gp	special	special	x2	25 ft.	10 lb.	Bludgeoning
Shortbow, Khardic composite	150 gp	—	1d6	x3	70 ft.	4 lb.	Piercing
Exotic Weapons							
Light Melee Weapons							
Katrena's hook[4]	15 gp	—	1d6/1d6	x3	—	6 lb.	Slashing or piercing
One-Handed Melee Weapons							
Axe, light horseman's	36 gp	1d6	2d4	x3	—	16 lb.	Slashing
Mechanoflail, light	special	1d6	1d8	19-20/x2	—	8 lb.	Bludgeoning
Two-Handed Melee Weapons							
Axe, heavy horseman's	50 gp	—	2d6	x3	—	25 lb.	Slashing
Battleglaive	46 gp	—	3d4	x3	—	18 lb.	Slashing
Chain, aldar's[4]	25 gp	—	1d6/1d6	x3/x2	10 ft.	6 lb.	Bludgeoning or piercing
Claymore, Nyss	1000gp+	—	2d6	19-20/x2	—	8 lb.	Slashing
Locharn[4, 6]	25 gp	1d6/1d6	1d8/1d8	19-20/x2	—	16 lb.	Bludgeoning or slashing

Table 3–2: Weapons Continued

Two-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Staff, pincer	special	1d6	2d4	x3	—	15 lb.	Piercing
Waraxe, Umbrean[4]	38 gp	—	2d8/1d6	x3	—	25 lb.	Slashing or piercing
Ranged Weapons							
Blastbuckler	235 gp	—	2d4-2	19-20/x3	5 ft.	6 lb.	Piercing
Blunderbuss	150 gp	—	4d4	x3	30 ft.	16 lb.	Bludgeoning and piercing
Carbine, military	600 gp	—	2d8	19-20/x3	150 ft.	10 lb.	Piercing
Clockwerk Arms pepperbox	325 gp	—	2d4-2	19-20/x3	20 ft.	8 lb.	Piercing
Clockwerk Arms revolving rifle	900 gp	—	2d6-2	19-20/x3	120 ft.	20 lb.	Piercing
Grappling gun	500 gp	—	1d8	x3	30 ft.	12 lb.	Bludgeoning
Harpoon, wrist	125 gp	1d4+1	1d6+1	x3	40 ft.	3 lb.	Piercing
Harpoon gun	500 gp	2d4+1	2d6+1	x3	60 ft.	12 lb.	Piercing
Menoth's sting	1 gp	—	1	x2	10 ft.	1/10 lb.	Bludgeoning and slashing
Musket	400 gp	—	1d12	x2	100 ft.	12 lb.	Piercing
Pistol, pinlock	150 gp	—	2d3	x2	30 ft.	5 lb.	Piercing
Pistol, military	300 gp	—	2d6	19-20/x3	80 ft.	5 lb.	Piercing
Pistol, musket	175 gp	—	1d8	x2	20 ft.	5 lb.	Piercing
Pistol, small	200 gp	—	2d4	19-20/x3	40 ft.	4 lb.	Piercing
Radliffe quad-iron pistol	375 gp	—	4d4	19-20/x3	20 ft.	6 lb.	Piercing
Radliffe twoshot rifle	625 gp	—	2d6-2	19-20/x3	140 ft.	10 lb.	Piercing
Rifle, long	500 gp	—	2d6	19-20/x3	160 ft.	10 lb.	Piercing
Rifle, pinlock	350 gp	—	2d4	x2	140 ft.	12 lb.	Piercing
Rifle, military	600 gp	—	2d8	19-20/x3	200 ft.	15 lb.	Piercing
Rynnish holdout pistol	225 gp	—	2d4-2	19-20/x3	20 ft.	2 lb.	Piercing
Rynnish walking stick	375 gp	—	2d4-2	19-20/x3	20 ft.	4 lb.	Piercing
Serricsteel long rifle	800 gp	—	2d6	18-20/x2	160 ft.	8 lb.	Piercing

Table 3–2: Weapons Continued

Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Serricsteel military rifle	900 gp	—	2d8	18-20/x2	200 ft.	12 lb.	Piercing
Shield gun, light	260 gp	—	2d4	19-20/x3	10 ft.	8 lb.	Piercing
Vanar liberator	725 gp	—	2d8+2	19-20/x3	240 ft.	20 lb.	Piercing
Vislovski rifle	600 gp	—	2d6+2	19-20/x3	180 ft.	14 lb.	Piercing
Warcaptain's shield	375 gp	—	2d6	19-20/x3	20 ft.	17 lb.	Piercing
Large Exotic Weapons							
Two-Handed Melee Weapons			**Dmg (L)**				
Mechanoflail, heavy	special	—	2d8	19-20/x2	—	40 lb.	Bludgeoning
Warcleaver, ogrun[5, 6]	35 gp	—	2d8	x3	—	35 lb.	Slashing or piercing
Ammunition	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight**	**Type**
Arrow or bolt, barbed	2 sp	as weapon	as weapon	x3	as weapon	1/10 lb.	Piercing
Arrow or bolt (20), blunt-headed	5 sp	special	special	x2	as weapon	3 lb.	Bludgeoning
Arrow, cleft	7 gp	as weapon	as weapon	19-20/x3	as weapon	1/10 lb.	Piercing
Arrow or bolt, explosive	5 gp	+1d4	+1d4	19-20/x3	half normal	1/10 lb.	Piercing
Arrow or bolt, flaming	5 sp	+1d4 fire	+1d4 fire	x2	half normal	1/10 lb.	Piercing
Arrow or bolt, grappling	20 sp[3]	special	special	x2	half normal	2 lb.	Bludgeoning
Arrow or bolt, message	3 sp	as weapon	as weapon	x3	as weapon	1/10 lb.	Piercing
Arrow or bolt, rope cutter	2 sp	as weapon	as weapon	x2	as weapon	1/10 lb.	Piercing
Arrow or bolt, screaming	2 sp	special	special	x2	half normal	1/10 lb.	Bludgeoning
Basic rounds	see weapon	—	as weapon	—	as weapon	1/10 lb.	Piercing
Incendiary rounds	+6 gp	—	+1d6 fire	—	as weapon	1/10 lb.	Piercing
Precision rounds	+5 gp	—	as weapon	—	as weapon	1/10 lb.	Piercing

[1] Weights listed are for Medium weapons. Small weapons weigh half as much, while Large weapons weigh twice as much.

[2] When two types are given, the weapon is both types if the entry says "and." If the entry states "or," then the player chooses which type of damage is dealt at the time of the attack.

[3] Only available on the black market.

[4] Double weapon.

[5] Weapon may be set to receive charge as a ready action, doing double damage against a charging enemy.

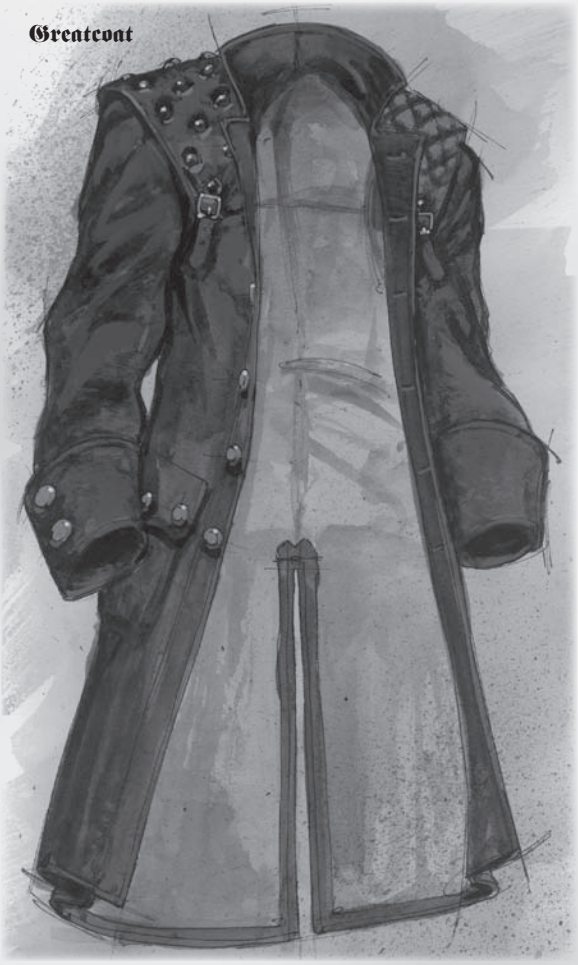
[6] Reach weapon.

Armor

One of the most popular and stylish forms of armor currently available in the Iron Kingdoms is the greatcoat. However, while armor may be about style and fashion with some, for others it is all about protection. Even so, lighter, less obvious forms of armor are far more popular within Cygnaran and Llaelese cities these days.

Armored Apron: The armored apron is a tough leather workman's apron, reinforced with metal plates on its inner surface, which serves to protect the wearer's abdomen and upper legs. It is often worn by mechaniks and clerics of Cyriss.

Greatcoat: A new and fashionable garment, the greatcoat provides good protection against the cold and the rain, making it particularly popular with port dwellers and travelers of all varieties. These long, heavy, button-up coats are usually made of leather or heavy wool, with several inner and outer pockets. Particularly fine greatcoats usually have a silk lining.



As well as being practical, greatcoats also offer some minimal protection and can be worn over other forms of light armor, and Light Armor Proficiency is not required to wear a greatcoat. Standard greatcoats cost 20 gp, but fine, silk-lined greatcoats are available for 40 gp. Greatcoats of exotic leathers cost upwards of 50 gp or more depending on rarity and quality.

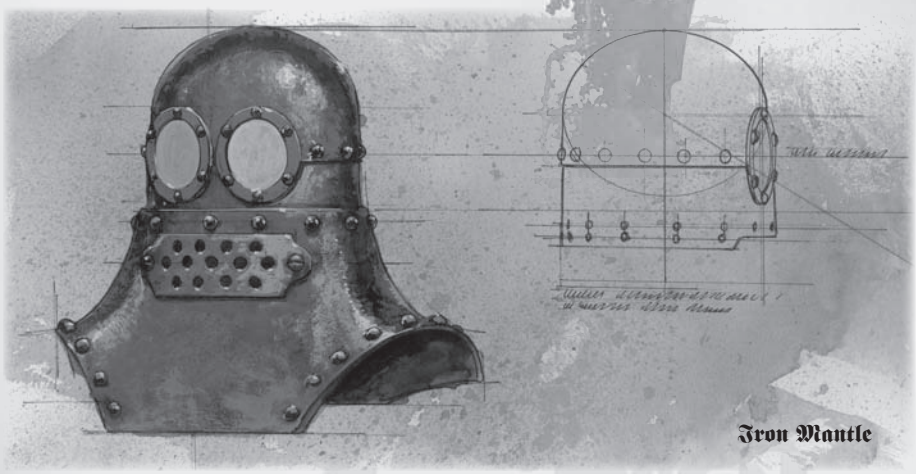
Greatcoat, Armored: These coats, reinforced with flexible metal plates or small sections of fine chainmail, are a bit more encumbering than normal greatcoats and as such they do reduce the overall mobility of the wearer. The armored greatcoat builds on the protection provided by the reinforced greatcoat, increasing the greatcoat's armor bonus and increasing the effectiveness of the reinforced greatcoat's damage reduction (+2 armor bonus, DR 5/bludgeoning). When combined with light armor, use the worst maximum Dex bonus, combine the armor check penalties, and add the armored greatcoat's arcane spell failure chance to the spell failure chance of the light armor.

Greatcoat, Reinforced: The reinforced greatcoat incorporates some extra padding and boiled leather guards into the arms, shoulders, and body of the greatcoat; providing increased protection with a minimal increase in weight and bulk. This doesn't actually increase the greatcoat's armor bonus; instead, the leather coat provides extra protection against arrows, crossbow bolts and attacks with other piercing weapons (DR 3/bludgeoning or slashing).

Mantle, Iron: An integral part of the cult of Cyriss' clerical garb, the iron mantle is a thick iron dome helmet and gorget combination, heavily riveted and often worn with other light armor, typically an armored apron. Cyriss' symbol is emblazoned prominently on the front of the gorget, while two glass-lensed portals grant the wearer vision.

If stacked with light armor:

- Armor bonus stacks
- Use the worst maximum Dex bonus –1
- Use the worst armor check penalty –1
- Use the worst arcane spell failure +5%
- Speed becomes 20 ft. (Medium) and 15 ft. (Small)


Iron Mantle

For example, combining an iron mantle and an armored apron results in the following bonuses and penalties: Armor Bonus: +4; Maximum Dex Bonus: +3; Armor Check Penalty: –4; Arcane Spell Failure: 20%; Speed (30 ft.): 20 ft.; Speed (20 ft.): 15 ft.; Weight: 40 lb.

Rifleman's Bulwark: A heavy, iron, tower shield of dwarven manufacture, the rifleman's bulwark is constructed with a number of small, steel spikes along its lower edge, allowing it to be firmly planted in the ground. A precision-tooled notch at its top serves as a secure support for a rifle barrel. A slot-like view port in the top of the shield permits the user to see beyond the shield without having to peer out from behind it. The rifleman's bulwark acts in all ways like a tower shield, providing up to total cover, but also stabilizing rifle shots, granting an additional +1 attack bonus if the shield and rifle are securely set. To avoid suffering the shield's armor check penalty to attack rolls and all skill checks involving moving, the character must have the Tower Shield Proficiency (PHB).

Table 3–3: Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	(20 ft.)	Weight
Light armor								
Armored apron[1]	30 gp	+2	+4	-2	15%	30 ft.	20 ft.	20 lb.
Shields								
Blastbuckler[1]	235 gp	+1	—	-1	5%	—	—	6 lb.
Rifleman's bulwark[1]	40 gp	+4[2]	—	-10	50%	—	—	45 lb.
Shield gun, light[1]	260 gp	+1	—	-2	10%	—	—	8 lb.
Warcaptain's shield[1]	375 gp	+2	—	-3	20%	—	—	17 lb.
Extras								
Greatcoat[3]	20 gp	+1	—	0	—	—	—	5 lb.
Greatcoat, armored[1, 3]	75 gp	+2	+6	-1	5%	30 ft.	20 ft.	10 lb.
Greatcoat, reinforced[1, 3]	35 gp	+1	+8	0	—	30 ft.	20 ft.	7 lb.
Mantle, iron[1]	Special	+2	+4	-3	15%	30 ft.	20 ft.	20 lb.

[1] See description for special rules.
[2] The rifleman's bulwark can instead grant cover. See the description for details.
[3] A greatcoat can be worn over light armor, see description.

Donning Armor:

Armored Apron: Don 5 rounds, Don Hastily 2 rounds, Remove 1 round.

Greatcoat: Don 1 round, Don Hastily 1 move action, Remove 1 round.

Greatcoat, armored: Don 1 round, Don Hastily 1 standard action, Remove 1 round.

Greatcoat, reinforced: Don 1 round, Don Hastily 1 move action, Remove 1 round.

Iron Mantle: Don 5 rounds, Don Hastily 2 rounds, Remove 1 round.



Gear

Ascendant Talismans: Those who choose a patron ascendant wear their patron's talisman around their neck. The talisman is a large coin specially minted in the Sancteum with the profile of the ascendant's face along with her name; most are silver, although sometimes they are made of gold or other precious metals. The back of the talisman often bears an inscription in Caspian and symbols associated with the ascendant. Clerics wear the talisman on the same chain as their holy symbol of Morrow. Prayers to the ascendant are generally spoken while holding the talisman, sometimes kissing or touching the face.

Religious Paraphernalia

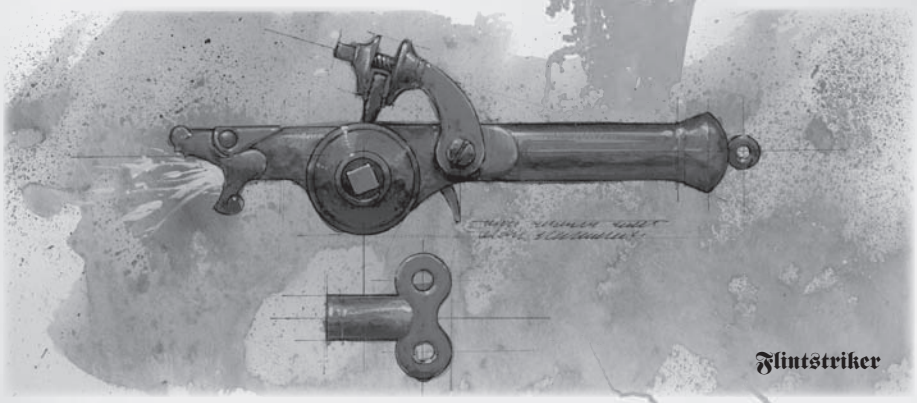
The churches of Morrow and Thamar encourage the use of figurines, statues, and talismans by their laypersons. Many adherents of Morrow maintain some sort of household shrine containing statues or figurines of the deity, as well as any patron ascendants of significance to the worshipper. Thamarites, of course, must seek out willing merchants who peddle such wares or other black market means in order to obtain their shadier religious paraphernalia.

Bandolier, Ammunition: This simple leather cross-belt features twelve leather loops suitable for holding firearm charges, enabling easy access to each. These bandoliers are usually issued to military units, as well as pistol-armed forces like the Corvis Watch.

Boots, Mechaniks': Work as a mechanik can be perilous; large, heavy metal components are prone to fall on unprotected feet and crush them, and as a result, mechaniks' boots were invented. These sturdy leather boots buckle up or lace up to provide a tight fit, and are fitted with hobnail soles for long-lasting grip and wear, and, most importantly, are also fitted with steel toecaps to protect the front of the feet from damage. Such boots have proven exceptionally popular, not just with mechaniks, but with all manner of individuals requiring tough footwear.

Field Glass: The field glass consists of a leather roll with clips at each end, and two glass lenses, and can be folded up for ease of carry, or assembled to create a spyglass offering the usual double visual range magnification.

Flintstriker: A relatively new contraption, the flintstriker is a small, brass cylinder containing an internal spring-coil, tiny top-mounted rough steel wheel, and tiny top-mounted calipers. The entire device fits comfortably within the palm of the hand, and uses a small key, fitted to the side of the cylinder, to wind an internal spring-coil. A small piece of flint is then placed within the calipers, and when a small trigger is pressed, the spring-coil unwinds causing the small steel wheel to spin rapidly against the flint, creating a shower of sparks guaranteed to light almost any fire.



Gobber Bellows: An ingenious contraption, the gobber bellows displays characteristic gobber inventiveness. It consists of a spherical iron tank worn as a backpack, with a set of bellows attached to it by a thick hose. Within the iron tank is a crucible with a closing mesh top.

Swamp-dwelling gobbers load a dried mixture of certain rushes and fungi into the crucible and light it, the mixture instantly starting to produce a significant amount of thick, non-choking smoke. The smoke builds up within the tank over the course of an hour, at which point the tank holds 6,000 cubic feet of pressurized smoke. The bellows mechanism can pump out this smoke at the rate of 120 cubic feet per full round action.

Swamp-dwelling gobbers use these devices to fill an area with what seems like heavy fog, providing cover for ambushes and other movements, and are careful to use them only to thicken what natural fog there is, lest suspicions be aroused to early. Working together, a small handful of gobbers equipped with full fog bellows, can fill a reasonably large area with dense "fog" in a few minutes.

The fog inhibits all sight beyond 5-foot, including darkvision, providing total concealment beyond that range, and one-half concealment within it. A moderate to strong wind can disperse the wind in 1–4 rounds depending on strength.

Forest-dwelling gobbers make use of the bellows contraption as well, but use a mixture of fungi, barks, and molds to produce a thick smoke that not only has all the obscuring effects of the smoke produced by the swamp gobber mixture, but is also noxious and wretched in the extreme. Anyone breathing it must make a Fortitude save (DC 10) or become nauseated for 1d4+1 rounds, unable to perform more than a single move action per round, including being unable to attack or cast spells.

These devices are not sold to outsiders, and the mixtures used to produce the smokes are jealously guarded secrets. However, a collector might offer 50–75 gp for a captured specimen.

Goggles: Originally created for use by mechaniks and others working in hazardous professions, goggles have since become something of a fashion accessory, especially favored by adventurers. Made of thick glass with adjustable leather straps, they not only provide protection from flying fragments of metal and other such substances, they also render the wearer immune to the blinding effects of the *glitterdust* spell and give a +4 circumstance bonus to other spells or effects which cause blindness. They do, however, incur a –2 penalty to Spot checks.

Gunner's Kit: This kit includes a number of tools useful for cleaning, disassembling, and reassembling firearms. It also includes a scale for measuring blast powder, tools for altering firearm projectiles, equipment for casting lead rounds, and generally has a secure area for storing completed ammunition charges. Blasting powder is a magic item requiring an alchemist or other arcane spellcaster of at least 5th level to prepare; hence, this kit does not allow the creation of blasting powder. This kit is required for the Salvage Ammunition feat, but is also useful to anyone who regularly uses firearms and wants to keep them in top operating condition.

Hand-Pump: A thick brass cylinder 1-foot long and 6-inches wide, the hand-pump contains a tight-fitting internal pump, operated by a sturdy handle located at one end. When the handle is pushed up and down, the air is forcibly pushed through the nozzle at the other end. Hand-pumps often come standard with inflatable raft packs.

Holster: A standard leather holster is suitable for small and military pistols alike, and features a belt clip. For a suitable fee this otherwise utilitarian holster can

be stitched or branded with a simple motif (+8 gp), or crafted from exotic leathers (6+ gp). Some holsters are even fitted with a small pocket capable of holding two pistol charges (+1 gp).

Holster, Wrist-Loader: Wrist-loader holsters are leather bracers fitted with a spring-arm mechanism that holds a small pistol in place, and can project it instantly into the wearer's hand when triggered. This allows the wearer to effectively draw his pistol as a free action instead of a move action. The nature of this device enables it to be easily concealed beneath a loose, billowy sleeve (Spot check DC 18 to notice).

Inflatable Raft Pack: Carried in a 1-foot diameter canvas bag with rope handles, the inflatable raft is a new innovation, a rubberized fabric boat that can be inflated with a hand-pump when needed, and can carry four human-sized individuals comfortably. Using a hand-pump, it requires 2 minutes to fully inflate it. Unfortunately, while easy to deflate and carry, the inflatable raft is quite fragile: any piercing or slashing attack inflicting more than 2 points of damage will puncture it. The inflatable raft comes with a hand-pump and two collapsible oars, though in a pinch a normal oar or rifle butt can be used to paddle the craft. The complete pack weighs 11 pounds; 5 lb. for the raft, 2 lb. for the pump, 2lb. for each of the oars, and the weight of the canvas bag is negligible.

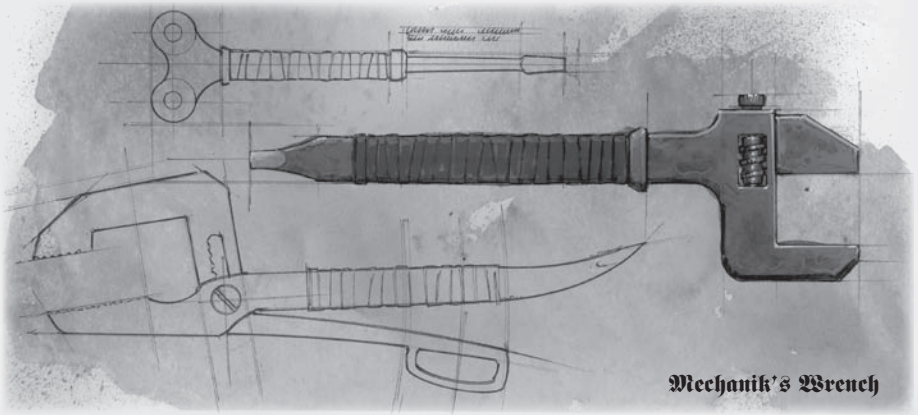
Ladder, Collapsing: This 7-foot wooden ladder collapses down into a 2' x 6" x 6" square, and comes with its own tough leather carry bag, making the device popular with adventurers.

Lantern, Magnified Bullseye: This otherwise standard bullseye lantern has been fitted with a sliding magnifying lens that doubles the lantern's normal light range. With the lens in place, the magnified bullseye lantern provides bright illumination in a 120-foot cone and shadowy illumination in a 240-foot cone.

Launching Flare: These alchemical flares are little, conical devices attached to a rod that is stuck into the ground. A wick with a 2 full round burn time hangs from the bottom of the cone; some versions of the flare are ignited when a string is pulled, making them useful as alarms when paired with a tripwire. Flares have an upward range of 1,200 feet and emit enough light to be seen for approximately 2 miles on a clear night, half that in daylight (requiring a clear line of sight in either case).

These flares may be used as impromptu weapons, but are quite clumsy. Because it can only be loosely aimed, the flare makes it own attack roll with a base attack bonus of +5 and a range increment of 20 feet. Because launching flares tend to sidewind, they are not effective at much longer distances. A creature struck by a flare suffers 2d4 points of fire damage; additionally, there is a 10% chance per point of damage inflicted that the flare becomes wedged in the creature's clothing, armor, or hide. A wedged flare deals an additional 1d4 points of fire damage per round for 3 rounds.

Mechanik's Wrench: This heavy tool has an adjustable width wrench at one end and a wedge-shaped lever at the other, useful as a pry bar or an extremely large screwdriver of the sort needed for working on many pieces of mechanika. While the wrench is considered a precision instrument by some, many mechaniks and bodgers also recognize its utilitarian nature when things get a bit rough.


Mechanik's Wrench

Oar, Collapsible: A broad paddle is fitted to the end of this telescoping metal handle, the entire affair shortening to 1-foot in length when collapsed and 3-foot in length when extended. Two collapsible oars are

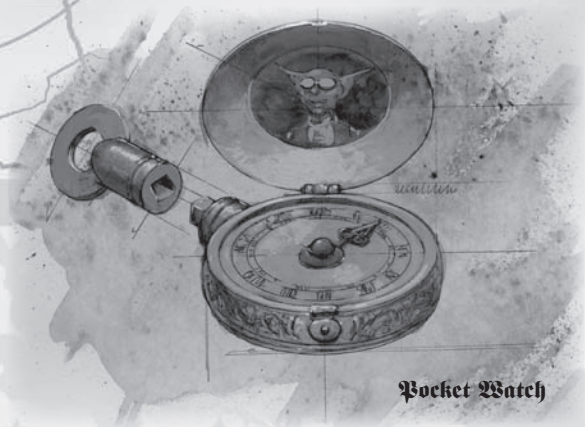
included in the Inflatable Raft Pack. A collapsible oar can be used as a club in a pinch.

Parka, Bog Trog: Created by the cunning, swamp-dwelling bog trogs, these parkas are constructed of tightly woven plant fibers, the leaves of which project from the outside of the parka, providing astounding camouflage in the swampy environs. These parkas provide a +4 circumstance bonus to Hide checks in bogs and swamps, and can be worn over armor, albeit with an additional –1 Armor Check Penalty.

Pocket Watch: Most clocks, huge as they are, reside in Morrowan churches or Cyrissist towers, their mechanism so large, heavy, and ponderous that few people considered the possibility of a portable one. However, some Cygnaran locksmiths in the aptly named Clockers Cove, created the first mobile clock sometime in the later 500s AR. These small, intricate clockwork "pocket watches" became immediately useful to ship captains throughout the Cygnaran gulf and beyond, aiding them in calculating locations and distances. Lately, these small wonders have become quite the fashion accessory among the wealthy and fashion conscious, who keep them in pockets—hence the name—or on necklaces. Most pocket watches today are made of iron—sometimes steel—and decorated with gold or silver ink scrollwork or gold, silver, or brass plating. They are typically between 3" and 5" inches wide, 1" to 2" inches thick, and sometimes connected to fine chains. Most watch faces only have an hour hand and are protected by a cover that snaps open and shut on a tiny hinge. Minute hands are rare, as the mechanics are more complex than hourly pocket watches.

Pocket watches run on spring technology by means of a coiled spring and notched wheels. Most require winding twice a day by means of a small key—finer watches may only need to be wound once a day. The springs inside do not unwind at a constant speed, however, and after the first few hours of operation, the accuracy of most hourly watches lose their pace, falling off as much as two hours—sometimes three or four depending on their quality—and require re-setting (this still beats telling time by the sun). Watches with minute hands are more accurate, and hardly ever lose more than an hour, but they are also far more expensive.

Many pocket watch owners choose to have their name or some other inscription engraved into their watch at an additional cost based on the complexity of the engraving. Table 3–4: Gear lists the cost for hourly pocket watches; add another 100 to 200 crowns to the cost if the watch has a minute hand. Engraving costs start at 5 crowns for the owner's initials and can increase to nearly 100 crowns depending on the length and size of the inscription.



Pocket Watch

Poncho, Gobber: Constructed of thin leather treated with a noxious alchemical mixture composed of gobber sweat, urine, and other secret ingredients, gobber ponchos allow gobber wearers their full racial camouflage bonus as if they are naked. A murky gray-green in color, gobber ponchos have a slightly slick, tacky texture, and smell decidedly peculiar. These items do not function for non-gobbers, although knowledgeable wizards of 9th level or higher can create a human-sized coat from three gobber ponchos, providing a +4 circumstance bonus to Hide and Move Silently skill checks. Such an enchanted coat, called a *coat of gobberkind*, functions for non-gobbers and costs upwards of 1,000 gp.

Portable Flare Launcher: Little more than a simple iron tube with a spike inside its base, the portable flare launcher has been adopted as a handy signaling device by watchmen and military personnel throughout Cygnar. Flares are basic clay spheres filled with a modified blast powder that propels the sphere quickly skyward, exploding into a large ball of colored light (red for "danger", green for "all-clear", and yellow for "summon an officer"). The flare is marked with a painted cross in the appropriate color, and this cross must be loaded into the flare launcher bottom-down or it will not operate. A flare reaches an altitude of 600-feet if fired skyward, and is visible for a mile away in

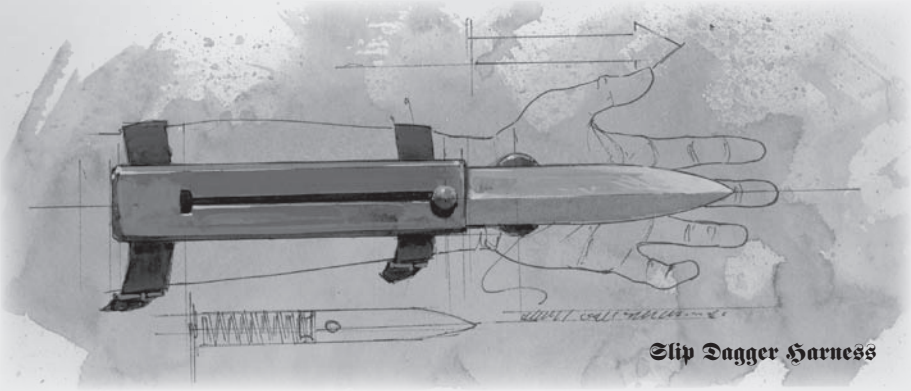
clear night conditions (half that in daylight). The flare launcher has three folding iron legs, enabling it to be set steadily on the ground. These flares may be used as impromptu weapons, but they are quite clumsy. See the rules under Launching Flares above.

Pouch, Ammunition: These tough leather, button-down pouches (pictured on pg. 51 of LOLS) are made with three interior compartments each suitable for holding an individual pistol or rifle charge. Such pouches can easily be carried on a belt or bandolier, the average belt holding four such pouches for easy access.

Saw, Collapsing: Actually more of a folding saw, the one-man collapsing saw has a hook-and-clasp hinge to keep it securely opened or folded. It comes with a thick leather carrying pouch.

Shovel, Collapsing: Collapsing in on itself just like the collapsing baton, the collapsing shovel's handle can be twisted and forced down inside itself, with the result that the collapsed tool is little bigger than the head of the shovel itself. The collapsing shovel comes with a leather carrying pouch. The collapsing shovel can serve as a makeshift club (–2 attack penalty).

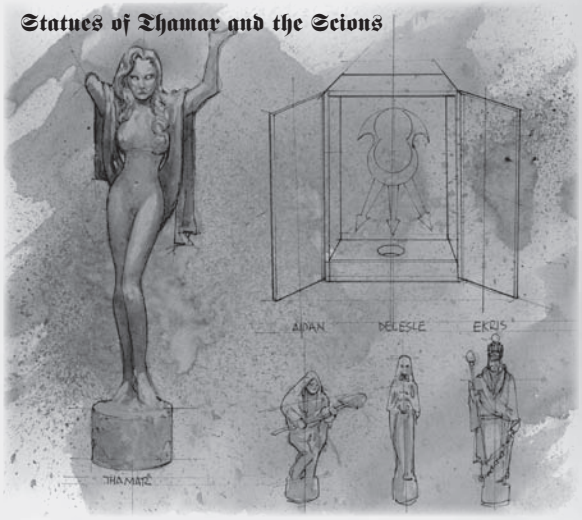
Slip Dagger Harness: This is a harness that is attached to the inside of the forearm. When the hand is jerked appropriately, a dagger placed in the harness slides down into the user's hand. This allows the user to draw the dagger as a free action.



Slip Dagger Harness

Spyglass: The spyglass is an 18-inch long hollow wooden or metal tube containing two glass lenses. Objects viewed through a spyglass are magnified to twice their normal size. Collapsing spyglasses that telescope down to 10-inches long are also available.

Statues of Morrow and the Ascendants: Figurines or statues of Morrow and the ascendants are commonly found in household shrines, particularly with worshippers of the older ascendants. Statues of various ascendants are a common sight in Churches of Morrow and small figurines are a popular item made by craftsmen across the region.



Statues of Thamar and the Scions: Those with a patron scion tend to keep a figurine of them in a shrine as a prayer focus. Some worshipers even carry miniature figurines abroad as luck charms. The appearance of these figurines varies considerably. Clerics prefer more ornate, detailed figurines, easily recognizable with a Knowledge (religion) check (DC 12), which they usually keep under lock-and-key in a personal shrine along with an image of Thamar. Other worshipers prefer less detailed figurines that aren't so immediately recognizable. Thamar and scion statues are usually quite difficult to obtain and are, of course, more costly than figurines of Morrow or his ascendants.

Table 3–4: Gear

Item	Cost	Weight
Ascendant figurine	4+ gp	1–2 lb.
Ascendant talisman	5 sp	1/2 lb.
Bandolier, ammunition	5 sp	1 lb.
Boots, mechaniks'	3 gp per pair	2 lb.
Field glass	20 gp	1 lb.
Flintstriker	6 gp	*
Gobber bellows	see description	25 lb.
Goggles	4 gp	1 lb.
Gunner's kit	100 gp	15 lb.
Hand-pump	5 gp	2 lb.
Holster	4 gp	1/2 lb.
Holster, wrist-loader	30 gp	1 lb.
Inflatable raft pack	55 gp	11 lb.
Ladder, collapsing	7 gp	12 lb.
Lantern, magnified bullseye	15 gp	3 lb.
Launching flare	8 gp	1 lb.
Mechanik's wrench	20 gp	5 lb.
Morrow statue	10 + gp	3 lb.
Oar, collapsible	15 gp	2 lb.
Parka, bog trog	50–200 gp	2 lb.
Pocket watch	150+ gp	1/2 lb.
Poncho, gobber	100 gp	1 lb.
Portable flare launcher	6 gp	6 lb.
Pouch, ammunition	2 gp	1/2 lb.
Saw, collapsing	8 gp	3 lb.
Scion figurine	15 gp	1–2 lb.
Shovel, collapsing	8 gp	7 lb.
Slip dagger harness	15 gp	*
Spyglass	10 gp	1 lb.
Spyglass, collapsing	35 gp	1 lb.
Thamar statue	25 + gp	1–3 lb.

*No weight, or no weight worth noting.



Cosmology & Religion

Ours…
a land of
few gods,
but many
beliefs…

—Rector Brandel Howarth (male Midlunder Clr3/Exp3),
Morrowan priest, Church of Corvis

Religion has a major impact on the people of the Iron Kingdoms. The existence of the gods is irrefutable, made apparent through the powers of their clergy and rare, divine manifestations. The only atheists are those who know the gods exist, but refuse to honor them—even most scientists and scholars hold strong, spiritual beliefs.

Not to say that everyone in western Immoren is equally devout. Many beings rarely dwell on the gods except during a crisis or some other life-changing event, while others devote their every thought and deed to the tenets of their faith. Some differences in beliefs and practices have given rise to a number of branch faiths or cults. The gods don't seem to discourage this diversity, especially in comparison to devoutly principled beings that hold one dogma over another—even within the same faith and frequently to the point of persecution.

Cosmology

The study of the realms of existence is in its infancy. Few scholars and wizards have explored this field of inquiry, and there are more unproven theories than facts. Most of what is known is rooted in religious investigation, and only scholarly priests have any real grasp of the nature of the realms and their connection to each other.

There is no such concept as planes of existence, nor have wizards dabbled in planar travel. Nonetheless, there is a clear distinction between Caen and Urcaen. Most theologians and wizards have come to accept that such realms are entirely different states of existence, and are not simply separated by conventional distance. In addition, those who know anything about Infernals understand that these evil outsiders occupy distant and alien realms. Travelers from other worlds are essentially unknown; Infernals and the minions of the gods are the only known otherworldly beings.

It is probable that Caen is isolated from other worlds, surrounded by some membrane that is difficult—perhaps all but impossible—to pass through. Even the gods have difficulty reaching the world of the living, and they rarely stay long. Their intermediaries come and go with varying degrees of ease, only making the journey for events of particular importance. For the most part, the gods correspond with mortals using ambiguous signs and peculiar portents.

Caen and Urcaen

To most theologians, the only realms of significance are Caen and Urcaen, the lands of the living and of the dead, respectively. When a person dies, their soul may linger briefly on Caen, but most quickly depart to Urcaen seeking shelter in the domain of their god. Until recently, Urcaen was thought of by most humans as another continent across the ocean Meredius, separated by a vast distance from the Immorese mainland. By dwarves, Urcaen was (and still is by some) called Kharg Drogun, or "the Land Beneath," and is described as existing on the underside of Caen. For elves, it has always been the Veld, some nebulous place beyond the moons within a distant mantle of stars. Yet, it is largely held that these descriptions refer to the same place, and that all of the gods reside in the great expanse of Urcaen, isolated by stretches of wilderness, wastelands, and oceans unsettled by any divinity. According to the old legends, these wild places are the hunting grounds of the Devourer Wurm.

According to Dhunian legend, the Devourer Wurm never sleeps, but instead crosses into its own nightmares as a literal world within, where it can endlessly hunt through the untamed wildernesses and bizarre landscapes. Dhunians familiar with the stance of Menites and Morrowans believe that Menoth chased the Devourer into this nightmare land and became stuck there, unable to return. In turn, the young gods Morrow and Thamar were swallowed by the Devourer and brought into that world, but Dhunia has yet to be caught again by the Devourer, and is thus the only god to remain in the true world.

Only the gods and the dead truly know Urcaen. Most existing knowledge comes from religious visions or ancient texts of debatable legitimacy, although, several rare firsthand accounts do exist. Raising the dead, while possible, is viewed dimly by Morrowan and Menite clergy. However, numerous individuals have been given a second chance at life through the consecrated ceremony. In Morrowan bureaucracy, the petitioning process for raising the dead is very strict, and only the most powerful priests can conduct these rituals. In any given year, a handful of individuals may be granted the right to be raised based on overwhelming proof that they died prematurely and stand to contribute enormously to their communities or the faith with the remainder of their lives. All the same, in most cases, it is believed the gods prefer the souls to pass on to Urcaen and, thus, they are not relinquished lightly.

Most of the risen have no memory of Urcaen, but in some rare cases individuals retain visions of the afterlife. The most famous was Exarch Rudyin Gorsecha, killed by an assassin in 215 A.R. while visiting his birthplace



in northern Khador. The Exordeum decided that his death would only serve to encourage the Thamarite cult responsible for his demise, so he was raised a week after his death by the Primarch. Exarch Gorsecha surprised his peers by having a perfect recollection of Urcaen. Even more astounding, the Exarch claimed to have been visited by Asc. Angellia. His memories, along with notes from others who have been brought back to life, have been transcribed in the widely distributed *Accounts of Urcaen*, published by the Sancteum in 320 A.R. On its publication, the Temple of Menoth responded with its own *City of Souls* in 335, focusing on Menoth's domain and recording the accounts of Menites who have been returned from the dead (see Chapter Five: Magic & Mechanika for more information on raising the dead).

The Hidden Goddess

Most worshipers of Cyriss do not have a clearly defined afterlife. The goddess cloaks all her answers in enigmas. She has never provided a detailed portrait of the hereafter, although it is largely held by her priests that they will achieve complete intellectual enlightenment in the afterlife, becoming beings of pure thought. Cyrissists speak of melding with the goddess after death, thus learning all that she knows and finally understanding the meaning of the universe. Some assert that Cyriss' domain is well-hidden somewhere in Urcaen, while others believe that her domain lies among the stars—most likely on the elusive planet that bears the goddess' name.

The Nature of Souls

All researchers in necromancy, infernalism, occultism, and religion agree that souls are the single most valued substance in the realms beyond. The most significant quality of souls is their resiliency and durability. Souls are immortal and virtually indestructible. All accounts of Urcaen suggest that souls experience discomfort, disorientation, memory loss, and pain, but very rarely destruction. They outlast their physical form, and once they reach Urcaen they are eternal. The actual destruction of souls is rare and extraordinary, requiring peculiar circumstances or tremendous power, often by necromantic means (see more about souls as energy and necromancy in Chapter Five: Magic & Mechanika).

Original souls are formed by the gods when they create new species of living beings. The investment of energy required for this act is enormous, but eventually rewarded with interest when a species multiplies, adding to the power of its creator. The creation and harvesting of souls is believed to be the sole motivating factor for the gods to create living, sentient species. Souls clearly translate as power, since their protection, capture, and conversion is a leading motivation behind the legendary War of Souls.

Some non-sentient, living creatures have souls, but few of these cross into Urcaen. According to Dhunians, these souls are absorbed by Dhunia to be reborn. In theory, some particularly intelligent monsters that worship one of the gods—such as the Devourer—manifest in Urcaen upon their death rather than being reincarnated.



Toruk, God of Caen?

One godly entity that does not dwell in Urcaen or participate in the War of Souls is Toruk. Although most theologians prefer not to classify the dragon as a god, there is much evidence to the contrary. The best explanation for Lord Toruk's unique situation is that he relies upon powerful necromancy to sustain himself as a god. His priesthood and necromancers are heavily involved in the manipulation and harvesting of souls, some of which are used to fuel weapons or constructs. It may be that Lord Toruk has managed to draw power from souls that remain unnaturally on Caen, including those afflicted

with his blight, as well as the many souls held captive by his necromantic minions.

His priesthood does not care about the afterlife. To those who follow the dragon god, the best reward is to be transformed into a self-willed, immortal undead. Necromancers and dark priests oversee all funeral arrangements in Cryx in order to claim the souls of the dead before they pass on to Urcaen.

The dragonlord has a unique soul of his own, residing within his *athanc*, or heartstone. Dragons appear to be unique creatures different from all other life on Caen, as it is surmised that their undying souls are preserved within a corporeal "organ." They have no connection to Urcaen, meaning that Lord Toruk may indeed predate the other gods. If this is true, Toruk was not created by Dhunia and the origins of dragonkind are buried in the ages of myth and legend.

History of the Gods of Men

Deities of Humanity

Humanity's pantheon is composed of five primary beings. The majority of humanity revere the *Twins,* Morrow and Thamar. These mortals ascended to godhood and represent good and evil, respectively. Their shared philosophy of self-ascension has prompted mortals to follow in their footsteps, and a very few have ascended, leaving their mortal shells behind. These ascendants (asc.) of Morrow and scions (sc.) of Thamar are revered as patrons and, following the Twins, given their right and proper adulation.

The worship of *Menoth* predates the Twins. It was once the dominant human religion. This faith has dwindled in recent centuries, but a vocal minority still worship this grim and unforgiving god, pledging to uphold his unbending principles.

Cyriss is a goddess of machinery and mathematics. Her worship is a fringe faith, but a growing number of the more educated beings have begun to venerate her. Others, evidently, worry that these cultists are up to no good, hatching sinister plots in their hidden temples.

Finally, there is the *Devourer Wurm*, a nightmare creature from the ancient past, rarely mentioned by mankind except on the darkest of nights. This earliest foe of Menoth is still praised in some wild corners of western Immoren, among those who have reason to despise civilization.

The black-scaled Dragon Lord. or Dragonfather, *Lord Toruk*, is not counted as a deity by the majority faiths. However, the humans of the Scharde Islands worship the eldest of dragons as a god. By all accounts this great creature must at the very least be a demigod, for he does indeed bestow spells and powers to his clerics. However, Toruk is not considered a part of the human pantheon by modern theologians.

Creation of the World and Men

In western Immoren, Menoth is widely accepted as the creator of Caen and of humanity. He materialized from primal chaos, self-born of his own will and a desire to create order. It is said that man emerged from Menoth's shadow as it fell upon the still forming waters of the world in its earliest days, just as Menoth emerged from chaos. The flesh of men took form in Menoth's image, although it was inherently flawed and subject to mortal weakness. Among other human civilizations, such as the people of Zu, a progenitor deity resembles Menoth in many ways—simply with a different name—and even the Orgoth of centuries past are attributed to have had a creator deity akin to Menoth among their pantheon, hence the claims that he created all of humanity are well founded.

The creation of man occurred long before recorded history. The old tales are steeped in legend. I've spent a lifetime here in the Sancteum and there isn't a tome that has escaped my scrutiny. Unfortunately, there were no books in those ancient times. All we have are sagas, passed down through the ages by word of mouth.

—Prelate Jonas Ryland (male Thurian Clr5/Exp2), Senior Theologian, Sancteum Library

During the primordial age, Menoth was busy shaping mountains, dividing the oceans, and ordering the seasons. He did not have time for the humans who struggled to survive in the rough wilds through shrewdness and strength. Even at this time, Menoth was busy wrestling with his ancient enemy, the *Devourer Wurm*, a wild and powerful creature that despises all

civilization. The Devourer is said to have birthed many of the wild beasts and monsters in those early days, seeking to disrupt Menoth's order.

They fought frequently, Menoth and the Devourer, neither able to slay the other, but both causing the other grievous wounds and gaining momentary victories. The barbarians say that the Devourer is older than Menoth; that may well be true, for it is a vile creature of shapeless chaos and rage and seems to have no purpose but conflict. Some say the Devourer arose when the world was formed, the spirit of the wild and untamed places given form.

Purging of the Forgotten Gods

During one long age as Menoth rested from his wounds, mankind fell to the worship of false gods and their own ancestors. When Menoth returned, he found the people he had created had forgotten him and turned to dark rituals, including veneration of his foe, the Devourer Wurm. So, Menoth revealed himself and his power, and the primitives bowed to him, offering gifts, prayer, and sacrifices to atone for their waywardness.

Menoth was sated. He decided to protect humanity so long as they praised him and acknowledged their place as his servants. He gave gifts of light and fire, and taught them to build walls to keep the wild beasts at bay, to till the fields, to shape iron and wood, and to write in symbols. His priests he charged with leading the tribes.

In these millennia, referred to as the Warlord Era, the Devourer Wurm reared its head again and the monstrous beasts and humanoid bands gathered and threw themselves against the walls of men, howling and praising the Devourer's many names. Human barbarians, too, joined these struggles, often rising up in the thousands to assail the walled cities. Much blood was spilled in those days—war, famine, sickness, and indeed all hardships were attributed to the Devourer, while times of good fortune and plenty were credited to Menoth. Mankind continued in this way for untold millennia.

Rise of the Twins

Eventually came the Thousand Cities Era, wherein the Twins—Morrow and Thamar—discovered the means to transcend their mortal forms. The exact dates of their ascensions are not precisely known, but it was roughly 2,500 years ago. While the lives of the Twins have been recorded, it is only in cryptic verse designed to test and challenge their followers.

For Morrow, it was not enough that humanity remained ordered and disciplined, cowering behind their walls. Morrow knew that humanity must learn to do good works, be kind to one another, and rise above their jealousies and feuds. Thamar, however, felt humanity should use its gift of reason to exploit its enemies for personal profit and self-gratification. Through the pursuit of their philosophies, the Twins somehow ascended to divinity, and their teachings have passed on as strong and compelling messages throughout the centuries.

It is a matter of conjecture what passed between Menoth and the Twins after their ascension. Undoubtedly, the Menite priesthood in particular persecuted Morrowans for hundreds of years. In 1250 B.R., the Primarch was assassinated and summarily avenged by a divine ascendant, practically forcing the Menites to stave off hostilities against the Church of Morrow.

Since then, a great religious theory has practically become canon: that Menoth confronted the Twins after their ascension with the intent to drive them from existence. They both faced the Creator and Morrow made clear that his goal was only to protect and shepherd humanity. Indeed, Morrow asked Menoth where he had been over the millennia during his creation's time of need, accusing him of leaving men without guidance. Menoth may have realized then that Morrow's focus on Caen would free him to carry on his battle with the Devourer, unfettered by his responsibilities to men. Hence, the Creator of mankind let them be, stating that they had best not undermine the foundations of what Menoth had made and on the specification that humanity continued to praise him as its creator. Morrow, of course, had no exception to this, since it was true, and Thamar consented as well, only too happy to see Menoth withdraw further from the goings-on in Caen.

And so, officially, the Temple of Menoth accepts the divinity of the Twins, but accuses them of exploiting Menoth's ancient conflict for their own profit. The Menites believe Morrow was able to forestall the Creator's wrath by begging for mercy and pledging loyalty and vassalage. Once Menoth turned to other

tasks, the Twins betrayed their oaths. Today, most Menites are incensed by both faiths over this betrayal. They cannot accept the fact that their religion is on the wane, that Menoth's time is past, and that this is the age of the Ascended.

In Accordance with the *Enkheiridion*

The "Journey of the Twins" is recorded in the sacred tome known as the *Enkheiridion*. The book states that ages ago, the humans Morrow and Thamar firmly believed that anyone could improve their lot in life. At the pinnacle of their worldly undertakings, their paths led to ascension into divinity for both of them, upon which they sacrificed their physical bodies to become pure spirits.

It is said that every human is faced with a choice between two paths and that Morrow and Thamar eventually visit each and every one to test them. "The Volition," as this ordeal is called, takes the form of a moral dilemma, and very few people can pinpoint when their Volition is taking place, for the gods are subtle and clever.

Clerics of Morrow and Thamar emulate their patron's lives and trials as best they can. The most holy cleric of Morrow and ecclesiastical leader of his Church is the Primarch, who passes on his demise to a higher form in order to serve Morrow in his Host of Archons. These angelic spirits serve to guide those still walking the Path of Transcendence and inspire them to good deeds.

Thamar's church, on the other hand, has no single, spiritual leader, but her most potent clerics often become Thamar's Chosen, a host committed to darkness just as much as the archons are to light, and while the Church of Morrow has a very formal structure and rich history, the worship of Thamar is a solitary thing. Rarely does one see so much as a shrine in her name, as her widely persecuted clerics are very secretive.

Ascendants and scions are the most powerful servants of the Twins, each with their own philosophy and sphere of influence. They watch over their followers, granting them certain spells, special abilities, and other boons. Even though the vast majority of normal folk never reach ascension, their efforts in following the paths of the Ascended are fulfilled in the afterlife. Indeed, the *Enkheiridion* states that Morrow's "Path of Transcendence" is an exercise in the "freedom of the soul," saying that "the nobler one is in this life, all the better for him in the next."

Orgoth Invasion

The Orgoth incursion into western Immoren adds an interesting wrinkle to the history of the gods. The invaders had their own unsavory pantheon of gods, but had no interest in proselytizing their religion to their newly enslaved servants. Thus, the conquered people of the Thousand Cities continued their own religious practices throughout the Occupation. Yet, during this time, more and more people turned to Morrow, fearing Menoth had forsaken them. The churches of Morrow offered shelter, counseling patience and perseverance in the face of hardship. Although there is no direct evidence of divine involvement in the Rebellion, all the human faiths have taken some credit for driving off the invaders, each claiming their god was involved in one way or another. Whatever the case, few can argue that forces both light and dark played a hand in driving the Orgoth away.

The Maiden of Gears

Cyriss is something of a mystery. The appearance of her cult took the older faiths by surprise. Those who worship her believe she has remained hidden for ages, influencing thinkers, encouraging ingenuity, and leaving clues to her true nature in unexpected and often baffling ways. Until recently, Cyrissists have remained secretive, and most continue to do so; the cult was only "discovered" in the last three centuries, but claim their origins go back as far as four-hundred years ago, during the rebellion against the Orgoth.

In particular, the Morrowan Church ascribes Cyrissists as a small cult following. Though not outwardly threatening, they are nonetheless viewed askance by most Morrowans; yet, to date, the exarchs have refrained from passing any decrees against the worship of Cyriss.

Morrow

Worshippers of Morrow seek freedom from the bonds and limitations of this world and liberation of mind, body, and soul. Followers of the Path of Light adhere to the teachings of the Morrowan *Enkheiridion*. Their mantra is: "No matter what you were in this life, with Menoth, you will always be his servant. But, that is not the only path. Seek nobility of the soul. Seek transcendence. All things the better for you will in the hereafter be, for Morrow is the Path of Transcendence. He is the Lord of Light. He is Benevolence, Giving, Selflessness, and All Things Good."

It is this openness that also attracts non-humans to the worship of Morrow. Although some are yet viewed with suspicion or distrust by the faithful, in general, the clergy of Morrow welcome ogrun, trollkin, and gobbers

into the fold with open arms. Still, it is a rare thing for gobbers and trollkin to be Morrow worshippers, but many ogrun are somewhat taken with the god and frequent the great churches and cathedrals of western Immoren; indeed, sometimes they are to be found among the clergy as chaplains, priests, rectors, and, most often, battle chaplains.

The Prophet, Lord of Light, The Healing Teacher, Patient Brother

Alignment:	*Neutral Good*
Symbol:	*Sunburst of Morrow, also known as The Radiance*
Domains:	*Good, Healing, Knowledge, Protection, Strength, Travel, War, *Warrior*
Preferred Weapons:	*Dawn's New Sun (heavy mace) and Dusk's Last Light (longsword)*
Cleric Weapon of Choice:	*Heavy mace (can vary based on patron ascendant)*
Cleric Alignment(s):	*Any good*

*New Domain (see Chapter Five: Magic & Mechanika)

Some few physical descriptions of Morrow have survived the millennia. A definitive statue of Morrow was crafted by Asc. Sambert over 1,200 years ago prior to his ascension, and now it stands in the center of the Archcourt Cathedral. Because of it, Morrow is typically portrayed adorned in sweeping raiments, a muscled man with gray hair, broad shoulders, and a thick chest. He is often girded with a longsword and grips a heavy mace in his left hand and the *Enkheiridion* emblazoned with the Radiance in his right. In paintings of Morrow, the most famous of which hangs in the Cygnaran palace, he is often depicted with rays of light emanating from his body.

Relations with Other Religions

The Church of Morrow's primary enemies are the Septs of Thamar. Although the Twins are irrevocably linked, their conflicting doctrines incessantly pit their priests against one another. Some clerics fight Thamar indirectly, inspiring good behavior and hope, preaching tolerance except when their followers threaten the well-being of Morrow's flock, while others proactively hunt down and destroy Thamarites. The Church is authorized to apprehend and sentence priests of Thamar, but has limited jurisdiction over her secular followers.

Their other, and many would say more prevailing, rivalry is with the followers of Menoth. This is largely due to the often strident and antagonistic denouncement of Morrow worship by the Menites. There are those that feel the Menites are filled with envy because of the dominance of Morrow worship over the past millennium. Whatever their reasons, there's no denying hard feelings exist on both sides. The Church takes an especially dim view of how the Protectorate of Menoth deals with people, not just Cygnarans but its own, claiming the theocracy uses propaganda, fear, and brainwashing as coercionary tactics to warp the minds of its citizens. Indeed, the Church, intertwined as it is in Cygnar, has been putting increased pressure on the Crown by reproving such treatments, especially in condemnation of the systematic torture of prisoners by the Protectorate's scrutators. If the Church hadn't already earned such animus, these claims and accusations—true or not—have set the hard-edged anger of Menite priests on a ceaseless crusade against the Morrowan faith.

Church of Morrow

As the state religion in four of the five human kingdoms—Cygnar, Llael, Ord, and Khador—the Church of Morrow—often referred to as simply the Church—is the most powerful religious institution in the Iron Kingdoms. Working on an international scale, the Church advocates peace and is a strong proponent of the Corvis Treaties. However, despite its peaceful nature, it does recognize that warfare is sometimes necessary and not all disputes can be settled with words. Concerns in times of war are that battles be fought honorably, that the wounded are properly tended to, and that last rights are given to the dead. Morrow's divine servants, the ascendants, are an integral part of worship, providinge 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.

The Sancteum is the holy center of the Morrowan religion. Located within the Cygnaran capital of Caspia, the Sancteum is a large, self-contained section of the city composed of many churches, living quarters, smithies, libraries and other buildings. It is a sovereign kingdom in its own right, and is not subject to the laws of Cygnar, although the Church is, of course, on good terms with the Crown. The Sancteum is home to the Primarch, who is the ecclesiastical leader, and the Exordeum, which is the Church's ruling council. The Primarch resides in the Archcourt Cathedral within the Sancteum and he is typically the most powerful and favored cleric of the faith appointed by Morrow himself.

Ah yes, King Leto's coup. Indeed, I have heard the rumors, but I assure you they are nothing more than that. To suggest that we were involved in forcibly removing the Elder from the throne is simply ludicrous. Certainly, he was an odious man, and evil to the core, but it is not our place to interfere. We are here to provide spiritual council and advice where it is wanted…

Well, yes…the Primarch was a mentor to King Leto as a youth, but I don't see the relevance.

—Exarch Sebastian Dargule (male Caspian Clr17), queried on Morrowan involvement in the coup of the Elder

His Supreme Holiness, Primarch Arius

The Primarch is remarkably fit for a man over seventy. He looks better than most men in their fifties, tall and broad with keen, blue eyes. It is rumored that he served in the military before he was called to Morrow's clergy, thus his bearing is that of a military man, though he is surprisingly soft-spoken. Arius is so charismatic and instantly likeable that it is easy to forget he is the leader of the Church of Morrow and one of the most powerful priests in all the kingdoms.

Though Arius often seems distracted or lost in thought, he is always keenly aware of his surroundings and, to the consternation of his bodyguards, dislikes being cooped up in the Archcourt Cathedral. He enjoys wandering Caspia's streets and conversing with the locals, generally in the guise of a lesser priest.

Despite his ingenuous manner, the Primarch is a shrewd politician. Indeed, he has alienated some members of the Exordeum who believe that he has meddled in kingdom politics for Cygnar's benefit. A close friend to King Leto, the two leaders talk frequently, sometimes in secret. It is said that the Primarch is something of a father figure to Leto, and many Cygnaran nobles are likewise uncomfortable with Arius' influence over their king. Many nobles, and even clergy, would be relieved if Primarch Arius were to pass on, allowing a more neutral Primarch to take his place.

Shrines and Ceremonies

Morrowan churches and shrines vary widely, depending on the period of their construction and the time and money invested. Shrines may be nothing more than simple alcoves holding a small statue of Morrow surrounded by candles, with more elaborate shrines sporting walls covered in gold leaf or beaten silver. In either case, these shrines are meager compared to the grand cathedrals found in the older cities. Adorned with elaborate stained glass windows, vaulted ceilings, and life-size statues of Morrow and the ascendants, the cathedrals are simply breathtaking. Gold, silver, white, and black are the most dominant colors in Morrowan churches, and the acolytes and priests go to great lengths to keep them illumined both day and night.

Ceremonies vary, although they generally involve the rector or prelate gathering his congregation to sermonize on some aspect of Morrow's path. Services are held on the seventh day of the week, with major services following the calendar of Morrow's life and deeds. Attendance at services isn't mandatory, though some services are of greater religious significance than others. The yearly Ascension Mass on the 21st of Khadoven is one of the most popular services. Individual worship is encouraged, and the faithful are expected to offer brief, private prayers to Morrow or their patron ascendant daily.

Allied Organizations

Knights of the Prophet

The Cygnaran order called the Knights of the Prophet is a steadfast union of paladins and fighters. They are led by the Grand Knight of the Prophet Morna Hornbeck (female Caspian Pal17), who is stationed in Caspia. Although each kingdom has its own branch of the knights—the Sword Knights in Khador, the Knights



Vigilant in Llael, and the Shield Knights in Ord—the Cygnaran order is the largest, with its greatest paladins garrisoned in the Sancteum and referring to themselves as the Primarch Knights. Aside from protecting and serving the Morrowan Church, the knights of these orders are always on the lookout for Thamarites and other criminals to bring to justice.

Order of Keeping

A major organization that serves the Church is the Order of Keeping, a group of monks who guard relics of the faith. These monks are rarely seen outside their remote monasteries in the mountains of Cygnar and Llael. Currently led by Archabbot Griffin Murdoch (male Midlunder Mnk21), each monastery is overseen by an abbot. Devoted in their martial training, particularly in unarmed combat, brothers and sisters of the Order of Keeping occasionally serve as bodyguards to high-ranking members of the Church, particularly those travelling on important missions. The Primarch and the exarchs are always accompanied by Keepers and Knights of the Prophet.

Faiths of Morrow

The Church of Morrow, though unified, lays much emphasis on choice and interpretation. Three major paths, each representing a broad interpretation of Morrowan doctrine, exist within the Morrowan faith—the orthodox Morrowans, the Justices, and the Righteous.

The orthodox Morrowan faith is comprised of the majority of Morrowans, while the Justices are those who uphold and enforce Church law, arbitrate disputes, punish lawbreakers, and supervise paladins and monks of the Church.

The Righteous is a smaller, liberal group. Members of the Righteous frequently serve as messengers and emissaries, preferring to serve in a variety of roles for short periods of time. Travel is important to the Righteous and they enjoy pilgrimages.

In addition to these paths within the Morrowan faith, several sects have arisen, espousing more focused viewpoints. These minority faiths are recognized as a part of the Church and embraced by the Exordeum. Currently, two prominent sects are formally recognized: these are the Sword and the Walkers, although a fringe group called the Divinists has been gaining popularity for the past couple of decades.

The Sword Faith is led by the vicars in Khador and emphasizes Morrow as a militant and spiritual deity. This doctrine is popular in the north, and the Sword Knights are of this sect. They emphasize that while Morrow has always advocated peace and reason, he also recognizes when diplomacy has failed and conflict is required.

The Walkers take the concept of following Morrow's path quite literally, embarking on frequent pilgrimages to religious sites. Throughout one season each year, Walkers don their gray pilgrim's robes and journey to a variety of holy sites. They are, of course, enthusiastic about rail travel throughout the kingdoms, and wealthy members have been instrumental in funding road and rail projects.

Twenty years ago, a Llaelese chaplain named Ilya Dyvarc (female Ryn Clr9) founded the Divinist cult, a sect considered unprincipled by the leaders of the traditional Church. According to Dyvarc, any ascended being is divine and, therefore, a lesser god, akin to—if

weaker than—Morrow. While Divinists hold Morrow in high esteem as the first ascended being, they refer to all of the ascendants as "Ascended Gods." This cult has gained great popularity in Llael, particularly among young nobles and others who place value on individuality. Tensions run high between the Church of Morrow and this cult. The Vicarate Council of Merywyn wants to excommunicate the entire group, but thus far restraint has been urged by the Exordeum in Caspia. So far, the Church has restricted itself to a battle of words, preaching against Divinists and publishing counter-arguments as leaflets in attempts to win back those who are swayed by Dyvarc and her disciples.

The Inquisition Controversy

The cruel and overzealous Inquisition of Vinter Raelthorne IV brought an important controversy to the fore, forcing Church officials to once again consider their role in meting out justice to Thamar's minions. It is widely recognized that Raelthorne's Inquisition—inspired by Thamar's evil—was simply an excuse for Vinter to establish a secret police force to slay his enemies on false charges of heresy. Those clerics and paladins who participated in the Inquisition are counted among the Fallen, and must be punished for their crimes. However, this has done little to quell the on-going argument. Many members of the clergy strongly believe that it is not the Church's place to persecute those who have chosen the wrong path, for many who follow Thamar do not actually commit crimes. However, others believe just as strongly that Thamar seeks to undermine all that is good and that it is the Church's responsibility to actively disrupt her plots, foiling her followers at every turn. Too many criminals are never captured, too many crimes left unreported or unsolved, and the Church of Morrow must act directly to change this. Debate rages at the highest levels of the Church in regard to its official stance on this matter.

A Church Divided

Recent hostilities between Khador and Cygnar have been felt within the clergy. The fact that the Sanctuem is located in Cygnar's capital city has been a longstanding point of friction with the faithful of Khador. This dissatisfaction has been exacerbated by the well-known friendship between Primarch Arius and Cygnar's King Leto. Khador's influential vicars dislike this relationship, and wonder if the Church, as a whole, can remain neutral in the face of looming conflict and bloodshed. The strong ties between the Primarch and the Cygnaran throne have also fueled anti-Morrowan propaganda in Khador for some time, previously guaranteeing Khadoran support to the Protectorate of Menoth before having recently closed this off (see "State of Affairs," Chapter One: Western Immoren).

Despite such unsettling issues, there are no open hostilities between the Morrowan faithful in Khador and Cygnar. Indeed, nine of the current exarchs are of Khadoran descent and the Church hopes it can keep its focus and maintain its high moral standing in any future war. Wars between the faithful have erupted throughout the Church's history and the faith has weathered them intact. Current Khadoran nationalism has reached unprecedented proportions—though some argue the same for Cygnar—but the Primarch and the Exordeum are striving to prevent a rift in the two nations' faiths, working desperately to keep the lines of communication open as much as they can.

Ascendants of Morrow

The ascendants of Morrow are divine entities that sometimes manifest to the devout in times of crisis or turmoil. These ascendants serve Morrow as intermediaries between the god and his faithful, and occasionally intervene directly in mortal affairs, though they prefer to provide indirect inspiration and guidance.

Clerics who adopt a patron ascendant must select one of their patron's domains as one of their chosen cleric domains. Patron ascendants also bestow additional, minor benefits as described below and in the L&L:CP (pp. 41–42). Additionally, there are rituals of the faith that grant boons specific to a character's chosen patron. Any devout follower of an ascendant, willing and able to pay the price, can participate in one of these rituals under the supervision of a prelate or higher-ranking member of the clergy. The following section provides details on some of the ascendants more popular with adventurers.

Ascendant Angellia—Patron of History, Lore, and Knowledge

Born in the now-vanished kingdom of Ryn, Angellia followed Morrow's path from an early age. Personally responsible for significant historical research, Angellia confirmed the dates of many uncertain events and

established new standards in scholarly research. She is best noted for recovering and translating Morrow's original copy of the *Enkheiridion*, lost to the Church for centuries. The relic now remains with the reigning Primarch in the Archcourt Cathedral and is closely guarded by the Order of Keeping. Despite its antiquity, it shows no hint of decay or weathering.

Asc. Angellia is the patron of war-bards and sages, and several important libraries have been founded in her name. Her talisman is embossed on many books and tomes.

Patronage Benefits: Clerics who choose this ascendant as a patron gain a +2 bonus to all Knowledge checks. Characters, including non-clerics, who choose Angellia as a patron may learn an extra language for free. This extra language, of course, requires the extra study (it's not divinely imparted but represents the character's desire to learn the language), but does not count against initial languages or require a skill point.

The Scholar's Blessing: Devout worshippers of Angellia who undergo this week-long ritual gain the bardic knowledge ability, as a bard of their character level. This ritual is of no benefit to characters that already possess the bardic knowledge ability. Participation in the ritual requires the donation of five scholarly tomes worth 1,000 gp each to the Church and drains 2,500 XP from the participant.

Table 4–1: Ascendants of Morrow

Ascendant Name (male/female)	Year of Ascension	Patronage	Domain	Weapon of Choice
Asc. Katrena (f)	1,810 BR	Valor, knighthood, paladins	Good[1], Righteousness[2]	longsword
Asc. Ellena (f)	1,590 BR	Travelers, adventurers	Adventure[2], Travel[1]	—
Asc. Doleth (m)	1,411 BR	Sailors, fishermen	Seafaring[2], Water	—
Asc. Solovin (m)	1,253 BR	Healers, battle chaplains, midwives	Healing[1]	longsword
Asc. Angellia (f)	1,027 BR	History, lore, knowledge	Knowledge[1]	—
Asc. Gordenn (m)	812 BR	Farmers, family	Farmstead[2], Plant	sickle
Asc. Sambert (m)	605 BR	Smiths, stonemasons, carpenters	Artifice[2], Strength[1]	warhammer
Asc. Rowan (f)	289 BR	Poverty, the downtrodden	Mendicant[2], Protection[1]	—
Asc. Corben (m)	102 AR	Alchemy, astronomy, wizardry	Magic	quarterstaff
Asc. Markus (m)	305 AR	Soldiers, town guard	War[1], Warrior[1,2]	any sword or axe
Asc. Shevann (f)	500 AR	Merchants, bankers	Luck, Mercantilism[2]	—

[1]Domain shared with Morrow. [2]New Domain (see Chapter Five: Magic & Mechanika)

Ascendant Corben—Patron of Alchemy, Astronomy, and Wizardry

Corben was a renowned wizard and a pious Morrowan in his day, coming to the Church's aid without hesitation during the rebellion. His magical wards and other valiant efforts helped deter Orgoth raiders from assaulting the churches and secured his fame. Even so, his greatest deed came late in his life when western Immoren was beset with *rip lung*, a fast-spreading plague unresponsive to divine magic. After working alongside Church healers for some time, Corben applied himself to formulating an alchemical cure and his concoction is credited with saving the lives of hundreds of thousands.

Asc. Corben's journal recording the Orgoth occupation survived the Scourge and is considered an important relic. Nearly all wizards and alchemists of pious nature pay homage to Asc. Corben. His talisman is prominently displayed in most establishments of the arcane orders, as well as hundreds of alchemy shops.

Patronage Benefits: Clerics who choose this ascendant as a patron gain a +2 bonus to Spellcraft checks. Characters, including non-clerics, who choose Corben as a patron also receive a +1 bonus to Craft (alchemy) checks of a beneficial nature. For example, the bonus applies to making antitoxins but not alchemist's fire.

Rite of Divine Alchemy: Those who partake of this two-day long ritual are granted exceptional skill at alchemy (+4 insight bonus to Craft [alchemy] checks), as well as resistance to diseases and poisons (+4 bonus to all Fortitude saves against poisons and disease). The ritual requires 500 gp worth of rare, alchemical ingredients and drains 1,000 XP from the recipient.

Ascendant Ellena—Patron of Travelers and Adventurers

As a famous adventurer, Ellena traveled throughout the Thousand Cities doing good works, intercepting bandits, and helping local communities. She closely followed the tenets of Morrow's Path of Transcendence, always preferring to reason her way through encounters rather than relying on force. As an avid cartographer, she also mapped the lands wherever she went and her chronicles did much to advance the field of exploration.

According to legend, Ellena's constant praise of Morrow, along with her good deeds and travel, contributed greatly to the early spread of the faith. It is suspected that this, more than any other deed, resulted in her ascension. It is largely held that Ellena was felled by an overwhelming number of trolls in combat.

The ascendant is a very heroic figure and a popular patron of adventurers, travelers, and explorers. The construction of roads and railways are blessed with prayer offerings to Asc. Ellena. Her talisman is fixed on important milestones and travelers often carry an object engraved with her symbol when traveling abroad.

Patronage Benefits: Clerics who choose this ascendant as a patron gain the Endurance feat for free. Characters, including non-clerics, who choose Ellena as a patron also receive +1 to Ride as a result of having traveled frequently.

Ascendant Katrena—Patron of Valor, Knighthood, and Paladins

Katrena is believed to have been the first paladin of Morrow, as well as the very first ascendant. Born among the northern Khadoran mountains, she was virtuous to the core and a true champion of justice. During those early and difficult days of the faith, she served as protector and bodyguard for several important Church officials. Indeed, she died in 1810 B.R. defending the third Primarch, Orestag I, from Menite assassins. At the sight of her ascension, it is said the attackers dropped their weapons and fell prostrate, begging the Primarch's forgiveness and giving themselves over to Morrow. Centuries later, upon the assassination of Primarch Lorichias, the Asc. Katrena manifested in her divinity and slew the killer.

Asc. Katrena is the patron of paladins, knights, and many pious magistrates and judges. Her talisman is emblazoned on courthouses and some prisons. A statue of the ascendant—sword in hand—stands outside the living quarters of the Primarch within the Sancteum, and similar statues protect many Church buildings.

Patronage Benefits: Clerics who choose this ascendant as a patron gain +1 to all Will saves and an additional +1 bonus to resist all spells cast by those of evil alignment. Characters, including non-clerics, who choose Katrena as a patron also receive +1 to Spot.

The Pure Heart: This ritual grants the recipient the ability to imbue a longsword with the abilities of a *+1 holy* weapon for 1 minute, 1/day. This short, one day ritual requires the dedication and gifting of an ornate, masterwork longsword worth 500 gp to the Church, and drains 2,000 XP from the recipient.

Ascendant Markus—Patron of Soldiers and Town Guards

A fairly recent ascendant, Markus was a devout man who served as captain of the guard in



Midfast. He was an exemplary leader, renowned for saving Midfast from hordes of barbarians. During the confrontation, Markus challenged the chieftains personally, facing each champion they sent, twice a day, for seven days. He defeated every one of them and his efforts impeded a full-scale siege until reinforcements could arrive. According to legend, Asc. Katrena appeared as a ghostly figure above Markus when he fell in the final battle because of the wounds he had endured over the previous days, and the barbarians fled the field as Markus ascended into the heavens.

Asc. Markus is the patron of fighters, town guards, soldiers, and battle chaplains. His talisman is frequently engraved on city gates, guard towers, and soldier's shields.

Patronage Benefits: Clerics who choose Katrena as a patron may choose one sword or axe martial weapon proficiency for free (short sword, longsword, Caspian battleblade, great sword, throwing axe, handaxe, battleaxe, or greataxe). Since War is one of their domains, they also receive for free the Weapon Focus feat for their chosen proficient weapon. Characters, including non-clerics, who choose Markus as a patron also receive +1 to Intimidate.

The Protector's Blade: This ritual bestows on the recipient the ability to imbue a single sword or axe with the abilities of a *+1 defending* weapon for 1 minute, 1/day. This one day ritual requires the donation of an ornate, masterwork sword or axe worth at least 500 gp to the Church, and drains 1,600 XP from the recipient.

Ascendant Rowan—Patron of the Downtrodden, Champion of the Poor

Born into a wealthy, noble family during the height of the Orgoth occupation, Rowan's family retained their wealth by cooperating with the Orgoth, assisting in the enslavement and oppression of the people they had historically protected. Renouncing her family, Rowan gave all her material wealth to the Church of Morrow and spent her life in the service of the poor and less fortunate. She died protecting a group of beggars from execution by an unjust Orgoth governor.

Rowan is frequently prayed to by those who have fallen on hard times or live in poverty. Churches dedicated to Asc. Rowan became very popular during the latter part of the Orgoth Occupation, as many sought shelter from their cruel oppressors. Those who choose Asc. Rowan as their patron are not required to live in abject poverty, but are expected to live simply and commit themselves to acts of generosity and kindness.

Patronage Benefits: Clerics who choose this ascendant as a patron gain +1 to all Fortitude saves. Characters, including non-clerics, who choose Rowan as a patron also receive +1 to Gather Information or Diplomacy when speaking to the lower classes.

Ascendant Solovin—Patron of Healers, Battle Chaplains, and Midwives

During the often violent Thousand Cities Era, a soldier and cleric named Solovin dedicated himself to tending the sick and dying on the field of battle. Between battles, he tended to mothers giving birth and to those suffering from disease. Solovin is perhaps best remembered for his final act, when he went to treat a local warlord afflicted with a terribly malady. According to legend, this lord was possessed by a scion of Thamar, who was wracking his body with illness, intent on starting a major plague. Through a difficult exorcism, Solovin accepted the illness and Sc. Remel into his own body. This saved the warlord's life, but Solovin died quickly from the disease. However, he ascended as his body expired and it is said this destroyed Sc. Remel forever.

Most healers adopt Asc. Solovin as their patron, and he is particularly popular among battle chaplains. His talisman is frequently embossed in wax seals on healing potions and other curatives.

Patronage Benefits: Clerics who choose this ascendant as a patron receive a +2 bonus to all Concentration checks on healing spells. Characters, including non-clerics, who choose Solovin as a patron also receive +1 to all Heal checks.

Rite of the Healing Hand: Devotees of Solovin who undergo this week-long rite of purification gain the ability to *lay on hands* as a paladin of their character level. If the character already has the *lay on hands* ability, this rite is of no added benefit. The rite drains 2,000 XP from the recipient.

Archons of Morrow

It is said that Morrow appears to certain Primarchs as they are about to die and asks, "Do you desire your reward? To rest in the afterlife? Or would you take my

hand and continue your service to me?" Then they must choose whether to take the god's hand or pass on, instead, into the hereafter. Those who give themselves over to Morrow become archons, angelic spirits of light in the service and presence of Morrow. These archons form a divine host, greater than any other force in service to the Lord of Light.

Archons manifest rarely, typically in multiples of three, and when they do it is considered a great portent. The only regular manifestation of the archons is when a new Primarch is revealed, which occurs when Morrow deems that a cleric of appropriate power and integrity exists. There have been numerous periods in Church history without a reigning Primarch, the longest lasting three decades during the early years of the Orgoth Occupation. Traditionally, twelve archons appear before Morrow's chosen Primarch and journey with him to his new home in the Archcourt Cathedral. This holy procession has always kindled a renewal of the faith in the people, and though they are represented in artwork as beatific figures with broad sweeping wings and serene faces, few eyewitnesses can truly describe an archon's true appearance.

Thamar

The Dark Twin, Temptress, Whisperer in Shadow, Wicked Sister, Guide of the Damned

Alignment:	*Neutral Evil*
Symbol:	*Thamar's Leash, also known as the Ternion Brand*
Domains:	*Death, Destruction, Evil, Luck, Magic, Trickery, War, *Warrior*
Preferred Weapons:	*Peace's Tormentor (warspear), Rest's Betrayer (barbed dagger), and Faith's Destroyer (morningstar)*
Cleric Weapon of Choice:	*Morningstar (can vary based on patron scion)*
Cleric Alignment(s):	*Any evil*

*New Domain (see Chapter Five: Magic & Mechanika)

Thamar claims that she wants to liberate minds and free them from the shackles of morality. In truth, she enjoys bending the weak to her will and delights in destroying innocence through corruption and vice. She represents greed, lust, and tyranny, and openly advocates cruelty, bloodshed, and torture. Reputedly a strikingly beautiful woman as a mortal, Morrow's sister was described as youthful and vigorous at the time of her Dark Ascension. While Thamar was never above using her beauty to her advantage, she was just as comfortable on the battlefield, wielding her weapons with abandon.

She is portrayed as both a warrior maiden and a seductive enchantress; in either case, she is always a tall, extremely attractive woman with long, black hair. Thamar, the warrior, wears black, form-fitting plate armor inscribed with the arrows of wickedness and leans upon *Peace's Tormentor*, her great warspear. She carries *Faith's Destroyer*, her heavy morningstar in her right hand, and *Rest's Betrayer* sheathed at her hip. Thamar, the seductress, always appears suggestively cloaked in shadows, her bare arms outstretched—fire blazing in her left hand, lightning flashing in her right. Her warlike guise is most common in her shrines; however, several striking paintings of her as the enchantress have struck the fancy of wizards and grace private collections of more than one magus of the Fraternal Order.

Relations with Other Religions

Thamar's priests are cautious about drawing unwanted attention. They prefer to avoid direct conflict with other religions. However, clerics and paladins are considered fair game for corruption and conversion. Thamar puts tremendous value on the corruption of priests of Morrow. In truth, Thamar does not seek to destroy Morrow's faith, only to subvert it. Her relationship with her brother is complex. For her priesthood, the climate of western Immoren under Morrow's influence is far better than the yoke of Menite oppression. True, clerics of Thamar delight in capturing, torturing, even murdering clerics of Morrow, but they do not bother toying with the fanatical priests of Menoth—they kill them without hesitation. Any other religion, to Thamar and her followers, are but lesser pawns to be seduced, manipulated, dominated,

or murdered along the way as they sabotage the Church of Morrow and, ultimately, society at large.

Church of Thamar

Priests of Thamar frequently find a niche in the criminal element. They are likely to be affiliated with thieves' guilds and gangs, often paid handsomely for their services. Safehouses are kept by Thamarite clergy in most towns or cities, offering protection and shelter to criminals, fugitives, and others of the faith. They earn additional money through spellcasting, offering healing and the removal—or bestowal—of curses or diseases. As a result, any brigand with a few connections knows how to find a local cleric of Thamar.

Given their individualistic natures, devotees rarely share a unified goal. However, they all seek to undermine the Church of Morrow and other goodly organizations. Thamarite priests seek profit, pleasure, and the corruption of innocents. Her followers see nothing wrong in dealing with Infernals and support the use of necromancy, many of them having mastered powers over the dead. Thamar advocates the use of any and all shortcuts to power; treason, murder, deception, betrayal, they are all tools of the trade. The path of ascension is important, though many become distracted by the lust for power. According to Thamar's teachings, ascension involves attaining complete freedom from conventional morality.

Thamarites are wary of incriminating themselves or attracting too much attention, so they rarely wear vestments or distinctive garb and keep their holy symbols hidden. Indeed, clerics of Thamar are habitually mistrustful beings, even among their own kind, and they often employ spells to conceal their alignment and block divinatory spells. Meetings between Thamarite strangers are always tense and require proof of allegiance. In point of fact, a closely guarded secret is the Mark of Thamar, a permanent glyph inscribed with unholy fire on an acolyte's inner forearm. The marking ceremony is held at midnight on the Dark Ascension and it is said this glyph is only visible when blood is rubbed on the skin. In any case, this mark is an infallible means of identifying fellow initiates of the Dark Twin.

There is no Church of Thamar. That's something those paladins will never figure out. They can capture us, torture us, and still never get the answers they want. Why? The questions. They're all wrong. "Who leads your church? Who do you report to?" Idiots. There are no impressive spires to herald Thamar's splendor. No high pontiff to dictate what one should think or how one should act. We do not presume to say outright whom one should marry, nor take up the shell and escort it to some afterlife through rituals and blessings.

And here's a little secret. There is no good…and there is no evil. There is only slavery… and freedom. Do you wish to be a slave? Hmm? No? Very well then…take my hand and I shall set you free…

—Cantor Leora Malfrith (female Thurian Clr16/Wiz2), Priestess of Thamar

Worshiping Thamar

Not all of those who pray to Thamar are especially evil or diabolical. There is quite a difference between the casual being who offers an occasional prayer and a minister for the Whisperer in Shadow actively carrying out her will. In truth, the majority of Thamarites are small-time criminals or self-seeking beings whose adulation is acceptable but by no means comparable to her clerics.

Delinquents who swear by Thamar are liable to be jailed and punished for their misdeeds, but they are seldom penalized expressly for venerating her. Indeed, the punishment of criminals and those who merely worship Thamar is beyond the purview of the Church. True, ardent paladins of Morrow have been known to take it upon themselves to make life miserable for known Thamarites, but conventional wisdom holds that such people eventually pay for their crimes one way or another.

However, clerics of Thamar are an entirely different matter. Those who serve the Dark Twin are viewed a hundred times worse than the criminal who heedlessly swears by the goddess. Thamarite priests are irredeemable. They are menaces to society, and folk who are truly honest sometimes report suspected clerics to the nearest Morrowan chaplain or paladin, who are, in turn, expected to take such news to the local Justices or Knights of the Prophet to be handled appropriately.

Shrines and Ceremonies

There are few actual churches dedicated to Thamar. Most clerics conduct their devotions in private shrines, generally a closet or cabinet or some other reliquary containing an iron figurine of the goddess, as well as dark candles and incense. Thamar does not demand sacrifices during her worship, because the Whisperer in Shadow considers any evil thought or act committed by her followers an offering. In fact, during devotions, clerics often softly recite their actions in remembrance and to honor her with deeds done in her name.

The most holy day in the Thamarite religion is the night of Dark Ascension. This marks the day Thamar ascended as a goddess. Her faithful insist that she ascended five weeks prior to Morrow, therefore the Dark Ascension is celebrated five weeks prior to the Morrowan Ascension Mass. The Dark Ascension is celebrated at midnight through a litany of recognition to the goddess and a renewal of vows. Traditionally, clerics are expected to perform some evil deed on this day, although the required severity is a matter of debate. Some of Thamar's faithful believe that murder is the only proper offering on this day, and they sometimes spend weeks finding the proper victim. For this reason, the Dark Ascension is regarded as a black day, linked to many deaths and disappearances. Many people refuse to leave their homes during the Dark Ascension, while others go so far as to seek refuge at a local Morrowan church.

Telgesh Glyphs

Prior to her ascension, Thamar developed her own language to express the true freedom of thought. She felt that the old words and letters of languages derived in ancient times were too restricting. Hence, the creation of her own alphabet was an important step in her eventual ascension. Though she kept most of the details secret, she left behind many of the sigils of her alphabet, known as Telgesh glyphs. These glyphs are very important to Thamarites, as is reconstructing her unique language of Telgesh. Several Thamarite sects use these glyphs to identify themselves, and certain glyphs associated with the Chosen of Thamar are included in many spells and rituals.

Allied Organizations

Thamar is not served by religious orders similar to the paladins and monks of Morrow. Her clergy do, however, have considerable clout among the criminal guilds, gangs, and black markets throughout western Immoren. Most clerics carefully keep track of favors they have done for these groups and are more than willing to "cash in" when necessary. This includes threats of extortion or other reprisals at the first sign of reluctance.

Most clerics can quickly gather an assortment of fighters, rogues, sorcerers, wizards, and assassins. Even low-level clerics command considerable respect and



fear within the criminal underworld. No one wants to risk being cursed, or have their deceased relatives reanimated and sent to hunt their children; a lone cleric's ability to commit these reprisals may be limited but few folk are willing to take that chance. Depending on how thoroughly the clergy have been able to corrupt important individuals, their reach might also include legitimate organizations.

Septs of Thamar

Septs are organized cults within the Thamarite faith. Theoretically, every cleric is his own sept, free to worship Thamar as he wishes. Over the centuries, groups with shared philosophies have arisen, working toward common goals. Some of these septs have adopted distinctive vestments, worn during meetings and special celebrations. The septs listed below are a few examples of some notable Thamarite cults.

The Fallen

Not actually an organized sept, the Fallen are former clerics or paladins of Morrow who have turned to Thamar. This often occurs after an individual's faith has eroded, their morality compromised, and their deeds have become questionable. Eventually, people in this position realize that they have abandoned Morrow. These people are dangerous, as many continue to pose as legitimate clerics or paladins, when in truth their power now comes from Thamar. Many continue to openly wear the vestments of Morrow, while carefully concealing their Thamarite allegiance. Indeed, it is not uncommon to find them travelling in the guise of destitute clerics or pilgrims.

Each new Fallen is a great victory for Thamar and fostering these individuals is a high priority for her clergy. Thamar lends aid directly to these efforts in the form of visitations of fair-seeming Chosen or scions, particularly in dreams. These dreams encourage evil deeds and offer reassurance to those who are losing their divine powers. Once the decision to serve Thamar is made, initiation into the clergy is handled quickly and smoothly to minimize the risk of detection, and Thamar immediately grants divine powers to help the new Fallen maintain their guise.

Infernal Archive

The Infernal Archive is a small group with a very specific agenda. Based in Ceryl, they maintain a comprehensive, hidden library of Infernal lore and evil rituals known as the Archive. They believe that it is their sacred duty to catalog and study Infernals, gathering and recording all information on these creatures. Their library is even richer and more exhaustive than the impressive collection maintained by the Fraternal Order of Wizardry.

The Archive is proactive in copying manuscripts and making sure they are "found" by wizards who will put them to use. The Archive also maintains thorough lists of practicing infernalists for just this reason. Few clerics of the sept actually summon Infernals, preferring to let wizards take the risks and pay the costs. However, they use powerful divinatory magic and bribe guild members to learn of the success or failure of these experiments. These practices date back to the origins of the Gift, which the founders of this sept claim to have helped orchestrate.

The Infernal Archive is one of the few septs to adopt distinctive garb. Their deep red, hooded robes are embroidered with ornate gold glyphs along the hems and the Ternion Brand in black above the right breast. These robes are only worn while in the secure confines of the Infernal Archive.

The Shroud

This small but popular sept focuses on the corruption of the dead rather than the living. Many of Thamar's clerics are drawn to necromancy and enjoy animating the dead, finding lost tomes of necromantic lore, and working with wizards or sorcerers of the same inclination. Many members of this sept are former wizards, or have a passing familiarity with arcane magic.

Members of the Shroud are reclusive and difficult to contact, except through specific channels. Their work requires proximity to bodies, preferably those that were not given a sanctified burial, and they are drawn to areas where murder has been committed, or that are haunted by anguished spirits. They use a complex glyph, drawn in the air, to recognize each other. The glyph means "risen dead" in the Telgesh alphabet, and is also the sigil for Sc. Delesle.

The Shroud has also taken on the responsibility of protecting unholy relics of Thamar and the scions. They have hidden a number of these items, providing unliving guardians for their safekeeping. High-level

members of the Shroud are in contact with powerful, self-willed undead and frequently come to mutually beneficial arrangements with them.

Scions of Thamar

The scions of Thamar are unholy entities that serve as intermediaries between Thamar and her following, occasionally intervening directly in mortal affairs. While they have been known to manifest in times of crisis to sow insecurity, doubt, suspicion, and terror, such manifestations are rare. For the most part, they work indirectly, especially through tainted dreams. The scions are arguably more active than Morrow's ascendants, having free rein from Thamar to interfere with mortals. A favorite method is possession. In this manner, they often cause a person they've inhabited to commit atrocious deeds, although it is generally believed scions can only possess those who already have some inherent weakness or inclination toward the scion's particular fields of influence in their hearts.

As befits such a religion that stresses freedom and individuality, the scions are individualy unique. All are evil to the core, but some wear fair guises and speak in convincing tones of reason, while yet others are wickedly cruel, delighting in bloodshed, torture, and things even worse.

Clerics who adopt a patron scion must choose one of their patron's domains as one of their two chosen clerical domains. Patron scions bestow additional minor benefits as described below and in L&L:CP pp. 43–45. Additionally, as in the Church of Morrow, there are rituals of the faith that grant boons specific to a character's chosen patron. Any devout follower of a scion can participate in one of these rituals under the supervision of a prelector or higher-ranking member of the clergy. In the following section, details are provided on the scions more popular with adventurers.

Scion Aidan—Patron of Grave-robbers, Treasure Seekers, and Adventurers

Aidan was a treasure-seeker and opportunist who managed to profit, despite the Orgoth Occupation, by robbing the tombs and vaults of the wealthy, and even taking the bodies found therein. He also frequented sites of recent battles and slaughters, gathering valuables and piling his wagon high with fresh bodies to sell to clerics of Thamar and other necromancers.

His greatest tomb plundering was conducted with his hand-picked team of scavenger-adventurers in the mountains of Rhul. Penetrating the most sacred burial hall of the dwarves, they plundered a tomb rumored to belong to a direct descendant of the Great

Table 4–2: Scions of Thamar

Scion Name (male/female)	Year of Ascension	Patronage	Domain	Weapon of Choice
Sc. Ekris (m)	1780 BR Tyranny[2]	Infernalists, diviners, tyrants	Dark Lore[2], Knowledge,	barbed dagger
Sc. Remel[3] (m)	1700 BR	Masochists, sadists, torturers	Destruction[1]	—
Sc. Delesle (f)	1610 BR	Necromancy	Death[1], Undeath[2]	scythe
Sc. Drayce (m)	1400 BR	Thieves, corrupt leaders	Trickery[1]	dagger
Sc. Khorva (f) enforcers	1250 BR	Assassins, murderers, thugs,	Assassination[2], Destruction[1]	—
Sc. Lukas (m)	995 BR	Madmen, rapists, the depraved	Evil[1], Madness[2]	punch dagger
Sc. Roth (m)	687 BR	Soldiers, mercenaries, bandits longspear	War[1], Warrior[1, 2]	barbed
Sc. Aidan (m) adventurers	344 BR	Grave-robbers, treasure seekers,	Earth, Plunder[2]	—
Sc. Nivara (f)	25 AR	Wizards, sorcerers	Magic[1]	quarterstaff
Sc. Bolis (m)	271 AR	Gamblers, smugglers, evil merchants	Luck[1], Mercantilism[2]	—
Sc. Stacia (f)	421 AR	Arsonists, evokers, female wizards	Fire	—

[1]Domain shared with Thamar. [2]New Domain (see Chapter Five: Magic & Mechanika)
[3]Sc. Remel was apparently destroyed during the ascension of Asc. Solovin.

Fathers. Along with priceless gems and jewelry, he stole a powerful, long forgotten relic. Hunted by angry dwarves, he somehow used this relic to escape back into Orgoth territory. There he established an extensive, underground safehold somewhere in Ord. He furnished this secret warren with luxuries and lived like a king, never again coming to the surface. His ascension came years later in the early morning hours when he was strangled in his sleep by one of his associates.

Sc. Aidan's following is relatively small, but he is said to watch over grave robbers, treasure seekers, and anyone who seeks adventure purely out of greed and self-gratification. Many evil-inclined adventurers pray to Sc. Aidan and ask him to bless their ventures.

Patronage Benefits: Clerics who choose this scion as a patron receive a +2 bonus to saving throws versus petrification, paralysis, or hold person spells or effects. Characters, including non-clerics, who choose Aidan as a patron receive a +1 Search bonus and a +2 bonus when specifically searching for secret doors or traps.



Boon of Clear Sight: Followers of Sc. Aidan who undergo this ritual are able to use the Search skill as if they were trained rogues and also receive a +4 insight bonus to any Search checks. This night long ritual, which can only be held during Calder's new moon, requires the sacrifice of plundered goods worth at least 500 gp, and drains 1,000 XP from the recipient.

Scion Delesle—Patron of Necromancy and Death

Delesle followed Thamar's path from an early age, and demonstrated a natural aptitude for necromancy, having killed and animated both of her parents by the tender age of ten. She became a cleric of Thamar without a mentor, and her mastery of necromantic magic was legendary.

She was a terror to the Temple of Menoth for most of her life, acting as a nightmarish revolutionary throughout the Thousand Cities. There are very few tales of undead from before this time, and it's believed that Delesle may have singlehandedly invented the art of necromancy. While this seems unlikely, she certainly was prolific with her talent. There are also rumors that Delesle may have been involved with the ancient *Witchfire* sword, either helping to create it or unearthing it from its ancient resting place. Although most believe the blade to be a more recent artifact, others say it may have been the tool of her final ascension. According to legend, she impaled herself upon a dark blade as a means of transcending the flesh.

Sc. Delesle is the patron of necromancers. Any evil folk fascinated with the powers of death pay her homage, and her name is key in many rituals for animating thralls. The Shroud is particularly interested in researching her life and works and investigates reports of her manifestations.

Patronage Benefits: Clerics who choose this scion as a patron rebuke undead as if they were one level higher. Characters, including non-clerics, who choose Delesle as a patron receive a +1 bonus on any saving throw in which failure would result in their death.

Cloak of the Necromage: Sc. Delesle protects her followers from undead. This ritual makes her followers immune to all ability and energy draining attacks and able to cast *invisibility to undead* at will. In return, the participant in this ritual must permanently sacrifice one point of Constitution and 2,500 XP during the two-day long ritual.

Scion Drayce—Patron of Thieves and Corrupt Leaders

Baron Drayce was a powerful leader and accomplished rogue in the early years after Thamar's Ascension. A man of subtlety and shrewd manipulation, he ruled with the love and support of his people, keeping his citizens happy, all the while robbing them blind. He enjoyed an extremely comfortable lifestyle, having instituted many laws that benefited him personally, and the extent of his corruption was only discovered years after he was gone.

Some of his burglaries were used to destroy his enemies through framing and blackmail, and he is also suspected of assassinating several rivals who disappeared without a trace. Legend has it that he managed to steal a well-guarded Morrowan relic from the Order of Keeping and deliver it to agents of Thamar—for a fee of course—which most certainly assured his ascension.

Sc. Drayce is a favored patron among rogues who enjoy his gentleman-robber image and the stories of his daring exploits. He is also the patron of many a corrupt politician.

Patronage Benefits: Clerics who choose this scion as a patron may learn Forgery and Move Silently as class skills. Characters, including non-clerics, who choose Drayce as a patron gain a +1 bonus to Bluff, Spot, and Hide checks.

Scion Ekris—Patron of Infernalists, Diviners, and Tyrants

A scholar, philosopher, and alchemist, Ekris was Thamar's companion and lover prior to her ascension and he left no stone unturned in his quest to understand her route to ascension. In a time before wizardry, he was a surprisingly skilled infernalist. Ekris made many terrible bargains with the Infernals to extend his life and for greater knowledge of Telgesh, as he believed the alphabet held many clues to Thamar's ascension. It is believed that Ekris sacrificed his wife and children to fulfill his dark pacts for this knowledge. On his death, in a great explosion that ripped through his fortress home, Thamar gathered him into her service. The First Scion, Ekris was also appointed Lord of the Chosen.

Sc. Ekris is revered by infernalists and others of evil bent who value knowledge and information. During his long life, he wrote several tomes on Infernal bargaining, and the originals are highly prized relics. Copies of these works are considered the foundation for modern infernalism.

Patronage Benefits: Clerics who choose this scion as a patron gain a +2 bonus to all Knowledge checks and a +1 bonus to their saving throws against Infernals. Characters, including non-clerics, who choose Ekris as a patron gain an effective 18 Charisma when speaking or dealing with Infernal creatures.

Pact of Dark Might: Through dedication to Sc. Ekris and the pursuit of knowledge, followers who undergo this ritual gain the Spell Penetration feat for free and also gain a +4 insight bonus to all Spellcraft and Knowledge (arcana) skill checks. This week long ritual requires the sacrifice of 500 gp worth of alchemical ingredients and herbs and drains 2,500 XP from the recipient.

Scion Nivara—Patron of Wizards and Sorcerers

Nivara was a powerful and cruel wizard living in the Watcher Peaks during the beginning of the rebellion against the Orgoth. One of the early generations of wizards following the Gift, she worked willingly with agents of evil to spread arcane and Infernal lore. Nivara had a reputation for wild rages and perfectionism that bordered on the obsessive. Her large and elaborate tower became one of the most esteemed schools of magic and attracted many students, although far fewer wizards emerged from its halls than made the journey there.

Her greatest work, a magical construct, was inspired by a dream from Sc. Ekris. *Nivara's Puzzling Artifice* was a mechanikal device used to test and instruct her students. This clever contraption trapped the mind of the student in a complex puzzle. Those who failed to solve the puzzle died as withered husks, their life energies drained away. The device stored this energy and Nivara was able to tap it to fuel her own spells and for other nefarious purposes. She was killed by a group of former students who fled her tower after witnessing her ascension. All of them died horrible deaths shortly thereafter.

Sc. Nivara is the patron of evil wizards and sorcerers. Despite her cruelties and excesses, most wizards concede that Nivara was an exceptional innovator and did much to further magical lore. It is believed that her

Puzzling Artifice still exists, perhaps buried in the ruins of her cursed tower in the Watcher Peaks.

Patronage Benefits: Clerics who choose this scion as a patron receive the Silent Spell feat for free. Characters, including non-clerics, who choose Nivara as a patron may reduce the time and cost (and subsequently the XP investment) involved with magical item creation by 10 percent as long as some homage to Nivara is included in the item's creation (it may be subtle).

Pact of Arcane Sight: This magical pact bestows the recipient with the ability to *detect magic* and *read magic* at will. Additionally, the recipient gains a +4 insight bonus to Spellcraft checks and adds +4 to the Will save DC versus her scrying attempts. The recipient must prepare scrolls of *detect magic*, *read magic*, and one other spell of 2nd level or higher to be sacrificed as part of this ritual. Additionally, the three-day long ritual drains 2,000 XP from the recipient.

Scion Roth—Patron of Soldiers, Mercenaries, and Bandits

Roth was a notorious bandit leader who terrorized travelers all along the Dragon's Tongue River before the Orgoth invasion. His army of brigands enlisted barbarians and other outcasts from the southern towns. Roth was ruthless and merciless to his enemies, but fair to his troops and an exceptional leader.

He had a strong hatred for clerics of Morrow, stemming from an incident in his youth when a local cleric refused to aid his parents who were too poor to make an offering. It was undoubtedly this penchant for punishing good clerics—and his open devotion to Thamar—that endeared him to the Dark Twin and ensured his eventual ascension. He was killed by a stray arrow during a battle in which his army was outflanked by an alliance of ten townships. Upon his ascension, the slain arose as undead and fell upon the living. No one on either side escaped the slaughter.

Sc. Roth is revered by most bandits and brigands, along with ruthless mercenaries. Soldiers who seek his patronage do so covertly.

Patronage Benefit: Clerics who choose this scion as a patron gain the Leadership feat at 6th level for free, although cohorts must be evil-aligned and no Outsider special cohorts are allowed. Characters, including non-clerics, who choose Roth as a patron get a +1 bonus to attack and damage rolls against clerics and paladins of Morrow.

Scion Stacia—Patron of Arsonists and Evokers, Champion of Female Wizardry

Stacia grew up in Mercir just a few centuries ago. She was fascinated with magic and determined to become a powerful wizard, which brought her into conflict with the Fraternal Order of Wizards. However, Stacia did not let the Order's chauvinism get in her way; she bribed apprentices, stole books, and seduced many a wizard. Her talent was irrefutable and her abilities quickly surpassed those of wizards twice her age.

Stacia also took great pleasure in setting things on fire. She terrified Mercir's city guard and the Order finally called her out. Pleased to oblige, Stacia walked knowingly into their ambush and slew several wizards. In a maniacal frenzy, she burned most of the city to the ground and then fled by sea. Rumors have surfaced of a pillar of unquenchable fire among some ruins high in the Cardare Mountains, and her faithful claim this as the possible site of her ascension.

Sc. Stacia's following includes wizards and clerics who are fond of "the inferno." Sc. Stacia is unique in having a considerable following who are not Thamarites. For example, many female wizards and sorcerers consider Sc. Stacia a hero, notions that concern the Church of Morrow. In truth, the scion's womanly following is not likely to diminish as long as groups such as the Fraternal Order prohibit female wizards from their ranks.

Patronage Benefits: Clerics who choose this scion as a patron gain a +2 saving throw bonus versus fire, magical or otherwise. Characters, including non-clerics, who choose Stacia as a patron receive an additional +1 point of damage per die when casting fire or heat spells.

Fires of the Soul: Devotees of Stacia who undergo this ritual can cast *produce flame* as a spell-like ability once per day, however, these are unholy flames and all of the damage is treated as unholy damage, not fire damage. Additionally, the recipient of this dark rite is protected by a permanent resistance to fire 5. The two-day long rite requires the sacrifice of a symbol of the Fraternal Order found in the ashes of a building fire and drains 1,600 XP from the recipient.

Infernals and Thamar's Chosen

Most people believe that Thamar's servants are Infernals, but this is not the case. Clerics of Thamar know there is an important distinction between them. They are outlandish entities with truly alien notions of society and morality, while Thamar's servants are former mortals transformed into unholy beings upon their deaths. These servants cannot be summoned or commanded, unlike the Infernals. Indeed, there is much tension between these two types of evil beings. Thamar is protective of souls that are hers by right, and forbids her worshipers from selling their souls in Infernal pacts. She is said to watch the Infernals closely, having learned the consequences of contracts with them firsthand.

Thamar's Chosen, or the "Glyphed," are high-ranking clerics who have been chosen by Thamar to continue their service to her in the afterlife. Only clerics who achieve the rank of cantor or redeemer (see Appendices) are offered this privilege. The Chosen are recognizable as they bear glyphs on their foreheads and wrists as a mark of their service. They cannot be summoned or compelled into service by infernalists or other spellcasters; however, powerful, evil clerics can attempt rituals of entreaty to beg for divine intercession (such as through the use of the *gate* spell), and, in rare cases, Thamar has been known to grant these requests.

Menoth

Menoth is normally depicted as a masked man towering over his worshippers. He is a stern, vengeful deity, credited by most humans with the creation of humanity and the world of Caen. His worship reached its height during the Warlord Era when the nomads of the region settled into city-states and turned to an agrarian lifestyle. It was Menoth who urged men to shut out the wilds with walls of stone and, in this way, stave off the Devourer Wurm from consuming them. Man's numbers increased as they fought off the beasts of the Devourer, until one day they boldly ventured out in attempts to spread their influence and govern the wild places, thus asserting mankind as Menoth's most dominant creation. Though Menoth's message has been reinterpreted over the centuries in subtle ways, what has always remained unmistakable is the Creator's intent for men to bring order to the rest of creation.

As mankind's creator, Menoth is tied strongly to humanity. He demands adherence to a strict code of conduct. He asks for absolute loyalty and constant tribute. Menites firmly believe that man's purpose is to obediently serve the Creator in order to earn a place among his ranks in the Eternal War that rages in the hereafter. To lash out against all things that dare affront the Shaper of Man is all men can truly hope for, and doing so—either on Caen or Urcaen—is the best way for an individual to be close to his god and achieve status in his eyes.

It should be noted, it is extremely difficult for members of races other than mankind to gain acceptance by the Temple of Menoth, no matter how devoted. In fact, most Menites view the other races—especially gobbers, ogrun, and trollkin—as the very things Menoth taught them to guard against.

Relations with Other Religions

Historically, Menoth's enemy has been the Devourer Wurm, the beast of chaos, and its barbaric minions.

The Creator, The Shaper of Man, Lawgiver

Alignment:	*Lawful Neutral*
Symbol:	*The Seal of Menoth, sometimes referred to as the Menofix*
Domains:	*(Standard Clerics): Knowledge, Law, Strength, *Tyranny, War*
Preferred Weapons:	*Decretus (multi-headed greatflail)*
Cleric Weapon of Choice:	*Flail*
Cleric Alignment(s):	*Any lawful, scrutators must be lawful evil*

*New Domain (see Chapter Five: Magic & Mechanika)

However, the Temple of Menoth is far more obsessed with the threat to its religious sovereignty from the Church of Morrow. Indeed, the very notion of mortal "ascendance" is pure blasphemy. Morrowans and Thamarites are considered as much enemies of Menoth as the heathens of the Bloodstone Marches. In fact, the kingdom of Cygnar, connected as it is to the Church, has inherited much of Menoth's ire, according to his priests. It is widely accepted, especially within the theocracy's borders, that the Protectorate represents Menoth's interests on Caen; rather than devote full attention to their political and religious freedoms per the treaties of the Cygnaran Civil War, the theocracy seems more determined than ever with each passing year at imposing Menoth's will on Cygnar and the world at large.

Menites, of course, still fight the Devourer's minions whenever possible, but this is less of a driving force of late. And the Temple has scant interest in other religions, viewing them as little more than upstart cults.

Temple of Menoth

Menoth's worship was once the dominant faith of men for thousands of years. However, the Protectorate is the only kingdom where it remains the religion of state. These zealots, many of them former citizens of Cygnar, have forged a grand theocracy as an example and a warning to the rest of western Immoren, and they are eager to spread the word. Most commonly, the term "Temple of Menoth" refers to the establishment within the Protectorate of Menoth, led by the Hierarch Garrick Voyle.

Although worshipers are less concentrated outside the Menite theocracy, they exist in scattered numbers here and there and mostly north. As it happens, no single organization unifies the entirety of Menoth's faithful, but a large group—perhaps the largest, in fact—is the Old Faith in Khador, to which many of the ruling nobles yet hold fast. Most of the tenets of the Old Faith have been recently eclipsed by the religious movement in the south, but relations between the Khadoran Old Faith and the Protectorate of Menoth are, most of the time, still rather obliging. Moreover, the fact that they share a common rival in Cygnar certainly facilitates such a gracious affiliation.

Canon of the True Law

The *Canon of the True Law* serves as the holy text of the Menite faith. This large collection of dictates and holy decrees has been compiled by a host of Menoth's followers. Early passages of the *Canon* comprise some of the first examples of human writing; most of which were preserved in stone long before they were transcribed to paper. It is generally accepted as the first holy writing of any faith—and is quite possibly the first written record of any kind.

The *Canon* is a large body of work, composed of several dense volumes of text in its written form, and is usually scribed onto lengthy parchment scrolls stored in decorative ivory and brass tubes. Most copies of the *Canon* are written in ancient Khard or Caspian—depending on the segment of the faith for which they are written. Priests consider it heresy to copy passages of the *Canon* into modern tongues, as they demean the purity of this sacred text.

We were cast in Menoth's shadow. His great hands shaped the world from chaos. Just as he made us, those who do not heed him shall be unmade. But we who hold true will be recognized for our loyalty and take our place, standing above all, even the kings of men, as the arbiters of the True Law. To those who willingly refute the Creator, there is no safe haven. We shall be the instruments of Menoth's divine righteousness. We shall be the making of their rightful doom. It is our place as servants to the Lawgiver to stand firm against this reckless insubordination, this blasphemy, until such time that Menoth's hands come down upon this realm and all is put to ruin and laid waste!

—High Scrutator, Fist of Menoth, His Eminence, the Hierarch Garrick Voyle

The True Law

At the core of the *Canon* are the fundamental principles of the True Law, passed down directly from

Menoth in the first days of mankind. These are the absolute commandments of the faith, establishing the basis of the caste-system used by Menites for thousands of years:

- **There is no god above Menoth.**
- **There is no labor unendurable in the name of Menoth.**
- **There is no pain unbearable in the cause of Menoth.**
- **There is no fear unassailable with faith in Menoth.**
- **There is no object that cannot be given up for Menoth.**
- **There is no word other than the word of Menoth.**
- **There is no end. There is a place for us all at the feet of Menoth.**

Authority of the True Law

Upon reaching 6th level, all clerics of Menoth receive the Leadership feat for free. All cohorts in the cleric's presence must be lawful-aligned Menites. Those that do not match these requirements temporarily negate the effects of this feat. All devout worshipers of Menoth gain a +1 sacred bonus to Will saves as a result of their absolute conviction in their faith. This only applies for true believers, not those who are going through the motions.

Shrines and Ceremonies

Temples of Menoth are of simple but impressive stonework. They lack decorative tapestries or woodwork, although embellishments in bronze, iron, and gold are common. They appear more like fortresses than holy places. All images, other than those related to Menoth, are strictly forbidden. Menoth is always portrayed in abstract statues as a masked giant, sometimes wrestling with monstrous depictions of the Devourer Wurm. The temples rarely have windows but are lit day and night by smoky torches and blazing hearth fires.

The central gathering chamber of each temple contains a raised dais with a large flat altar engraved with the tenets of Menoth. Services include chants of the True Law, retellings of stories from the past and passionate predictions of future triumphs. The congregation remains silent during services, save to answer with occasional responses of "Menoth be praised." The temples are only used for religious gatherings, but the clerics' residences are often contained within the temple walls.

One day each year, Menites of the Protectorate take their services into the streets. Known as Sulonsphar, this solemn holiday is held in remembrance of the



Hierarch Sulon, who is credited for the Protectorate's religious and political independence from Cygnar. As congregations head into the streets and fields, they sing prayers to Menoth in hopes that the former hierarch can hear them from his place in Urcaen. Sulonsphar is the only day on which the scrutators turn their eyes to the sky, away from their dungeons and racks. No blood is spilled and no work is done on this day, for all Menites must spend it in prayer and reflection on Sulon's most noble and worthy sacrifice.

Allied Organizations

Order of the Fist

These monks are a relatively new addition to the theocracy, their order founded by Garrick Voyle prior to his becoming Hierarch. In the original agreements that ended the Cygnaran Civil War, laws were passed stating that "no citizen of the Protectorate shall bear arms." Only Temple guardians were allowed this privilege. This order of monks was established to serve as a police force for the communities and follow the letter of the Cygnaran-dictated law while ensuring obedience among the people.

The monks of the Fist are trained to fight without weapons and in a number of easily disguised or improvised ones. They easily blend in with the citizens, while keeping out a watchful eye. Diligent and zealous, monks of the Fist have begun to serve the visgoths and scrutators on other missions, particularly as spies and assassins both at home and abroad.

The Hierarch is wary of allowing too much independence among the Order of the Fist; therefore, they do not have their own leaders. Instead, they are subordinate to the clerics of the Temple. All monks are expected to heed the commands of clerics of the rank of potentate and higher (see Appendices).

As monks prove themselves, they are given more important tasks and become less active in policing the populace and are sometimes assigned as bodyguards to clergymen, especially when they must travel outside of the Protectorate. Upon swearing their oaths, all monks are branded with a small Seal of Menoth, frequently on their hip or upper

leg. Members of the Fist can be of any lawful alignment, although most are lawful neutral.

Flameguard of the Temple

The Flameguard have long been the trusted guardians of the Temple, standing at every gateway to ensure the safety of the priests and Menoth's house of worship. Cygnar's laws against a standing army allow for the Temple to maintain a force of guards for its own protection, including those who are in training for service in the Flameguard.

The true Temple Flameguard are elite infantry troops, trained to bear arms against the foes of Menoth. They traditionally wear long tabards and nearly featureless helms with viewports cut in the shape of the menofix. In ancient times, they were noted for bearing heavy, spiked torches that they wielded like maces, and for raining arrows of fire into the ranks of their enemies. Today, they have far more impressive weapons at their disposal, thanks to the discovery of the "Blood of Menoth." This discovery led to the invention of Menoth's Fury, a substance that burns like alchemist's fire but is easier to transport.

The Knights Exemplar

The most zealous and dedicated of the Temple's protectors are the Knights Exemplar, holy warriors who have devoted their lives to the service of Menoth. They are trained as fighters, but also learn the rituals of the priesthood. Exemplars are expected to scrutinize the faithful and ensure that none stray from proper worship, services, or other duties to the Temple. It is whispered that they can read minds, and the presence of an exemplar commands immediate respect and obedience, if not outright fear.

Knights exemplar are easily recognized by their distinctive armor and brilliant white tunics emblazoned with the Seal of Menoth. They are led by Exemplar Sovereign Baine Hurst (male Sulese Exe18), who was just recently appointed to this position by the Hierarch. This knight is treated with the same respect and authority as a clerical sovereign and reports directly to the Hierarch. Below the exemplar sovereign are a number of high exemplars, who are the most experienced knights of this prestigious order.

Order of the Wall

The Order of the Wall is composed primarily of good-aligned warriors and paladins who serve the Temple of Menoth. This knightly order exists in both the Protectorate and Khador, though it is greatly diminished and on the verge of extinction in the former. These knights are the legacy of an ancient order that was once responsible for guarding the outlying walls and borders of towns or Temple fortresses. Though they are devout servants of Menoth dedicated to protecting his creations, many of the exemplars and scrutators in the Protectorate consider them weak-willed and soft.

Due to their popularity with the lower castes, they are considered marginally useful by the Temple leaders—so long as they do not get in the way of important tasks. Knights of the Wall are still expected to obey orders without question, but have proven reluctant to undertake some of the morally questionable tasks assigned by the scrutators. As a result, these knights are never entrusted with important Temple missions and often kept busy with lesser tasks such as settling petty disputes and squabbles amongst the populace. Knights of the Wall typically wear heavy plate armor and bear shields with the image of a menofix rising over a tower's battlements.

Reclaimers

The most detached of Menoth's servants are the rare and secretive reclaimers. It is written in the True Law that whenever Menoth wishes it, a faithful soul can be recalled to Urcaen to fight in the War of Souls. It is the job of Menoth's reclaimers to answer his call and assist the "blessed" soul in joining Menoth's army.

Unlike the other orders within the Temple that request patronage or choose their members carefully, the reclaimers have an open invitation to any of the faithful willing to walk the "ashen path." Even so, very few Menites are called to be reclaimers, and fewer still even walk the ashen path. Once a reclaimer has been inducted, he bolts on an unmistakable, wrought-iron mask and takes a solemn oath never to speak again except in prayer. It is this utter devotion that grants such rare beings the insight from Menoth necessary to judge the nature of souls and the day of their reclamation.

All reclaimers are neutral in alignment. They feel no sympathy or remorse for their actions. When one must be rendered into ash and smoke so that Menoth may breathe in their soul and exhale it into his army, it is

the reclaimers that unerringly answer the call. How one recognizes whose soul must be reclaimed is an enigma and, due to their strict code of silence, the manner of how souls are chosen is rarely questioned; it is attributed as nothing more than the will of Menoth.

Scrutators

The scrutators date back to the early days of the faith. They have always been the Temple's executioners and torturers. Originally, a single scrutator served each Menite community. Their reputations were such that they were shunned and feared by the populace, and were generally isolated from the clergy as well. In addition to their other duties, scrutators were responsible for sacrificing heretics to Menoth. To this day, scrutators continue to serve communities in this manner among the Old Faith in the north.

Within the Protectorate of Menoth, scrutators are the unquestioned leaders of the Temple and are almost always granted positions of authority. In addition, the High Scrutator has traditionally been the leader of the Protectorate since its inception, a title linked to the Hierarchy for those who have the power to claim that position. There has never been a Protectorate hierarch who was not also the High Scrutator. The citizens of the Protectorate bow to the iron-masked scrutators and obey them without question (indeed, their lives are forfeit should they refuse).

Becoming a scrutator is quite difficult, requiring experience, zeal and tremendous strength of faith, as well as a willingness to do anything to uphold Menoth's divine will. In the current hierarchy, scrutators are given extra respect regardless of their actual rank and are rarely questioned by the clergy. Otherwise, clerics of Menoth are expected to follow a strict chain of command, just like any military organization.

The Old Faith

Worship of Menoth is rare in countries outside of the Protectorate, but Khador's Old Faith has maintained a strong following in the Motherland over the generations. The Old Faith's clergy uses the same clerical ranks as the Protectorate, and most Khadoran Menites consider the Hierarch their rightful, spiritual leader. However, important differences exist between the Menites of the Protectorate and the adherents of the Old Faith. Lawful good clerics, for example, are more numerous, and scrutators do not hold sway in the north as they do in the Protectorate. The Old Faith is certainly less zealous but, nonetheless, most of them believe the preponderance of Morrowan worship is improper, and that Menoth needs to be returned to his place as the supreme god of humanity.

Khador's recent nationalistic maneuvering by the current regime has created much tension between the two faiths, alienating not just the leaders of the Protectorate, but many of the common Menites of the Motherland. In previous years, the Old Faith had the support of Khador's military and smuggled weapons to their Menite brethren in the south, but this practice has been outlawed of late by Queen Vanar. Indeed, any show of support for southern Menites is strongly discouraged. Additionally, some Protectorate knights of the Order of the Wall have a number of adherents in the north who have chosen to sunder ties from their homeland, much due to the harassment in recent years of their Order by the Hierarch . These staunch paladins have become something of a secret society and choose not to openly show their affiliation to the knighthood.

The Devourer Wurm

Although the Devourer Wurm is often portrayed as repulsive and violent, it is not truly evil. A force of raw, natural chaos, the Great Beast is revered in the wild places by those who have forsaken civilization. It is the restless spirit of dark forests, the harsh indifference of hostile landscapes, the feral violence of wild animals, and the raw fury of barbarian berserkers.

The Devourer despises the lasting constructs of Menoth's chosen: the walls, the roads, the cities. Many of its epic clashes with Menoth have transpired when the Creator sought to protect the cities of men from the ravages of the Great Beast. Often enough, the battles did just as much damage—a sure sign of the Wurm's canny nature. Indeed, the Devourer is a power of great cunning and clever ferocity, but it is not fond of preparation in any form. It acts instinctively, living moment-to-moment, and its followers believe that they must learn to trust their instincts and do the same. They believe that strength is a virtue, and that nature does not spare the timid.

The Devourer Wurm has no single form. It is depicted as a wide variety of enormous monsters and

wildly distorted animals. Typically, it is an enormous serpent with a lion's head, though it is just as commonly shown as a giant, scaled, bear-like creature with long, razor-sharp claws, though it is well known that it can take the shape of any beast.

Many consider the Devourer a god of humanity, for it is worshiped by numerous goblins, ogrun, trollkin, and other intelligent creatures that fully accept as true the ancient tales of the birth of their kind. Indeed, the Devourer Wurm is nearly as popular amongst goblins, ogrun, and trollkin as worship of the Great Mother, Dhunia. A number of intelligent, monstrous creatures also revere the Devourer; some of these creatures even consider themselves distant offspring of this power. There are no known dwarven worshipers of the Devourer, and elven worshipers are extremely rare. The Nyss, as a whole, remember their battles with the Devourer tribes of northern Khador, and their vengeful hearts hold very long grudges. Exceptions among the Nyss do exist, but for the most part the winter elves despise the Devourer and its servants. In fact, many backwater villages have been razed in winter raids by Nyss at the mere hint of a Devourer cult.

Beast of All Shapes, Great Beast, Menoth's Bane, Vomiter of Darkness, Unsleeping One

Alignment:	*Chaotic Neutral*
Symbol:	*A swirl of talons or fangs around a central sphere of darkness called the Wurm's Maw, Wurm's Talons, or the Wurm's Eye*
Domains:	*Animal, Chaos, Destruction, *Predation, Strength*
Preferred Weapons:	*Fangs and claws*
Cleric Weapon of Choice:	*Axe*
Cleric Alignment(s):	*Any chaotic*

*New Domain (see Chapter Five: Magic & Mechanika)

Relations with Other Religions

As a religion closely associated with rapacious barbarians and savages, followers of the Devourer have few friends and many enemies. They are practically as loathed and reviled as cultists of Thamar, and the two are often confused by the ignorant or those who are decisively indiscriminant.

The Temple of Menoth is, of course, dedicated to eliminating Devourer cults with extreme prejudice, for they are unwashed heathens and animals. The Church of Morrow, however, regards Devourer cultists as misguided souls; missionaries sometimes attempt to bring them into the light of Morrow, but this, of course, does not always work out in favor of the well meaning Morrowan. The Devourer's servants openly despise and harass the cult of Cyriss, but the Maiden of Gears has yet to truly take note of servants of the Devourer. Thamarites often get involved with Devourer cultists, manipulating them whenever they can to use as pawns in their dark schemes, but most followers of the Great Beast will spurn Thamarites when they recognize them for what they truly are, especially those that consort with undead. Followers of Dhunia understand the Devourer's role in the cycles of the natural world. They are respectful of the Devourer cults, seeing them as a necessary part of the balance between law and chaos. It is worth noting that druids of the Circle are sometimes taken for Devourer cultists by other religions, which is a misconception that many end up regretting as they blow out their last few breaths.

Cults of the Devourer

Barbarians, no matter what race they might be, are considered the foremost adherents of the Devourer and make up what passes for the Great Beast's "organized religion." Naturally, they view all non-cultists as weak creatures, put on this world to be victimized and raped by the forces of chaos, forces to which they delightedly belong. Some followers of the Devourer now and then arise in cultivated areas, but most of them avoid civilization, preferring to gather with the Great Beasts' hunters in the forests and mountainous areas of the world, chanting and howling around great bonfires, and making both animal and human sacrifices to please and nourish the Unsleeping One.

Nevertheless, some cults are known to exist within cities, conducting secret, underground meetings where

they indulge in their wilder passions and plan the downfall of organized society. Given the abhorrence and mistrust non-cultists feel toward devotees of the Devourer, whenever cultists are suspected in proximity, they are often removed quickly as one would an abcessed tooth. Thus, secrecy is crucial to a cult's—especially a city-based cult's—continued survival.

Each of the myriad small cults and tribes that revere the Devourer has its own views and rites. These beliefs often vary so widely that many cults share little in common other than the name of their deity. Consequently, run-ins between independent cults often quickly become violent, just as the Devourer Wurm's followers believes it would want.

The Beast of All Shapes is eldest of the gods.

Long before Caen was plagued with civilization, the Wurm writhed across the barren vastness. It vomited forth the rivers and marshes, creating fertile ground for its eggs. Trees and plants grew quickly from the Wurm's fertile sputum and its eggs hatched, releasing the beasts of the world.

Then came Dhunia, and the mother goddess was awed by the things the great Devourer Wurm had spawned. She decided to add to this creation and gave birth to the peaceful creatures of the forests and the meadows. But the Wurm was enraged by Dhunia's interference. It hunted her down and ravaged her in a terrible frenzy. From this union, life emerged, as goblins, ogrun, trollkin, and humans burst from Dhunia's womb. She fled from the Beast, weeping, and as she fled her salty tears filled the seas, and the Wurm then slithered beneath the world to sleep…

—Lortus (male Midlunder Drd12/Blc6), Potent of the Circle, reciting a portion of the *Legend of the Shaping*

Rebuke Beasts

Clerics of the Devourer Wurm have no power to turn or rebuke undead. However, they can attempt to rebuke predatory animals and monsters. By manifesting the power of the Devourer Wurm, they attempt to intimidate such creatures into their service. This works in a manner very similar to rebuking and controlling undead. Devourer clerics can use their Strength score bonus instead of Charisma for this power, if desired. This power only works on predatory creatures classified as animals or magical beasts; they must be of either true neutral or any chaotic alignment and have an Intelligence lower than 6.

Barbarian Cults

Before the Orgoth came, mighty barbarian tribes once roamed far and wide across western Immoren. In truth, the Khardic Empire was the beginning of the decline of these endless throngs. Today, cults dedicated to the Devourer Wurm still exist in primal pockets here and there, having maintained their worship practices from ancient times, but they are nowhere near the great numbers of centuries ago when tribes were known to exist in the tens, if not hundreds, of thousands. Two of the larger cults are detailed below:

Cults of the Nyschatha Mountains

The northern wilds of Khador are home to mostly those of Skirov descent. These proud tribes remain the undisputed masters of the northern mountain ranges and few outsiders dare to venture into their hidden grottos, forested valleys, and interconnected caves. For many centuries they raided the lowlands and, in older times when the tribes were strong, they fought bitterly with the Nyss of the Shard Mountains. Much has changed since then; now, the vengeful Nyss obliterate tribes at the slightest hint of Devourer worship.

Today's cultists of the Nyschatha continue to conduct rituals to both the Devourer and their honored ancestors. They refuse to change their ways, believing that great hunting awaits them in the wilds of Urcaen. These tribes revere a number of predatory animals; the wolf, bear, and eagle are all popular animal totems and they paint their walls and tattoo their skin with images of these beasts. Tribal clerics conduct ceremonies drawing upon the spirits of these creatures, seeking visions that will lead the tribe to good hunting and success in battle.

Kriel of the Stormchildren

Amongst the non-human cults, the Stormchildren are the most widespread. This trollkin cult began as a much smaller kriel in lower Cygnar, but has spread through *kulgat*, an often-deadly bloodletting ritual. They are led by a mysterious prophet, a trollkin albino carrying a sacred krielstone said to be the tip of one of the Devourer's enormous scales. This prophet leads the Stormchildren against the cities of men, especially targeting those containing Temples of Menoth. Unsurprisingly, this cult has a significant following in the Bloodstone Marches, where they are in constant conflict with the encroaching Menites of the Protectorate.



Not every trollkin survives kulgat. A petitioning cultist must devour, whole and alive, a poisonous animal, typically a serpent, and then survive a sleepless night with the beast inside of them. If the trollkin endures, they then share their "poisonous" blood with the rest of the kriel through a bloodletting ritual over the next few nights. Soon thereafter, the trollkin is embraced by the cult as a Stormchild.

Brethren of the Wurm

The Brethren are one of the few urban Devourer cults. It has spread to a number of cities across western Immoren, although their numbers remain few—often only a handful of members per city. The white-walled Khadoran city of Ohk is rumored to have one of the larger factions; some say fifty cultists or more have infested that city, all of them leading double lives, of course. Their meetings are held in secret during favorable lunar conjunctions in a secret grove within the New Town sector of the city.

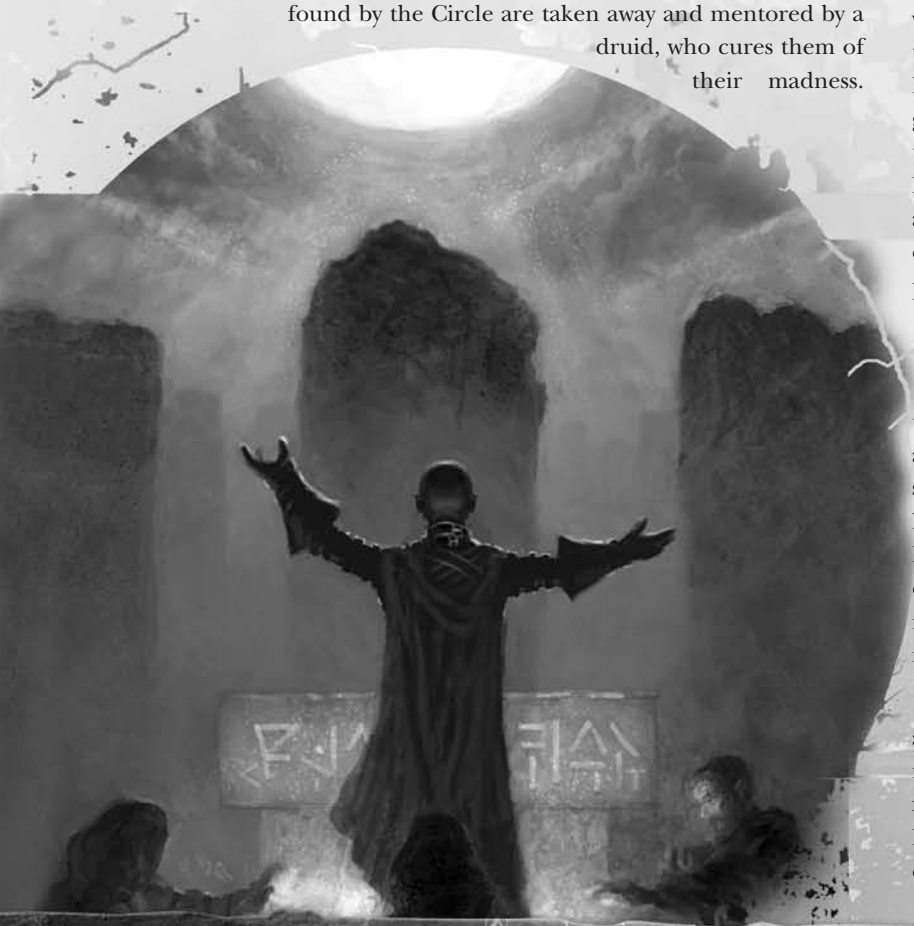
There and elsewhere, the Brethren of the Wurm are notorious for conducting vigilante hunts. They believe that humanity is guilty of acts against the natural order, and that the guilty—particularly those who enslave or exploit the natural world—must be hunted down and slain. The targets of these hunts vary based on the personal agendas of the local cult leader, but often include slavers, corrupt politicians and city guards, suspected necromancers, and followers of Menoth. However, despite their rhetoric, the Brethren are unconscionable killers who have hunted down and murdered a number of innocent people for "crimes against nature."

Because of its brutal tendencies, this cult is outlawed by most cities. Exposed cultists are often accused of a variety of charges, particularly if city officials have been murdered in the Brethren's trademark vigilante hunts. In fact, cultists captured in Ohk, where they are a great menace, are automatically charged and executed, and the city's Vicarate Council faithfully support these measures, publicly condemning the Brethren as the foulest of heathens. In spite of all this, the Brethren survives and continues to attract new followers.

The Circle

Druids of the Circle are not considered a cult of the Devourer Wurm, but they do pay homage to the god since they believe it is the source of their divine power. Their true goals are hidden within layers of enigmatic secrets. And, like their goals, their bodies, too, are swathed in layers of dark cloth and long black cloaks and they bear dark staves shod with blackened steel; gaining them the moniker, "blackclads."

Druids of the Circle are exclusively human, but they do accept other races into the order as guardians and servitors. In spite of their garb, these druids don't pretend to hide their nature. They trust in their reputation and abilities to keep others at a distance. They have a reputation for defending one another and are said to go to great lengths to avenge a wronged member. To bolster their numbers, the druids keep a careful watch for youths undergoing something called the "wilding," which is considered the mark of a potential druid. These youths flee society or descend into a feral kind of madness; losing the ability to speak, lashing out violently, or raving incoherently. Those found by the Circle are taken away and mentored by a druid, who cures them of their madness. Part of the overall remedy consists of a rigid training process that forges the once-raving youth into a druid capable of harnessing and directing the forces of nature.



Aside from occasional missions handed down from the various Circle councils, individual druids are supervised very little. They rarely spend much time in one another's company, prefering to carve out dominions for themselves among the wilds. Indeed, they are highly territorial beings and merciless to those who intrude without permission.

As stated, the purposes of the Circle are generally unknown, though it is believed that they work against Cyriss and her cults. Rumors tell of cooperation with the radical, elven Retribution of Scyrah, implying some hostility toward human wizardry, while others speak of druids exploring the Bloodstone Marches, perhaps curious about the Skorne or further mysteries hidden in the sands. They are widely believed to be in league with dark powers; in fact, commoners rarely distinguish between worshippers of the Devourer and Thamar. Such semantics do not interest clerics of Menoth either, who would often kill those suspected of Devourer worship; though only in the lands of the Protectorate would one have the gall to attack druids out of hand. Other people greatly fear the Circle and will leave a tavern or cross the street to avoid a blackclad. Indeed, even stalwart Morrowan clerics have been known to lower their eyes and walk the other direction to avoid these dark-garbed druids. Overall, only the omnipotents of the Circle are privy to the true goals of this association.

Shrines and Ceremonies

Few permanent shrines to the Devourer exist in the wild, for the very concept of such a thing goes against the tenets of the faith. Instead, followers choose sites with spiritual significance; a clearing caused by a lightning strike, a tidal pool filled with life, a sulfuric hot spring, a frozen lake or pond, these are all good examples. Such shrines are directly connected to the natural order and reflect the constant change within nature.

Night is a sacred time for followers of the Devourer, and Calder's phases play an important role. Holy rituals are always associated with Calder's phases—the full moon and new moon are especially important. During the dark of the new moon, the Devourer is considered to have the keenest hearing and to look

most favorably upon its worshipers. The full moon is a time of wild celebrations, dancing, and revelry, and is strongly connected with the powerful berserker rage of barbarian warriors. These lunar celebrations are often the precursor to battles or portentous births; both are important occasions for the Devourer cults.

Frequent offerings of fresh game, particularly those raided from farmsteads or towns, are made to appease the Devourer's hunger. Animals sacrificed to the Devourer are eaten, sometimes raw or ritually prepared. Their hides are used for clothing and holy vestments; cultists believe that consuming these creatures and wearing their skins grants them some of the animal's strength or cunning. Bears, bulls, alligators, and snakes are particularly favored, and in coastal areas, sharks and whales are much sought after—offering not only a powerful spirit, but also massive amounts of food. Human sacrifices are not unknown, and the barbarians of the Bloodstone Marches are rumored to eat the hearts of their human foes.

Feast Properties

As detailed in L&L:CP, ceremonial feasts undertaken by clerics of the Devourer bestow supernatural benefits upon the participants. However, the feasts only benefit chaotic-aligned worshippers of the Devourer. Feast benefits vary depending on Calder's phase during the ceremony. If a feast includes several different animals, each participant chooses a single benefit.

The following are additional feast animals beyond those found in L&L:CP.

Shark/Barracuda: During a new moon shark or barracuda feast, all recipients are touched by the cold, emotionless savagery of the depths, receiving a +2 bonus to melee damage rolls and a -3 penalty to all Charisma-based skill checks (except Intimidation) for 3 days. Full moon shark or barracuda feasts heighten the recipient's awareness, granting a +2 bonus to all Search and Spot checks for 3 days.

Scorpion/Spider: During a full moon scorpion or spider feast, all recipients gain an instinctive urge to strike, resulting in a +2 Initiative bonus for 3 days. A new moon scorpion or spider feast augments the recipient's resistance to natural poisons and toxins, granting Poison Resistance of 3 for 3 days (see L&L:CP pg. 29 for details).

Wolf/Jackal: During a full moon wolf or jackal feast, all recipients gain an instinctive ability to seek out their prey, granting the use of the Track feat for the following 3 days. A new moon wolf or jackal feast grants a pack mentality to the recipients. On the three days following the ceremony, whenever two or more recipients of this feast flank an opponent they gain a +2 bonus to attack and damage in addition to the normal flanking bonuses.

Cyriss

Cyriss is the whispering voice of reason and logic. She is a recently discovered goddess, yet known to be ancient and patient by her priesthood. She has remained hidden for millennia, providing subtle encouragement to intelligent minds, leading them to discover her and learn her mysteries. To her followers, she is the mother of mechanika, and smiles on those who unite magical energy with mechanical precision. Of course, Cyriss is also associated with higher mathematics and engineering.

As a secretive goddess, Cyriss has never simply handed knowledge to her faithful. She has always encrypted knowledge and holy doctrine within riddles, obscure portents, mathematical formulae, and natural laws, patiently waiting for her faithful to fathom her mysteries. As a direct result, her mortal clergy spend much of their time studying the motions of the planets and advancing the sciences of mathematics and engineering, attempting to develop a better understanding of these natural forces and the laws that govern them. Only through developing a deeper

The Maiden of Gears, Clockwork Goddess, Hidden Goddess, Mother of Mathematics, Mistress of Numbers

Alignment:	*Neutral*
Symbol:	*Masque of Cyriss, also called the Face of Cyriss*
Domains:	**Artifice, Knowledge, *Mechanika, Protection, Travel*
Preferred Weapons:	*None (Cyriss is never depicted with a weapon)*
Cleric Weapon of Choice:	*Light mechanoflail*
Cleric Alignment(s):	*Neutral, neutral evil, or neutral good (rare)*

*New Domain (see Chapter Five: Magic & Mechanika)

understanding of the principles of science and nature can they hope to learn the true goals and motivations of their goddess. Entire segments of her clergy are devoted to solving her ciphers, enigmas, and formulae, and transcribing them into comprehensible religious lore. The most powerful priests believe they have deciphered her will and seek to execute her plans with fanatical determination. Only time will tell if their understanding of the goddess is correct.

Though she is numbered among the pantheon of men, she is not, strictly speaking, a human deity. Her worshipers believe she guides and directs any who are intelligent enough to comprehend her true nature. Among the other races, Cyriss has attracted numerous dwarves, although they risk persecution for abandoning the Great Fathers if discovered in Rhul—the dwarves of this kingdom view harshly these heretics—but not so much outside of it, in the kingdoms of men. Gobbers are also recruited by Cyrissists for their mechanikal acumen and alchemical skills.

Not just spiritually, but physically, Cyriss is a mystery. Some imaginative followers have portrayed her as a metal, spider-like entity with myriad appendages and a feminine face, but more often than not she is illustrated in the semblance of the Masque of Cyriss.

Cyriss isn't just some manifestation of natural law and science. She's the goddess of artifice and invention, aye. She is order and creativity joined as one. She is form and function, logic and artistry. All creation requires inspiration, but mechanika…now that requires vision. Any mechanik worth his salt can build and modify existing mechanika, but true inspiration and a knack for tinkerin' is needed to develop and innovate, and that's the domain of the Maiden of Gears, aye, it is indeed.

—Dalthim Meerjak (male dwarf Amk3/Clr12), dwarven enumerator of Cyriss

Relations with Other Religions

Secretive followers of Cyriss have little direct contact with most of the other religions of western Immoren. The cult has a wary relationship with the Church of Morrow, as so far the Exordeum is preaching tolerance for this new faith and certain high-ranking Cyrissists have been working to gain official sanctioning for their faith from the Sancteum; although, in truth, their motivations are far from certain. The adherents of the Great Fathers, on the other hand, view the cult with open hostility, primarily because so many dwarves have been drawn away. But Cyrissists, nonetheless, eagerly recruit dwarves into its ranks, for they make excellent mechaniks and engineers. Many Dhunians, too, show contempt for Cyriss and her followers, as many of the root concepts of these two faiths seem to be at odds. And, of course, Cyrissists and Devourer cultists are completely repulsed by each other.

Cult of Cyriss

The first organized cult of Cyriss was founded in 283 A.R., though this is not well-known outside the clergy. The first devotees were a small group of wizards; retired members of the Fraternal Order of Wizardry that had been involved in the development of mechanika. They founded the first underground place of Cyriss worship in Ceryl, not far from the Stronghold. Knowing their beliefs would be controversial, perhaps even denounced by the Exordeum, they kept their activities secret, and this discretion continues to this day. However, in a few select areas, casual worshipers of Cyriss are accepted and even welcomed and, in fact, the cult has found a niche within some chapters of the Steam & Iron Workers Union throughout Cygnar.

In spite of the need for secrecy, over the years Cyrissists acknowledged they had to spread their knowledge in order to endure, thus the cultists took pains in finding like-minded individuals and constructing temples wherever resources and clergy could be mustered. Today, most major temples are located in Cygnar's larger cities, although the faith has also spread to Llael, Ord, and even Khador. These semi-secret places of worship are the entry points for initiation and until a lay follower enters the clergy, these shrines and temples are the only part of the faith they know.

Advancement in the cult requires the ability to rise above the befuddled notions of morality. Such

sentiments are considered a product of the flesh and a weakness. In the ultimate pursuit of rationality and reason, the cult considers itself closer to the true principles of nature.

Gatherings of high-ranking clergy are undertaken in secret chambers within cities or in remote temples. Indeed, the most important Cyrissist temples are found in isolated locales where important research can be conducted away from prying eyes. These cultists strongly believe that Cyriss' will demands that they work toward clockwork perfection, and for many of these priests, their greatest goal is to transcend the barriers of the flesh and become mechanikal beings.

Despite their goals, the priests of Cyriss are pragmatic. They realize they are few in number and mistrusted by the other faiths. And so, they work patiently toward their goals to delve into the manifold secrets that Cyriss offers them and they do their utmost to avoid drawing unwanted attention.



Clerics of Cyriss

Spell Restrictions: It must be noted that clerics of Cyriss cannot cast any spells listed in the Animal or Plant domains except for *antilife shell*.

Halt Construct: Clerics of Cyriss cannot turn or rebuke undead. However, they can bring machines and constructs (such as steamjacks) to a temporary halt through the power of Cyriss. This works very similar to turning undead per the PHB except it requires a touch attack (which can provoke an attack of opportunity), since the cleric must come into direct contact with the construct, and this uses Intelligence as a bonus rather than Charisma. Non-construct regular machines, such as regular steam engines, can be automatically halted with a touch, but those with an operator require a turning check versus the operator's HD with the appropriate Intelligence bonus or penalty applied. Affected constructs are halted for 1d4+1 rounds and if the cleric qualifies to destroy as per the turning table (twice as many levels or more than the construct has Hit Dice), it is halted indefinitely until reactivated by a skilled operator.

Turn Gremlins: Gremlins or other supernatural creatures that inhabit and disrupt machinery can be turned by clerics of Cyriss. This power uses Charisma and does not require a touch attack.

Skills: The following additional skills are considered class skills: Craft (alchemy) and any Knowledge skills related to arcana, mechanika, mathematics, or engineering.

Enhanced Training: Clerics receive a bonus equal to half of their Intelligence modifier per level on either Knowledge or Craft skills, but this only applies if they spend some time in contact with those who are in possession of the appropriate skill.

The Six Precepts

Advancement within the cult of Cyriss requires the understanding and application of the Six Precepts. These principles are all puzzling enigmas accompanied by strict, logical proofs and obscure, mathematical formulae. Each precept has evolved since the founding of the cult, and represents the current understanding of Cyriss' goals. Although the first few are well-known, the later ones are revealed slowly as clerics become capable of comprehending them. The higher precepts remain somewhat controversial, and some fluxions and enumerators take issue with their interpretations. The lessons of each precept are summarized below:

First Precept—Foundations of the Faith

Upon initiation into the clergy, all priests of Cyriss are instructed that it is their divine duty to understand the world around them as thoroughly as possible. This is the foundation of science, and this quest for understanding allowed the founders to discover Cyriss. Priests must strive to express this understanding through mathematics. This foundation allows them to appreciate the importance of augmenting mechanical constructs with arcane energies.

Second Precept—Iterations towards Perfection

Requires the ability to cast 2nd-level divine spells.

Followers of Cyriss believe it is their sacred duty to improve on already existing technology. All designs are inherently flawed; therefore, there is always room for improvement. As knowledge and skills advance, old designs must be re-examined and improved. Sometimes an entire design series must be scrapped and completely redesigned, such that the new design is the best that it can be. Stopgap improvements are unworthy of Cyriss' clergy.

Third Precept—Action and Purpose

Requires the ability to cast 3rd-level divine spells.

Action is required to fulfill the first two precepts. Only so much understanding can be achieved working at a desk crunching formulae. Improvement requires action—clerics are compelled to venture out and take an active role in the world. This is a necessity, for only through constant trial-and-error can one find flaws and determine the improvements that would have the best overall results. All action must be taken with a specific purpose or goal in mind, as random, undirected acts of creation are absolutely meaningless.

Fourth Precept—Necessity of Arcana

Requires the ability to cast 5th-level divine spells and approval of superiors.

The first three precepts focus on the advancement of scientific knowledge and technology, culminating in the merging of fundamental science and mathematics with arcane power. Only through developing a strong foundation based on pure scientific principles can one appreciate its limitations and the necessity for combining technology with the chaotic power of raw arcane energy. Through this union results can be achieved that far exceed the capabilities of modern science or arcane lore alone. Now, clergy of Cyriss must embrace an impure science. Mechanika is not pure science; it is art—art that is purposeful and grounded in natural principles and arcane lore. Some are instinctively more skilled at this than others, for they comprehend the best ways to join science and magic better than others. Unlike pure science, this cannot be taught.

Fifth Precept—Divine Study of Geomancy

Requires the ability to cast 7th-level divine spells.

Unfathomable energies are required to power the clockwork temples of Cyriss and their myriad mechanikal servants and guardians. Harnessing these arcane energies from the earth and conjunctions of the stars and planets requires an intimate knowledge of astronomy, chronometry, and geomancy. An enumerator who wishes to advance further within the clergy must have a sound understanding of all of these sciences.

Sixth Precept—On Attaining Perfection

Requires the ability to cast 9th-level divine spells.

Proper understanding of this precept reveals Cyriss' true goals. She has set into motion events that will culminate with the transference of her essence from Urcaen into a great mechanikal host here on Caen. The fluxions are working to construct this host for Cyriss, with parts being produced and assembled across western Immoren. Along with her transference, Cyriss expects her clergy to follow suit and transfer their souls into mechanikal hosts as well. Once unfettered by the restrictions of the frail human form, her clergy can continue their efforts towards developing true perfection in themselves and the art of mechanika.

Shrines and Ceremonies

Practically all temples to Cyriss are built in secret, although the cult has been approved by King Leto Raelthorne to erect a temple in Caspia—the first of several cities the cult has petitioned—in order to gain recognition as a legitimate religion. A reason for these requests—unknown to all but the highest-ranking clergy—is that several key locations for the cult's primary goal lie within certain cities. Some urban temples already exist, but are underground or concealed within existing buildings. In some cases, rich members of the cult have donated houses for this purpose.

Some of Cyriss' hidden temples are extravagant, complex machines drawing upon enormous energies. Each temple rests upon a powerful nexus of arcane energy, tapped to power the temple using mechanikal devices developed from the goddess' teachings. All of these temples are key sites in the arcane, geometric patterns necessary to bring the goddess to Caen and infuse her essence into the great host. This long-term project is still under construction, but one such key node temple is presented in SOTE (pictured on pg. 25). These key temples generally have secondary and tertiary mechanikal functions, in addition to being part of the larger pattern. For example, Father Lucant's temple has equipment for converting clerics into clockwork priests, enhancing living creatures through mechanikal augmentation, and even resurrecting the dead.

Chronometric and astrometric calculations are often incorporated into the construction of major temples, such that they are only accessible at specific intervals. This also applies to their special functions, which may require the conjunction of certain astronomical phenomena in order to operate properly. The machinery within the major temples to Cyriss are often maintained by mechanikal servitors and sometimes protected by clockwork guardians. All of these things are expensive and require considerable time and skill to create. Most shrines to Cyriss are much more humble, composed of little more than a workshop dedicated to the goddess.

Allied Organizations

Although not officially allied to the cult, some members of the Steam & Iron Workers Union are worshipers of Cyriss, most often in secret. These individuals aid local temples with donations of unneeded machinery and time, as well as the occasional retired steamjack. In addition, there are many wizards with mechanikal interests who belong to the cult of Cyriss. These wizards can be found in all of the major orders except the Order of Illumination. Most true mechaniks pay their respects to Cyriss, even if they do not formally belong to the faith, and many free-ranging junkers are sympathetic to the goddess and her faithful, as well.

Gods of the Dwarves

History of the Great Fathers

In the ancient days, in Kharg Drogun, which means "Land Beneath" in the old tongue—what humans call Urcaen—a great mountain more majestic than any other towered into space. The mountain was called Ghor and it was the mightiest god of all Kharg Drogun. Indeed, the dwarves say this mountain was so vast and steeped with power that it gained sentience and could control all that happened on and within its immensity.

Ghor was alone for countless ages and became keen for any distraction and so, searching within itself, the mountain found thirteen of its finest stones and began to work them. As the mountain sculpted these stones they took the shape of stocky, rugged folk, which the mountain called "dwarves." When they were finished, Ghor expelled them from within and placed strong shackles of iron around them, making it evident to the stone-born beings that they were the mountain's slaves and must obey or return to the darkness of the soil.

Our Great Fathers were born in chains, but always in their hearts they were free.

—Tribune Holdur of Clan Sigmur (male dwarf Clr16), cleric of the Tribunal

Ghor demanded that its slaves construct a monument to its greatness, to be witnessed by all other beings of Kharg Drogun. Indeed, it had created them with that purpose in mind, bestowing upon them clever hands and sharp eyes, and it taught them all of the secrets of working stone and metal. What Ghor didn't realize was that the dwarves also had a desire for freedom. These were no mindless slaves; they were a great people with

their own dreams and desires who inwardly bristled at their manacles.

But, with no easy escape, the dwarves began construction and soon discovered they had a true love for working stone and metal and a perfectionism that would allow nothing less than their best work, even as they labored under such a cruel master. They toiled for a decade, but when they finished the monument and presented it to Ghor, the mountain scoffed and called their work rubbish. It smashed the monument with a great earthquake and the dwarves watched helpless as their work was turned to ruins. Ghor, ever the harsh master, demanded that they recommence with a new and greater one that would be truly worthy of its magnificence.

The dwarves cleared the foundation and began to build anew, toiling for two decades to create a master work the likes of which made all that saw it gasp in awe and clench their teeth with envy. But even this was not good enough for the tyrant Ghor, who pulverized their work into sand and dust. "Build again!" it demanded and the dwarves began to despair. More than enslavement and futile labor, they couldn't bear watching their work destroyed as carelessly as one might smash an anthill.

Knowing that his brothers couldn't tolerate this, the dwarf called Orm devised a plan to set them free and destroy cruel Ghor. They would appeal to the mountain's vanity and build something the mountain could not bear to destroy. Orm went to Godor and asked him to use his silver tongue to tell Ghor that the monument would touch the sky of the Land Beneath, but this would be difficult and require only the finest stone and ore, which could only be found within Ghor's own mountainous bulk. Godor explained to the mountain-god that this monument must be discerned from all places in Kharg Drogun and be the greatest testament of Ghor's power and eminence. Just as they had anticipated, Ghor was enthralled and permitted them to mine within its rocky core.

Under the dwarf called Dohl's guidance, the dwarves mined a labyrinth of caves within Ghor, extracting the best stone and the richest veins of iron, gold, and silver. And while another dwarf named Jhord distracted Ghor, the others weakened the mountain from within, rigging supports that could easily be knocked free, causing the mountain to collapse under its own weight. The tower grew ever higher, while Ghor became weaker, the dwarven tunnels robbing it of its strength.

After three decades, the tower was truly a marvel to behold. It touched the clouds and was far greater than anything that had been built before or since. Upon its completion, the thirteen stone dwarves set their plan in motion. They ran through their tunnels, toppling the support beams and beginning the rumbling collapse of Ghor. The thunderous din was indeed discerned all across the realm of Kharg Drogun and Ghor's immortal life was extinguished in a cloud of dust and stone that spread for miles in all directions.

When the dust cleared, the landscape was changed forever by the hands of the Great Fathers. The soaring Tower of Ghorfel stood even taller than its namesake and all that remained of the once mighty mountain were gentle, rolling hills. The thirteen dwarves cheered, broke their shackles, and made Tower Ghorfel their home. They lived happily for a time, enjoying their freedom, and each of them dedicated himself to a craft of his own.

The Great Fathers

The dwarven pantheon is the largest in western Immoren. However, while their names and legends are known to every dwarf, the thirteen Great Fathers are always worshiped as a single divine unity. The dwarven Stone Lords of Rhul, their veins pulsing with the powerful blood of the Great Fathers, continue to lead the Moot of the Hundred Houses as they have since the first days.

The Great Fathers are the paragons of dwarvenkind and stand as a symbol of unity for the dwarven people. Strong as the mountain they toppled, they are passionate about all their works, whether erecting a tower to touch the sky of Kharg Drogun or wielding axe and sword against their foes. The Great Fathers are the heart and soul of dwarven society. Their spoken words became the laws of Rhul, holding the dwarves together for fifty-six centuries—the oldest and greatest civilization of western Immoren. Their blood still sings in the veins of the Stone Lords who lead the Moot, and their hands crafted the foundations of the great city of Ghord.

Each Great Father is a demigod, though, as stated, they are worshipped as a group. Individual Great Fathers are never singled out as patrons, as this is considered disrespectful; the Great Fathers, as a group, gave life to the Rhulfolk and they will always be worshipped as a group. Nonetheless, each Great Father has his own

personality, holidays, parables, and sphere of influence, and it is common to invoke a particular deity's name in a prayer or a curse as the situation warrants.

Dhurg, Patron of Battle and Master of Axes (LN)

Three of the Great Fathers are peerless masters of combat and taught the dwarves the secrets of true weapons: axe, hammer, and sword. Dhurg prefers the axe for its sharp edge, keen enough to sever arms and legs with a single stroke. He is a grim and humorless dwarf with the unusual habit of chanting dirges during battle. Those dwarves who wield the axe customarily say prayers to Dhurg during combat and at the onset of a dangerous duel or feud. The feast in his honor is held on the 27th of Durgar, near the middle of summer and is a time for lesser duels and competitive sparring.

Boon of Dhurg: Clerics of lawful neutral alignment are favored by Dhurg and receive the Iron Will feat (PHB) for free.

Dohl, Patron of Mining (NG)

While all the Great Fathers are skilled miners, Dohl, a thick-bodied brute of a dwarf with wild, black hair, is especially so, and he has always enjoyed discovering and mining new veins of ore, collecting it for Dovur, Uldar, and Ghrd. He is especially fond of the pick-axe, and dwarves who use that weapon often pray to him before battle. Miners in need of luck pray to Dohl, particularly after nasty accidents. A small feast in his name is held on the 20th of Dolern, near the end of winter. It is a minor celebration, except among miners who use it as an excuse to get filthy drunk.

Stone Fathers, Lords of Kharg Drogun, Masters of Tower Ghorfel

Alignment:	*Lawful Good (as a group)*
Symbol:	*Mount Ghorfel, Great Fathers' Tor, and Colossus of Ghorfel*
Domains:	**Artifice, Earth, Good, Healing, Law, War, *Warrior*
Preferred Weapons:	*Varies by Great Father, primarily hammers, swords and axes*
Cleric Weapon of Choice:	*Warhammer*
Cleric Alignment(s):	*Lawful good, lawful neutral, or neutral good*

*New Domain (see Chapter Five: Magic & Mechanika)

Dovur, Patron of Weaponsmithing (LN)

There has always been a rivalry between Dovur and Uldar, the two smiths among the Great Fathers. Dovur



specializes in weaponsmithing, and no weapons are finer than those from his forge and his sigil is stamped on all Rhulic masterwork weapons as a mark of quality. While he took his deadly armory back to the Land Beneath, some of his works are rumored to remain with the Stone Lords, while yet others are lost in the deep places of the mountains of Rhul. A winter feast to Dovur is held on the 22nd of Dovern during which all the hearths of Ghord are piled high and kept blazing day and night to drive away the worst of winter's chill.

Ghrd, Patron of Wealth (N)

Ghrd is accountable for dwarves' passion for gold, silver, and gems and he is always depicted as pompous and overdressed, his fingers festooned with rings and wrists heavy with bracelets. Ghrd is a goldsmith without peer, and his inscriptions hold a special magic. He is offered a prayer on the completion of any piece of fine jewelry, and is also asked to bequeath prosperity on newlyweds. There is a popular feast to Ghrd near the end of spring on the 28th of Gordul, accompanied by the giving of gifts to family and friends.



Godor, Patron of Orators and Master of the Codex (LG)

Godor, blessed with a silver tongue, is the most eloquent of the Great Fathers. He sits in judgement over disputes within Tower Ghorfel and has a keen interest in the philosophy of law. Although all the Great Fathers contributed to the Edicts of the *Codex*, it was Godor who compiled them into a single, living document. Prayers to this deity are often uttered at open gatherings of the Moot and by those charged with important speeches, and his seal legitimizes all legal documents. A modest feast in his honor, noted for elaborate and long-winded toasts, is held in the autumn on the 15th of Godesh.

Boon of Godor: Clerics of lawful good alignment are favored by Godor and receive the Extra Turning feat (PHB) for free.

Hrord, Patron of Battle and Master of Blades (LG)

Hrord is another of the three great weaponmasters, as he is the master of daggers, knives, and swords. Many tales tell of his heroic battles in the Land Beneath and during the early days in Rhul. He is a lean, wiry dwarf with a blood-red beard and described as boastful and boisterous. He is also credited with inventing the art of brewing. Toasts in his honor are common during his late fall feast on the 22nd of Rordon, which is primarily a boisterous beer-tasting festival and, as with the feasts for each of the weaponmasters, duels and contests are common.

Jhord, Patron of Stealth and Master Lurker (NG)

Some say Jhord is the least heroic of the Great Fathers, and indeed he is a small dwarf adept at stealth and spying. Few legends mention his name, though he played an active role in destroying the mountain of Ghor, distracting it while the others collapsed the mines. Now, Jhord keeps a close eye on Rhul and reports his findings to the Great Fathers and it is said that a dwarf's standing in the afterlife is the result of Jhord's observations and reports. A prayer to Jhord is customary before any endeavor involving stealth or subterfuge. There is a small ceremony in recognition of Jhord at the beginning of winter on the 22nd of Jhoron and, at this time, dwarves take turns revealing embarrassing family secrets.

Lodhul, Patron of Cooking and Feasts (NG)

Lodhul is noted for his insatiable love of food and good cooking and is thus a popular deity. He is particularly liked by young dwarves, for Lodhul was quite the ladies' man and fathered more children than any of his brothers. He is a stalwart defender of family and home, and his wife, Gelma, is one of the few Claywives named in the ancient legends. Prayers to Lodhul are customary during childbirth. As can be expected, the feast in honor of Lodhul on the 8th of Lodar is the largest of the year.

Boon of Lodhul: Clerics of neutral good alignment are favored by Lodhul and can heal an extra +1 hp per level with healing spells, e.g. *cure serious wounds* heals 3d8+2 hp per level instead of 3d8+1.

Odom, Patron of Magic and Keeper of Secrets (LN)

Odom, the most mysterious of the Great Fathers, is credited with teaching the secrets of arcane lore to the dwarves, along with the strict codes regarding the use of magic. He is tight-lipped and serious, regarding discretion and secrecy as the highest of dwarven virtues. He watches over dwarven wizards and sorcerers. Prayers to Odom are uncommon, although his name is invoked at the initiation ceremony for apprentice wizards. A day in late summer, the 28th of Odomar, is set aside in veneration of Odom. It is a time of solitude, for reflecting on secrets and promises kept.

Orm, Patron of Masonry and Master Builder (LG)

The patron of stonework and building is especially dear to the dwarves. As the architect of Tower Ghorfel, Orm had many secrets to teach the dwarves about working stone. Several of the oldest buildings in Ghord bear his rune and are believed to include stones shaped by his hands. As the patron of shelter and protection, Orm is prayed to by those caught in harsh storms. His feast, on the 1st of Ormul, is a cheerful celebration, ushering out winter and welcoming the fairer days of spring. This day also marks the beginning of many building projects.

Sigmur, Patron of Lorekeepers and Master Historian (LG)

Sigmur invented the first written language, Dol-Rhul, creating both Rhulic alphabets used today. Obsessed with history and records, he notes all births and family lineages, preserving them for posterity. He is a fast friend with Godor and assisted in transcribing the Edicts into the *Codex*. Sigmur keeps copies of all tomes written by dwarven hands and knows the stories of all great dwarves. He smiles on those performing great deeds. Prayers to Sigmur are often spoken at funerals, and his feast in mid-fall on the 28th of Sigmon is dedicated to remembering one's ancestors. This is a time for retelling tales of clan triumphs and tragedies.

Udo, Patron of Battle and Master of Hammers (CG)

Udo is one of the weaponmasters and wields hammers and maces. Indeed, it was his hammer that began the collapse of Ghor. Shortly after founding his clan, he lost his wife in battle, leaving him alone and deeply saddened by her loss. Since that day, he became especially battle-hungry, always in the forefront of every skirmish. He is typically prayed to by those who seek vengeance and before combat, especially larger scale encounters. A subdued, somber feast is held in his honor on the 27th of Odul, marked by rumbling drums, stories of the honored dead, and duels that sometimes turn serious and even deadly.

Uldar, Patron Armorer and Master Smith (LN)

The other great smith of Tower Ghorfel, Uldar is the master of dwarven armorers. Known for his rivalry with Dovur, their different specialties go far in keeping their pride from coming between them. He is the inventor of plate armor and the shield, both favorites of the dwarven people and he has served as Udo's shieldman in many battles; indeed, Uldar has an uncanny knack for sensing danger. Prayers to Uldar are customary when seeking safety and when forging armor and his rune is inscribed on all masterwork pieces. A feast in his honor is held on the 21st of Uldern.

Church of the Great Fathers

The Church of the Great Fathers is a bastion of unity in a culture where clan feuds and disputes are commonplace. The Church's granite towers rise high above the rooftops of every city and town of Rhul. From their brightly lit marble halls, the clerics look out on the people and offer their wisdom and impartial judgement. Clerics are frequently asked to judge and resolve disputes in the community. The Stone Lords,

who lead the thirteen greatest clans, are all paladins of the Church and have sworn oaths to the Great Fathers more binding than their clan loyalties. Thus, the Church of the Great Fathers has a strong—albeit indirect—influence on the politics of Rhul.

Indeed, the clergy of the Great Fathers are often put in thorny positions. Clan loyalty is of utmost importance in Rhul, and—despite their vows—this is difficult for clerics to ignore. Many return to their clan to serve as battle clerics and spiritual advisors to their clan lord. In this capacity they are allowed to participate in feuds and clan conflicts, but are expected to withdraw from situations that might compromise their duties to the Great Fathers and the people of Rhul. Fortunately, this does not happen often, and the Church tries to stay out of clan disputes. Clerics assigned as Moot judges are under more stringent prohibitions and must renounce all ties to their clan.

Aye, the sacred **Codex** *is rich with wisdom, and this you must know as well as your own face and name. So study it well and often. Initiates of the Great Fathers must prove themselves worthy to those in their care. The people will look to you for guidance, to mend their injuries, halt their discords, even to pass judgement. This trust must be earned through prudent counsel. Do not wait for their respect to fall into your laps. Know the* **Codex.** *Act on it. It is your greatest weapon and ally.*

—Tribune Holdur of Sigmur, to initiates of the Church

The first clerics of the Great Fathers were the Claywives and, traditionally, most clerics have been women. However, the number of men in the clergy has grown over the last few centuries; at present, the priesthood is almost evenly divided. Clerics of the Great Fathers are allowed to marry and have families, so long as they put the Church first. A number of ogrun and—in a few isolated cases—humans have also joined the Church. Other than these rare instances, the Church's clergy and followers are mostly dwarves.

Relations with Other Religions

The priests of the Great Fathers have little contact with other religions. Their relations with the Church of Morrow are cordial, and the dwarves are far more comfortable now that Morrow's faith is the predominant human religion. As long as the Morrowans have no designs on Rhul, the two faiths remain on good terms.

The dwarves are not fond of Menites, seeing them as a direct reminder of humanity's darker days. However, they reserve their true wrath for the cult of Cyriss and the small following it has found among mechanically-minded dwarves. Dwarven clerics of Cyriss must be extremely cautious in Rhul, since discovery will lead, at best, to immediate exile. The Church has also become more tolerant of the Dhunian faith, given their good relations with the ogrun in Rhul.

Shrines and Ceremonies

Dwarven churches are great towers, each a symbolic representation of Tower Ghorfel, the home of the Great Fathers. The Patriarchs' Tower in Ghord is an extremely tall and impressive structure, looming over all other buildings and visible from anywhere in the city. This tower is the home of the Tribunal, and has entire floors dedicated to each of the Great Fathers, in addition to housing the clerics and laity who dwell within.

In other churches, the Great Fathers are depicted as larger-than-life marble statues, each in his own alcove. The statues, a fellowship hall, and the main altar are all located on the first floor. Private meeting rooms, where clerics gather to discuss sensitive matters or arbitrate disputes, are located in the basement. These rooms are soundproof and often magically warded. The towers exemplify the finest in dwarven construction—no expense is spared. When locked and sealed, they are fortresses capable of housing a large portion of the nearby community.

Sacred landmarks of the Great Fathers are scattered throughout Rhul. Sometimes shrines or towers are constructed to mark these little-known holy sites. Some of the most famous sites include Orm's Stone, a great boulder marking the Great Fathers' entrance to Kharg Drogun, and the riverbeds of the Claywives, where the Great Fathers sculpted their wives.

The monthly feasts and celebrations of the Great Fathers are held within the clan holds in a central courtyard or private shrine. Some of the ceremonies

are very elaborate, overseen by clerics of the clan, while others are simple affairs, observed by individual families. A major gathering is held on the first day of each year—the 1st of Dovern—to celebrate the liberation of the Great Fathers from the tyrant Ghor. This huge, communal festival, sponsored by the Church of the Fathers, is held in the center of town. The 2nd of Dolern is another major holiday, honoring the Claywives and marking the beginning of spring. Traditionally, husbands give gifts to their wives and mothers, and the women light special, long-burning candles to give thanks to the Claywives. In fact, it is considered an ill omen if the candles are extinguished prematurely.

Knights of the Patriarchs

The Knights of the Patriarchs are the primary paladin order. The knighthood is highly respected by the Rhulfolk, conferring status akin to nobility. Dwarves are only accepted by the order at a young age, so they can begin intensive training and service within the Church. Candidates must pass rigorous testing—the exact nature of which is a well-kept Church secret—before being accepted into the knighthood.

Knights are sworn to put the needs of the Church above their clans, and for this reason, no clan lord's heir—other than those of the Stone Lords—ever joins the knighthood; most applicants are second or third-born sons and daughters.

Each paladin serves his clan's Stone Lord. So, for example, a Redhammer paladin would serve under the Stone Lord of Clan Udo, as Clan Redhammer has strong familial ties to Clan Udo. Tracing these hereditary ties can take weeks of research, particularly in cases of clans with many cross-marriages.

Sect of the Claywives

The Claywives occupy a unique place in dwarven mythology. Their exact nature has been hotly debated, with most conservative clerics unwilling to refer to them as "divine," even though they are immortal. Many female dwarves consider the Claywives to be demigods—after all, they are the mothers of the dwarven people. This controversial opinion has strong appeal. Many homes contain small shrines to the Claywives and women pray to them frequently, particularly during pregnancy and childbirth. It has been in the Church's best interests to overlook this unorthodox practice. Trying to suppress veneration of the Claywives could result in an angry rift in dwarven society, not to mention many cold beds.

Those who revere the Claywives differentiate between them and consider each to have her own sphere of influence, just like the Great Fathers. For example, Gelma, wife of Lodhul, looks after pregnant women and blesses all newborns. Uldar's wife, Fruhl, is a swordmaiden; as handy with a blade as any male warrior. The story of Udo and the loss of his wife, Fholma, is one of the most famous dwarven tragedies. Udo is the most beloved Great Father among female dwarves, for they sympathize with his endless rage against those who destroyed his family. Not all of the Claywives are named in the ancient records, leading to the use of some creative license amongst their following.

Gods of the Elves

History of the Divine Court

Long ago, the Divine Court ruled from their immaculate palace in the faraway realm of Lyoss. They were eight gods and goddesses: Lacyr, Narcissar of Ages and Potentate of the Living; Ossyris, Incissar of Hours, Sovereign of Conflict and General of Lyoss; Ayisla, Nis-Arsyr of Night, Suzerain of the Fallen and Watcher of the Gates of Lyoss; Nyrro, Arsyr of Day, Seneschal of Lyoss Palace and Lorekeeper; Scyrah, Nis-Issyr of Spring and Healer of the Gods; Lurynsar, Issyr of Summer, Lord of the East Forest, Armsmaster of Lyoss and Chief of Scouts; Lyliss, Nis-Scyir of Autumn, Court Assassin and Mistress of Poisons; and Nyssor, Scyir of Winter and Grand Crafter of Lyoss. All of them ruled their realm as a holy consulate, each supporting the other. It came to pass that at some point from within the boundaries of the Veld—known to the humans as Urcaen—the Divine Court heard the cries of vanquished souls as armies clashed across the divine wilderness. Lurynsar went to investigate and discovered a great wonder at the edge of the Veld. He returned to Lyoss with a long, colorful description of what he had seen.

The others accompanied him to the edge and gazed upon the looking glass surface of the pool between worlds. They saw the beings of Caen and became covetous of the other gods with their mortal worshippers and the

power those souls gifted them. After consideration, the Divine Court decided to craft their very own beings of flesh. Lacyr, firstborn among the Court, then gave birth to the first elves, and all eight members of the Divine Court contributed something to the creation of their children: intelligence, longevity, mastery over their environment, and a touch of their mystic power. These first elves were truly immortal; today's elves are mere shadows of their Lyossan ancestors.

How terrible to be severed from the gods. I imagine the horror must have consumed them. It is no wonder most went mad, laid bare to such raw…such divine agony. I think they must have witnessed something, some horror that their minds could not abide. Perhaps in that vision were the secrets that we lack, some great key to Scyrah's affliction… Unfortunately, they are all dead and dust, forever lost to us.

—Auricant Avross Larisar (male Iosan Clr17), musing on the Rivening

The eight gods favored their new children, and in those days it was common for the gods to manifest and physically walk amongst their creations. In time, the gods aided their children in fashioning a great empire to the east of what is now the Bloodstone Marches; this was far beyond the known expanse of western Immoren, and under the tutelage of their gods, it became the finest and most powerful empire in Caen's history, the Lyossan Empire.

At the height of their advancements, the scholars and sages of Lyoss embarked on a grand project to create a link between the realm of the divine and the mortal world. If successful, this creation would forge a perpetual connection between the elves and the Court, and the gods would no longer be required to manifest mortal bodies—a taxing process that limited their visits to Caen. This open channel—this Bridge of Worlds—would allow the elves to visit the realm of the Divine Court, as well. With such inspiration, the bridge was granted every resource, but as the grand project neared completion, just when the Bridge of Worlds was initiated, a dreadful and unforeseen incident occurred.

It was a most unfortunate day when, as the gods stepped into the world of mortals, the Bridge of Worlds shattered. It is unknown why, but the ensuing explosion tore through the capital of the empire; the Divine Court watched as their children disintegrated into ash and smoke. The gods themselves were unharmed, but the great capital of the Empire of Lyoss was burned to its foundations. Not a single elf survived. Like a ripple spreading outward, the rest of the empire was pummeled by a series of titanic disasters. The world seemed undone and hundreds of thousands of elves perished.

The story of the elven flight from the Ashen Plains is another tale in and of itself. Suffice to say that, led by the Divine Court, they fled the ruins of Lyoss in search of a new home. In the west, they found Ios. Over time, the gods guided the survivors into a new era, but all was not right; with the connection to the Veld severed, the powers of the Divine Court were waning. Soon, they lost control over the shaping of life, and the elves became vulnerable to illness and old age. It seemed the gods could no longer protect their children. After a thousand years of frustration, they announced that they would leave the lands of Ios in search of a means to return to the Veld. The elves lamented, but their gods insisted that this must be done. Isolated from the Veld, they were suffering as their children were, if not more. And then the gods left Ios. They were never to return.

Seven hundred years passed with neither a sign nor portent from the gods, and then came the Rivening, when most of the clerics of the Divine Court lost their powers or went mad, some of them lashing out violently. No one seems to know what caused these priests to lose their powers, their minds, and several of them their lives, but many fear that the Divine Court was lost between the worlds of Caen and the Veld. Only the clerics of Scyrah retained their powers, and a century later, a solitary, glowing figure approached Shyrr. It was Scyrah. She alone had returned to her people. Her homecoming prompted many questions, but Scyrah would not speak of the others of the Divine Court. Indeed, the immortal goddess appeared aged and weakened, her face lined with grief. Her priesthood retreated with her into the inner sanctum of Lacyr's Fane where Scyrah eventually lapsed into a comatose state.

And things remain thus today. Scyrah is the only god in Ios, secluded within her Fane, unresponsive and fading. The fate of the other gods remains a mystery. The elven populace is aware that Scyrah is not well, and many fear that she is dying of a malady beyond their understanding; some say that Scyrah has less than a hundred years to live. No sign has been detected from the other gods for thousands of years. Out of deference, the elves refer to them as the Vanished. Some of them cling to the hope that the Vanished might yet return, but others fear they are all destroyed. Only the faithful of Scyrah hold sway over the Iosans now, and the tenets of the other Fanes are all but forgotten.

Scyrah

The gods of the elves once walked among their worshippers on Caen, but no more. What the elves had considered their finest accomplishment became their gravest mistake. The Divine Court once numbered eight; now, only two remain—Scyrah and Nyssor. Scyrah grows old and infirm and many see her inevitable demise as the death knell for the elven race. The elves search for an answer to the question that has plagued them for several thousand years—how can they survive the passing of the Divine Court?

In the legends of Lyoss, Scyrah is described as young, passionate, beautiful, and caring. She never wanted to rule or govern, which makes her current status as sole goddess of the elven people a sad irony. As Nis-Issyr of Spring, Scyrah had dominion over the growth and development of all living things. It was her duty to ensure safe births, and she served as midwife to Lacyr during the birth of the elven race. She was revered for her healing powers, and she passed this healing lore to her clerics. Although she is a benevolent goddess, Scyrah also had dominion over plague and illness—used in the defense of the gods and their creation. Scyrah has been rendered in marble and ink as a slender, childlike, elven maiden with a thin, curved longsword resting against her shoulder.

Alone in Ios, the goddess is sequestered deep within the old Fane of Lacyr in Shyrr where she is watched over by her priesthood and their servants. Some whisper that she suffers from a fever-like illness, while others claim she bears a festering wound that will not heal. Aside from granting spells and powers to her clergy, she offers no guidance to her followers—who now include all of Ios, a great strain upon her indeed. Some believe she is grief-stricken over the loss of her siblings, and others wonder if she blames herself for their loss. More paranoid elves—of which there are a growing number—look to the lands of men for the cause of Scyrah's affliction. Her coma has not changed since her return. She merely sits without stirring, her vacant, glassy eyes staring into the eastern sky.

Relations with Other Religions

As is the way with the people of Ios, the Fane of Scyrah is insular and secretive. The



elves of Ios have no contact or connection to any but their own goddess and look to Scyrah alone for guidance and spiritual power. The Fane is unaware of Nyssor's frozen existence in the north; otherwise they might seek out their long-lost kin in hopes of finding a similar means of preserving Scyrah.

Regent Narcissar (formerly Nis-Issyr of Spring), Healer of the Gods, the Last Goddess

Alignment:	*Chaotic Good*
Symbol:	*Sigil of Life, also called the Spring Sigil*
Domains:	*Animal, Earth, Healing, Plant, Protection, *Spring*
Preferred Weapons:	*Telmirr (longsword), translates to "Winter's End"*
Cleric Weapon of Choice:	*Longsword*
Cleric Alignment(s):	*Chaotic good, neutral good, chaotic neutral*

*New Domain (see Chapter Five: Magic & Mechanika)

In recent times, a few of the more radical Seekers have turned to the druids and priests of the Devourer Wurm and Dhunia, seeking inspiration and enlightenment. Their seemingly infinite powers over life and death could help the elven people, if only the more traditional elves would allow such open interaction.

Fane of Scyrah

How did we allow this seed of indecision to bear such fruit? We, who were once such paragons of faith, now consumed by bickering and power struggles over our own people! We must unite the followers of Scyrah, or another voice will… to our eternal ruin. Hiding from our enemies will not make them disappear. They grow in numbers, while we stand idle… This schism must end!

—Auricant Avross Larisar, to his peers in the Fane of Scyrah

The priesthood of Scyrah is perceived as close-lipped, fatalistic, secretive, and mysterious. All of which are true. The priests know Scyrah's powers are waning. Indeed, most elves agree; this is evident as their priests' divine abilities have begun to falter over the years. To make matters worse, there is a growing awareness that the use of divine magic drains Scyrah's energy even further, worsening her condition. For this reason, elven clerics are reluctant to use their magic and have been known to turn away the ill or suffering, unless the affliction is especially dire. In truth, this has not helped their popularity among the Iosan people.

The primary goal of the Fane is to attend Scyrah, seeing to her needs in what may be her final days. They hope that through careful observation they can learn more from her regarding the nature of her ailment and discover what befell the other gods. Perhaps if they can find the answer, they can heal her before it is too late.

Since Scyrah's return to Shyrr, various separatist sects have arisen. A number of young radicals dislike the fatalistic attitude of the traditional Fane and feel that they must do more to help Scyrah. Some of these clerics have fallen in with the Seekers or the Retribution. The additional stress on Scyrah caused by the use of divine magic is a matter of great debate among the clergy and violence has sometimes erupted over "improper uses" of divine magic. The situation has only worsened with the Fane's fragmentation.

The Fane is loosely organized, with clerics rising as far as their ambition and social skills take them. It is led by the Auricyl Velahn, or Attending Council, a body of eight clerics who cling to their positions with grim tenacity. Only auricants, members of the council, are allowed into Scyrah's presence.

The rank of *auricant* is reserved for members of the Auricyl Velahn. The highest-ranking clerics who do not belong to the council hold the title *nis-telmyr* (or high healer). The bulk of the clergy hold the title

telmyr (healer), while a *novelyr* is a newly indoctrinated cleric. Rank within the Fane is denoted by a number of ornate glasswork rings interlocking at the throat of all vestments—a single ring for novelyri, a linked pair for telmyri, a chain of four for nis-telmyri, and an interwoven pattern of eight for the auricants.

Secrets of Scyrah

Clerics of Scyrah are adept at concealing their feelings and bending the truth as required in keeping the secrets of their Fane. They receive a +4 sacred bonus to Bluff checks regarding anything to do with their religion and Bluff is considered a class skill. They are also immune to Divination spells that would potentially reveal anything about their religion.

Shrines and Ceremonies

The original fanes were the homes of the elven gods in Ios; hence, this is the approximate origin of the word and the closest human translation is "church." Scyrah's Fane was formerly in Iryss and the city continues to be used as a religious site. With the departure of the gods from Ios, several of the fanes fell into disrepair, the faithful no longer maintaining them as fervently as before and, after the Rivening, sank into utter ruin. To this day, all of the old fanes are considered sacred ground, although most of them have become homes for wayfarers and vagabonds brave or foolish enough to risk the wrath of the Fane of Scyrah.

The original fanes were invitingly designed with open courtyards and magnificent gardens, all carefully maintained by the clergy. The high ceiling of the central garden room is a lattice of large *arcanikal* slats that can be opened or closed with the wave of a hand. Typically, within the central garden eight polished, semi-transparent stones, all roughly elf-sized and representing a member of the Divine Court, are on display. The original use of these stones has been all but forgotten, but some believe they were scrying stones connected to each member of the Divine Court. Also within the central garden are columns etched with the names of the elves within that particular fane that have fallen in the service of their deity. The main front courtyard, also with arcanikal slats, is where the public may come and meditate in silence with the clergy. It is said that beneath the great fane of Shyrr a labyrinth of underground passages lead to Scyrah's chamber, where she stares out of crystalline windows over the eastern horizon, but only the tutelary members of the Auricyl Velahn know this to be true or not.

The priesthood follows an ancient calendar of worship that marks and celebrates the passage of time and the seasons. These ceremonies are open to the public, and many devout followers partake in them no matter where they might be—at home, work, or abroad. Although every member of the Divine Court had their own following, each of them were accorded the proper respect during important religious observances. Today, some of these ceremonies feel perfunctory at best, but most elves retain a sliver of hope that the other gods may have survived and might one day return, thus prayers and oaths in the names of the Vanished have remained familiar—if not merely forces of habit—among the faithful.



Other Sects

A growing number of Iosans are dissatisfied with the current teachings of the Fane of Scyrah and have turned to alternate interpretations. Two of these sects, the Retribution of Scyrah and the Seekers, are deemed heretical by the orthodox Fane of Scyrah. In fact, most Iosans consider both sects to be radical, reactionary faiths that are a danger to Scyrah and the elven people. Known members of these sects are outcasts, unwelcome in most Iosan cities. Despite this, both sects have grown in recent years and continue to grow as Scyrah's presumed demise draws closer.

Retribution of Scyrah

The Retribution of Scyrah formed from groups of like-minded elves who blame the younger races, especially humans, for whatever fate has befallen the Vanished. The sect has its roots in much older, radical societies that have long advocated a strong anti-human doctrine. However, no single person has taken the credit for its founding and its current leadership remains secret. Organized into small groups, each cell of the Retribution is led by the senior-most member, who serves as both trainer and teacher.

The Retribution's members are convinced that the Rivening coincided far too closely with the rapid spread of wizardry among humanity. With the development of human wizardry, the energies of Caen have been spread too thin and must be released to save Scyrah and the elven people. They do not entirely understand how humans acquired arcane lore so suddenly, but they feel that the magic of humans is wrong and twisted and must be stopped. Therefore, the Retribution has vowed to do everything in its power to disrupt human wizardry, to send the stolen energies back to the ether. While the use of magic by races other than man is suspect, wizardry among humans remains their number one target. Members of the sect orchestrate missions into the human kingdoms, assassinating wizards and foiling delicate, arcane experiments chosen as "integral to the overall plan." These operations are carefully executed, with stealth and secrecy as the highest priority. However, some wizards in the human orders suspect an elven plot against them and have begun discussing countermeasures.

The majority of the sect is comprised of fanatical rogues and fighters; clerics form a small, but highly valued minority. They worship Scyrah with absolute reverence and are convinced that she has been mortally wounded. Most clerics of the Retribution are chaotic neutral, with a chaotic good minority. These rare clerics believe that Scyrah grants strength to those that would avenge her, and do not agree that the use of divine spells weakens her further.

Strength of Resolve: Clerics of this sect may choose to forego the Secrets of Scyrah (above) to receive a +2 sacred bonus to all Will and Fortitude saves. This reflects extensive training by this sect to resist pain and coercion.

Fanatic Disdain: Retribution clerics suffer a –2 circumstance penalty to Diplomacy or Gather Information checks when dealing with humans and a –4 penalty when dealing with human wizards. This reflects their trouble in disguising their revulsion of men, specifically wizards. They cannot form friendships with human wizards, although they may be allowed some peaceful contact limited to special situations at the DM's discretion.

Preferred Domains: Clerics of the Retribution do not have access to Scyrah's standard domains. They must choose from Chaos, Healing, and War.

Seekers

Shortly after the Auricyl Velahn publicly announced Scyrah's impending doom, master diviner Vyrillis Yryas (male Iosan Wiz20) laid the foundation for a sect called the Seekers. He claims to have anticipated the proclamation based on a variety of obscure prophecies and forgotten religious texts. Some of these documents predate the elves arriving in Ios and are officially condemned by the Fane of Scyrah.

Convinced that they can prevent the demise of their goddess and locate the Vanished, the optimism of the Seekers is a marked contrast to the orthodox Fane's pessimism. All members of this sect have sworn a solemn oath, devoting their lives to restoring Scyrah's health and locating the Vanished. Certain Seeker philosophers theorize that Scyrah suffers because she does not have the power to support the entire divine order by herself. They feel that she is overtaxed and drained, and that the Vanished must be restored to help shoulder the burden. If they cannot be found, then the elves must consider the gods of beasts and men as a means of easing her pain. To this end, the

Seekers frequently leave Ios and interact with members of the other races, attempting to learn more of their faiths and beliefs.

The Seekers have always had strong religious overtones, and several clerics have become invaluable to the sect, even to the point of providing secret orthodox Fane documents to the organization. Clerics found to be aiding the Seekers are ostracized and face harsh punishment. Nonetheless, there are many within the Fane who secretly admire and sympathize with the Seekers and lend them covert assistance. The Seekers have started their own secret fane in Vyrillis' sanctuary and have begun taking in new initiates.

Seeker Lore: Clerics of this sect may choose to forego the Secrets of Scyrah (above) to receive 6 free skill points to distribute to any Knowledge (history, religion, or arcana) related skills, reflecting extensive research and education.

Preferred Domains: Clerics of the Seekers faith have access to the clerical domains of Good, Healing, Knowledge, and Protection.

Cults of the Vanished

After the gods left Ios, the fanes remained dedicated to each of them. However, that all changed with the Rivening, when the majority of the clergy of the Vanished abruptly went mad or died. Nonetheless, some small groups continue to swear oaths of fealty to the lost gods, believing their patrons are missing but not destroyed. They speak reverently of the old times when the gods lived among them and remain optimistic that the Vanished will return.

Even without gods to grant them magic, the Vanished cultists call themselves "priests;" however, they are most often rangers, rogues, or the occasional bard or sorcerer. Indeed, those spellcasting few able to call upon their spells, even though they are arcane rather than divine, do so in in the name of the Vanished, lending some small credence to the group.

Members of these cults tend to keep their beliefs secret, not wishing to draw unwanted attention from the Fane of Scyrah. All members pledge to visit the abandoned fane of their god at some point, each praying that they will be the one to find their deity. In truth, these cults are given little thought overall by the auricants of Scyrah, who see them as misguided worshippers rather than sects in their own right.

PC Elven Clerics

DMs should consider discouraging clerics of the conservative Fane of Scyrah as PCs. Orthodox clerics of the Fane rarely leave their church, let alone Ios, and have strict prohibitions against the needless use of magic. They are closely watched by their superiors and not given the leeway or freedom of action that PCs often require. Of course, if a DM can engineer a good rationale for one of these clerics embarking on a life of adventure, they are welcome to do so.

It is much easier to use the outcast sects for PC clerics of Scyrah—particularly the Seekers. Seekers frequently venture outside of Ios and engage in many adventures while away from the elven kingdom. They are also the elven clerics most likely to tolerate members of other races for an extended period of time. Of course, for DMs who enjoy a challenge, the Retribution of Scyrah could be another source for PC clerics—a real obstacle to overcome in a mixed-race party.

Nyssor

When the Divine Court departed to find a path back to the Veld, most elves said their prayers and sent their hopes along with them. Nyssor's faithful saw this as yet another test, and they sought to please the gods by seizing the initiative. They set out along the path taken by the Divine Court to aid the Winter Father. Scorned for their beliefs, many of the other fanes openly questioned Nyssor's students as they packed their possessions, shaking their collective heads at the Winter Father's faithful.

They traveled northward following the painstaking and perilous path of the Divine Court. This elven exodus seemed like an invasion to many of the humans whose lands they crossed, occasionally resulting in bloody battles. However, the surviving elves persevered and continued onward. Upon entering the frigid lands far to the north, they were drawn to the center of a large glacial plain where the leader of the fane, a priest named Aeric, suddenly screamed Nyssor's name and leapt into an icy chasm, much to the surprise of his followers. As his lungs filled with ice and slush, a reassuring voice spoke to him. A hand thrust out—Nyssor's hand—white as freshly fallen snow and grasped

Aeric, lifting him from the crevasse and returning with him to the surface of the glacial plain. The children of Nyssor were delighted to see their god again, praising him and celebrating their success, but Aeric saw the exhaustion etched upon the Winter Father's features.

Scyir of Winter, Grand Crafter, Frozen Sage, Winter Father, Keeper of Secrets

Alignment:	*Chaotic Neutral*
Symbol:	*Shard of Nyssor, also Nyssor's Shard*
Domains:	*Air, Chaos, Knowledge, Water, *Winter*
Preferred Weapons:	*Voass (frozen claymore), translates as "Summerbane"*
Cleric Weapon of Choice:	*Nyss claymore*
Cleric Alignment(s):	*Any chaotic, mostly chaotic neutral*

*New Domain (see Chapter Five: Magic & Mechanika)

Nyssor would not speak of the other gods, merely saying that his children must begin anew in this barren land of snow and wind. He sheltered them and showed them how to live among the glaciers and frozen seas and, over the centuries, they became more like him—elves of the winter, in heart and in body. Nyssor continued to watch over his children until he had a powerful dream that showed him many horrible futures and a powerful wave of destruction called the Rivening washed over him, as well as all of his priests, which taxed Nyssor in both body and mind.

Decades passed and Nyssor suddenly gathered his best scouts and healers and sent them to Ios to tend to his niece, Scyrah. They were to aid in the goddess' recovery, and as they embarked, he sent with them a powerful spell to save her, but in doing so he greatly weakened himself. Nyssor overstepped his limits, spending too much of his already waning power. The Winter Father bid his priests to use the last vestiges of his blessings to encase him in eternal ice. This frozen tomb would be his only chance of surviving the great tragedy that had befallen the Divine Court. Though his children did not understand, they obeyed.

It took the Nyss scouts and healers longer than expected to reach Ios; their maps were inaccurate, drawn from the stories told by the grandchildren of the original Fane of Nyssor. When they arrived, the shattering of the fanes had the Iosans ablaze with paranoia against outsiders. These strange looking elves were no exception. The Nyss emissaries were forcibly turned away. Their migration, once considered a foolish pilgrimage, had now become a topic of misdirected sorrow and angst. The Nyss were accused of abandoning their duties to Ios, running and hiding when the kingdom was still young. The Iosans went so far as to claim that their brethren's cowardice was made manifest in their pale complexions. The Iosans scorned them, saying they no longer needed their kind.

So the Nyss turned back, returning to their homeland without whispering a single word of the Winter Father's message. The scouts came back to find their god frozen. They told of the harsh treatment they received in Ios, and the rest of the world became known as the Thaw, a place where both courage and honor were as watery as tears. Never since have the winter elves offered to help others. Instead, they remain isolated, keeping their secrets hidden away in their snowy kingdom. The Nyss constructed a grand fortress of stone and ice around the Winter Father's icy sarcophagus, protecting and watching over him until the day he awakens.

Nyssor is portrayed as an elderly elf with chiseled features and close-cut hair. He is never depicted without *Voass*, his great, icy claymore. In ancient times, he was a teacher and a craftsman, but to the Nyss he has become a warrior god, vengeful and swift in dealing with intruders and outsiders. This evolution of their faith, and their seclusion from their Iosan kin, has created a wide rift between the Iosans and the Nyss.

Relations with Other Religions

Information concerning the elusive Fane of Nyssor is limited; one of the primary tenets of the faith requires Nyssor's children to carefully guard his secrets. Not even their Iosan kin know that Nyssor is among the winter elves, albeit as helpless as Scyrah. They avoid speaking of religion entirely with outsiders and have little contact

with others aside from either barbarians or traders in the Khadoran northlands. The former are primarily Devourer-worshiping barbarians whom the Nyss typically revile. The latter are infrequent Morrow or Menoth worshippers, whom they deal with aggressively as often as amicably. Thamarites have tried to gain a foothold with wayward Nyss, but the winter elves have too much pride and trust in the Winter Father to be swayed by Thamar's dark promises.

Fane of Nyssor

Shrines and Ceremonies

A small shrine dedicated to Nyssor lies at the center of every Nyss settlement, symbolizing the god's icy tomb at the center of the Nyss lands. These shrines are open to members of the community day or night. Some shrines are little more than a sculpted post covered with spiritual writings, while others are large frames of beautifully carved wood or ivory, often with an elaborate statue of Nyssor, seemingly afloat in the very air at the center of the shrine. In some shrines, the statue is actually a slab of chiseled ice. The statue is suspended from strong wire or dried sinew, painted to blend with the background so that the statue appears to float. The shrines are generally built directly over a frozen stream or near some other permanently frozen feature. Nomadic shards frequently travel from shrine to shrine, sometimes settling around them for some years before eventually moving on.

Nyss priests do not live in or under the shrines; instead they have their own dwellings among their people. Priests are considered no more special or higher in rank than any other Nyss, for the winter elves judge one another on their skills and contributions to the shard. Priests of Nyssor, often having begun in other callings, act much like any other member of the community, save for a few extra spiritual duties.

Priests are loosely ranked based on age and seniority, and their titles—based on familial terms—are used with affection. Generally a new rank is achieved when the eldest priests begin using that term in reference to a younger cleric. As the rest of their peers begin to use the term commonly, the rank becomes official. The most common ranks within the clergy of Nyssor are, from lowest to highest status: *novelyr* (younger), *wyrisyr* (brother/sister), *elansyr* (mother/father), *aransor* (elder), *nis-aransor* (grand elder), and *qyr-aransor* (ancient elder). The rank of qyr-aransor is very rare, reserved only for the eldest of priests. Currently, there are only three qyr-aransor among the fane, one of whom—Vaeril the Wise (male Nyss Clr16/Rgr11)—never leaves Nyssor's side, deep within the palace in the Shard Spires.

Ceremonies to Nyssor take place every evening at sunset. The priests praise the god and entreat the ice to keep him safe. Lay followers do not take part in these ceremonies unless they wish to make a special request of the god, such as when a family member has taken ill, or before a dangerous journey or battle. Only much larger celebrations or services, such as the death of a great warrior or priest, are undertaken by the entire shard.

For thousands of years, Nyssor protected and watched over our people, ensuring our prosperity. Now his priesthood is called upon to watch and protect our god when he is most vulnerable. This sacred trust is the armor of our people, girded by absolute secrecy. That which is hidden cannot be attacked, and that which is unknown cannot become a target. This is our cause, our promise.

—Vaeril the Wise (male Nyss Clr16/Rgr11), on the Fane of Nyssor

Clerics of Nyssor

Winter's Shield: Due to their intimate connection with their god, clerics of Nyssor are immune to all but the most supernatural chills and have damage reduction equal to 10 + their cleric level versus cold and cold effects. Clerics also receive favored terrain per the ranger ability at +2 for arctic terrain, which is cumulative with existing arctic favored terrain if they were formerly rangers.

Restriction: Clerics of Nyssor cannot turn or rebuke undead.

Gods of Goblins, Ogrun, and Trollkin

The religious beliefs of the goblins, ogrun, and trollkin have had a lesser impact on western Immoren. Lacking their own kingdoms and cities, these races are sometimes forgotten. However, they have their own spiritual beliefs, a rich mythological history, and well-established rituals and holy days. According to their legends, the benevolent goddess Dhunia is the wellspring of creation, having shaped the world and filled it with living creatures. The Devourer Wurm is another primal god—wild and dangerous—who spawned all manner of monsters and wild, living creatures. Most goblins, ogrun, and trollkin believe that they were created as the result of a violent union between Dhunia and the Devourer.

History of Dhunia

When Dhunia awoke on the first day, she saw that she was alone. The emptiness saddened her and she began to weep. Her tears flooded the world, creating the rivers, lakes, and oceans. And then, living creatures and plants sprang up; verdant pastures and towering forests grew, and buzzing insects, chirping birds and docile four-legs soon populated the world. All life came from Dhunia and she was filled with great joy, which became the first summer. However, after some time, the Great Mother saw that the creatures multiplied and filled the lands. Soon, they would not have enough to eat. She realized a balance had to be struck, and so Dhunia knew that the great summer had to end so the grasses and trees could sleep and awaken refreshed and renewed in the spring. All living things had to be part of the cycle of birth, growth, and renewal, and Dhunia knew that she must allow death and destruction into the world to keep everything in balance.

Every cycle, the Great Mother weeps long tears of sadness as she withdraws her nurturing presence. Flowers wilt, fruits die on the vine…the world becomes cold and barren…but Dhunia must do what is needed to keep this world in harmony with the universe. As long as we stay true and give of ourselves to her fully, she will return…and we shall avoid the Eternal Winter…one more time…

—Wise One Dekri (female ogrun Clr8), shaman priestess of Dhunia

To do this, Dhunia made the first and greatest predator, the Devourer Wurm. The Great Beast's arrival heralded the first fall and darkened the sun and as the first great cycle came to a close, the great herds were scattered by its ferocity. The Devourer was a greater force than any of Dhunia's other creatures and began to spawn other hunters—the dragons and dracodiles, the wolves and lions, and all manner of bloodthirsty monsters, these and all other creatures that hunt, kill, and feast on flesh. The Great Mother became concerned over the death and destruction the Devourer had wrought, but soon realized that the predators also fought amongst themselves and, in this way, would not outgrow their food supply. The four-legs ate the grasses and were, in turn, eaten by the hunters. Bits of the hunters' kills returned to the earth, nourishing the green growing things, and thus all things were connected and balanced. All the creatures of the earth seemed content with this order.

However, the Devourer Wurm was not content. It was the father of all hunters and was not sated by the simple creatures of the earth. The Great Beast prowled the world seeking more challenging prey, and soon its baleful eyes swept across Dhunia. She knew a fleeting moment of fear, the terror of the hunted, and so began one of the greatest hunts of all time. Dhunia understood that the Devourer needed such a challenge, so she allowed the hunt to go on, always remaining a few steps ahead of the canny hunter.

The Great Mother did not suspect that one of the Devourer's children would interfere. However, the first dragon saw the chase and longed to join the hunt. It wanted to see her ripped to shreds by the Devourer's fangs and claws, so the dragon waited patiently, until the perfect moment. It sprang, blocking Dhunia's path and startling her. She hesitated, and the Devourer fell upon her.

The Devourer was overcome and ravaged the Great Mother. Once its lust was sated, the Great Beast slunk

away, but given Dhunia's fertility and the Devourer's virility, her womb was filled with the Wurm's children. Sensing the life quickening within her, Dhunia rested and winter settled over the lands of Caen. With the coming of spring, the Ravaged Mother gave birth to goblins, ogrun, and trollkin, and since that time she has cared for these races despite the manner of their birth.

Humans claim that Menoth made the world, but according to legend, he was the greatest of Dhunia's children, a mighty ogrun who immediately sprang forth and set off in pursuit of the Devourer in order to destroy it. In his hunt, Menoth slew many of the Devourer's creatures, and so skilled a hunter was he that the Devourer soon forgot about Dhunia. Consumed by battle lust, Menoth has since forgotten the Great Mother, as well. Of course, humans disregard the legends, but the children of Dhunia and the Devourer know the truth of it. Everything comes from the Great Mother, and all things go to her in the end—even the gods. Her love of all creatures is such that when one dies, she places the soul back into her womb, comforting it until it is time to be reborn. In this way, nothing ever truly dies, but returns from the Great Mother to be born again.

Dhunia

Perhaps because Dhunia is so ancient and her domains encompass so much, she has always been a distant and mysterious goddess. Only rarely does she appear in visions or dreams, for it is not her way to involve herself in mortal concerns. She does, however, grant divine spells to her priests and has occasionally granted prophecies or auguries. Her remote nature also explains why there are few human worshipers of Dhunia, as she has only chosen to reveal herself and directly nurture those races created during her rape by the Devourer.

Dhunia has never been known to manifest in any form. Her rape is considered a cosmological metaphor rather than a physical act. However, many followers depict Dhunia as an abstract, fertile female. Her clergy have great difficulty getting outsiders to understand that Dhunia and Caen are the same entity, yet this is the foundation of their beliefs. Therefore, Dhunia does not represent the world. She is the world. For this reason, unlike all other gods—except Lord Toruk—Dhunia does not have a domain in Urcaen, and the concept of an afterlife does not exist among her followers, who instead believe in reincarnation.

Dhunia's shamanic priesthood is not concerned with converting others to the faith. Most people know little about her and have few reasons to turn to her worship. Amongst humanity, other gods serve the needs Dhunia represents, and most humans dismiss her out of prejudice toward goblins, ogrun, and trollkin. It should be noted, however, that some humans have been known to worship Dhunia, especially those among primitive cultures, but they are a rarity.

Among the other races, it should be first noted that while the more peaceful gobbers are inclined to Dhunia, their bogrin cousins, so aggressive in nature, are much more attracted to their "father," the Devourer. Some elves appreciate the notion of Dhunia, but all of them know ultimately their fate is inextricably bound to their own dying gods. Dwarves have little interest in the Great Mother, referring to everything about her as a "good yarn and a myth." Indeed, there is little she offers that can lure them away from their own Great Fathers.

Creator of Caen, Ravaged Mother, Wellspring of Life, Great Mother

Alignment:	*Neutral*
Symbol:	*An abstract form often called Dhunia*
Domains:	*Air, *Autumn, Earth, Fire, Plant, *Spring, *Summer, Water, *Winter*
Preferred Weapons:	*None (Dhunia is never depicted with a weapon)*
Cleric Weapon of Choice:	*Quarterstaff*
Cleric Alignment(s):	*Any neutral, though neutral evil and chaotic neutral are rare*
Spells:	*Worshippers of Dhunia believe in reincarnation, and her clerics are granted access to the reincarnate spell as a 7th-level divine spell. Clerics are reluctant to use this spell, as they prefer to leave this process in the hands of Dhunia.*

*New Domain (see Chapter Five: Magic & Mechanika)

Relations with Other Religions

The worship of Dhunia is an ancient religion and has managed to avoid the attention of most human theologians for millennia. Only recently, with the increased integration of ogrun, trollkin, and gobbers into human society has interest been renewed in Dhunia. They find the Church of Morrow to be generally tolerant, if a bit condescending. They have had far more difficulty with the Menites, who can't seem to tell the difference between Dhunia and the Devourer—or simply don't care. After several incidents where Dhunians were killed on sight by Menites, most steer clear of the fanatics. An uneasy acceptance and tolerance subsists between ogrun, gobber, and trollkin shaman of Dhunia and the Devourer, as both are considered their divine parents. In most communities, one god is clearly dominant while the other remains a minority. Communities where Dhunia is dominant are usually more organized, have better relations with their neighbors, and are less violent. Ogrun Dhunians are on good terms with the Church of the Great Fathers, which has grown used to their rituals and beliefs through long association.

Church of Dhunia

Although the religious practices of the gobbers, ogrun, and trollkin differ, they share many basic similarities. Clerics and adepts of Dhunia, collectively referred to as shamans, provide the spiritual foundation for their tribes and are often influential community leaders. Ogrun communities tend to be composed of a larger number of clerics, while adepts are more numerous among the gobbers and some bands of trollkin. Druids are exceptionally rare, but the few who take that path also revere Dhunia and are counted among her priesthood.

Dhunia is pure and beautiful. She is our spirit guide. She brings us peace and nourishment. She is sacred to us as we are to her. As a community, let us come together on this holy day of the new cycle and give our thanks to the Great Mother, to the Wellspring of Life…from which we are born and to which we shall return and be born anew.

—Wise One Dekri (female ogrun Clr8), shaman priestess of Dhunia

The ranks of Dhunian shamans are mostly comprised of females, and all priests are forbidden from marriage since no oath can bind them more than their service to the community. They are not expected to remain celibate; indeed, they are required to be fertile and eventually have offspring, so long as this does not interfere with their duties. Likewise, they are not pacifists. They accept death as a natural part of the cycle of life and while most Dhunians prefer peace to war, they do not fear battle and are willing to fight to protect their people.

The primary duties of the shamans are to serve as spiritual advisors and leaders within their communities. They are expected to use their powers to help their people, healing the sick and wounded, checking auguries and portents, and driving away enemies. They are the spiritual mothers and fathers to their entire community and, to that end, are expected to serve their people by performing roles as educators of the young as well as arbitrators of customs and laws. The specific nature of these duties varies by race and need, and the older shamans shoulder the greater part of this responsibility, the younger ones often learning by example.

Although adventuring Dhunian shamans are uncommon, occasions arise when they are compelled to serve in this manner. Sometimes they are called to seek out items or information important to their communities. Young ones, in particular, are expected to travel and see the world, learning from their experiences so they can return and better serve their communities.

Trollkin tend to have the most organized priesthood. They maintain frequent contact between various communities even at great distances and trollkin shamans belonging to the same bloodlines often form sisterhoods or brotherhoods that hold *knots* at various times throughout the year. These knots are times to renew old friendships and acquaintances, to share lore, and to discuss problems that concern their communities, convening on serious issues of communal justice and sharing their combined wisdom.

Ogrun shamans are insular. Neighboring settlements will form *karguna*, or religious councils, to

settle disputes between members of the community and assist in caring for their settlements. However, these shamans tend to remain within their local karguna and have little contact with other tribes. While this is true, the intermittent shaman visiting from another settlement is always made welcome.

There is even less contact between shamans of various gobber tribes. They believe that they are an integral part of their own community and would not think to offer advice to another community, since they are unfamiliar with the community and its people; any gobber shaman would take great offense at another presuming to do so. They firmly believe that they can only serve their people if they know them and understand their lives. As a result, they are focused on serving the spiritual needs of their own community and have trouble even comprehending the problems of outside communities. In all cases, there is no single organization of shamanic priests, or a large formal hierarchy leading or directing the followers of Dhunia.

Clerics of Dhunia

Dhunia's Balm or Dhunia's Wrath: Clerics of Dhunia must decide if they wish to emphasize their role as healer or as battle priest. This decision manifests after their initiation as either a +1 bonus to each die of healing or damage for *cure* or *inflict wound* spells. The cleric must choose one or the other and this decision is permanent.

Shrines and Ceremonies

Shrines devoted to Dhunia vary considerably by race and by the wealth and materials available to the community. Historically, ogrun have built the most elaborate shrines and holy sites, while gobber holy sites tend to be simple and primitive. A number of exceptionally impressive holy sites exist among the trollkin, as well, and some of the most ancient shrines to Dhunia bear testament to their enduring stonemasonry.

A ceremony common to all followers of Dhunia is the ritual whereby a *chula*, or a junior shaman, is accepted as a spiritual leader of the tribe. After their first year of service, chula who wish to remain in the priesthood participate in a rite of passage—the Guknul, a ritual rebirth. First, the chula must fast for two days before entering the Mother's Womb, a sweat lodge dug into the ground and covered over with a framework of sticks and animal skins. As the chula enters the lodge, they are ceremonially stripped of both name and garments and when finally allowed to exit through the other end of the lodge they are *durgol*, meaning a homeless, nameless wanderer. Durgol are given scant provisions and sent into the wilderness, with orders not to return for ten days. During this period, they experience visions that guide them through their trials. Some claim to also see visions of their former incarnations. When the durgol returns, a great celebration is prepared while they undergo another period of purification. After two more days of fasting, they are led back to the Mother's Womb and emerge as a sage or seer of the community.

This rebirth as a priest of Dhunia is taken very seriously. As the new priest emerges from the Mother's Womb at dawn, the elders step forward to greet them. They are rubbed with sacred cloths, dressed in a ceremonial robe, and given a new name. All are instructed to forget the old name, for that individual is gone. After the ceremony is complete, a celebration begins, continuing through the day and long into the night—though the new priest is usually fast asleep long before the celebration ends.

Allied Organizations

There is no formal organization of Dhunians, as this faith discourages extreme beliefs. However, some rare individuals of lawful good alignment raised in the faith of Dhunia will take up the class of paladin of their own accord. Clerics and adepts are often protected by pious warriors, fighters, barbarians, and rangers. Druids revering Dhunia do not belong to the Circle and are considered another breed of shamanic priests that do not place as much importance on serving their communities. These druids work alone, rather than within an organized hierarchy.

Magic & Mechanika



By developing a fundamental understanding of the arcane a wizard gains great power.

It is through this formulaic harnessing of power that we are able to enact change upon the physical world. Magic is the highest of sciences, vastly taxing in its expenditure of energy, but ultimately more powerful than alchemy, more versatile than sorcery, and more reliable than prayer.

—Kerwin the Noble, "Dissertations on Thaumaturgical Formulation"

The Source of Magic

To the denizens of western Immoren, magic is a great and mysterious power that permeates all aspects of the living universe. Clerics bring miracles into being with faith, devotion, and prayer while necromancers construct skeletal thralls using dark rites. Wizards wield it with skill and precision, while sorcerers brandish its potency without the controlled acumen that comes from rigorous, disciplined study. It is the strongest force for change in the Iron Kingdoms and the inhabitants of Caen harness it in many different ways.

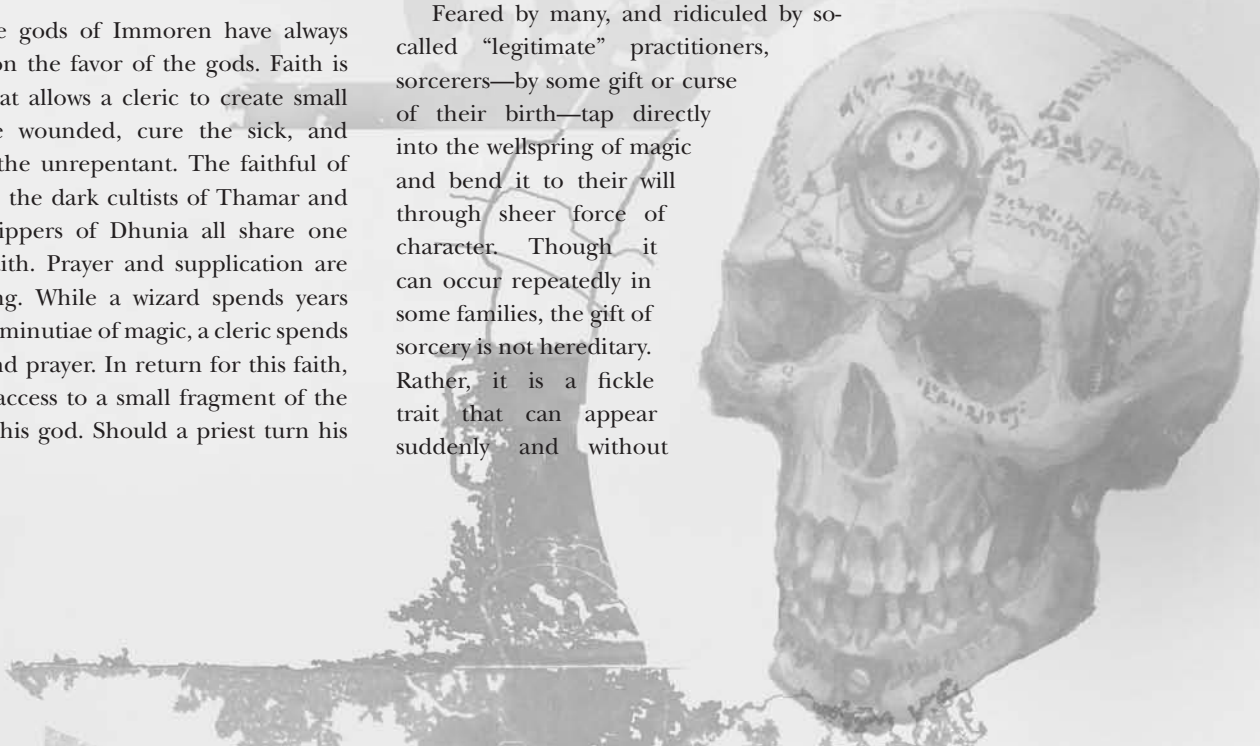
The many uses of magic, along with the techniques and methods used to harness it, vary widely. Yet all magic comes from the same source—altered solely by the method of casting. For the faithful, devotion serves as a filter and focus, while wizards rely on formula and incantation as the forge on which they shape their spells. Sorcerers, meanwhile, rely on sheer instinct and intuition to harness and give form to these vast, arcane energies. And while arcane mechaniks, druids, gun mages, and warcasters all tap the same source of energy, each does so in a manner slightly different from the other. Still, the source of magic is an untapped well of potential, with many secrets and unfathomable depths yet to be explored.

The clerics of the gods of Immoren have always been able to call upon the favor of the gods. Faith is the defining force that allows a cleric to create small miracles to heal the wounded, cure the sick, and call down fire upon the unrepentant. The faithful of Morrow and Menoth, the dark cultists of Thamar and the pragmatic worshippers of Dhunia all share one thing in common: faith. Prayer and supplication are a lifetime undertaking. While a wizard spends years studying the complex minutiae of magic, a cleric spends his life in devotion and prayer. In return for this faith, the cleric is granted access to a small fragment of the miraculous power of his god. Should a priest turn his back on his god or falter in his belief, he loses access to the divine power of his faith. Yet the rewards of faith are undeniable. The power to heal or harm through prayer is an immense boon, and many clerics hold tremendous social status based not only on the power they command, but also the kindness and charity they embody.

Druids are an oddity, drawing their magical might from an inborn connection to the natural world. Tapping into the primal, elemental forces of nature, druids channel that raw energy to empower mighty magics. While the human druids of the Circle revere the Devourer, they do not depend on this faith in the way clerics do for access to the magical might that they possess.

Wizards argue that theirs' is the truest magic. Apprenticing to become a wizard requires years of study and preparation while learning the fundamentals of magical theory and strict discipline. Harnessing magic in this manner requires a steady hand and a clear and confident mind. Wizards view sorcerers as undisciplined, ill-educated, and sloppy wielders of magic. To a wizard, discipline is the keystone of power. This has extended even into the way wizards practice magic, and the arcane orders of the kingdoms have attempted to maintain a tight grip on magical knowledge to ensure that it is not misused.

Feared by many, and ridiculed by so-called "legitimate" practitioners, sorcerers—by some gift or curse of their birth—tap directly into the wellspring of magic and bend it to their will through sheer force of character. Though it can occur repeatedly in some families, the gift of sorcery is not hereditary. Rather, it is a fickle trait that can appear suddenly and without



explanation in families that have never before known sorcerers. In the past, the persecution of sorcerers as witches was common. Angry mobs have burned more than a few suspected sorcerers at the stake and despots have hunted them like vermin. In the modern era, society has become somewhat more forgiving, but it is still not uncommon to find an accused sorcerer or witch swinging from a lynching tree. Many wise folk watch sorcerers carefully and regard their actions with a healthy dose of suspicion. Most sorcerers spend their lives as pariahs and wanderers, seeking endlessly for some place where they can live safe from persecution and suspicion. Others look for acceptance through military service or make use of their talents as adventurers or outlaws.

There are other routes open to those who don't have the raw talent for sorcery, the determination to master complex arcane formulae of wizardry, or the desire to spend life cloistered in prayer. While magical craft still requires discipline and intellect, it does not demand a great deal of magical potential. Alchemy is the first and foremost of the magical crafts of western Immoren. The methods and enhancements of this science come from millennia of study. This refined method creates potent magical effects and is as capable of healing wounds as it is of blasting buildings to bits. However, while versatile, it does not have the immediate power of arcane magic. Synthesis is a crucial step in alchemy, and effective use of the craft requires time and patience.

The application of alchemy and the melding of technology with arcane study have brought a very powerful force into the world. Born from the secrets used to forge the first Colossal, mechanika is a unique branch of arcane study. With methods borrowed from alchemy, wizardry, and metal craft, the study of mechanika is the most prevalent force for change in modern Immoren. Mechanika is the melding of magic and technology in the purest sense. Steam-powered warjacks, storm glaives, alchemical forges, accumulators, arc nodes, and a myriad of other devices exemplify the manifestation of a new age of magical innovation.

Still, there are darker methods of tapping into Caen's wellspring of magic. In Cryx, the necromantic arts have flourished through years of study, leading to the creation of soul cages and other malevolent devices. Thralls and other monstrosities await those foolish enough to wander onto Lord Toruk's shores. The cultists of Thamar rely on infernal rites to deal with powers beyond comprehension, while Menites rely on supplication and penitence to channel faith. And the malevolent acolytes of the Devourer impatiently await the day when they can unleash their wild magic upon civilization and set loose a flood of carnage. There are as many paths to magical power as one can imagine and, thankfully, while many lead the curious or incautious into vile darkness, some encourage kindness and benevolence—or, at the very least, indifference.

While magic is a powerful force, it is also rare. The practical pursuit of magic is a path open only to the most exceptional individuals. Wizards are scarce and bound by the duties and responsibilities of their respective orders. Clerics travel, performing tasks at the behest of their god or church, or are bound to cathedrals and chapels as pillars of the community and guardians of the faith. Alchemists and arcane mechaniks flourish and their wares are in great demand, but the unions and ministries of western Immoren complicate the investment and practice of each craft. Sorcery is also rare. Considered evil by many, the ranks of sorcerers have been systematically whittled down by religious and political purges. Despite magic's rarity, and the common person's distaste of its use, magic is undeniably an important factor in the growth of western Immoren.

The Dark Art of Necromancy

Necromancy is a reviled art, and the mere suspicion of its practice has launched hundreds of witch hunts throughout the kingdoms. Though the actual rituals and practices of the dark arts are veiled in rumor and superstition, the horrific reality is known all too well by the people of western Immoren. The Iron Kingdoms are plagued with undead, both restless, vengeful spirits, and the vile creations of necromancers and other dark practitioners.

There is power to be had if one is willing to delve into the forbidden and dangerous lore of necromancy, and the kingdoms bear witness to the foul creations and experiments of dark mages and curious sorcerers. However, these are but depraved individuals rarely organized in any meaningful fashion. Far more sinister are the evil groups dedicated to preserving and furthering the dark arts; the Shroud and the lich lords of Cryx are experts in this horrid field, feared for their foul knowledge and terrible power.

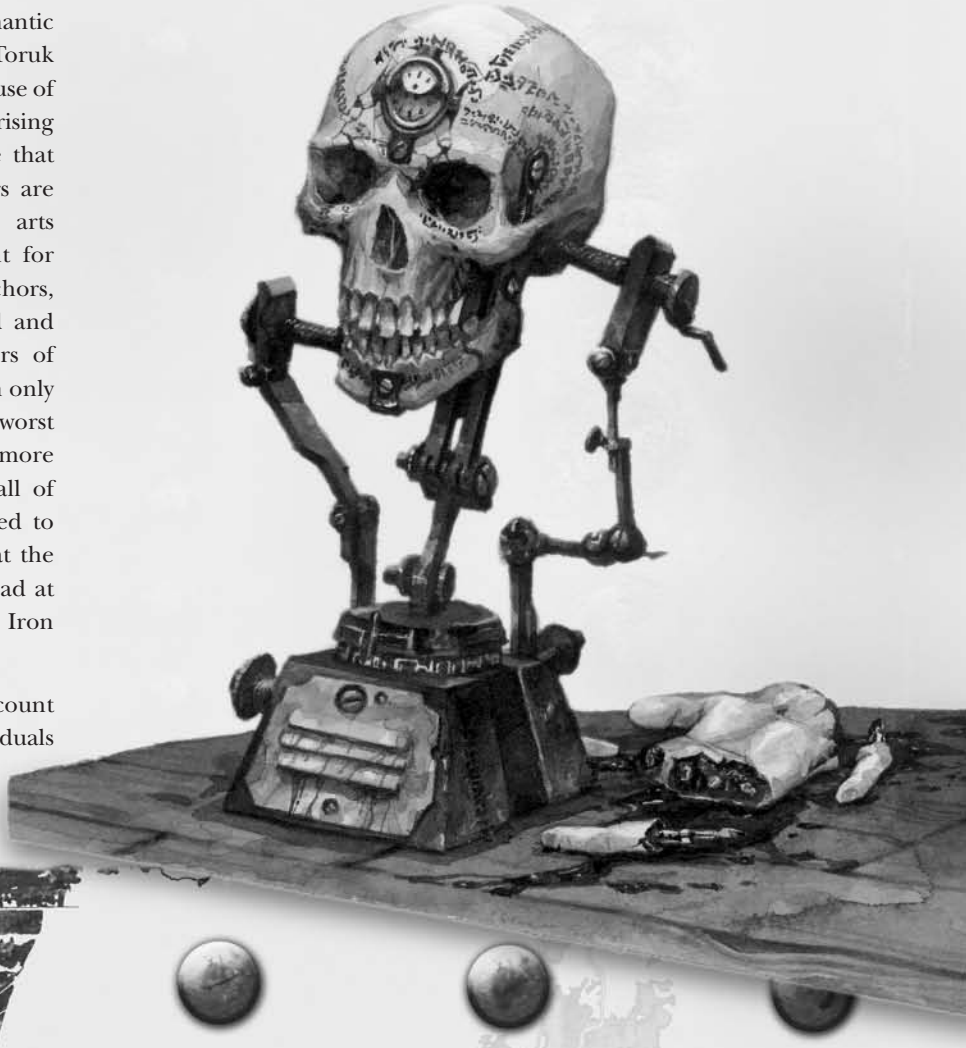
The Shroud (also see Chapter Four: Cosmology & Religion, pg. 220) continues the work of Thamar and Scion Delesle, the patron of necromancy. They are a secretive but proud lot, and many of the basic rites, research, and traditions of necromancy can be traced to the original members. Found across the width and breadth of western Immoren, these arcane and divine necromancers are a bane to all sane folk. The Shroud is a very real source of corruption and destruction throughout western Immoren. As a group, their reputation greatly outstrips their actual influence or power. However, they should not be underestimated, as individual members have been known to spread their influence to the most unlikely of places. Life as a member of the Shroud is not easy, and only the most devious and powerful survive more than a few short years.

My nana used to tell me stories about the dead that walk. Horrid creatures, angry spirits inhabiting the rotting flesh of the deceased. I used to think—to hope—that she was making up her tales to scare me into bed. But now I know the truth. My nana knew far more about the walking dead than I ever would've dared to believe. She was preparing me to follow in her footsteps. Preparing me for a life of service to mankind, hunting the vile witches and necromancers who dare to corrupt the flesh of the dead!

—Vigilant Illuminated One Karsik Goldur (male Caspian Clr4/Wiz9)

The necromancers of Cryx, led and directed by Toruk's Lich Lords, are another known nexus of necromantic power and research. It is whispered that Lord Toruk may have achieved his god-like status through the use of necromancy and soul magic. As such, it is not surprising that the most powerful necromancers are those that bow to the Dragon King. Cryxian necromancers are arguably more advanced in the necromantic arts than the Shroud. On Cryx, necromancers want for nothing—bodies, slaves, sacrifices, terrible ichors, forbidden tomes, and even access to the blood and knowledge of Toruk himself. The necromancers of Cryx are a powerful and horrible lot, restrained in only the most menial ways and free to explore the worst aspects of death and to experiment with new, more nightmarish forms of undead. The only downfall of these necromancers is that they are largely exiled to Skell and the islands of Cryx. However, news that the Dragon King's forces have established a beachhead at Rivercleft threatens to panic folk throughout the Iron Kingdoms.

Let it be said that one should never discount independent necromancers. Most of these individuals are loyal to Thamar or Scion Delesle, but refuse to join the Shroud or have simply never encountered a member. By and large, it is these independent practitioners that cause the bulk of the trouble. Without the aid and knowledge of others, they make mistakes and fall prey to common errors, and all too often their failed experiments are unleashed on an unsuspecting populace. By their very nature, these deviants are not especially prone to social interaction; however, most still find it necessary to maintain some human contacts and associates to aid in their endeavors. Necromancy is a form of magical research, albeit dark and vile, but it is still research and maintaining contact with other



practitioners is often important—sometimes imperative. And so, even the most reclusive of necromancers occasionally seek out other practitioners to compare notes, trade in important ingredients, and gloat over their exploits; or hire the foolhardy to supply them with fresh corpses and other "raw materials."

Necromantic Magic in the Iron Kingdoms

While the PHB defines many spells as belonging to the school of necromancy, not all necromancy spells are considered evil in the Iron Kingdoms. Likewise, there are some spells that while not technically in the school of necromancy are still considered the vile work of necromancers. For many folk concerned with the actions of necromancers, it is important to be able to identify who may be a necromancer and who, most likely, isn't.

Some spells from the school of necromancy are put to good use by members of the Order of Illumination and clerics of Morrow. These spells include: *death ward*, *disrupt undead*, *gentle repose*, *halt undead*, *mark of justice*, *speak with dead*, *undeath to death*.

While their use is generally considered evil, these additional necromancy spells are not considered to be indicative of true necromancy: *bestow curse*, *blindness/deafness*, *cause fear*, *curse water*, *fear*, *harm*, *inflict wounds* spells, *poison*, *scare*, *symbol of fear*.

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 quite definitely brands one as a necromancer: *blasphemy*, *crushing despair*, *desecrate*, *nightmare*, *phantasmal killer*, *phantom steed*, *power word kill*, *trap the soul*, *unhallow*, *weird*.

The Nature of the Twisted Art

As a necromancer, one must become intimately familiar with the rotting corpses of the dead, exploring ideas that would drive ordinary men mad, and generally forcing one's mind to the breaking point. Necromancy is not easy. However, there is nothing more taxing or disgusting than the actual casting of true necromantic magic (see the "Dangers of the Dark Arts" callout for more details). Necromancy is all about accessing the worst parts of magic in Caen and bending that dreadful power to one's will. Only the most depraved and hardened souls are prepared for the rigors that necromantic magic places on the psyche. Make no mistake that, in the Iron Kingdoms, it is mentally and spiritually taxing to practice necromancy.

Magic, especially necromancy, seems to have a life of its own. Many necromancers in western Immoren have likened their first experience with necromantic magic to placing a hand in a stagnant pond where unseen, slimy creatures wriggle against the hand beneath the water's foul surface. The sensation fills one with revulsion. However, no matter how badly the mind and flesh recoil in horror, it is impossible—for necromancy seems to draw power from the horror it instills. At any time the ebb and flow of death magic may overwhelm and consume the weak-willed. Only force of will, and a willingness to devote one's life to the necromantic arts, can help stave off the life threatening predations of necromantic magic.

Formal practitioners of necromancy recognize at least two distinct specialties within the field—Mastery of the Flesh, and Mastery of the Spirit. Mastery of the Flesh encompasses the magical arts focusing on the process of death and the vitality of the flesh, giving rise to the manipulation of destructive energies and the animation of the flesh. Mastery of the Flesh is the most widely studied of the two necromantic disciplines. The other specialty, Mastery of the Spirit, is also known as High Necromancy or Souldriving and focuses on manipulating and harnessing the energy latent in all souls. The most capable Masters of the Spirit are found among the necromancers of Cryx.

Most necromancers begin their study with the Mastery of the Flesh, and slowly expand their understanding of death. After long years of practice, those strong enough to withstand the strain of necromantic magic, and willing to risk all, begin tentatively exploring the essence of soul magic until they finally embrace Mastery of the Spirit. Soul magic requires an attention to detail and force of will well beyond that required by simple animation and destructive magics. Since the necromancer must sometimes bargain with the spirits of the recently dead, he must be prepared to use basic social skills ignored for so long. Souls must be bullied, cajoled, and generally forced into subservience, and all the while the necromancer must maintain control of the necromantic forces at his command. Mastery of the Spirit requires an entirely new set of skills, and usually only the most devoted necromancers attempt to find and master souldriving spells.

Animating the Dead

In western Immoren, the idea of necromancy immediately conjures images of the horrible, glyph-covered walking dead known as thralls. Thralls are created in a process very different from that of other

"naturally occurring" undead such as pistol wraiths and shaft wights, or the short-lived abominations created by spells like *animate dead* and *create undead*. Each thrall is, in essence, an advanced magic item, permanently enchanted in a state of undeath. Creating a thrall is not an easy process; it is equal parts art, science, magic, and ritual. However, the extra time and effort is certainly worthwhile, since other forms of magically-created undead are generally weaker and significantly less durable than thralls.

A problem with creating undead solely through spells is that it is unnervingly common for recently summoned undead to break their necromantic control and strike against the necromancer. In the surge and chaos of necrotic magic that accompanies the creation of undead, it is often difficult for necromancers to retain mental dominion over their creations. Thus, newly created undead are sometimes known to perceive the source of their creation as the enemy and, in truth, many a necromancer has been rent apart by their own minions.

Thralls are created by inscribing a series of tattoos and glyphs onto the remains of a humanoid. While these glyphs are widely believed to be part of a secret, arcane script developed by the cult of Scion Delesle, they are actually a subset of the Telgesh glyphs developed by Thamar. The glyphs, if correctly applied, channel and lock the necromantic magic into the rotting flesh and bones of the body such that the natural processes of decay are slowed significantly. Carving the glyphs and infusing the appropriate magics is an extremely complex matter.

With the aid of the glyphs, the necrotic magic courses through the corpse in waves and surges that eventually invigorate the body. The result is a loyal undead servant that lasts significantly longer than simple animated undead (see the *animate dead* spell entry in the "Iron Kingdoms Spells" section, pg. 352). Generally, more intricate glyphs result in a more powerful thrall.

Thralls come in many forms, from the least risen (simple animated corpses), to the mighty bane thralls (horrific undead warriors), to the magically infused skarlock (undead with the ability to cast arcane spells). The many types of thralls all complete different tasks for their master, and often replace mortal servants in catering to the daily need of the necromancer (for more information on thralls, see MN1, pp. 170–175).

Like many other sciences, necromancy is undergoing a bit of a mechanikal revolution. In all of western Immoren, no better thrallic masters exist than the twisted necrotechs of Cryx, and they have taken the lead in combining the thrallic form with mechanika. Thus far, the devilish necrotechs have only had a few successes—their twisted imaginations and seemingly limitless resources often get the better of them. However, it is certain that the mechanithralls and bonejacks beginning to plague the southern coasts of the Protectorate and Cygnar are the result of the necrotechs slowly perfecting these processes. It is whispered in the halls of the Fraternal Order that the dreaded Deathjack is the result of one of the necrotechs' many experiments gone horribly awry; thus far, no one has been able to prove or disprove this disturbing rumor.

Besides the many types of thralls in the Iron Kingdoms, the ancient arts of animating the dead have not been forgotten. Though considered vulgar and dangerous, even by other necromancers—skeletons, zombies, and other unintelligent undead remain a very real problem for many isolated villages. These simple undead provide necromancers with an alternative to the involved creation of thralls—a quick and dirty way to create an army of loyal, though temporary, servants.

Dangers of the Dark Arts

Channeling and controlling the vile forces of necromantic magic is extremely taxing. Each spell cast from the following list inflicts 2 points of nonlethal damage per spell level to the caster. The character may make a Fortitude save (DC 15 + level of the spell) to negate this penalty. This rule applies to all spellcasters that use any of the following spells, whether or not they consider themselves necromancers.

Dangerous Necromantic Spells

The following spells all have the chance to inflict nonlethal damage on the caster as mentioned above. However, any spell that heals the caster, rather than just providing temporary hit points, removes a similar amount of nonlethal damage as per the PHB: *animate dead*, *chill touch*, *circle of death*, *contagion*, *corpse binding**, *create undead*, *death bullet**, *death knell*, *destruction*, *energy drain*, *enervation*, *eyebite*, *false life*, *finger of death*, *ghoul touch*, *horrid wilting*, *magic jar*, *nightmare*, *phantasmal killer*, *power word kill*, *ray of enfeeblement*, *slay living*, *soul bind*, *trap the soul*, *vampiric touch*, *wail of the banshee*, and *weird*.

*New spells detailed later in this chapter.

Dabbling in Summoning and Infernalism

The use of conjuration and summoning magics is a rare and oft maligned specialty in western Immoren. The conjuration of goods and materials by raw magical effort is rarely practiced by wizards, and spells from this underdeveloped field of research are few and scarce. Most wizards are content to work with existing materials, enhancing or transforming them with magic. Likewise, summoning is rarely practiced openly as this art has long been linked with infernalism, and seems to draw unwanted Infernal attention even in cases where the summoner is not attempting to contact those foul otherworldly beings. There is no contact with other realms (or "planes") from Caen, and thus there are no other types of Outsiders available for summoning. Summoning spells listed in the PHB based on summoning Outsiders do not work as described and are very rare and difficult to acquire (see the *summon monster* spell entry in the "Iron Kingdoms Spells" section for specifics, pg. 358).

It is widely, and perhaps correctly, believed that creatures sent in response to monster summonings are special servants of the Devourer. Many of the beasts responding to the more commonly known summonings are strange beasts, wholly unknown throughout the lands of western Immoren, beasts with shapes as strange as some of those commonly associated with the great Wurm himself.

Teleportation & Translocational Spells

Some wizards have experimented with crossing great distances instantaneously or transporting items or creatures through magic from far and wide to enlist their services. However, translocational magic seems to be more common amongst sorcerers who work it instinctively, for the written lore is closely guarded and known only to a few wizards. One reason these spells are so carefully guarded is that they are dangerous and known to attract unwanted attention. Infernal societies such as the Nonokrion Order are ever looking for ways to manifest on Caen in order to harvest uncollected souls or barter for them from those who are tempted by such power, and it seems teleportation and translocational spells especially attract their attention.

The spells *dimension door*, *instant summons*, and *teleport* are extremely rare in the Iron Kingdoms, and arcane versions of more powerful spells, including *greater teleport*, *teleport object*, and *teleportation circle*, are completely unknown. At the DM's option, arcane versions of these spells may be offered by Infernals to tempt unwitting or power-hungry characters.

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 wizard may not discover until it is too late. Indeed, since these spells are so rare, it is fairly common for Infernals to provide them as boons to wizards they seek to corrupt, bestowing tainted versions of the spells specifically designed to attract their attention and allow them to easily follow the wizard's spell to Caen. Careful or paranoid wizards use teleportation magic and summoning spells rarely, and only when absolutely necessary, often taking precautions against trouble (such as the use of *protection from evil* or other powerful protective wards).

Infernal Interlopers

Every time a character casts a Conjuration (Calling) or Conjuration (Summoning) spell, there is a 5% 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 and subject him to continued scrutiny. If the Infernal's interest is piqued, it may begin to tempt the character with dream-sendings, offering power, rare spells, or other enticements. A character thus marked will be detected through use of the Sense Mark feat as if he had cast a 9th-level necromantic spell.

This attention could also result in an Infernal, most likely some form of lesser myrmidon (MN1), riding along on the summoning. Even if DMs opt not to utilize this chance of Infernal attention, wizards should hear rumors regarding the dangers of summoning spells and the unwanted attention that they can draw.

All conjuration spells from the teleportation subschool have the same chance of attracting Infernal attention as those from the calling and summoning subschools. However, this danger does not apply to conjuration spells from the creation and healing subschools.

Infernalism

Infernalism is a field of study not lightly dabbled in, nor should player characters be encouraged to follow this twisted and evil path. There are many routes to power encouraged by Infernals, and not all are the same. Many rituals and processes for summoning these creatures are customized for specific Infernals

and some do not even require arcane or divine casting ability. Infernalism is universally shunned and feared by all except those who practice it, and those caught delving into such rituals are often put to death by the Church of Morrow and other pious authorities.

The spells listed as Summoning (Calling) in the PHB do not work exactly as described for contacting Infernals, although they may be used for that purpose. Generally these spells have very little effective restraint upon Infernals brought to Caen, and do not provide any guarantees of safety or control. The following should be kept in mind by those foolish enough to dabble in infernalism:

- Infernals are never restrained by summoning spells, nor can they be coerced or forced into service. They ignore any summoning magic as they please and generally only answer summons after extensive negotiations and agreed-upon contracts. Contacting Infernals from Caen for these negotiations requires specific rituals and invocations, although in some cases Infernals initiate contact.
- Once contracts are agreed upon, both Infernal and summoner are bound to abide by the exact wording as if under the influence of a *geas*. Infernals are extremely skilled at negotiating contracts to their favor and are rarely caught at a disadvantage in these negotiations. However, they often offer favorable terms to an inexperienced infernalist in order to encourage the individual's corruption and continued use of the Infernal's services.



- Although most summoners utilize *protection from evil* or *magic circle against evil* to shield themselves from overt attacks, these spells cannot interfere with any transactions agreed upon in negotiated contracts, particularly the voluntary transfer of soul or life essence. Some powerful Infernals are entirely unaffected by these types of lesser abjurations. Protection against these beings requires specific, potent defenses.
- Infernals do not negotiate for lesser goods and have no interest in material wealth except possibly as a means to fulfill other ongoing contracts. Their sole interest is in the souls of mortals and, to a lesser degree, the life essence of mortals in the form of energy draining or permanent ability score draining. Once an agreement has been reached, Infernals are usually in no hurry to collect a bargained soul, but they do "mark" it permanently so that it cannot travel on to Urcaen at death and will remain on Caen until they come to collect it. This mark is easily detected through normal use of the Sense Mark feat.

Divine Summons

In some very rare and special cases, clerics may be able to call upon divine magic to summon aid from their deity and its servants in Urcaen. These spells from the calling subschool are never automatic, and usually fail unless the caster is in exceptionally good standing and dire need. These are the only other types of Outsiders that can be summoned to Caen. Divine servitors sent to lend aid to a cleric cannot be controlled in any fashion and act as they see fit. Intervention of this type may attract unwanted attention from servitors of competing faiths.

Planar Magic

Casters of western Immoren have no concept or study of the planes, including anything akin to the Astral or Ethereal planes, or the Plane of Shadow. Spells directly manipulating these planes do not exist in the Iron Kingdoms. However, while certain spells may theoretically require these concepts, they may still work so long as some other explanation is possible. Spells utilizing astral travel have not been developed, nor has any other type of planar access been successful aside from summoning Infernals and contacting some of the inhabitants of Urcaen. Thus the following spells are unavailable in the Iron Kingdoms: *astral projection*, *ethereal jaunt*, *etherealness*, *greater shadow conjuration*, *greater shadow evocation*, *mage's magnificent mansion*, *phase door*, *plane shift*, *secret chest*, *shades*, *shadow conjuration*, *shadow evocation*, and *shadow walk*.

Shadow magic spells are available to Infernals, especially umbrals, but these spells are not normally available to casters in western Immoren. Special versions of these spells may be made available to infernalists by their patrons. In these cases, the spells call on forces beyond mortal ken, forces from the alien realm of the Infernals.

Paths of Divine Magic

A prayer is the purest of magical formula, for if your faith is strong you can revive the dying with a simple whisper and cure the blind with a word.

—Kerwin the Noble, "The Essence of Divine Magic"

Faith is the cornerstone of divine magic, a communion and covenant between living souls here in the mortal realm and the gods in the unknowable realm of Urcaen. For millennia, the magic of humanity and faith have gone hand in hand. This relationship existed long before humanity perceived arcane magic as anything more than the mark of evil, and it has been the source of the modern religions of the Iron Kingdoms. Given the fervent belief and worship of the deities of western Immoren, there is no question that faith is a major source of power. For the truly devout and faithful, belief grants the ability to make miracles a daily occurrence.

Prayer, however, is not the same as arcane incantation, and faith is not the same as the disciplined study of wizardry. Belief is the focus that maintains the connection between divine magic and the wielder. Faith is the shield and sword of the priest. Yet, for faith to exist there must be a foundation of understanding

and a cautious sense of reverence for the powers of the cosmos. Losing sight of this fact has led many clerics down the dark road of heresy.

Methods of worship vary from religion to religion. Even within the church of Morrow, devotees of various ascendants worship in different ways. The commonality is that to establish a connection with one's deity and to master divine magic requires long years of devotion and patience, understanding and prayer. Meditation and prayer, of course, allow a devout cleric to gain insight into, and bind with, the structures of belief required by his god. In many ways, worship, ritual, and prayer combine to create the foundations of divine magic. How this manifests differs between the faiths.

Faith and Spellcasting

Clerics rely on faith much more than actual direct communion with their deity. Even Morrow, the most benevolent of the human gods, rarely hands magic directly to his worshippers. To represent the power of faith, beginning clerics of Cyriss, the Devourer, Menoth, Morrow, and Thamar gain the Faithcasting feat as a free bonus feat at 1st level. Not all clerics of these gods are faithcasters, and those that do not wish to be subject to the restrictions of faithcasting are not required to take the feat at 1st level.

Morrow



The Church's military and financial might are more significant than many of the most powerful merchant houses. Morrow's faithful provide tithes, acolytes, technology, and foot soldiers. Many might argue that the temporal power of the Church in many ways exceeds the power of its faithful. This isn't too far from the truth.

Morrow's worship is accepted and practiced throughout western Immoren, except within the borders of the Protectorate and on the Scharde Isles. The various shrines and cathedrals constructed to celebrate his glory are important to the pursuit of faith, more so than most lay worshippers know. Every shrine and cathedral to Morrow that has been hallowed and made sacrosanct contains an altar with a sacred *font*. This water-filled receptacle is a symbolic repository of faith, a connection to the miraculous and the divine. Morrow is a god, and his concerns are beyond the comprehension of even the most powerful of his clergy. He cannot hand down power to every supplicant in search of a miracle. Through the power of faith and the understanding of the teachings set forth in the *Enkheiridion*, clerics of Morrow draw forth the power to make miracles from these sacred fonts.

Of course, it isn't always possible for traveling clergy to pray at a font, so clerics of Morrow typically carry holy symbols steeped in its waters. Worn about the neck or wrist, these are either sacred wooden beads soaked with water from a font, or symbols dipped in the font during a special ceremony. The connection with the font's power is more than symbolic; a cleric traveling from the church must maintain these symbols in order to continually strengthen and reaffirm his bond with Morrow. This requires periodic visits to re-consecrate the holy symbols, and often provides opportunity for them to discuss matters with other clerics. A traveling priest must perform special pilgrimages, rites, and other deeds to maintain his holy connection to the font of Morrow.

Regular services and veneration to Morrow keep the fonts in the cathedrals and churches strong. The body of the faithful is the power of the Church, with their worship directly influencing the power of the font. Monks and other monastic acolytes attend to the fonts in isolated shrines, maintaining their link to Morrow through meditation and ceremony. Often a lone cleric in an isolated village is enough to keep a small font alive. Yet should the faith in an area falter, the font can die, and the voice of Morrow can fade from all but the most faithful of ears.

Rumor Has It…

Whispers of heresy have passed from the lips of a few in the inner circles of the Church recently. A group of corrupted priests—referred to as "The Fallen"—seeks to subvert the power of the fonts and replace them with darker worship. These priests are certainly working for Thamar, and it may be that her scions are directly involved; seeking to sabotage Morrow's faithful and bring ruin on the Church.

Heretics have already been caught trying to tamper with fonts in the churches of Ceryl, Merywyn, and Fharin. It is certain there are many others involved in this conspiracy, perhaps in other cities as well. The interlopers have always been led by a former Morrowan priest of inconsequential standing, still wearing vestments of the faith. Captured prisoners have been sent to the Sancteum for closer questioning.

Several exarchs researching this heresy believe a successfully corrupted church will become unhallowed, which could provoke sacrilegious dreams in their congregations, perhaps providing a direct conduit for the manipulations of Thamar's scions. Even more ghastly, the sanctified graveyards would become defiled, leaving the bodies of the faithful vulnerable to vile necromancy.

The Tenets of Morrow

Faithcasters must maintain their belief by contributing to the good of the Church. A cleric must contribute as much as he receives; this is Morrow's way of balancing the distribution of divine power. For a faithcaster, the duties are a mix of obligation and benefit.

Charity: The conditions of charity require that the cleric tithe the majority of his personal wealth to the Church. Clerics of Morrow may keep small amounts of personal money (never exceeding 500 times the cleric's level). However, should the Church require emergency funds, the clergy must hand over any available funds to the Church without question. Should a cleric require extra funds he may petition his superiors for access to the necessary monies. Withholding funds from the Church is a sign of greed, and therefore a sign of corruption and heresy.

Service: Clerics of Morrow must answer the Church's call when their aid is required, and must obey their superiors without question. All of Morrow's faithful put his worship before obligations to family and country. Disobeying a Church summons, or being insubordinate to a Church superior, violates a cleric's decree of service. Such actions are considered heresy in any but the most extreme of circumstances.

Artifice: Creating symbols and items of faith for the Church is a full time industry and many clerics fulfill their obligations by scribing fine books, creating icons, and building cathedrals and shrines. All of Morrow's servants must be able to construct holy symbols, shrines or other material symbols of the faith using the Craft skill. Creating a permanent magical item, shrine, church, or cathedral for the Church forever fulfills this obligation. All clerics must bless a holy symbol they have designed to the specifications of the Church.

Ceremony: Clerics of Morrow must serve Morrow's children, for they are the lifeblood of the Church. A priest must perform services, and is required to provide services to comrades and companions. At least once a week a cleric must spend time administering prayer and devotion as a small service on the tenets of Morrow and the teachings of the *Enkheiridion*. Other ceremonial obligations, such as baptism, ordination, weddings, and funerary rites are the duty of all clerics and performing these rites is mandatory when the faithful request them.

Visitation: A priest must spend time in pilgrimage or meditation for part of each year, typically near the time of a holy day or ceremony. Whether the cleric spends his visitation cloistered in a cell at a monastery, or traveling to the site of a holy ascension is his choice, though members of the Walkers faith tend to spend this time on pilgrimage. Throughout the faith, pilgrimages to Caspia to visit the Sancteum are most common.

A visitation or pilgrimage requires a journey or a small amount of time in isolation (1 day per level of the cleric). During this time, the cleric must consecrate his sigils of faith in a font to renew his connection to the divine. Failure to do so is not heresy, but the power of faith may wane as the symbols begin to lose their connection to the font.

For each month over a year that a cleric does not go through his pilgrimage, the cleric loses the ability to cast his highest level of available spell, and then the next. For instance a 5th-level cleric that does not go on his yearly pilgrimage would first lose his 3rd-level spells after a month, his 2nd after another month passes, and then his 1st-level spells after a third month. A cleric always has access to 0 level spells. Once the pilgrimage is undertaken, the cleric regains access to his faithcasting abilities and his spells.

Menoth



One might think that fear is the cornerstone of worshipping the Lawgiver, yet most Menites hold true because of their belief in the vows and rules laid out by the *Canon of the True Law*. Evidence of their strong faith is in their every action, as well as in their responses through adherence to a strict set of guidelines and commandments that every responsible worshipper must know by rote. However, a schism does exist within the faith. The Protectorate of Menoth has a very different approach to enforcing religious law when compared to the Old Faith led by the Visgoth Council in Khador. The fear inspired at the mention of Menoth's name comes from the persecution suffered by those who are not Menites, and by the pogroms perpetrated upon them by the Protectorate's scrutators.

The Old Faith of Khador has an entirely different approach to worship compared to the Protectorate's harsh scrutiny. The Old Faith continues to inspire many of its adherents to endure and work hard. An uneasy alliance exists between the Old Faith and the Protectorate. While both factions of the Menite faith practice their religion in slightly different ways, most Menites keep to the same code and vows—the *Canon of the True Law*—with only a few minor exceptions.

Clerics of Menoth 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, while maintaining the laws of Menoth keeps the body and mind pure. A cleric of Menoth is an outwardly stern, controlled, and disciplined individual with the bearing of a soldier and the wisdom of a stern taskmaster. "Rarer than a Menite's grin" is a common saying in Caspia.

The vows a Menite cleric follows originate from the fundamental precepts of the True Law. These precepts preach justice, penitence, obedience, purity, and wrath. To a cleric of Menoth, these vows are as sacred as prayer and require that they make special rites and devotions as a sign of obedience and willingness to pursue the Lawgiver's will. By maintaining these vows, the cleric ensures his righteousness to serve as an instrument of Menoth's will and his suitability to channel Menoth's divine power.

The Vows of Menoth

Menites hold Menoth's True Law close to their hearts. Life is filled with struggles, pain, and toil.—as it should be—and it is a constant struggle to maintain the vows of the faith. Should these laws be broken, it falls to the scrutators to determine to what degree and how the lawbreaker must be punished for violating Menoth's law. As such, most Menite clerics maintain their vows with a militant level of discipline. Obviously, violating these vows not only ends a cleric's ability to faithcast, but also potentially draws the unforgiving gaze of the scrutators.

Justice: Dealing out the harsh justice of Menoth is a calling suited to any true Menite and those who violate their vows must be punished. Clerics within the Protectorate must rebuke wrongdoers and, if unable to do so, must inform the scrutators of the offender's identity. Clerics of the Old Faith are expected to share the identity of the wrongdoer with the faithful and arbitrate the decree of punishment. The decree of justice can require a work of penitence, exile from the Temple (within the Old Faith), stoning, or death by fire depending on the severity of the crime.

Penitence: When in violation of one's vows, penitence is the only possible recourse. Crimes and transgressions must be confessed to an official of higher station in the Temple; this is the only acceptable means of seeking atonement for lapses without suffering the decrees of the Vow of Wrath. Failure to seek out penitence means that one is sure to suffer the Vow of Wrath. For clerics of the Protectorate, this requires confession to a scrutator and accepting whatever act of penance is assigned. In the Old Faith, Temple elders or visgoths must be approached in seeking atonement.

Alternately, a cleric may undergo self-penitence by going through an ordeal of corporeal mortification. This may involve wearing a special coarse garment or lashing oneself with leather strips woven with prayer beads. Such an ordeal temporarily reduces the Constitution of the penitent by 1d4 points. The ordeals last roughly one week but allow the cleric to maintain faithcasting without confession.

Larger violations incur longer ordeals that may include larger loss of temporary Constitution (1d6 or 1d8 temporary Con) or the permanent sacrifice of a point of Constitution through self-mutilation. Menoth grants favor upon those willing to punish themselves for their sins, and he often grants a minor blessing. Should a cleric of Menoth willingly sacrifice through ordeal and simply undergo suffering without having broken his vows, he gains a Will saving throw bonus proportionate to the Constitution loss he suffers from the ordeal (this lasts for the same duration as the ordeal, and decreases as the constitution damage heals). Should the Menite cleric permanently sacrifice a point of Constitution through self-mutilation, he gains that as a permanent bonus to his Will saving throw.

Obedience: Menites swear their absolute obedience to the Lawgiver. As well, Menite clerics must obey their superiors and always defer to the judgment of a scrutator or Temple Inquisitor. To reject the precept of order and violate this vow by questioning a superior's word or order is heresy punishable by death. Those who do not obey must undergo a right of penitence dealing 1d4 points of temporary Constitution damage. Further disobedience increases the amount until even death may be required for proper penance.

Purity: Avoiding avarice and temptation is essential to maintaining the vows of the faith. To remain pure one must not drink unblessed wines or ales, partake of the flesh of unblessed beasts, or have congress with anyone other than one's own spouse. To be pure is to keep one's life clean and be welcomed into the City of Man in Urcaen. Drinking or eating unblessed wine or meat incurs a rite of penitence that deals 1 point of temporary Constitution damage. Sleeping with a woman other than one's wife incurs a rite of penitence that equals a 1d6 Constitution loss, a permanent sacrifice of Constitution through self-mutilation.

Wrath: Tolerance is the wind that erodes the cliffs of faith. Punishment must be swift, just, and unmistakable. Failure to punish a vow breaker or one of the unfaithful means that one's own faith is weak. Failure to render just punishment shows leniency, while Menoth's hand must be strong and swift. The Old Faith dispenses Menoth's wrath with all the civility it can muster, since their word is not absolute law in Khador. However, the Protectorate takes this vow as literally as possible, and scrutators cite the virtue of this vow with zeal. Failing to carry out the Wrath of Menoth requires an ordeal of penitence that will inflict 1d4 points of temporary Constitution damage.

Thamar



As Morrow's fraternal twin and spiritual antithesis, Thamar is as much her brother's dark reflection as night is to day. Her worshippers are pragmatic and often malevolent, but acolytes of Thamar regard their goddess and her scions with faith and reverence. In western Immoren, more worshippers pay homage to the Wicked Sister than most would think, for even dark wishes and curses whispered in a moment of anger find their way to her ears, and those who seek vengeance or redemption when hope has faded often end up on the Dark Path. Greed and avarice call Thamar forth as well, and her rewards for so many of humanity's evils are known to ably spoil the soul and to bleed cities dry.

The worship of Thamar and her scions closely mirrors the worship of Morrow and his ascendants. Much like Morrow, Thamar does not whisper spells into the ears of her faithful. To draw divine magic from Thamar, one must inflict chaos and suffering upon the world as much as possible, sowing the seeds of discord, seducing the innocent, and corrupting the incorruptible.

Trial is the foundation of Thamar's worship, whether it is an intellectual trial or one of endurance that test's a cleric's mettle. Through trial, the communion of darkness comes full circle; once a trial concludes, Thamar rewards her faithful. For some, completion of these trials has led to ascension, and such beings have become the scepter, spear, and dagger of the Wicked Sister's will. These scions are her unholy intermediaries, serving as messengers and divine interlopers.

Suffering is unto a whispered prayer to Thamar and her scions reward those who cause pain and discord with divine magic. Masochistic rituals such as tattooing, scarification, and piercing are common amongst her faithful—magic is often used to conceal these brands. Some scions reward a keen mind and disciplined thought. This is especially the case with Ekris and Nivara, two of the more scholarly scions. For these worshippers, enigmas and arcana concealed in Thamar's dark scriptures often provide the inspiration necessary to call upon divine magic.

The Sacraments of Thamar

Dark rewards require the completion of dark tasks. This is the nature of worshipping Thamar. Although she asks for the sacrifice of trial and the branding of flesh, Thamar is a corrupting influence. Those who serve her must work to undermine the faithful of other religions and thereby gain status in her eyes. Faithcasters of Thamar are skilled at seduction, intimidation, and lies. Her true acolytes use these talents to draw in the foolish, greedy, lustful, or better yet, the innocent and unsullied, into a dark and tangled web of deceit and betrayal.

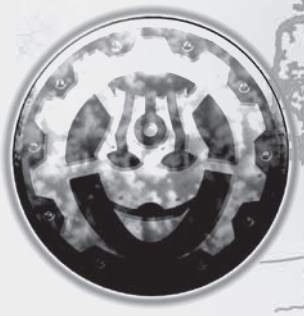
Trial of the Scion: Any faithcaster of Thamar must choose a patron scion. The acolyte must follow the lessons learned from this unholy patron. In order to do so, there are trials the cleric must endure. These trials often come to the cleric in nightmares where the scion torments the cleric with visions hinting at what must be done. Typical trials involve the sacraments, but can also involve dark tasks such as assassination, political and religious subversion, or necromancy. These trials also reflect the nature of the scion chosen by the faithcaster. For instance, a disciple of Scion Aidan may be required to rob a crypt belonging to a hallowed and respected cleric of Morrow, while a follower of Scion Delesle may need to create a small army of thralls. Such trials should be ongoing and occupy at least a portion of the acolyte's attention at all times.

Sacrament of Torment: For Thamar, all suffering is a sacrament. Faithful worshippers are called upon to inflict suffering and torment, spreading grief, fear, and pain wherever they can. This suffering does not need to be physical pain, in fact Thamar delights more in emotional torment and suffering, than in pure physical pain. As such, most of her faithful fulfill this sacrament by tormenting and deceiving others; however, some also subject themselves to ritual torments and painful wounds—believing that they too must suffer for the greater glory of Thamar.

Sacrament of Corruption: To corrupt members of other faiths is to lead them into Thamar's dark embrace. Thamarite clerics must seek to tempt others to break their vows and tenets using any means necessary. Manipulation, intimidation, greed, and lust are the primary tools of Thamar's clergy. A faithcaster of Thamar must have at least one person they seek to corrupt and twist in some way. This person must be selected as ideal for Thamar's faithful or as a sacrificial innocent or dupe for her will. Often a scion will appear to the cleric in a dream and instruct him where to seek out a candidate for corruption; failure leaves the cleric stripped of his faithcasting abilities.

Brand of Thamar: All of the faithful of Thamar wear her brand in some way. Faithcasters of Thamar must choose to have her symbol tattooed, branded, or set into their flesh in metal. Should they worship a scion, they must also brand their flesh with the scion's symbol. Acolytes sometimes conceal these brands with an *alter self* spell or use of the Disguise skill, or simply have the brands positioned so that they are easily concealed.

Cyriss



To the disciples of the Maiden of Gears, nature is a mechanical enigma, vulnerable to the Maiden's analytical engines and her knowledge of the cosmos. Through the study of the universe each disciple of Cyriss seeks greater learning and to expand the body of knowledge encompassed by science. To them, reality is a series of interlocking cogs, and each cog has a place ordained by fate and function in what clerics of Cyriss call the Great Machine. In studying the cosmos, the Disciples of the Clockwork Goddess have come upon a new means of understanding.

Some see similarities between the approach that Cyrissists take to divine magic and the methods wizards use to cast spells. That is because many of the rules of the Hidden Engima's magic are logical derivatives of science and resemble the exact and logical methods used by wizards; however, there are differences. Arcane magic does not rely on faith to manifest magical effects, but the disciples of Cyriss trust in their goddess to deliver the necessary inspiration to "turn the cogs of the Great Machine." The frustration a wizard can experience while practicing arcane magic can often lead him to seek other avenues of study, and the inspiration Cyriss offers to an arcane mechanik or wizard can be quite alluring.

The worship of Cyriss occurs in the workshops and observations of her disciples. To worship Cyriss is to further the fields of engineering, science, and magic through study. She in turn invests the motivated inventors with the spirit of innovation and bursts of inspiration when needed. As well, the faithful call upon her to manipulate the forces of technology and defend against essential elements of nature. Many of her disciples become more mechanical over time, adopting her analytical demeanor and becoming cold embodiments of calculation and study.

The worship of this goddess is at best a puzzle, an unsolved riddle that outside observers cannot begin to fathom. Many of her disciples speak of great works and there are rumors of enormous cathedrals in isolated corners of western Immoren created in her name. While much of her nature remains a mystery, there is no denying that her disciples create works of unsurpassed sophistication and wonder.

The Precepts of Cyriss

Faithcasters of Cyriss carry out her will in accordance with the precepts of the faith, as set down by her faithful over the years. These precepts boil down to the following ideals that all faithcasters of Cyriss follow obediently.

Analysis: Studying the nature of how things work is one of the prime precepts of a disciple of Cyriss. Discovering how things work, and deriving knowledge through observation drives the discovery of newfound understanding. Faithcasters must spend at least half of their skill points at each new level on ranks in Craft (any), Knowledge (any), or Gather Information.

Enigma: Solving mysteries and conundrums advances the knowledge of Cyriss, and such lore—the logic and solution of puzzles—is of great importance to her. Not only does facing an enigma allow an acolyte of Cyriss a better understanding of the workings of the Great Machine, it also allows him insight into the intricacies of the universe and reveals knowledge that might otherwise remain hidden forever. When faced with an enigma or puzzle an acolyte must attempt to solve it until he is successful. This requires a repeated use of an appropriate Knowledge skill to interpret the meaning of the puzzle, with a DC set by the GM. The cleric must spend one hour out of each day in contemplation of the enigma, until it is successfully solved. Taking 20 to solve the enigma is possible.

Progress: Advancement is a primary goal of any skilled and knowledgeable technologist. The worshippers of Cyriss are no exception to this—it is one of the central precepts of their faith. To advance technology means to study the workings of machines and mechanika, and advance the techniques of their construction. This also means creating new ways of artifice and new fields of study. An acolyte of Cyriss must acquire new technologies and must take every opportunity to learn about new methods of artifice and creation. To faithcast, an acolyte must create magical or mechanikal items on a regular basis. Creating new, original items with more efficient construction, such as a better accumulator coil or a more intelligent steamjack cortex, removes the obligation of this precept altogether.

The Devourer



When whispers of Devourer worship arise, images come to mind of mad feasts during Calder's new and full moons, and barbarians whirling and chanting around cauldrons brimming with entrails

and fluids. An enigmatic and unknown religion, the Devourer's clerics are believed to be insane deviants and primitive savages. More reviled than sorcerers, these disciples of madness and carnage worship a power so primal that it chews at the heart of order and threatens all that man has built on Caen.

The dark rites of the Devourer remain a mystery, but the way in which this god's powers are channeled has become the source of many chilling fireside tales and childhood terrors. The faithful of the Devourer hunt and kill, and then they eat. By feasting on the flesh of fallen foes, consuming the meat and blood of even the most monstrous of beasts, devotees of the Devourer become stronger, faster, and more predatory with every passing moon.

Embracing the primal forces of destruction, clerics work the Devourer's will, destroying the symbols and products of progress and the worship of other gods, all the while feeding on the flesh of innocent and beast alike. Banned throughout the Iron Kingdoms, most of the worship of the Unsleeping One occurs in places so remote that finding Devourer worshippers is rare indeed. They have a reputation of being individualistic and crazed, some of them said to be cannibals and vile half-human brutes more barbarian than priest. In truth, only the most savage worshippers in the Scharde Islands, Bloodstone Marches, and certain bogrin tribes regularly eat the flesh of men. Some who revere this god, particularly among the Skirov and outlying Idrian nomads, are simply tribal people who admire the strength of predators and have an affinity for the wild places of the world. Some reclusive hermits disillusioned with civilization and its laws have been known to turn to Devourer worship, as do vigilantes who seek to justify their urges for lawlessness and violence.

Rites of the Devourer

No two Devourer cults are exactly the same, nor are its faithcasters identical. The rites described below are ones more commonly executed, although other rites have been encountered; yet, certain ones such as the Hunt and the Feast are fairly universal.

Defilement: The works of man are an affront to the Devourer's name. Razing a structure to the ground and then consecrating the ground with divine blessings is necessary. At least once a year a cleric of the Devourer must destroy property (500 gp per cleric level), or constructs and people (total Hit Dice equal to his cleric level). Whether this is burning down a structure, destroying an installation, or slaughtering a whole village, the Devourer demands that man's attempts to claim the wild places are never fruitful.

Hunt: Predatory instincts and feral grace must be enhanced in order to reach the deep secrets of Menoth's Bane. The hunt is a sacred rite undertaken by worshippers of the Devourer. At least once a month, a cleric of the Devourer must hunt and kill a beast for the monthly feast ceremony. For some barbarian tribes in the Bloodstone Marches, this means hunting the faithful of Menoth and devouring them like swine.

Slaughter: Mercy is not in a hunter's heart. Any kindness that the Devourer may show is in a swift and painless death, although amongst the worshippers of the Devourer this is not encouraged. To slaughter ones foes, to end their lives brutally and ritualistically, is a secret prayer to the Devourer. Clerics of the Devourer must carry a specially prepared, bladed weapon and administer a coup de grace to an enemy or creature once a month. The cleric must then eviscerate and butcher the creature using the blessed weapon. Most clerics of the Devourer perform this ritual slaughter on the creature intended for the monthly feast.

Feast: The venerated feast and fires of the Devourers worshippers occur in dark, forest thickets or on lonely, remote hillsides. During the feast, the disciples of the Unsleeping One partake in revelries of debauchery and violence while consuming the flesh of the ritually butchered foe. To maintain one's faith, clerics of the Devourer must perform ceremonial feasts once per month during Calder's new or full moon (see Chapter Four: Cosmology & Religion, pg. 235 and Appendix D, pg. 376 or L&L:CP, pg. 46), or lose connection with the Devourer's primal power.

Toruk



The Dragon Lord of Cryx is a god in the form of a corporeal being, or at least that is how the theory goes. It is held by some that Toruk's worshippers supply him with enough souls and evil doings that he gains power through such suffering and, hence, can tap into the source of magic, working miracles and granting divine magics to his followers. However, few and rare are the clerics of Toruk, most of them part of an inner circle of servants and servitors twisted by the Dragon Lord's own dark energies into creations that no longer resemble human beings.

Either these clerics exist as undead creations, living in eternal supplication, or as twisted beings driven half-mad by the touch of Lord Toruk's blight. Either way, the root of their worship is the harvesting of souls, thus the priests make living sacrifices, offering up souls to the Dragon Lord, whose necromantic magics fuel the dark

industries of Cryx. This corruption spreads throughout the Iron Kingdoms in a wave of shadow, as Toruk reaches out to assist anyone willing to help him stab his claws into the souls of more innocents and therefore add to his vile power base. Toruk's cleric domains are Death, Destruction, Evil, and Undeath.

Toruk's Blight

Drawing energy from the Dragon Lord of Cryx is a dangerous and often fatal undertaking. His blight warps the divine energy he disperses to his faithful. Any spell cast by a cleric of Toruk that inflicts or heals damage carries the dragon's taint. Those healed or harmed by such magic suffer a mark similar to the stain spread by necromancy and evil. This resides in the person's aura for a number of weeks equal to the amount of damage healed, slowly fading over time in intensity. The Sense Mark feat can easily detect this, as can the spell *detect evil*. The taint cannot be disguised by *undetectable alignment* or other concealment magic, as it is simply too potent.

Aura of Corruption (Su)

Clerics of Lord Toruk act as carriers of the Dragon Lord's blight, regardless of whether they are alive or undead. Such beings corrupt the very life around them, spreading a blight sickness that saps the vitality of living things. At 5th level, this blight begins to emanate from the cleric for a number of feet equal to the cleric's level. Living creatures within this radius with 1 Hit Die or fewer immediately begin to wither, suffering 1d6 points of temporary Constitution damage. Creatures with Hit Dice equal to or less than one half of the cleric's Hit Dice are nauseated while within this area. Those creatures with Hit Dice equal to more than one half the cleric's Hit Dice are unaffected. In all cases, a successful Fortitude save (DC 10 + the cleric's level + cleric's Wisdom modifier) fights off the effects of the blight for one round; however, additional saving throws must be made each round during which the character remains in the area of the blight. Anyone exposed to this aura carries the mark of Toruk's Blight for one day per cleric level, as if healed or damaged by a cleric of Toruk.

Undead within a cleric's aura of corruption enjoy special benefits, gaining +4 turn resistance. They also tend to be more obedient, and the cleric gains a +4 divine bonus on checks made to control undead within the radius. A successful *remove curse* spell will disrupt the cleric's aura of corruption for 2d6 rounds, though this effect can be countered with a *bestow curse* spell.

The corruption also affects the cleric's own body, causing his flesh to rot and decay. Sores and seeping pustules appear on the cleric's body and at times the corruption causes the cleric's flesh to slough off in wet sheets as the blighted energies strengthen. All clerics of Lord Toruk suffer 1 point of permanent Constitution damage at every level above 5th. As a result, most of the Dragon Lord's clerics seek to prolong their lives through necromantic transformation when the rapid decay of their bodies becomes overly debilitating.

Druidic Magic

The druids of the Circle are an enigmatic, ominous, and mysterious group—their blackclad emissaries are most often considered harbingers of woe. With the power they carry, drawn from the primal forces of nature itself, they have become masters of the wilderness and protectors of the ancient places. The knowledge of the druids reaches back before the rule of Menoth and the conquest of the Orgoth.

While the Circle welcomes servants and guardians from the other races, only human druids are welcome within the hierarchy of the Circle. By no means are humans the only race to practice druidic magic, but members of the other races are not welcome within their mysterious ranks. Beyond the druids of the Circle, the icy druids of the Nyss are most common. Among the other races they are rare and reclusive.

Druidic magic is a pure and ceremonial practice. Unlike wizardry, which relies on formula and incantation, druidic magic relies on portent, ritual, and conjunctions of heavenly bodies in coincidence with other manifestations of nature. Omen and astrology are powerful tools for the druid. The Druids of the Circle share a connection with the magic of the seasons, allowing them to manipulate the energies of nature with terrible effect.

Druids enjoy all the benefits of the druid class as normal, along with the benefits of their extended lifespan and dreadful aura (see Chapter Two: Characters & Classes for more details).

Construction of Woldwardens

Woldwardens are built from wood and stone, materials that are readily available to druids of the Circle. The woldwarden must be constructed by the druid who is to be its master. The construction process takes two full weeks and requires successful Craft (stoneworking) and Craft (woodworking) checks (both DC 14). Since materials are readily available, no extra cost is incurred by failed checks. However, each failed check adds an additional three days to the construction time and any check failed by 5 or more adds one additional week (seven days).

Once the body is constructed, the druid must engage in an extended ritual. This ritual must take place in a sacred circle, an area that has been sanctified by the druid. Preparing this site requires that the druid cast *hallow* and combine this spell with a *bane* effect against the followers of Menoth. Casting these spells requires material components worth 2,000 gp as

per the description of *hallow* in the PHB. Each druid must have his own sacred circle, generally denoted by standing stones marked with glowing runes, in which to construct woldwardens.

The druid must then spend four days, completely uninterrupted, laboring to imbue the woldwarden with potent magic. During this time, the druid cannot even stop to eat or drink and must make Concentration checks each day to continue to work. On the first day, the Difficulty Class of the check is 16. This DC increases by 2 each day, until it is 22 on the final day of work. Once the enchantments are complete, the druid can rest before casting *bind guardian* on the inanimate construct. *Bind guardian* can be cast at anytime after this four-day ritual, even years later.

A woldwarden with more than 12 Hit Dice can be constructed, but each additional Hit Die adds +5,000 gp to the market price and the price increases by +20,000 gp if the woldwarden's size increases to Huge, modifying the cost to create accordingly.

Strong enchantment; CL 12th; Craft Construct, Craft (stoneworking) 5 ranks, Craft (woodworking) 5 ranks, *call lightning*, *entangle*, *flame strike*, *pass without trace*, *plant growth*, *quench*, *snare*, *spike growth*, *wall of thorns*; Price 60,000 gp; Cost 30,000 gp + 2,400 XP.

**Bind guardian*, a new spell presented in this book, is not cast as part of the construction process. Rather, it must be cast once the woldwarden's construction is finished. The cost and time to cast *bind guardian* are in addition to the other costs of the woldwarden's construction.

Religions of the Other Races

Dhunia



Regarded as the Holy Mother by bogrin, trollkin, ogrun, and gobbers, Dhunia is a goddess embodying nature, the elements, and the cycle of death and rebirth. As worshippers of a vital and powerful deity, her faithful are also capable of channeling her more wrathful aspects. Amongst the faithful of Dhunia there are no faithcasters, instead, her faithful draw from a deep reverence and communion with the very elements that make up the world of Caen. They perform daily blessings that venerate Dhunia and draw power from the elemental wells of her grace.

Some clerics of Dhunia embody the seasonal aspects of the Wellspring of Life. Exemplifying the body of Dhunia, cleric's often take on actual, physical aspects and characteristics of the elements. Clerics who choose to exemplify her elemental aspects often form a bond with their chosen season that grants them special abilities.

Clerics of Dhunia who don't take on an aspect of one of the seasons usually take on elemental domains. These clerics are not concerned so much with the passage of seasons, but respect the elemental powers that are the fundamentals of her grace. The basic elements of Dhunia's aspects are wood, earth, wind, fire, and water. These elements, along with the seasons, are all represented in the clerical domains she can bestow.

Elemental Aspects of Dhunia

Dhunia is as much a being of the elements as she is of nature. Her worshippers can take on special abilities that relate to their demeanor (balm or wrath) and the elements that make up the world. A cleric of Dhunia can choose one of the following feats at any level, corresponding with her nature of balm or wrath (see Chapter Four: Cosmology & Religion, Dhunia, pg. 255 or L&L:CP, pg. 51) as chosen at character creation: Earth's Skin (balm), Engulf in Flames (wrath), Green Weapon (wrath), Mindfire (balm), Nature's Bounty (balm), Spring of Understanding (balm), Strength of the Earth (wrath), Thunderous Exaltation (wrath), Undine Summons (wrath), Wind Shroud (balm). The chosen feat must also correspond with one of her selected domains. Clerics cannot select more than one elemental power, even if they have access to multiple elemental domains.

Scyrah



The enigmatic elven goddess Scyrah is a figure of myth and legend mentioned in quiet whispers in Iosan circles. In recent times, sight of her faithful has waned, and even though elves are a rare thing to find abroad, the disciples of Scyrah are rarer still. Sages know very little about those who worship Scyrah, with the exception that they tend to use their own vitality to augment their divine powers, as they seem unwilling to use their divine magic unless necessary. Inquiries into the nature of Iosan religion usually end at best with swift and stern silence, at worst with violence.

Scyrah's servants do not invoke much divine power, preferring to venerate their goddess without the need for miracles. Instead, many of her clerics augment their divine

spells with their own souls. This capability takes a toll upon the caster, for every time he casts a divine spell he loses a small sliver of life force.

Soulburning

Iosan priests' souls resonate with the power of their goddess. These clerics can augment their spells with their own vitality, by sacrificing slivers of their souls to Scyrah. In performing this sacrifice, the clerics can temporarily attain great levels of power, but at the risk of tremendous loss.

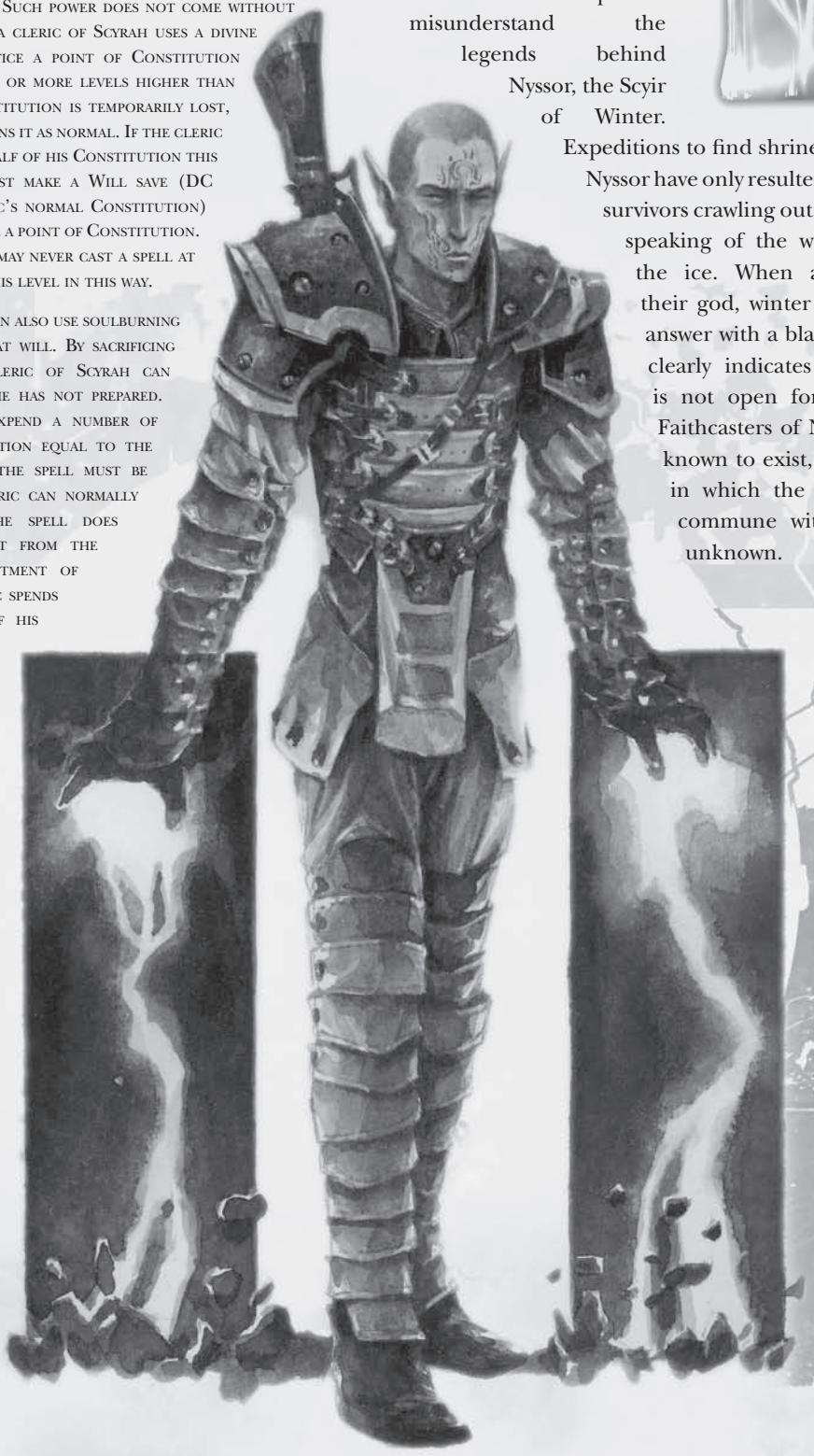
An Iosan cleric of Scyrah can sacrifice vital energy to power divine spellcasting. Such power does not come without danger. Each time a cleric of Scyrah uses a divine spell he can sacrifice a point of Constitution to cast the spell 1 or more levels higher than normal. This Constitution is temporarily lost, and the cleric regains it as normal. If the cleric spends more than half of his Constitution this way, the cleric must make a Will save (DC equal to the cleric's normal Constitution) or permanently lose a point of Constitution. A cleric of Scyrah may never cast a spell at more than double his level in this way.

Clerics of Scyrah can also use soulburning to channel spells at will. By sacrificing Constitution, a cleric of Scyrah can cast a spell that he has not prepared. The cleric must expend a number of points of Constitution equal to the spell's level, and the spell must be of a level the cleric can normally cast. However, the spell does not use up a slot from the cleric's daily allotment of spells. If the cleric spends more than half of his Constitution this way, he must make a Will save (DC equal to the cleric's normal Constitution) or permanently lose a point of Constitution. Temporary Constitution loss is regained normally.

Nyssor



Much like their cousins in Ios, the Nyss worship an enigmatic and rarely discussed deity. Curious scribes and explorers misunderstand the legends behind Nyssor, the Scyir of Winter. Expeditions to find shrines devoted to Nyssor have only resulted in half mad survivors crawling out of the wastes speaking of the whispering in the ice. When asked about their god, winter elves simply answer with a blank stare that clearly indicates the subject is not open for discussion. Faithcasters of Nyssor aren't known to exist, and the way in which the winter elves commune with Nyssor is unknown.



However, Nyssor's clerics do seem to have great power over the forces of cold and winter. Such clerics claim they carry a shard of blessed ice within their hearts, granting them special abilities in manipulating the cold and access to the Winter Domain (see New Cleric Domains for details).

The Great Fathers



The Rhulfolk are perhaps closer to their deities than any other race. The Great Fathers embody the virtues of dwarven existence. Great protectors and powerful guides for their people, the dwarves venerate the forebears of their race in chant and prayer. Faithcasting is improper for the worshippers of the Great Father for it rejects the traditions and rites that have existed for thousands of years. Instead, clerics of the Great Fathers pray in silence for a short time each day, asking for the blessings of the Lords of Kharg Drogun.

While the Boons of the Great Fathers are powerful, the true power of the clerics is their ability to arbitrate and settle disputes. The clerics of the Great Fathers learn the rites of judgment and the words of the laws as set down in the *Edicts of the Codex*, so important to their way of life. Through these rites, they impart wisdom, justice, and carry out the law in the name of the Lords of Kharg Drogun.

The Rites of Arbitration

Dwarven clerics of the Great Fathers can choose one of the following as a bonus feat at 1st level: Liturgy of Judgment, Rite of Assessment, Sanction of the Fathers, or Vigilance and Voice of the Law. Additional Rite of Arbitration feats can be taken as normal feats at any time.

The Pain of Healing

Clerics drawing their magical powers from faith in their gods are at the mercy of those same gods when casting spells. The gods of the Iron Kingdoms do not look favorably upon their faithful using their granted powers to disrupt the balance of life and death (see "Raising the Dead in the Iron Kingdoms," pg. 279) and anything that could possibly affect that balance, especially healing through the use of magic.

The casting of any healing spells in the Iron Kingdoms is a risky proposition that is not to be taken lightly. Both the caster and the target of the spell are at risk each time divine power is drawn upon to heal, and the risk involved can, at times, be seriously debilitating. Even the successful casting of a healing spell takes a toll on the caster. To reflect the grittiness of the Iron Kingdoms, DMs are encouraged to apply the *optional* rules of this section to their campaigns.

The risks and triggers for each depend on a number of variables outlined below. All of the modifiers are cumulative. If a roll on the tables below is required, the caster's healing spell still works (unless a table result indicates otherwise). Once the number of points healed is determined, a roll must be made on the appropriate table. Some caster results will also affect the subject of the healing spell and vice versa; in an extremely bad situation, both characters involved can be knocked out or even killed.

Points Healed in a Single Day

A divine spellcaster may—as long as none of the other complicating conditions apply—safely heal a cumulative number of hit points per day equal to (10 + his Wisdom modifier) x his caster level. If this number is exceeded, a roll must be made on Table 5–1: Personal Pain of Casting by the cleric and Table 5–2: Personal Pain of Being Healed by the subject. For example, a 6th-level cleric with a Wisdom of 16 can safely heal 78 cumulative hit points in one day, but any damage healed that same day beyond 78 points forces him to roll 1d6 and check Table 5–1 for side effects. Additionally, the person he healed when he surpassed his limit (and any additional people he heals) must roll 1d6 and check Table 5–2 for side effects from the healing.

Clerics who have access to the Healing domain can safely heal twice this amount.

Complications to Healing

Alignment: There are three possible ways that alignment affects the risk of casting healing spells.

Deity Alignment: If the subject's alignment is within one step of the deity's alignment, there is no additional risk from casting healing spells. For example, since Morrow's alignment is neutral good, his faithful can heal individuals who are lawful good, neutral good, chaotic good, or neutral without any added risk from casting the healing spells. However, the caster is still

subject to the normal risks if he exceeds his maximum amount of healing per day as defined above.

Different Alignments: If the deity's alignment and the subject's alignment are different, but not directly opposed and the caster has not exceeded his safe number of points healed in a day, there is a 15% chance per step between the deity's and the subject's alignment that rolls must be made on the appropriate tables. If the alignments are different but not directly opposed and the caster has exceeded his safe number of points of healing in a day, the rolls on both of the appropriate tables are made with a +1 modifier. For example, if a cleric of Morrow who has not exceeded his healing allotment for the day heals a lawful neutral character, there is a 30% chance that both will have to roll on Tables 5–1 and 5–2, respectively, since there are two steps between their alignments. If the same cleric healed a lawful evil character, there would be a 45% chance that they would have to roll on Tables 5–1 and 5–2.

Directly Opposed Alignments: If the deity's alignment is directly opposed to the subject's alignment, rolls must be made on the appropriate tables with a +2 modifier. Thus, if a cleric of Morrow healed a neutral evil individual, both would automatically suffer some detrimental effect from the casting of the spell.

Sovereign Oslo Luskaziev, faithful Menite of the Old Faith, dropped to his knees next to the shattered body of his companion. "Hold fast, friend elf," Luskaziev whispered beneath his breath as he removed his gauntlet. The man shivered, as much from the fear of what he must do as from the icy wind that even now tore across the frozen banks of the ice-covered lake.

Luskaziev's fear was born of his knowledge of Menoth and the healing magics. During religious studies the visgoth had warned Luskaziev that Menoth's patience was not to be tried. Each instance of channeling the Creator's power to heal was a chance at death… or worse.

Grasping his friend's bleeding hand in his own Luskaziev raised his menofix to the heavens and began a slow, steady chanting prayer. Each word generated a burst of frozen breath, the bitter air capturing each word and holding it before the cleric's face.

Suddenly, the priest and the bleeding winter elf screamed. A blue, deadly fire erupted from Luskaziev's hand, the divine punishment rapidly consuming them both. The flames jumped over the bodies, turning each one into a blackened shell as their screams subsided, their cries echoing off of the distant hills.

—An unfortunate scene north of Winterborn Lake, 598 AR

Cleric Domains: There are two cleric domains that directly affect the risk of using healing magic.

Death Domain: Clerics that have chosen the Death domain, and the subject of the healing spell, are automatically required to roll on the appropriate tables with a +1 modifier.

Healing Domain: Clerics that have selected the Healing domain do not suffer any additional risks when casting healing spells and, if forced to roll on Tables 5–1 and 5-2, apply a –1 modifier to rolls by both the caster and the subject.

Other Domains: Clerics of other domains have no additional risk or benefit when casting healing spells.

Worship: Because of the strife caused by the War of Souls, there is added risk to healing individuals who follow other gods. Generally these only apply to followers of gods who are in direct conflict. Followers of Morrow and the dwarven Great Fathers do not have any special restrictions on healing.

Menoth: Clerics of Menoth are forbidden to heal followers of any other faith. Should a cleric of Menoth forget or chose to ignore this mandate, rolls must be made on the appropriate tables with a +3 modifier.

Cyriss, the Devourer Wurm, Dhunia, and Thamar: If a cleric of one of these deities attempts to heal a follower of Menoth, rolls must be made on the appropriate tables with a +3 modifier.

Nyssor and Scyrah: The isolationistic clerics of Nyssor and Scyrah reserve their healing energies strictly for their own people. Should one of these cleric's attempt to heal an individual of another faith, rolls must be made on the appropriate tables with a +2 modifier.

Table 5-1: Pain of Healing

1d6	Result
1	Exhausted
2	Nauseated
3	Open Wounds
4	Minor Drain
5	Gaping Wounds
6	Infestation
7	Drained
8	Terrible Retribution
9	Divine Suffering

Table 5-2: Pain of Being Healed

1d6	Result
1	Fatigued
2	Exhausted
3	Nauseated
4	Vicious Pain
5	Suffocation
6	Horrible Burning
7	Overwhelming Disease
8	God Strike
9	Painful Curse

Divine Suffering: The caster is immediately staggered (DMG). Additionally, the caster must succeed at a Will save (DC 15 + his character level) or permanently lose 1d4 points of Wisdom and 1d6 hit points, rendering him unconscious. No holy or profane bonuses can be included in this saving throw. If the save is made, the caster suffers the temporary loss of 1d6 Wisdom.

Drained: The healing of the subject completely drains the caster's divine powers for the day. The caster immediately loses all spell slots and his turn (or rebuke) undead ability for a period of 24 hours. In addition to the divine power loss, he must succeed at a Fortitude save (DC 20) or also suffer 3d6 points of damage.

Exhausted: The character is exhausted, as per the DMG, Chapter 8, Glossary, Condition Summary.

Fatigued: The character is fatigued, as per the DMG, Chapter 8, Glossary, Condition Summary.

Gaping Wounds: As open wounds but the caster loses a number of hit points equal to the number of points healed. The caster can resist these effects if he makes a Fortitude save (DC 15 + level of healing spell cast), but if he succeeds this save the healing spell cast has no effect.

God Strike: The healing spell has no effect and the subject and anyone within 10 feet of the subject, including the caster, is blown away (as per the DMG, Chapter 8, Glossary, Condition Summary) 2d4x10 feet. All characters and creatures blown away suffer 5d6 points of damage and are stunned for 1d6 rounds.

Horrible Burning: The healing spell has no effect. Instead, a burst of divine fire courses through the caster's veins and tears into the subject's body. Both characters suffer 3d6 points of damage and must make successful Fortitude saves versus the caster's DC or suffer the permanent loss of 1 point of Charisma due to scarring from the holy fire.

Infestation: The caster is overwhelmed by a divine plague as a possible punishment for angering his god. This plague takes the form of a barrage of small insects that instantly appear within his body, eating and tearing at his inner organs. For a number of days equal to the caster's level he suffers from this sickening torture, suffering 2d6 points of damage and losing 1 point of Strength and Constitution per day. At the end of the infestation duration there is a cumulative 5% chance per point of lost Constitution that the ability drain is permanent.

Minor Drain: The casting of the spell functions normally but the caster also loses one random spell of the same level. If the caster has no other spells of the same level available he loses two spells of one level lower than the healing spell cast. If the caster has no available spells to be drained by this result he suffers 3d6 points of damage.

Nauseated: The character is nauseated, as per the DMG, Chapter 8, Glossary, Condition Summary, for a number of rounds equal to the level of the healing spell cast.

Open Wounds: The caster's skin is split open immediately upon casting, inflicting 1d6 points of damage. The wounds remain open and bleeding profusely for a number of rounds equal the level of the healing spell cast. The caster must succeed at a Fortitude save (DC equal to the number of points healed) or suffer an additional point of damage for each round the wounds remain open. When these wounds heal, whether normally or magically, they leave permanent scarring.

Overwhelming Disease: The healing spell has no effect. Instead, the subject and caster are instantly infected by an overwhelming disease (Contact, DC 20, 1 day incubation, 2d4 temporary Constitution damage) that is spread to anyone either of them touches. Even after overcoming the disease (as per the DMG), the two continue to carry the disease for 1d6 days. This disease is commonly known as *divine justice* or *holy pain*.

Painful Curse: The healing spell has no effect and the target of the spell suffers 1d6 points of temporary Constitution damage. The caster must succeed at a Fortitude save (DC 15 + level of character being healed) or suffer the same temporary Constitution loss as the spell's target.

Suffocation: The air is immediately ripped from the subject's lungs. For a number of rounds equal to the number of points healed, the subject is without air and must hold his breath (as per the DMG). It is possible for the subject to die from this loss of air. The caster must succeed at a Fortitude save (DC 15) or suffer the same fate.

Terrible Retribution: The caster's god is greatly angered and reverses the healing power of the spell. Instead of healing the number of points rolled, the caster—if he fails a Will save (DC 15)—instead suffers half that many points of damage. The subject of the spell must make a Will save (DC equal to caster's level) or also suffer the same amount of damage.

Vicious Pain: The healing has no effect and the subject suffers 3d6 points of damage. The caster must make a Will save (DC 15) or permanently lose 1 point of Constitution.

Raising the Dead

Death is more final in western Immoren than in other fantasy settings. After death, there is but the slimmest chance of one's return from Urcaen, the land of the dead (see Chapter Four: Cosmology & Religion), to the land of the living. Just as Nvasis Grimhold was denied, so too will most who pass on, unless one is a particularly worthy and important individual.

Whether or not a cleric chooses to cast *raise dead* on a slain individual depends greatly upon that particular cleric's god. The following information is intended to assist the DM in determining whether or not a cleric will bring a character back from the dead and what he will demand for the service.

Bringing someone back from Urcaen is not without risk. Once a cleric has agreed to perform the necessary rituals, the chance of risk—and what side effects occur—must be determined. See "Adverse Effects of Returning from Urcaen" below for complete information on the side effects of being raised from the dead.

Morrow

Priests of Morrow are plentiful and powerful, the religion having great power in four of the five Iron Kingdoms. Unfortunately for adventurers and warriors, priests of Morrow are very unlikely to raise the dead, preferring to leave souls in Urcaen where they can serve Morrow and his cause.

Morrow's clergy automatically deny reanimation to characters of less than 10th level. Those of 10th level or higher have a slight chance of being deemed worthy enough to be raised. There is a 1% chance per level of the slain character that he will be chosen for raising. If chosen, the priests will demand 10,000 crowns + 1,000 crowns (or equivalent coin) per character level above 10th for raising the deceased character. If this price cannot be met, there is an additional 1% chance per level of the slain character that the priests will bring him

back from the dead with the understanding that he will be a servant of the Church for 1d6 months. Those who attempt to leave without fulfilling their time in service with the Church will be hunted down by priests of Morrow and those they command.

If the slain character worships Morrow, the chance that he will be deemed worthy for resurrection is increased by 10%. Characters of less than 10th level, however, will still be refused, and no priest of Morrow will raise a character if he is deemed unworthy.

"I fear we cannot help you. Truly, I am sorry."

Prelate Nathan Burgis steepled his fingers and looked down from the altar where the ragged adventurers stood in a semi-circle around the corpse of their fallen comrade. The four surviving adventurers were a mass of blood, bruises, and devastated spirits. Three of them lowered their heads in defeat, but the remaining woman was incredulous.

"Prelate," she gasped, dropping to her knees, hands outstretched, imploring for his compassion. "Our work remains undone. The iron lich called Vendrask yet lives, strengthened by the death of our comrade. Does not his standing as a Knight of the Vigil earn him some small measure of gratitude?"

The grim looking chaplain, hair hanging down over his eyes, sighed. "Of course it does, my lady," he said in a hushed tone. His eyes were compassionate, but his jaw was fixed and his face determined. The prelate shook his head. "But what you ask cannot be done. Every one of you knew the dangers when you accepted this mission; this good sir especially. It is not Morrow's will that," he indicated the corpse of the paladin, "this man's soul be returned from Urcaen."

Prelate Burgis motioned to two battle chaplains standing near the door. The armed and armored men strode forward and reverently took up the body of the dead paladin. "Good Sir Nvasis Grimhold serves Morrow now…in Urcaen," said the prelate. "His body shall be buried with the full honors of a Knight of the Vigil…but he will not return to this world, save by Morrow's will alone."

—A recent scene at the Crucible of Light Chapel in Highgate

Bring Out Your Dead

Every church must endure the burden of turning away pleas to raise loved ones from the dead. Very powerful priests outside the Sancteum can raise the dead, in theory (if capable of casting 9th-level spells), but few risk doing so, even for fellow priests, paladins, or the most pious of their congregations. The Exordeum has the only officially sanctioned body to review such requests, hearing hundreds and sometimes thousands of petitions every year. The task is handled by a small staff of lesser priests and clerks, nominally overseen by Exarch Valori Lasceu (female Tordoran Clr15). Each request is dutifully documented, then summarized for the Exarch's review. This process can take up to a week, and almost all are politely refused. However, a select few may be approved each year. The Exordeum must believe it is Morrow's will that the person's soul be returned from Urcaen. If the Primarch himself does not conduct the ceremony, one of the exarchs will undertake this grave responsibility. The Primarch and exarchs are immune to the potential dangers that afflict other priests casting *raise dead*, but the resuscitated may still come back drastically changed.

Thamar

Priests of this evil goddess are most likely to attempt to bring souls back from Urcaen. There is a 50% chance (+ the level of the dead character) that a

priest of Thamar will agree to raise the dead character. The priest will demand a minimum offering of 20,000 crowns + 3,000 crowns per character level above 10th before he will consider raising the individual.

If the character being raised is a worshipper of Thamar, the priests will drop their demanded price by 7,000 crowns (to a minimum of 13,000 crowns) but the raised character will be sent upon an unholy quest as soon as he is revived. Alternately, if the character is not a Thamarite, but his companions agree to fulfill a quest for the church, the priests will likewise reduce the cost by 7,000 crowns. However, the characters must willingly submit to a *geas* or *lesser geas* spell before the character will be raised, and often a *geas* will be cast upon the raised person with the hopes of bringing them closer to Thamar in their second chance at life—usually unbeknownst to those who request the raising.

There is a 20% chance that the priests will accept the coin and then go through the motions of raising the dead without actually performing the ritual. They will inform those who brought the character for raising that the slain one prefers to remain in Urcaen and will refuse to return the coin.

Menoth

Worshippers of the Lawgiver, while not as strict as those of Morrow, are unlikely to call a soul back from the land of the dead.

There is a 2% chance per level of the deceased character that the priests will agree to raise an individual not of the faith. If the deceased is a follower of Menoth, that chance is increased to 5% per level of the deceased. Raising the dead will cost a minimum of 15,000 crowns (12,500 crowns for the faithful) + 1,000 crowns per level of the dead character above 5th and the performance of one action beneficial to the Temple selected by the priest who brings the slain character back to life. As well, the Menite priests will demand that the risen character tithe 10–20% of all future income for the remainder of his life to the Temple or his life is forfeit, and they have many scrutators, knights exemplar, and monks to ensure this. Priests of Menoth are more able to resist the effects of raising the dead. The DC to resist adverse effects (see "Adverse Effects of Returning from Urcaen," below) is reduced by 5.

Dhunia

Clerics and druids of Dhunia prefer to bring souls back from Urcaen using the spell *reincarnate* rather than *raise dead*. *Reincarnate*—as has already been mentioned in L&L:CP—is a 7th-level spell for all druids and for clerics of Dhunia. Followers of Dhunia prefer that souls return through the natural order, however, they will use *reincarnate* if it is for the good of Dhunia and nature. The use of *reincarnate* does not have the same adverse effects on the caster as *raise dead* does and the chance of the reincarnated character suffering effects is not as great (the percentage chance is equal to character level x 2). Some Dhunians may consider casting *raise dead* if it can be proven that the death has been very recent; for example, within the last 24–48 hours.

Use the standard costs for NPC spellcasters presented in the PHB to determine the cost charged by the Dhunian cleric or druid casting *reincarnate*. In addition to this cost in coins or goods of similar value, the druid will demand that the deceased character's companions undertake a service beneficial to nature and chosen by the druid.

Obviously, the standard table provided in the PHB doesn't work well in the Iron Kingdoms setting. Table 5–3: Reincarnating Humanoids is more appropriate to the Iron Kingdoms, except for ogrun who are presented on Table 5–4.

For the *DM's choice* consider some of the following: gatorman, gorax, ogrun, ogrun (black), spine ripper, tharn, and troll. If the character being reincarnated is an ogrun, bear in mind that, oddly, ogrun are almost always reincarnated as ogrun.

Other Gods

The chances of being raised—by priests of gods other than those detailed above—fall within the extremes of the priests of Morrow and Thamar. The judgment of the DM must be relied upon when dealing with priests of the remaining gods other than those detailed above. The important thing to remember is that raising the dead is rare and dangerous. No priest willingly casts *raise dead* for fewer than 10,000 crowns plus whatever he feels is adequate for the risks taken.

Adverse Effects of Returning from Urcaen

Table 5–3: Reincarnating Humanoids

d%	Incarnation	Str	Dex	Con
01	Bog trog	+2	+4	+0
02-13	Dwarf	+0	+0	+2
14-25	Elf, Iosan	+0	+2	–2
26	Dregg	+4	+2	+2
27-38	Gobber	–2	+2	+2
39-42	Farrow	+2	+2	+4
43-52	Elf, Nyss	+0	+2	+0
53-62	Gobber, bogrin	+0	+2	+0
63-74	Trollkin	+2	–2	+4
75-76	Caspian/Sulese	+0	–2	+0
77	Idrian	+0	+2	+0
78-79	Khard	+2	+0	+0
80	Kossite	+0	+0	+2
81-82	Midlunder	+0	+0	+0
83	Morridane	+0	+2	+0
84	Ryn	+0	+0	+0
85	Scharde	+0	+0	+2
86	Skirov	+0	+0	+2
87	Thurian	+0	+0	+0
88	Tordoran	+0	+0	+0
89	Umbrean	+2	+0	+0
90-93	Troll, pygmy*	+0	+0	+2
94-95	Satyxis	+2	+4	+2
96-99	Skorne	+2	+0	+0
100	*DM's choice*	?	?	?

*Select the subrace of pygmy troll based on the environment in which the character is reincarnated.

Those who were dead, and are brought back to the living, test the patience of the gods and nature and are likely to suffer unpleasant and sometimes terrible effects upon their return to Caen. Clerics or others who facilitate the retrieval of a soul from Urcaen are also likely to find themselves the victim of such side effects; the gods do not look favorably upon souls who shirk their responsibilities in the lands of the dead.

Table 5–4: Reincarnating Ogrun

d%	Incarnation	Str	Dex	Con
01-85	Ogrun	—	—	—
86-89	Gorax	+8	–2	+4
90	Ogrun, black	+10	+2	+6
91	Troll	+12	+6	+14
92	Bridge troll	+10	+0	+6
93-100	Humanoid	?	?	?

As has been previously mentioned (L&L:CP, pg. 31), the spells *resurrection* and *true resurrection* are not available to clerics in the Iron Kingdoms setting. Additionally, *raise dead* is a 9th-level spell (instead of 5th). Any cleric, other than the Primarch and exarchs of Morrow, attempting *raise dead* must make a Will save (DC 15 + level of character being raised) at the time the spell is cast. If the save is successful, the cleric has managed to avoid any unfortunate side effects. On a failed check, however, the cleric is punished by the gods. Roll 1d8 on the following table to determine what effect casting the spell has on the cleric.

If the caster suffers an adverse effect, the risen character also immediately suffers one. Otherwise, there is a percentage chance (character level x 3) that the risen character suffers some effect. If this check indicates that an adverse effect has occurred, go to Table 5–6: Raising, Adverse Effects (Raised Character), below and roll 1d8:

Weakened Immune System: The caster's resistance to disease is weakened. For the remainder of his life, the caster suffers a –4 circumstance penalty on all checks against disease. This effect can be rolled multiple times and the effects stack.

Removing this effect requires the intervention of another cleric of the same faith. The intervening cleric must cast *remove curse* on the afflicted cleric. Each

cleric involved loses 1d6 x 500 XP and there is a 10% chance that the afflicted cleric permanently loses 1 point of Constitution. This loss cannot be remedied by a *restoration* spell.

Plagued by Spirits: After completing the ritual, the spellcaster is plagued by evil spirits that resemble the disembodied (see MN1, pp. 36–37), but are not quite as terrible. These spirits permanently drain the caster's highest spell slot and, once per day there is a 10% chance of draining all of the caster's spell slots for that day. This effect can be rolled multiple times and the effects stack.

This effect can be removed by another cleric of the faith casting *banishment* on the haunting spirits. This requires a 4-hour long ritual in which the spirits are trapped in the skulls of evil undead creatures that are subsequently destroyed. The skulls must be from undead creatures with at least 6 HD, and a number of skulls are required such that the total HD are equal to the level of the caster suffering from the plague of spirits. Both clerics lose 2d4 x 500 XP at the end of this ritual.

Table 5–5: Raising the Dead Punishment (Caster)

d8	Result
1	Weakened immune system
2	Plagued by spirits
3	Temporary loss of spellcasting abilities
4	Gnarled hands
5	Negative level
6	Permanent ability loss
7	Loss of a limb
8	Exchange of souls

Temporary Loss of Spellcasting Abilities: For 3d6 weeks, the spellcaster cannot prepare or cast any spells. He is treated as having no available spell slots during that time. The spellcaster's ability to cast spells may be returned earlier if another cleric of the same faith intervenes and casts *divine power* on the inflicted individual. However, both clerics temporarily lose 1d4 Wisdom and suffer 2d6 points of damage.

Gnarled Hands: The spellcaster's hands are twisted and deformed by the event, leaving him unable to properly grasp or hold anything heavier than half-a-pound in weight. The spellcaster is no longer able to hold weapons and simple acts, such as opening a door, become difficult tasks that take 1d6 minutes and require Dexterity checks (DC 10) to succeed. He cannot cast any spells with somatic components (his hands cannot perform the complex motions necessary for the casting of such spells). Through meditation and abstinence from spellcasting, the caster may erase this effect. If the spellcaster does nothing but meditate and pray to his god for a number of months equal to the level of the character raised, this effect has a 25% chance of being removed. If this fails, the effect is permanent.

Another cleric may assist in the meditation process. This requires the burning of 1,000 gold worth of incense and herbs and reduces the meditation time required to a number of days equal to the level of the raised character. At the end of this time there is a 50% chance that the crippling effect is removed. If this fails, both casters are permanently afflicted with gnarled hands. No matter if the meditation succeeds or fails, both clerics lose 1d4 x 500 XP.

Negative Level: The spellcaster immediately—and permanently—suffers the effects of 1d4 negative levels. Through the casting of *atonement* by another cleric of the same faith this effect may be removed. This casting must be performed within 1d6 rounds of the *raise dead* spell and both clerics involved have a 25% chance each of permanently losing 1d8 hit points.

Permanent Ability Loss: The caster permanently loses 1d4 points of either Wisdom or Constitution (DM's choice). This effect can be rolled multiple times and the effects stack.

The loss can be reversed, though it's a dangerous, draining process. This requires two clerics of a level equal to the character raised to assist in the process and a number of days equal to the number of ability points lost. The three may do nothing but sleep and meditate during this time and at the end of the process each must make a Wisdom check (DC 16). The ritual can only succeed if all three are successful in their Wisdom checks. If even one cleric fails this check, all of them permanently lose 1d6 hit points. No matter the procedure's outcome, all of the characters involved lose 1,000 XP per ability point lost by the affected character.

Loss of a Limb: The casting of *raise dead* turns one of the caster's limbs to dust. The pain is intense, forcing the caster to make a Fortitude save (DC 20) or pass out for 2d12 hours. This loss is permanent. The limb lost is random (roll 1d4): 1 – Right arm; 2 – Left arm; 3 – Right leg; 4 – Left leg. This effect can be rolled multiple times and if the result indicates an already-missing limb, the caster instead permanently loses 1d4 points of Constitution.

Through prayer and intense meditation a lost limb can be restored by the cleric's deity. This requires another cleric to assist the afflicted character in the process and a solid month of uninterrupted time. At the end of that time there is a 25% chance that the lost limb is miraculously restored. This period of prayer and atonement drains 5,000 XP from each of the clerics involved, even if the prayers are unanswered.

Exchange of Souls: One other humanoid character—PC or NPC—within 100 feet of the raising falls lifeless to the ground, his soul jettisoned directly to Urcaen. If there are no other humanoid characters within this range, the caster is the one whose soul vacates forthwith. If the caster survives the raising and some other being falls lifeless, the caster immediately—and permanently—loses 1d6 hit points. The only way for this effect to be undone is for the slain character to be raised, which brings with it all of the risks of raising the dead.

Foul Stench: The raised character gives off a foul, offensive odor. This smell causes a –2 circumstance penalty on all Charisma and social interaction checks and a –1 circumstance penalty on all Hide checks. This effect can be rolled multiple times and its effects stack.

Moderate Alignment Shift: The alignment of the character shifts by one step, as chosen by the DM. This effect can be rolled multiple times.

Drastic Alignment Shift: The character's alignment shifts to the direct opposite of what his alignment was before he was slain. This effect can be rolled multiple times.

Physical Deformity: The raised character's Charisma is permanently reduced by 4 points. His twisted, deformed appearance grants him a +4 circumstance bonus on all Intimidate checks but makes him a social outcast. There is a 10% chance that this deformity will affect his Strength, Dexterity, and Constitution scores, reducing each by 2 points. This effect can be rolled multiple times and its effects stack.

Soul Cages & Infernal Pacts

Sometimes even finding a cleric willing to cast *raise dead* still isn't enough. The character's soul must be free and willing to return to the land of the living. With spells like *trap the soul* and *soul bind* and other forces actively pursuing "loose" souls, characters that die are not always guaranteed that their souls will reach Urcaen upon death. Souls are precious resources that are hoarded by the gods and by Infernals, as well as necromancers, warwitches, and the vile minions of Lord Toruk.

Mortals foolish enough to have bargained with Infernals are almost certainly marked. Their souls will never find rest in the afterlife, rather they will linger on Caen, unable to cross over until their soul is harvested by an Infernal or something else. These souls are almost certainly lost, unless the deceased can be *raised* or *reincarnated* before the soul is claimed. Even so, the Infernal with whom the individual made the pact is likely to be very unhappy at the delay in collecting the soul.

Soul cages and magic items like the *Witchfire* store souls for future use, generally to power increased spellcasting ability. If the *soul cage* or item containing the individual's soul is recovered before the soul is consumed, the deceased can be brought back to life once his soul is released from its captivity or the soul can be freed to continue on to Urcaen. It is rumored that some dark rituals exist whereby captured soul energy can also be used to offset the dangers and cost in life energy (XP) involved in creating magic items.

***Soul Cage:** These cages of metal and glass have been enchanted to contain the very souls of living creatures. As a standard action, the bearer simply has to open the door on the cage, and it will pull in any disembodied souls in a 50-foot radius. Additionally, an individual using a *soul cage* (or carrying it in his hands) can see disembodied souls as if affected by the *reveal souls* spell.

The cage can hold up to 100 levels worth of souls. The bearer of the *soul cage* can siphon off the essence of the souls via a special valve located at the top of the cage. Souls can be used to cast spells that the bearer of the cage knows but does not have prepared. A soul will power four times its level in spell levels. For example, the soul of a 2nd-level fighter will power one 8th-level spell or six 1st-level spells and one 2nd-level spell, and so on.

Somewhat disturbingly, several sages have noted that the common design for creating *soul cages* should create a single-use item. However, after it first traps a soul, the cage seems to draw its own power from the trapped souls, somehow continuing to function beyond what it is designed to do.

Strong necromancy; CL 15th; Craft Wondrous Item, *reveal souls*, *trap the soul*, creator cannot be good; Price: 30,000 gp; Cost 10,000 gp + 800 XP + 10,000 gp in gems; Weight 3 lbs.

*Note: This item description replaces that published in MN1.

Permanent Level Loss: The character immediately loses one character level.

Aura of Death: The raised character suffers a –2 circumstance penalty on all Charisma checks as those around him edge slowly away from this unseen—but palpable—aura. This effect can be rolled multiple times and its effects stack.

Mental Suffering: The character is mentally disturbed by the experience of death. Once each day, the character must make a Will save (DC 15). If the save fails, the character suffers a –4 circumstance penalty on all attack rolls, skill checks, and saves for that day as he is distracted by the memories of death. For every five days in a row that the character fails this Will save, the DC is increased by 1. If this effect is rolled again, re-roll.

Table 5–6: Raising, Adverse Effects (Raised Character)

d8	Result
1	Foul stench
2	Moderate alignment shift
3	Drastic alignment shift
4	Physical deformity
5	Permanent level loss
6	Aura of death
7	Mental suffering
8	Two effects (roll twice)

Haunted

An extremely rare—and disturbing—side effect of being raised is a phenomenon known as "haunting." A haunted character has been followed back to the land of the living by a soul that has now taken up residence in his body alongside his own soul.

A haunted character constantly puts others ill at ease. Things around him move without warning. Dogs howl and shrink away, while babies cry uncontrollably. Being near holy locations causes the character pain (1 point of damage per ten minutes that the character is within 100 ft. of a holy location such as a temple or shrine). Undead appear to be drawn to him. Divination spells that detect living beings or souls reveal two living auras around the character's body. In short, strange and often bad things happen to the character.

There is a 1% chance that a character brought back from Urcaen will be haunted. This may occur even if the character exhibits no other side effects or it may occur in addition to other side effects.

A character, once haunted, cannot be rid of the second soul by any means of power lesser than *banishment*. Haunting is a difficult side effect of raising the dead to implement in a game and DMs should consider carefully before using this option.



New Cleric Domains

The cleric domains available in the Iron Kingdoms setting are listed in total below. Some domains remain entirely unchanged from their entries in the PHB. In these cases, the domains have been listed simply to denote which gods or ascended patrons offer the domain to their worshippers (Animal, Luck, Magic, Plant, Trickery).

A large number of domains from the PHB have been altered to better fit the style and feel of the Iron Kingdoms. In some cases, only a few spells have been replaced or the granted power has been modified. For these domains (Air, Chaos, Earth, Evil, Fire, Good, Healing, Law, Protection, Water), only the modifications from the PHB entries have been listed. For domains that have been altered extensively (Death, Destruction, Knowledge, Strength, Travel, War), the full domain spell list has been provided. The Sun domain does not currently fall into any deity's divine portfolio.

Finally, 20 new domains have been included to flesh out the divinity of the Iron Kingdoms campaign setting and to better cover the diversity and spiritual needs overseen by the deities. These new domains, detailed below, include: Adventure, Artifice, Assassination, Autumn, Dark Lore, Farmstead, Madness, Mechanika, Mendicant, Mercantilism, Plunder, Predation, Righteousness, Seafaring, Spring, Summer, Tyranny, Undeath, Warrior, Winter.

Adventure Domain

Deity: Ascendant Ellena

Granted Power: The character gains the evasion ability. The ability is identical to the 2nd-level rogue special ability of the same name (PHB).

Adventure Domain Spells

1 Comprehend Languages
2 Heroism
3 Continual Flame
4 Secure Shelter
5 Break Enchantment
6 Heroes' Feast
7 Legend Lore
8 Protection from Spells
9 Moment of Prescience

Air Domain

Deities: Dhunia, Nyssor

Granted Powers: The character gains the ability to cast *feather fall* once per day.

He can also perfectly predict the local weather conditions for the following 24 hours.

Animal Domain

Deities: Devourer Wurm, Scyrah

Artifice Domain

Deities: Ascendant Sambert, Cyriss, Great Fathers

Granted Power: The character gains a +4 divine bonus to all Craft checks when working with metal, stone, or wood.

Artifice Domain Spells

1 Mending
2 Make Whole
3 Stone Shape
4 Minor Creation
5 Major Creation
6 Animate Objects
7 Simulacrum
8 Forcecage
9 Clone

Assassination Domain

Deity: Scion Khorva

Granted Power: The character can cast the spell *undetectable alignment* on himself once per day as a spell-like ability.

Assassination Domain Spells

1 True Strike
2 Spider Climb
3 Nondetection
4 Poison
5 Slay Living
6 Passwall
7 Destruction
8 Symbol of Death
9 Power Word Kill

Autumn Domain

Deity: Dhunia

Granted Power: Once per day, the character can inflict unnatural aging upon an adversary. This

requires a successful touch attack and allows the victim a Fortitude saving throw (DC 10 + cleric's level + cleric's Wisdom modifier). Failing to save, the victim's visage becomes wrinkled and aged, he suffers 2 points of temporary Strength and Constitution damage, and his movement rate is reduced by one half. This effect lasts for 1 minute/level of the cleric.

Autumn Domain Spells

1	Feather Fall	**6**	Wind Walk
2	Tree Shape	**7**	Control Weather
3	Diminish Plants	**8**	Horrid Wilting
4	Blight	**9**	Storm of Vengeance
5	Control Winds		

Chaos Domain

Deities: Devourer Wurm, Scyrah (Retribution Only), Nyssor

Chaos Domain Spells: Replace the 9th-level domain spell *summon monster IX* with *scintillating pattern*.

Dark Lore Domain

Deity: Scion Ekris

Granted Power: Given the time to research ahead of time, the character can find information on the strengths and weaknesses of a particular Infernal, allowing a +4 bonus to negotiations with it, or the equivalent of double strength Spell Penetration against it (+4 bonus to caster level checks to beat spell resistance). The character must choose one or the other at the time of research, and spend at least an hour in preparation prior to encountering the Infernal.

Dark Lore Domain Spells

1	Protection from Evil	**6**	Forbiddance
2	Undetectable Alignment	**7**	Scrying, Greater
3	Bestow Curse	**8**	Demand
4	Dismissal	**9**	Gate*
5	Unhallow		

*Only usable to call an Infernal or a powerful minion of Thamar.

Death Domain

Deities: Scion Delesle, Thamar, Toruk

Granted Powers: The character can cast *detect undead* once per day as a spell-like ability.

Death Domain Spells

1	Deathwatch	**6**	Magic Jar
2	Death Knell	**7**	Destruction
3	Speak with Dead	**8**	Finger of Death
4	Death Ward	**9**	Soul Bind
5	Slay Living		

Destruction Domain

Deities: Devourer Wurm, Menoth (scrutators only), Scion Khorva, Thamar, Toruk

Destruction Domain Spells

1	Produce Flame	**6**	Acid Fog
2	Warp Wood	**7**	Disintegrate
3	Contagion	**8**	Earthquake
4	Rusting Grasp	**9**	Implosion
5	Transmute Rock to Mud		

Earth Domain

Deities: Dhunia, Great Fathers, Scion Aidan, Scyrah

Granted Power: The character gains the ability to cast a special *entangle* spell once per day as a spell-like ability. This requires that the victims be standing on stone or earth and makes their feet sink into the ground; otherwise, this acts exactly like the spell of the same name.

Evil Domain

Deities: Menoth (scrutators only), Scion Lukas, Thamar, Toruk

Evil Domain Spells: Replace the 6th-level domain spell *create undead* with *harm*, and the 9th-level domain spell *summon monster IX* with *soul bind*.

Farmstead Domain

Deity: Ascendant Gordenn

Granted Power: The character's lifespan increases by 10%.

Farmstead Domain Spells

1	Calm Animals	**6**	Move Earth
2	Animal Trance	**7**	Summon Nature's Ally VII
3	Dominate Animal	**8**	Sympathy
4	Locate Creature	**9**	Antipathy
5	Animal Growth		

Fire Domain

Deities: Dhunia, Scion Stacia

Granted Powers: The character can start normal fires with a touch, automatically igniting flammable substances. With a successful touch he can attempt to light the clothing of a person on fire, with damage and attended item saving throws as per the rules for catching on fire in the DMG.

Similarly, the character can extinguish small normal fires with a touch. Both abilities can be used at will.

Fire Domain Spells: Replace the 4th-level domain spell *wall of fire* with *fireball*, and replace the 6th-level domain spell *fire seeds* with *wall of fire*.

Good Domain

Deities: Ascendant Katrena, Great Fathers, Morrow, Scyrah (seekers only)

Good Domain Spells: Replace the 6th-level domain spell *blade barrier* with *heal*, and the 9th-level domain spell *summon monster IX* with *foresight*.

Healing Domain

Deities: Ascendant Solovin, Great Fathers, Morrow, Scyrah

Healing Domain Spells: Replace the 9th-level domain spell *mass heal* with *circle of renewal*.

Knowledge Domain

Deities: Ascendant Angellia, Cyriss, Menoth, Morrow, Nyssor, Scion Ekris, Scyrah (seekers only)

Knowledge Domain Spells

1	Comprehend Languages	**6**	Legend Lore
2	Identify	**7**	Scrying, Greater
3	Speak with Dead	**8**	Vision
4	Tongues	**9**	Moment of Prescience
5	True Seeing		

Law Domain

Deities: Great Fathers, Menoth

Law Domain Spells: Replace the 2nd-level domain spell *calm emotions* with *zone of truth*, replace the 6th-level domain spell *hold monster* with *forbiddance*, and replace the 9th-level domain spell *summon monster IX* with *temporal stasis*.

Luck Domain

Deities: Ascendant Shevann, Scion Bolis, Thamar

Madness Domain

Deity: Scion Lukas

Granted Power: Once per day the character can look into an individual's eyes and determine some random piece of information about him, thought to be a well-kept secret. This is sometimes a useful fact, but more frequently is used to rattle the person to gain a +4 divine bonus to a single Bluff or Intimidate check.

Madness Domain Spells

1	Hideous Laughter	**6**	Symbol of Fear
2	Enthrall	**7**	Insanity
3	Blindness/Deafness	**8**	Symbol of Insanity
4	Confusion	**9**	Wail of the Banshee
5	Nightmare		

Magic Domain

Deities: Ascendant Corben, Scion Nivara, Thamar

Mechanika Domain

Deity: Cyriss

Granted Power: The character gains a +4 divine bonus to skill checks related to mechanikal devices.

Mechanika Domain Spells

1 Scramble*
2 Detect Cortex*
3 Overdrive*
4 Rusting Grasp
5 Major Creation**
6 Bind Guardian*
7 Arcane Sight, Greater
8 Repel Metal or Stone**
9 Mage's Disjunction

*New spells presented in the "Iron Kingdoms Spells" section (pp. 359 - 367).

**Metal only.

Mendicant Domain

Deity: Ascendant Rowan

Granted Powers: The character can cast *magic stone* once per day.

Add Bluff to the character's list of cleric class skills.

Mendicant Domain Spells

1 Sanctuary
2 Make Whole
3 Create Food and Water
4 Remove Disease
5 Repel Vermin
6 Atonement
7 Refuge
8 Antipathy
9 Heal, Mass

Mercantilism Domain

Deities: Ascendant Shevann, Scion Bolis

Granted Power: Add Appraise, Bluff, and Speak Language to the character's list of cleric class skills.

Mercantilism Domain Spells

1 Alarm
2 Eagle's Splendor
3 Suggestion
4 Tongues
5 Suggestion, Mass
6 Symbol of Persuasion
7 Instant Summons
8 Polymorph Any Object
9 Sympathy

Plant Domain

Deities: Ascendant Gordenn, Dhunia, Scyrah

Plunder Domain

Deity: Scion Aidan

Granted Power: The character gains the trap sense ability. This ability is identical to the rogue ability of the same name (PHB).

Plunder Domain Spells

1 Detect Secret Doors
2 Find Traps
3 Locate Object
4 Neutralize Poison
5 Passwall
6 Find the Path
7 Refuge
8 Discern Location
9 Foresight

Predation Domain

Deity: Devourer Wurm

Granted Power: Once per day the cleric may grow claws and fangs, inflicting 1d4 damage for Small clerics, 1d6 damage for Medium clerics, and 1d8 damage for Large clerics (crit x2, piercing and slashing). These claws and bites count as unarmed attacks for purposes of feats, proficiencies, and attacks of opportunity. The claws and fangs last for a number of rounds equal to 3 + the cleric's Charisma modifier.

Predation Domain Spells

1 Magic Fang
2 Barkskin
3 Darkvision
4 Shout
5 Commune with Nature
6 Harm
7 Creeping Doom
8 Regenerate
9 Shapechange*

*Predators only.

Protection Domain

Deities: Ascendant Rowan, Cyriss, Morrow

Protection Domain Spells: Replace the 3rd-level domain spell *protection from energy* with *protection from arrows*, and replace the 4th-level domain spell *spell immunity* with *death ward*.

Righteousness Domain

Deity: Ascendant Katrena

Granted Power: The cleric gains the supernatural ability to smite evil, allowing him to make a single attack against an evil creature with a +4 attack bonus and a damage bonus equal to his clerical level once per day. The smite attempt must be declared prior to the attack.

Righteousness Domain Spells

1 Remove Fear
2 Align Weapon*
3 Prayer
4 Holy Sword
5 Mark of Justice
6 Righteous Might
7 Holy Word
8 Holy Aura
9 Shield of Law

*Lawful or good only.

Seafaring Domain

Deity: Ascendant Doleth

Granted Power: Add Swim to the character's list of cleric class skills. Also, the character gains a swim speed equal to half his normal speed. See MM Chapter 7, Glossary, Movement Modes for the other benefits of having a swim speed.

Seafaring Domain Spells

1 Animate Rope
2 Animal Messenger*
3 Water Walk
4 Freedom of Movement
5 Control Winds
6 Hold Monster*
7 Summon Nature's Ally VII
8 Control Weather
9 Summon Nature's Ally IX*

*Ocean animals, terrain, or creatures only, as appropriate per spell.

Spring Domain

Deities: Dhunia, Scyrah

Granted Power: The cleric can cast the spell *remove disease* 1x/week.

Spring Domain Spells

1 Goodberry
2 Tree Shape
3 Plant Growth
4 Restoration
5 Animal Growth
6 Liveoak
7 Control Weather
8 Sunburst
9 Storm of Vengeance

Strength Domain

Deities: Ascendant Sambert, Devourer Wurm, Menoth, Morrow

Strength Domain Spells

1 Enlarge Person
2 Bull's Strength
3 Ray of Exhaustion
4 Divine Power
5 Graniteskin*
6 Bull's Strength, Mass
7 Earth Wave*
8 Iron Body
9 Crushing Hand

*New spells presented in the "Iron Kingdoms Spells" section (pp. 359 - 367).

Summer Domain

Deity: Dhunia

Granted Power: The character is permanently immune to the effects of hot and cold environments as if permanently protected by the spell *endure elements*.

Summer Domain Spells

1 Endure Elements
2 Heat Metal
3 Daylight
4 Hallucinatory Terrain
5 Call Lightning Storm
6 Fire Seeds
7 Sunbeam
8 Sunburst
9 Storm of Vengeance

Travel Domain

Deities: Ascendant Ellena, Cyriss, Morrow

Travel Domain Spells

1 Longstrider
2 Bear's Endurance
3 Phantom Steed
4 Water Walk
5 Overland Flight
6 Wind Walk
7 Teleport, Greater
8 Dimensional Lock
9 Teleportation Circle

Trickery Domain

Deities: Scion Drayce, Thamar

Tyranny Domain

Deities: Menoth, Scion Ekris

Granted Power: The cleric's Enchantment spells are cast as if he had the Spell Penetration feat.

Tyranny Domain Spells

1 Command
2 Hold Person
3 Crushing Despair
4 Geas, Lesser
5 Dominate Person
6 Geas/Quest
7 Hold Person, Mass
8 Demand
9 Dominate Monster

Undeath Domain

Deity: Scion Delesle, Toruk

Granted Powers: The character casts all necromantic spells at +1 caster level.

Additionally, the character is immune to the normal dangers of casting necromantic spells (see "Dangers of the Dark Arts," pp. 263).

Undeath Domain Spells

1 Chill Touch
2 Command Undead
3 Animate Dead
4 Vampiric Touch
5 Enervation
6 Create Undead
7 Control Undead
8 Create Greater Undead
9 Trap the Soul

War Domain

Deities: Ascendant Markus, Great Fathers, Menoth, Morrow, Scion Roth, Scyrah (Retribution only), Thamar

War Domain Spells

1 Bless
2 Status
3 Prayer
4 Haste
5 Flame Strike
6 Bull's Strength, Mass
7 Divine Word*
8 Cure Critical Wounds, Mass
9 Heal, Mass

**Blasphemy*, *dictum*, *holy word*, or *word of chaos* depending on alignment of divine patron.

Warrior Domain

Deities: Ascendant Markus, Great Fathers, Morrow, Scion Roth, Thamar

Granted Powers: Free Martial Weapon Proficiency with patron deity's favored weapon.

The cleric is eligible to take the feats Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization when his cleric level equals the required fighter level. He must still meet all of the other prerequisites for the feats.

Warrior Domain Spells

1 Divine Favor
2 Spiritual Weapon
3 Magic Vestment
4 Divine Power
5 Righteous Might
6 Transformation
7 Regenerate
8 Divine Shield*
9 Iron Body

**Cloak of chaos*, *holy aura*, *shield of law*, or *unholy aura* depending on alignment of divine patron.

Water Domain

Deities: Ascendant Doleth, Dhunia, Nyssor

Granted Power: The character can breath water after a successful Concentration check (DC 10) for up to 30 minutes per level, once per day. This requires no more distracting activity than swimming or may require additional Concentration checks at higher difficulty.

Water Domain Spells: Replace the 7th-level domain spell *acid fog* with *freezing sphere*.

Winter Domain

Deities: Dhunia, Nyssor

Granted Power: The cleric can cast an elemental version of the spell *chill touch*, with the cold descriptor once per day.

Winter Domain Spells

1 Ray of Frost
2 Chill Metal
3 Sleet Storm
4 Wall of Ice
5 Ice Storm
6 Cone of Cold
7 Control Weather*
8 Polar Ray
9 Storm of Vengeance

*Cold effects only.

The 'Gift' of Arcane Magic

Unschooled in scientific principles and formulae, the undisciplined sorcerer relies on an inborn, innate connection to the arcane powers of the universe. While it is often ill-formed and poorly understood, it is impossible to deny the power wielded by these individuals, their command of magical energies has done much to make magic the respected and feared power it is in our day. Yet, this power is not the sole province of the sorcerer. With careful, meticulous study and firm will others can learn to harness and control these same powers. Magic can be taught and learned through the founding principles of science, and men can wield its arcane might.

—Kerwin the Noble, ***Principia Arcana Magus***

Sorcery

In the beginning there were only sorcerers, their talents born of their blood or some dark talent. These first magicians were terrifying embodiments of arcane fury. To the Orgoth, these witches were a boon, a useful tool to be enslaved and used against the populace of the Thousand Cities. Yet even under the harsh yolk of the Orgoth oppressors, the sorcerers were a barely controlled force of chaos and destruction. For centuries, sorcery was the only form of arcane magic known to the men of western Immoren, and it has provided much of the current understanding of magic thanks to the studies and experiments of Kerwin the Noble.

To the uninitiated, sorcery seems to be as powerful as any other form of arcane magic; the major difference between sorcery and wizardry being the level of discipline required of the caster. Sorcerers come to their power naturally. Wizards are well-known simply because they must devote so much of their time to study. There is a long-held and deep-seated belief that sorcerers and witches draw their power from some dark wellspring, most likely a source marked by Thamar's darkness, or some unknown dark power.

The Touch of Sorcery

Sorcerers are born, not taught. No one without the inborn talent for sorcery can ever master the innate and instinctive manipulation of magic enjoyed by all sorcerers. There is no apparent rhyme or reason as to who is or is not born with this rare talent. While an individual must be born with the ability, it transcends bloodlines. Two sorcerers may very well have children who are completely inept at wielding magic, and an entire brood of sorcerers might be born to a family that has never even had a wizard in its line. More often than not though, regardless of race or heritage, only a single sorcerer is born into a family at any given time and it might be several generations before another is born in that family, if ever. This is another reason that some have come to fear sorcerers.

Until the time of the 'Gift,' sorcerers and wizards were entirely unknown to humanity. Many of the other races displayed these talents, but no humans were ever born with the ability to harness arcane energies. Powerful sorcerers have always been born amongst the Iosan elves and their Nyss kindred, and dwarven sorcerers have always been well-respected by other Rhulfolk. Occasional goblin sorcerers, both amongst the gobbers and the bogrin, have been known, and of course the most obvious sorcerers amongst the other races are the albino trollkin sorcerers—marked from birth. With the advent of the Gift among humanity, the ogrun remain the only known race untouched with the talent to wield sorcerous powers and command great arcane might.

The humans of western Immoren have always viewed sorcery with fear and suspicion, but that natural fear compounded during the Orgoth era. The Orgoth were powerful sorcerers and used this power against the peoples of western Immoren during their long occupation. The oppressors had their own dark rites and enslaved anyone they found capable of sorcerous magic. These slaves brought much suffering upon the folk of western Immoren, causing strife and death wherever they went. As the loyal witches of the Orgoth threw bolts of flame and burned the rebellious, others observed and planned. Soon, the rebels learned how to kill witches quickly and without mercy, and then they managed to capture a few. At this point the first few of Thamar's followers touched by the Gift made their presence known to the rebels. Told by their goddess to go forth and find more souls willing and capable of taking on the Gift of Magic these few individuals

began to establish the first of the arcane orders with the assistance of the rebel forces. Working with the alchemists they were able to quickly expand their own knowledge of wizardry and expand on the science of alchemy, beginning the long process that would forever change the future of western Immoren with the development of blasting powder and the advanced science of mechanika.

In the modern era, many still regard sorcery with suspicion and as anathema to what is proper magic. Ill-will continues to hound sorcerers despite the fact arcane magic has become widely accepted; the brand of "witch" still sits atop their brows even though they may be as kind and gentle as lambs. Still, according to the most astute wizards, the power that seethes inside of every sorcerer is a potent source of arcane energy that lacks the proper molding that comes from years of rigorous training and stern discipline.

However, sorcerers have become somewhat more accepted in the more progressive nations. Cygnar no longer advocates the burning of witches at the stake, and sorcery is no longer considered a crime. During

As a child, my parents abandoned me. Fishers for a goblin kriel found me tangled in a rucksack along the riverbank. Apparently my mother or father had intended to drown me, but had not been able to carry it through. The gobbers took me in and I spent many years living among them, learning their ways. They treated me well enough, and I'd food, a fire, and shelter.

When I was thirteen, some bogrin attacked our village. Imagine their surprise when they saw a human child slay a group of them with a fan of outstretched flame. Of course, I did this in fear, the bogrin had knocked me to the ground and I could only remember screaming in terror as the flames shot from my hands.

We fought them off, and they didn't return. Our chieftain seemed strangely subdued after the battle and I noticed the stares of those around me. I later learned that he had sent a runner off to fetch a trollkin sorceress. Long days passed before I was introduced to Makragor. She became my mentor and taught me about sorcery and how to focus the power within me. She warned that I would not be accepted among my own kind, and pointed to the suspicion of the gobbers as a perfect example. Under her tutelage I realized that my mother had most likely abandoned me after learning my father was a sorcerer.

Makragor's brethren had never shunned her. Her skin was white and theirs green and ochre, yet she was always treated with respect. This is why I choose to live among them. They are my friends and family—the only true family I have ever known.

Listen. Do you hear those screams? Your pistols and rifles won't stop her. My family is coming to claim me. When you fools pointed at me, screaming 'witch,' I gave you a chance to let me go in peace. Remember this lesson well. Your locks and chains can't hold me. I am no witch. I do not kill without reason or wreak havoc amongst the innocent.

I am but a sorcerer.

—The confession of Scavra Glask (male Morridane Sor7) as told to a Menite scrutator at the village of Tanzer

Vinter Raelthorne IV's rule, sorcerers were hunted like vermin and killed by the hundreds, although many suspect that the Elder's inquisition was simply a cover for killing anyone suspected of treason or insurrection. Once his rule ended, many sorcerers joined in hunting for Inquisitors and other agents accused of crimes against Cygnar.

Still, in backwater towns and isolated villages, sorcerers must proceed with caution. Hanging, burning, and worse are common punishments in many remote locales, and even in the underbelly of larger communities, for "practicing witchcraft." In the Protectorate, witchcraft is punished severely and brutally. An accused witch's eyes and tongue are usually burned out, and hot brands are placed in the ears, allowing Menoth's holy fire to cleanse the "witch"—leaving him isolated and defenseless. Indeed, sorcerers are still quite unwelcome in many places. It seems that the fear instilled by Orgoth enforcers so many centuries ago has left a legacy of suspicion and hatred that endures to this day.

What Makes a Witch?

Witchcraft is the label many give to a sorcerer's manifestation of arcane power. In western Immoren, the hatred of witches does not stem from the native practice of sorcery, but instead from the vile practices of the Orgoth war witches. Each war witch was a sorcerer slave, capable of destroying villages and towns with a thought. Their practices were dark and infernal. Many forbidden magical practices originate from their twisted rites. Because of the Orgoth the common person often associates the word "witch" with the word "sorcerer."

Most modern sorcerers have learned to pose as either adventuring wizards or practitioners of ritual legerdemain. This is an easy ruse to keep up, although diligent use of the Bluff skill might be required to remain undiscovered. Many sorcerers actually do rely on their talents to become wizards later in life. However, it is possible for a sorcerer to become a recognized and valued member of a well-educated community without fear of a burning pyre or lynch mob. In the backwaters though, overzealous citizens can rapidly turn a group of good people into an ugly, sorcerer-burning mob.

In modern times, the Church of Morrow defines witchcraft as the practice of magic that twists the holy covenant of the spirit. In other words, spells that corrupt the soul or result in the manipulation of unholy energy are anathema to the virtues of goodness and righteousness. Such practices are not always precisely defined, but generally include necromancy and infernalism, and have at various times also included enchantments such as charms and domination style spells and other magics accused of bending a person's will. Today, several agencies seek to root out practitioners of such forbidden arts; the Order of Illumination and the scrutators of Menoth are prime examples of orders that actively hunt and persecute practitioners of witchcraft.

Casting spells from the school of necromancy or dealing with spells that summon Infernals leaves a mark. Much like the lingering scent of incense, the practitioners of witchcraft carry a stain upon their souls. A multitude of ways exist to trick divination magic, and indeed not all people that read as malicious are capable of casting necromancy. Just because a person is self-serving and disloyal does not necessarily make him a witch. Most witches and infernalists learn to hide themselves by practicing magic in remote locations or by using concealing magic to hide their true natures. A careless moment can lead to discovery, and the servants of righteousness are always vigilant.

The Order of Illumination has devised various ways of detecting such practices, and Illuminated Ones are taught ways to detect witches. As well, the Inquisition was known to routinely practice the use of divination spells to hunt and find witches. Of extreme importance are the *detect magic* and *detect evil* spells. Another method exists, as well, that relies more on skill and a well-trained eye (see the Sense Mark feat, Chapter Two: Characters & Classes).

Wizardry

The history of wizardry is difficult to pin down. The very first wizards of record assembled under the tutelage of Sebastien Kerwin in the year 81 BR. Many of these wizards banded together as the Circle of the Oath in 67 BR and in their earliest writings are clues to how mages first learned to harness arcane magic. Many religious and conspiracy-minded sages contend that it was Thamar's influence that granted mortal men the ability to tap into such great power, but the Circle's time was long after the divine event referred to as the "Gift." This ominous label stands for something that is more likely a metaphor than an actual imbuement of power. Certainly, Thamar was a mighty occultist prior to her ascension; however, whether or not she was able to grant knowledge of the arcane sciences down to man through some unknown sacrifice is far from proven. Supposedly, the Gift placed arcane magic into the hands of mortal men to help them defeat their enemies, the Orgoth. Many modern sages find this bit of lore highly suspect, but it is difficult to completely disregard the possibility. Indeed, one of the most infamous wizards was a cruel woman named Nivara, who innovated many of the powerful destructive spells still used by wizards today. She rose to prominence as the rebellion was declared, and passed her lore to the mightiest wizards

of her generation. Many of these pupils played key roles in the early rebellion, bringing their powers to bear against their oppressors. Nivara eventually showed her dark allegiances upon her death when she ascended as a scion of Thamar; hence, most respectable wizards find it rather difficult to acknowledge her genius, yet there is no question her legacy worked to the detriment of the Orgoth.

It stands to reason that the gods would have had to bestow some power upon mortal man, since the Orgoth persecuted and destroyed thousands upon thousands of Immoren's faithful. The Orgoth's religious pogroms undermined the aid that Morrow and Thamar were capable of providing, and while the churches and cathedrals remained safe havens, devout Morrowans suffered greatly during this era. Regardless of the Gift's origin, it is undisputed that those who gathered at Ceryl made up the first arcane union of genuine wizards.

Magic itself is pivotal in the history of western Immoren, for it was through the combination of arcane magic and alchemy that the Iron Kingdoms gained their freedom. In time, the Orgoth crushed the Circle of the Oath, and only a scant few wizards survived. Some of these individuals were able to make their way to Llael and aided in the liberation of Leryn, a city even then known as the center of alchemical knowledge and home to the Order of the Golden Crucible. With this influx of wizards the alchemists in Llael redoubled their efforts in the struggle to overthrow Orgoth tyranny.

Alchemy and wizardry are incredibly similar when it comes to the methodology of harnessing arcane energy. Alchemy, unlike wizardry, requires a process referred to as *synthesis*. This step is crucial in creating compounds that interact magically. Alchemists were the first wizards in many ways; by creating magic through formulation and synthesis, they were able to harness arcane power without the aid of the gods. Over the years, wizards hid in Llael and some alchemists eschewed the crude use of synthesis, instead learning to rely on the formulae and incantations of wizardry. They practiced in secret, slowly studying the sorceries of the Orgoth in order to better understand and counter their power.

Rumor Has It…

Some sages and wizards believe that Sebastien Kerwin quite possibly mastered both sorcery and wizardry, among his many other pursuits. The Fraternal Order of Wizardry may possess the only copies of his journals and personal volumes. These books are supposedly kept under lock and key, and whatever contents they hold are unknown. Of course, rumors persist of necromancy, amazing inventions, and terrible, dark secrets amongst Kerwin's hidden discoveries. Whatever secrets the Fraternal Order is holding onto, they refuse to comment on them.



Modern magic was born not only out of the strife of those times, but many of its innovations and advances were observed, codified, and put to scroll by the man who is considered the father of modern wizardry. Sebastien Kerwin, often referred to as Kerwin the Noble, was an arcane practitioner of exceptional intellect and capable of amazing inspiration. His writings are famous for their insight, understanding, and cryptic references to the power of magic.

By applying the principles of alchemical formulation to the creation of arcane formulae, Kerwin created a vast body of arcane lore as well as the founding principles inspiring the development of mechanika. In essence, Kerwin's approach maintains that power over magic comes from study, and the harnessing of arcane power comes through scientific analysis.

In fact, his theories are so well regarded that the curriculum of all the arcane orders of western Immoren demand that an apprentice spend time mastering the verbal, somatic, and material components of spell casting. Before an apprentice is even allowed to practice the most minor of magic, he must spend years of study and training mastering the fundamentals of alchemy and arcane lore necessary to command such power.

Kerwin's discoveries led to the manifestation of several different approaches to magic, many of which have evolved over the years. The fact that many of Kerwin's writings have yet to be deciphered—due to the enigmatic script he began using in his later years—only lends to the mystery of the man. Indeed, some folk say that he is still alive and hundreds of years old, sustained through powerful magics and working for a secret arcane order. Whatever the case may be, the fact is Kerwin's works, both discovered and hidden, are coveted for their extensive lore and insight.

Wizardry and the Other Races

While the wizardly magic of humanity is a fairly new development, other races were gifted with the knowledge of wizardry long ago by their gods. The elves of Ios have a strong tradition of wizardry and many of them specialize as diviners. However, while their kinfolk, the Nyss, do have the talent for wizardry, their written language is not robust enough to support the magical formulations and incantations of wizardly magic. If a Nyss were to find a willing tutor amongst the other races and master a new written language, he could learn the art of wizardry, though this has never happened in living memory.

Amongst the dwarves, wizards are not common, but those who do exist have banded together to make the Brand of Odom a strong arcane guild within the mountains of Rhul. Quiet and secretive, the wizards of the Brand work to strengthen and protect their kingdom and kin from the wizardry of the other races and from the natural dangers that abound in western Immoren.

The gobbers and the trollkin certainly have the ability to learn wizardry, but wizards of these races are few and far between. Like the Nyss, a gobber or trollkin with the desire to become a wizard must seek out a human mentor. Both the elves and dwarves tend to be too tight-lipped about their magic to be willing to share it with folk of another race.

Finally, with the advent of the Gift, the ogrun appear to be the only race completely incapable of mastering arcane magic. Ogrun sorcerers and wizards are completely unknown, and it is widely and correctly believed that ogrun are devoid of any talent or capacity for mastering arcane magic.

Arcane Orders of the Iron Kingdoms

The wizards of western Immoren gather in orders and fraternities that allow them to study and share knowledge in a collective environment. Much like any university or school of distinction, such orders share a deep-seated unity and sense of fidelity. Most are secretive about internal matters and horde their knowledge.

While there are several major orders in western Immoren, the following are the most powerful and renowned. With several minor orders in each nation, and the various military arcane orders, a wizard can come from nearly any background as long as he has found a channel for his arcane potential and intellect.

The Fraternal Order of Wizardry



The most powerful and expansive order of wizards in western Immoren is headquartered Cygnar. Refugee wizards founded the Fraternal Order of Wizardry in 111 AR, during the waning years of the Orgoth Era. It has always been an elite school of wizardry, allowing the most talented and intelligent students into its ranks. Throughout the Order's history it has always counted amongst its members a good number of nobles, merchant princes, and other Cygnaran citizens of note.

Their political influence—as well as their financial and arcane power—is considerable, and drawing the ire of the Fraternal Order is not a good idea. Their headquarters are in Ceryl, but they have holdings in Llael, Ord, and most of the major cities of Cygnar.

A stickler for tradition, the Order is the source of much controversy in regards to their recruitment practices. Novices (wizards of less than 5th level) with potential can attend the Order if sponsored by full members, but hazing has been the source of some scandal. Women cannot set foot in the halls without escorts and, despite their talents, the Fraternal Order has never accepted a woman into their ranks. Indeed, in addition to its chauvinistic practices, the Order routinely turns away all non-human applicants as well, regardless of talent or social status.

Rumor Has It…

The Fraternal Order of Wizardry is known for its arrogance and elitism. Of note is the rumor that several secret societies exist within the Fraternal Order that practice necromancy, infernalism, and other dark arts. Despite the Order's position that no infernalism or necromancy is taught by their instructors, it is suspected that the practice of such wizardry still occurs within their secret halls and holdings.

The Fraternal Order produces artificers and mechanika creators of the highest order and amongst their ranks are some who venerate Cyriss. The order invented the founding technology of the cortex, allowing the creation of steamjacks, warjacks, and Colossals. These inventions were part of the spearhead that turned the tide in the rebellion, and Fraternal Order wizards made decisive contributions in fighting against the witches and dark constructs of the Orgoth. With magic and machine on the side of the rebellion, bolstered by the invention of the firearm, eventually the Orgoth were forced to flee western Immoren altogether.

Today, the Fraternal Order of Wizardry has a tight grip on the most advanced tomes of magical and thaumaturgical research. Most of the purely magic items created in modern times are their work. The Order has long since stated a disdain for items crafted with less reliable and cheaper arcane mechanika. While they once had a monopoly on cortex technology, it is a fact that they didn't hold on to it tightly enough. When wizards loyal to Khador defected to form their own order, now called the Greylords Covenant, they took with them the secrets of cortex manufacture, and Khador consequently began the construction of steamjacks without the need to barter with the Cygnar-based Fraternal Order.

Fraternal Order of Wizardry

The Fraternal Order's training allows wizards brought up through its ranks to evolve talents in many areas of arcane study. Of course, the arcane practitioners of western Immoren abhor necromancy and infernalism. The Fraternal Order does not teach such magic. However, they do provide tutoring in less dubious avenues of magic, and members are free to pursue many specialties of magic within the Order's confines. Once a wizard joins and takes the Fraternal Brotherhood feat, the following feats are made available as part of the Order's specialized training: Artificer, Forbidden Knowledge, and Scrivener.

The Greylords Covenant



Patriotism is at the heart of the Greylords Covenant, for all of its wizards are children of Khador. Anyone that shows the talent required for the command of magic may gain entry into the Greylords with sponsorship. While standing and station accelerate the ability to secure sponsorship, some of the less privileged citizens of Khador have also managed to gain entry and acceptance in this paramilitary order. Ultimately, a patriotic heart tempers the arcane power of a keen intellect. Unlike the Fraternal Order, the Greylords do not discriminate based on sex or race, all they ask is for an undying loyalty to Khador.

In craft and artifice, we are unmatched. Our arcane lore is without equal. Truly, our order's prosperity is due to the application of our acumen combined with the will to succeed.

—Fraternal Brother Simon Chanceforth (male Caspian Wiz11)

Khadoran patriots founded the Greylords Covenant in 243 AR during the reign of Levash Tzepesci, an intense warmonger. Bloody conflict

raged on the borders of the Motherland during these years, as Khador's military made a significant effort to gain control over key territories in each of their neighboring countries. The Fraternal Order had several key members with strong Khadoran ties, either by blood or politics, and when Lord Tzepesci made a call for magical aid these wizards answered. During a single night, they reached an agreement, secured their belongings, and vanished from Cygnar under the cover of powerful concealing magics.

The defection was a great blow to the Fraternal Order. Amongst the secrets plundered by the loyalist wizards were the closely guarded schematics for cortex design. Shortly thereafter, they took full control of the Colossals of the north and so began the Colossal Wars, thanks to these wizards dubbed the Greylords by Tzepesci. Despite their organization, Khador failed in this effort, but the Greylords were undaunted, as evidenced when the first Khadoran warjacks began trundling out of military steamworks in Khardov and Korsk. The loyalists worked feverishly to provide the Motherland with mechanikal soldiers powered by steam and arcane energy. Their detractors, of which there are many in the south, are inclined of course to draw attention to their dubious origins, often calling them "turncloaks" and the "tools of a tyrant."

Rumor Has It…

Rumors, fostered by the Fraternal Order, insist that the defectors were sleeper agents who wormed their way into the Order through political manipulation and careful planning by the Khadoran military. And through years of careful maneuvering and manipulation, the Khadorans managed to procure the *Mechanika Enigmatica*—the Khadoran codename for the secrets of cortex creation. In fact, conspiracy theorists within the Fraternal Order insist that the presence of these master spies explains the close ties between the Khadoran military and the Greylords Covenant.

Without question, the manufacture of steamjacks in Cygnar started an arms race with Khador, a secret war of spies and treacherous politics that continues to this day. The histories of the Fraternal Order and the Greylords Convenant are steeped in the cloak and dagger happenings of this bygone era. As technological development continues at a rapid pace, these old enmities continue to fester.

The motherland is in our blood, our souls, and our magic. When you threaten one of us, you threaten all of us.

—Warden Nikolai Szeriova (male Kossite Rgr5/Wiz6)

Today, the Greylords Covenant has chapter houses in all of Khador's major cities, including a number of private holdings, as well as a central headquarters in Korsk. Skilled, well-educated, and ruthless, the Greylords are the mystical vanguard of Khador. Battle magic, with a strong penchant for cold and ice-based spells and artifice, seems to be the primary focus of their teachings. The Covenant relies on funds from the royal coffers and private sponsorship by noble patrons, wealthy kayazy, and its own affluent members, of which there are many. Of note, the Greylords have established a special branch to investigate the smuggling of cortexes to the Protectorate of Menoth with the mission to hunt down and root out any connection between the Menite Old Faith in Khador and the Protectorate's Hierarch.

The Greylords Covenant

Martial in aspect and militant in approach, the Greylords Covenant serves as the arcane vanguard of Khador. Loyal and determined, these spell wielding patriots seek to ensure the sovereignty and prosperity of Khador's people. Once a wizard joins the Greylords Covenant and takes the Greylord feat, the following feats become available as part of the Covenant's specialized training: For the Motherland, Unbreakable Concentration, and Warcast.

The Order of the Golden Crucible



With the founding of the Circle of the Oath, trained wizards went forth throughout western Immoren seeking other allies. In the city of Leryn they joined forces with a loose brotherhood of alchemists in hiding within that city. The two disciplines complemented each other greatly, and it was only a matter of time before wizardry and alchemy began to combine to create even more powerful magics. In Leryn, the methods for creating potions and arcane salves were refined. After nearly forty years of cooperation, the Order of the Golden Crucible was formed in 25 BR to solidify the alliance between the wizards and alchemists of Leryn.

The Order of the Golden Crucible is the oldest surviving arcane order in all of western Immoren.

While Kerwin's death almost forty years earlier had shaken the foundations of the wizard community, his ability and legacy of bridging alchemy and wizardry was continued by the Order. Some of Kerwin's notes and theories, brought to Leryn early in the days of the alliance of wizards and alchemists led to great discoveries in the years that followed. Years of difficult work deciphering Kerwin's notes led Order specialists to discover the formula for blasting powder and to truly advanced innovations such as the *arcanodynamic accumulator*. Within the Order, an elite group of wizards known as Kerwin's Circle continues to study his works to this day and their findings and research fetch a high price from interested parties. The headquarters of the Order of the Golden Crucible has ever been located in the fortress city of Leryn.

Currently, the Order is the sole commercial manufacturer of blasting powder and the largest private manufacturer of alchemical reagents, salves, accumulators, industrial magic, and runic etching plates. The Order is also one of the primary sources for quality alchemical equipment. Responsible for training the finest alchemists in western Immoren, they produce military-grade blasting powder under contract for every nation in the Iron Kingdoms. As such, this makes Llael a prosperous country where the interests of its merchant nobles thrive off of the trade in alchemical goods and services.

The certification of alchemists is a very large part of the Order. Most alchemists spend some time in Llael, traveling there frequently to learn new techniques.

Magic is our finest science, through it we have built an empire that will stand forever. Each one of us adds to the prosperity of the Order, and each one of us profits.

—Aurumn Ominus Sabina d'Gallow (female Ryn Wiz9)

There, alchemists who are members can gain certification for the production of blasting powder or learn how to manage such fabricants as alchemical forges and ovens.

The Order of the Golden Crucible

Skilled alchemists, inventors, and traders, the Order of the Golden Crucible is a storehouse of knowledge regarding matters both scientific and arcane. These wizards hold great wealth and power, and being a member of the Order of the Golden Crucible is as much a privilege as it is a calling. Once a wizard joins and takes the Aurum Ominus Alchemist feat, the following feats become available through specialized training: Advanced Synthesis and Maximize Alchemy.

The Order of Illumination



The melding of arcane art and religion is an unexpected one, yet the Order of Illumination is so closely associated with the Church of Morrow that many assume the Order's members are lay clergy of some sort. This could not be further from the truth. The Order of Illumination is an arcane order devoted to working directly with the Church against Infernals, dark magic, and heresy.

A magus named Copernicun, a pious and devoted worshipper of Morrow who also happened to be a member of the Fraternal Order of Wizardry, founded the Order of Illumination in 233 AR. The magus discovered a cabal of infernalists within the Fraternal Order. A righteous man, the magus reported these matters directly to the Church of Morrow without consulting the elders of the Fraternal Order. He did this fearing that the corruption had spread to the highest levels of his brotherhood. The ensuing witch-hunt, led by Vicar Calverius Bantren, discovered the cabal and rooted the infernalists out. Disgraced by the ensuing scandal, the Fraternal Order eventually banished Copernicun from its ranks.

The Fraternal Order was incensed by the scandal. In time, following Copernicun's expulsion, the animosity grew to such a level that it is said—though they publicly deny it—the Order sent assassins after the wizard to silence him forever. Their attempts failed and the former Fraternal magus fled the city of Ceryl. He left with a handful of apprentices, wizards, and arcane practitioners disillusioned by the events of the scandal. Copernicun settled in Caspia, invoking asylum from the Sancteum. By impressing the highest levels of the Church with his conviction and zeal to uncover heresy and infernalism, the magus gained sponsorship from the Exordeum and founded the Order of Illumination.

Over the centuries, Copernicun's Order has grown in influence, yet it remains relatively small compared to the other major arcane orders throughout western Immoren. What it lacks in size it makes up for in political and religious influence. With the authority of the Exordeum, the Illuminated may investigate rumors of heresy and infernalism. Skilled witch-hunters and defenders of the Church, they are clerical in their devotion. Indeed, many Illuminated wizards have companions within the Church that act as advisors and spiritual guides, tempering arcane zeal with Morrow's words and representing the Church in times of need.

Our powers were granted in the bleakest hour, by the darkest of powers. It falls to us to bring light from that darkness, and promote the spark of knowledge rather than the fires of damnation.

—Most Blessed and Vigilant Magus Severin Copernicun, Founder of the Order of Illumination

Rumor Has It…

During Vinter Raelthorne the Elder's purge of witches and sorcerers, rumors spread that his secret police, the Inquisition, worked closely with agents of the Order of Illumination. Whether this collusion was merely an exchange of information and methods for hunting evil or a joint effort to find corrupt spellcasters and weed them out is unknown. It is a fact that several ex-Inquisitors have taken refuge within the Sancteum and now work for the Order of Illumination in some undisclosed capacity.

Although their libraries are second-rate compared to those of the Fraternal Order, Copernicun "borrowed" a number of valuable tomes and copies of important scrolls only to return them to the Fraternal Order years later. Of note is the Illuminated's unparalleled knowledge of how to defeat evil. Their practices extend to the arcane hunting of Infernals, undead abominations, and other threats that might threaten or seek to undermine the Church.

The Illuminated welcome men and women into their ranks equally, though all members must submit to occasional morality tests to ensure their good standing within the Order. Only wizards untainted by necromancy or infernalism can join or remain in the Order of Illumination. The Illuminated are notorious for the tests they put their members through to ensure they have not succumbed to corruption. Loyalty is compulsory, and the tests are rigorous enough to defeat even the most cunning magic.

The Order of Illumination

The Illuminated Ones guard against arcane dabbling in infernalism and necromancy and they are the Church's consultants and assistants when dealing with such matters. Arcane magic is a potent gift and the Illuminated carry it with responsibility and piousness. Once a wizard joins the Order of Illumination and takes the Illuminated One feat, the following feats become available as part of their specialized training: Channel Holy Might, Faithful Resolve, and Inquisitor.

Alchemy

True alchemy is the synergy of natural ingredients and arcane or divine magic. What began as a simple study of herbs and their properties has evolved into the vast field of alchemy. Alchemy includes everything from the brewing of love potions and the mixing of healing salves, to the careful creation of blasting powder.

While many alchemical concoctions can be derived from simple plant, animal, and mineral components, carefully extracted by the trained practitioner, in the hands of the alchemist these mixtures are enhanced with magic to give them greater potency and duration. This also tends to result in safer elixirs and balms as well. And in some cases, magical techniques are necessary simply to isolate the key ingredients from their original source.

Whatever the case, while early alchemy was simply the process of deriving potent concoctions directly from plant and animal mixtures, modern alchemy is as firmly enmeshed with arcane magic as is the study of mechanika. The early forms of alchemy are still practiced by modern apothecaries, while true alchemists have moved on to perfecting magically-enhanced alchemicals.

The rigorous science that evolved as part and parcel of alchemy was incredibly important to the later development of the Gift. Without this rigorous scientific approach, the folk of western Immoren would have had a very difficult time embracing and understanding the difficult rituals and formulaic castings necessary to wield the Gift.

Many early alchemists were highly-skilled apothecaries, able to produce through rigorous experimentation what others were able to fake with minor magical influence. Of course, some were neither as talented, nor as devoted as the true alchemists of the day; these were the frauds and charlatans who were as likely to sell poorly disguised poisons as they were to actually sell useful curatives.

The Craft (alchemy) Skill

While the Craft (alchemy) skill, as defined in the revised PHB, requires that the skill user be a spellcaster, this is not necessarily the case in the Iron Kingdoms. Skilled apothecaries are well-versed in refining natural ingredients into potent alchemicals without any knowledge of spellcasting.

All alchemicals specific to the Iron Kingdoms campaign setting indicate whether a non-spellcasting apothecary can create the item or if the item can only be created by NPC alchemists and other spellcasting characters. See the introduction to the section on "Alchemicals of the Iron Kingdoms" for more specifics.

History of Alchemy in Western Immoren

Herbalists and healers were responsible for the initial study of alchemy two-and-a-half millennia ago. These individuals began to record the herbs and plants they used to treat a variety of conditions and illnesses and began to examine the processes by which potent poultices and herbal elixirs were prepared. The early alchemists began to systematically examine these processes to determine how and why they worked. And they learned that some healing properties of plant and animal matter can only be elicited by heating or mashing the components; while sometimes, the active properties could only be evoked by steeping the plants to create a tea or poultice or by breathing the fumes from the steeping mixture. Some of the earliest recorded alchemical experiments appear in the rare tome *Crucibilus Synthetatus*, penned by the scholar Copolius in 753 BR. Many of his notes have been lost or destroyed over the years, but the surviving



fragments indicate that Copolius understood many of the founding principles of modern alchemy.

These studies and many others led to further questions regarding the nature of the healing properties of certain plants. Meanwhile, others began to study the effects of toxins and other naturally occurring substances. In the following centuries a great deal of knowledge, some true and some false, was gathered by alchemists throughout western Immoren. However, with the unstable political climate, alchemists never felt secure relinquishing their hard won secrets to any but a few trusted apprentices. This tradition continued well into the era of the Orgoth occupation.

Poisons were also incredibly important during the Thousand Cities Era. Poisoning and assassination were vital tools for ridding oneself of rival warlords and clearing the way for a "more cultured" regime. As such, many alchemists got their start as apothecaries. Slowly learning the importance of various ingredients to their art, these apothecaries also became greatly knowledgeable in the art of alchemy.

While the science of alchemy began as simple dabbling with herbal concoctions, it was not until quite some time later that real progress was made in alchemy. Not only were the alchemists themselves very secretive, but the warlords and rulers who required their services—if they became well-known suppliers of poisons—also wanted to keep those secrets within their realms. All of these things conspired to keep the art of alchemy secretive and elusive for many centuries.

Roughly 600 years ago, while the seeds of rebellion against the Orgoth were taking root, a small group of alchemists began the first experiments in the development of simple mechanika. Working closely with a small group of wizards and engineers, they discovered some of the basic principles of joining magic with mechanical devices, laying the initial groundwork for the development of the Colossals.

A group of alchemists dedicated to fighting against the Orgoth secretly banded together in Leryn to form the original Order of the Golden Crucible in 25 BR. They vowed to share all of their knowledge in an effort to preserve the secrets of alchemy and to find a means to help rid themselves of their oppressors. This consolidation and sharing of knowledge led to some of the most exciting advancements in alchemy in the past 1,300 years. Out of this effort emerged many destructive alchemicals including alchemist's fire, acids, incendiary arrows, and crude grenades. Ultimately, it led to the first primitive firearms and the early development of the hybrid science of mechanika as alchemists and mechaniks began to envision huge mechanikal war machines. While the Orgoth persecuted these individuals, capturing and torturing many of them in 86 AR, the members of the Order remained true to their unity of purpose and continued on, pushing the science of alchemy to find the means of ending the Orgoth Occupation once and for all. The contributions of alchemists to this task are well-documented within the halls of the Order of the Golden Crucible, and those that gave their lives to the cause are remembered and honored as well.

One of the most astounding events in the history of modern alchemy was the addition of Corben to the ranks of Morrow's ascendants. Corben, an extremely pious member of the Order of the Golden Crucible, was single-handedly responsible for defeating the great plague known as the Ripping Breath—a disease that had defied all divine and arcane attempts at intervention. It is believed that it was this selfless act, along with a life filled with concern for the welfare of others, that led to Corben's ascension on his death in 102 AR (for more details on Ascendant Corben see the section on Morrow's Ascendants in Chapter Four: Cosmology & Religion).

Alchemists and Apothecaries

As mentioned above, alchemists are today's true innovators in the study and development of the rigorous science of alchemy. They continue the research begun so long ago by such notables as Copolius and continued by others like the renowned Ascendant Corben. Alchemists combine their commanding knowledge of alchemical and scientific lore with the power of arcane rituals to create powerful curatives and other "advanced" alchemicals like blasting powder and mechanikal accumulators, and they are able to replicate many arcane and divine magical spells in their potions, elixirs, and other concoctions. In game terms, alchemists are individuals who have levels in the Alchemist NPC class (see the *Iron Kingdoms World Guide*). Other arcane and divine spellcasters can also be potent alchemists, but members of the Alchemist NPC class specialize in this and nothing more.

Apothecaries, on the other hand, are generally well-trained herbalists and chemists who follow ancient recipes to produce useful products. They specialize in utilitarian products such as acids, antitoxins, and minor curatives and purgatives. Some less reputable apothecaries also dabble in the study of poisons—their extraction and application. All of these agents formulated by apothecaries are non-magical in nature, but potent nonetheless. In game terms, apothecaries are experts (NPC class) who are skilled at brewing minor alchemicals and curatives, but mostly deal with extracting and refining acids, antitoxins, purgatives, and poisons from naturally occurring sources.

Alchemical Healing

While priests of Morrow and Menoth are concerned about the well-being of the faithful, there simply isn't enough time in the day between leading worship services, tending to the sick and ailing, and seeing to the day-to-day needs of the faithful and the church for priests to spend significant time brewing healing draughts. Likewise, most clergy do not see themselves as merchants or craftsmen, and feel that their time and resources are better spent tending to the souls of the faithful. Therefore, divine healing draughts are difficult to come by in western Immoren and certainly aren't available in large quantities. When they are available, their costs as listed in the DMG should be doubled.

As a result, alchemical healing draughts and salves have become very popular, especially in the militaries of the Iron Kingdoms and amongst adventurers. While these draughts and salves do not take effect nearly as quickly as divine healing potions, they are nonetheless effective in the long run. Of course, being alchemical concoctions, there are some potential hazards to overusing these draughts, and as with all alchemical mixtures the buyer must beware; charlatans and frauds abound and are more than willing to risk a person's health for a few quick crowns.

Some of the most common alchemical healing draughts are the cure-all creams and Corben's elixirs—made to Ascendant Corben's original specifications. Along with being the most common, they are also the safest and most reliable. Other elixirs, draughts, and creams claim to be stronger medicinals, but many, like Ansleigh's wound seal and blackroot balm, trade overall safety for potency.

Rumor Has It...

Wild stories have been whispered in taverns and around warm fires of late telling of nightmarish creatures never before seen in western Immoren. The tales tell of shambling, undead creatures with green glowing eyes, or with skin as tough as boiled leather and tinged a sickly shade of yellow. Some even talk of creatures that, when injured, "bleed" a thick, greenish substance that pops and fumes on contact with the air.

Rumor has it that these undead creatures are the results of recently discovered alchemical processes that enhance or create new kinds of undead. Some say that it is the work of Toruk's necrotechs, while others blame the dark servants of Thamar. However, whispered even more quietly and cautiously, some insist that these creatures are the creations of someone or some group within the Fraternal Order of Wizardry. While this far-fetched notion is hard to believe, many of the appearances have indeed occurred within a few miles of the Fraternal Order's headquarters in Ceryl.

Alchemicals of the Iron Kingdoms

Each alchemical entry includes the following details:

Alchemical Name: Description and rules concerning the alchemical, including a brief description of the creation process.

Emanation type, if any; DC (used for Craft [alchemy] skill check to create the alchemical, in the case of acids, antitoxins, and poisons this represents the ease or difficulty of refining, purifying, or concentrating the substance); CL (level of spell-casting ability required to create the alchemical, NS indicates that the alchemical can be created by non-spellcasting apothecaries); Required ranks in Craft (alchemy), feats or spells, if any; Price (typical sale price of the alchemical, prices are per dose unless otherwise specified, cost to create is 1/3 sale price as per the Craft skill, PHB and 1/25 the cost to create in XPs for magical alchemicals).

Acids

All acids common to the Iron Kingdoms follow the standard rules for acid as described in the PHB, though cost, Craft (alchemy) DCs to create, and damage vary depending on the acid.

Bone Stripper: Used in the biology and zoology departments of many universities throughout western Immoren, bone stripper acid is commonly used for just that purpose—to strip flesh from bones for display purposes. All of the flesh can be stripped from a large specimen, assuming one has a large enough vat of bone

stripper, within a few short hours. The university experts have found this method of preparing bones for display much preferable to boiling and cleansing the bones by hand. A fairly strong digestive acid, bone stripper inflicts 1d6 points of acid damage and 1 point of splash damage, but is only effective against flesh. A character suffering a direct hit with bone stripper acid must make a Fortitude save (DC 16) or suffer scarring and the permanent loss of 1d3 points of Charisma as the acid begins to melt his skin. Bone stripper is generally only available from an alchemist with a captive oasis ooze somewhere in his shop, but its formulation also requires quicklime and caustic soda.

None (nonmagical); DC 15; CL NS; Craft (alchemy) 6 ranks; Price 8 gp per flask.

Carrock's Sure-fire Etcher: Used by alchemists and arcane mechaniks throughout the kingdoms, Carrock's sure-fire etcher is the most widely-used acid for etching mechanika rune plates. This highly-corrosive mixture of salt-acids is yellow in color and actively fumes when uncovered. Skin contact with sure-fire etcher inflicts 2d4 points of damage and blackens the skin. A splash of sure-fire etcher inflicts 2 points of damage.

None (nonmagical); DC 22; CL NS; Craft (alchemy) 4 ranks; Price 40 gp per flask.

Carvalo's Wound Cleaner: This mild, magical acid was derived centuries ago by the faithful of Morrow.

Table 5–7: Alchemical Weights and Measures

Fluid Standard			Solid Standards		
8 drams (dr)	=	1 ounce (oz)	20 grains (gr)	=	1 scruple (s)
5 ounces	=	1 gill (gi)	3 scruples	=	1 dram (dr)
4 gills	=	1 pint (pt)	8 drams	=	1 ounce (oz)
2 pints	=	1 quart (qt)	12 ounces	=	1 pound (lb)

Brewed from a combination of normal alchemist's acid and several mild antiparasitic compounds, alchemical synthesis turns this seemingly harmful mixture into a useful medicinal. This acidic solution is so mild that it does not inflict any damage on normal contact. However, when applied to an open wound, Carvalo's wound cleaner inflicts 1d2 points of damage. In doing so, it also cleans any foreign materials from the wound and destroys any infections. Any wound that is infected with a natural disease can be cleansed with wound cleaner. One application is enough to destroy the infection. While wound cleaner cannot destroy supernatural diseases, it can halt their spread. Each day that a wound infected with a supernatural disease is treated with wound cleaner increases the disease's incubation period by one day.

Faint conjuration; DC 20; CL 3rd, *cure moderate wounds*; Price 250 gp per flask.

Dragon Bile: While not truly harvested from dragons, this vile, viscous liquid is one of the most corrosive acids known to the alchemists of western Immoren. This dark liquid fumes constantly, and the acrid vapors quickly burn the nose and throat if accidentally inhaled. Enhanced by the mystical manipulations of highly-trained alchemists, this combination of vitriol and salt-acid is both dangerous and difficult to remove. Its viscous nature makes it extremely hard to wash away. A direct hit with dragon bile inflicts 1d6+2 points of damage per round for 2 rounds and 6 points of splash damage. Direct exposure to dragon bile carries the same risk of scarring as vitriol.

Moderate transmutation; DC 25; CL 7th, *contagion*; Price 300 gp per flask.

Vitriol (green): Slightly stronger than standard alchemist's acid, this green liquid is used in many alchemical procedures where natural fibers or tough membranes need to be dissolved to aid in alchemical extractions. Vitriol inflicts 1d6+2 points of damage on contact, but only 1 point of splash damage. A direct hit with vitriol can cause permanent Charisma damage. A character suffering a direct hit must make a successful Fortitude save (DC 16) or suffer scarring and the permanent loss of 1 point of Charisma. This acid is derived from a green, crystalline material that easily dissolves in water and is frequently found near iron deposits.

None (nonmagical); DC 18; CL NS; Craft (alchemy) 6 ranks; Price 18 gp per flask.

Antitoxins

Bile Brew: Bitterleaf is steeped for 20 minutes to form a dark, acidic tea. Once the tea is prepared, a solution of natron and saltpeter dissolved in camphor oil is slowly decanted into the preparation and brought to a mild boil. After the addition of a few other minor ingredients, the temperature is reduced and the mixture is simmered until a thick, nearly colorless syrup is formed. Two drops of this potent purgative mixed into food or drink causes the victim to be nauseated for 3d4 minutes. On a successful

Fortitude save (DC 14), the victim is only sickened for the purgative's duration. One gill of bile brew is enough for four doses. Interestingly, this purgative also serves as an effective antitoxin (+5 alchemical bonus to Fortitude saves against poison for 1 hour).

None (nonmagical); DC 18; CL NS; Price 30 gp per gill.

Blood Polyp Draught: Blood polyp root harvested in the fall contains a highly-concentrated form of the sap that is so useful in fending off insects when burned. If this root is dried, further concentrating the active agents and ground into powder, a potent drug for killing parasites can be extracted. This requires the full use of an alchemist's laboratory and several days time while the active ingredients are slowly dissolved and purified through a process of evaporation and condensation. When the pure extract is finally attained, it is mixed with cheap whiskey, creating the potent elixir known as blood polyp draught. A 1-dram dose will cure nearly all parasitic infestations (95% chance of success), though occasionally a second dose is necessary.

None (nonmagical); DC 20; CL NS; Price 20 gp per gill.

Chain Breaker: A foul concoction brewed from the pulverized tissues of the buzzard beetle, chain breaker is an infallible cure for paralysis caused by magic or toxins. Slow acting, the pasty liquid must first be placed underneath the victim's tongue where it can be slowly absorbed by the body. Once the victim begins to regain some motion, usually evident from his retching and gagging, he must consume the remainder of the dose. The paralysis is completely removed after 2d4 minutes, but the character is *nauseated* for 2d4x10 minutes. A much more potent form of chain breaker, commonly known as Scorik's Soother, cures petrification. This elixir also uses secretions from the buzzard beetle, but can only be formulated by highly-skilled alchemists. The transformation of the petrified tissues requires one hour and leaves the victim sickened for 24 hours.

None (nonmagical); DC 22; CL NS; Craft (alchemy) 8 ranks; Price 300 gp (chain breaker).

Faint transmutation; DC 30; CL 9th; Craft (alchemy) 12 ranks, *flesh to stone*; Price 900 gp (Scorik's Soother).

Table 5–8: Other Naturally Occurring Acids

Acid	Craft (alchemy) DC	Contact Damage	Splash Damage	Cost
Acid, standard	15*	1d6	1	10 gp
Buzzard beetle tenderizer (MN1, pg. 25)	15*	1d3	0	30 gp
Crypt spider acid (MN1, pp. 30–31)	18*	2d10	4	45 gp
Lemax spittle (MN1, pg. 123)	18*	2d4+2	3	36 gp

*Nonmagical alchemicals.

Curatives

Alchemical curatives come in a wide variety. Like many alchemicals, curatives tend to act in much the same way as poisons, having an initial effect followed by a secondary effect after one minute. However, unlike the more reliable Corben's curatives, wound seal and a number of other alchemicals have some potential negative side effects as well. If a curative has a Fortitude save listed before its secondary healing value, the character must make a Fortitude save before the secondary healing kicks in. If the save succeeds the healing takes effect without any side effects, but if the save fails then the character suffers the noted side effect in addition to the healing.

Ansleigh's Wound Seal: Named for Ansleigh Roane, the Thurian alchemist who developed this curative centuries ago, wound seal is used by many mercenaries and adventurers alike who can't afford some of the more reliable curatives—it has a tendency to cause mild disorientation and confusion. Of course sometimes even the wealthiest adventurer is forced to settle for what's available at the time. Today, variants of Ansleigh's wound seal are available under a wide variety of names and in a range of potencies, though the more potent curatives tend to be more dangerous. Initial healing converts 1d6 points of damage to nonlethal damage, Fortitude save (DC 14) secondary healing 1d3+2 points of damage, side effect temporary loss of 1d3 Wis. Wound seal is a fast-drying, but flexible mixture of calamine, iodophor, rescarba gum and lysocaine (a mild numbing agent).

None (nonmagical); DC 12; CL NS; Craft (alchemy) 4 ranks; Price 20 gp.

Blackroot Balm: Another healing salve developed by alchemists, blackroot balm is derived from the roots of the blackthorn bush native to many of Cygnar's bogs and marshes. While more potent than wound seal, blackroot balm has a nasty tendency to cause lightheadedness and loss of coordination. Initial healing 1d6 points of damage, Fortitude save (DC 16) secondary healing 1d6+3 points of damage, side effect temporary loss of 1d6 Dex. In addition to the roasted powder derived from the root of the blackthorn bush, the balm contains small amounts of cadmia, flowers of sulphur, and sea salt.

None (nonmagical); DC 16; CL NS; Craft (alchemy) 6 ranks; Price 90 gp.

Table 5–9: Other Common Antitoxins

Antitoxin[1]	Craft (alchemy) DC	Fort Save Bonus	Restorative Properties[2]	Cost
Antitoxin, standard	25*	+5	—	50 gp
Dire troll antitoxin (MN1, pg. 194)	30*	+12	2 Str or Con	200 gp
Tatzylwurm antitoxin (MN1, pg. 165)	21*	+8	—	80 gp
Troll antitoxin (MN1, pg. 194)	26*	+8	1 Str or Con	120 gp

*Nonmagical alchemicals.

1 All antitoxins last for 1 hour.

2 Some antitoxins restore ability points lost from poison damage, so long as the antitoxin is taken before the secondary damage takes effect.

Corben's Curative Elixirs: Made to his exacting specifications set down years before his ascension, Corben's curatives are the most reliable and effective alchemical healing agents known throughout western Immoren. While they require that the alchemist know curative magic, they are still far and away easier to produce than magical curative potions. Each elixir cures a certain number of hit points initially and then, after 1 minute, its secondary healing kicks in. These elixirs combine a highly aromatic solution of lysocaine, calomel, and weak green vitriol with potent healing magic to form some of the most reliable healing elixirs known to the Iron Kingdoms.

Corben's Essential Elixir: Initial healing 1d6+5 points of damage, secondary healing 2d6 points of damage.

Faint conjuration; DC 20; CL 5th; Craft (alchemy) 8 ranks, *cure serious wounds*; Price 450 gp.

Corben's Invigorating Elixir: Initial healing 1d6 points of damage, secondary healing 1d6+3 points of damage.

Faint conjuration; DC 16; CL 3rd; Craft (alchemy) 6 ranks, *cure moderate wounds*; Price 180 gp.

Corben's Healing Elixir: Initial healing 2d6 points of damage, secondary healing 2d6+7 points of damage.

Faint conjuration; DC 24; CL 7th; Craft (alchemy) 10 ranks, *cure critical wounds*; Price 750 gp.

Corben's Wound Closer: Initial healing 1d3 points of damage, secondary healing 1d6 points of damage.

Faint conjuration; DC 12; CL 1st; Craft (alchemy) 4 ranks, *cure light wounds*; Price 30 gp.

Cure-All Cream: Functions as a *potion of cure light wounds*, although each jar of ointment contains 3 applications. This sticky balm is immediately soothing, but healing does not occur until it dries (1d4+1 minutes). Cure-all cream is a lesser, nonmagical form of Corben's wound closer made from the same three base ingredients and a conglutination of natron and cadmia.

None (nonmagical); DC 14; CL NS; Craft (alchemy) 4 ranks; Price 20 gp.

Doc Petrok's Rejuvenator: This draught is popular with brawlers and street thugs alike. Originally developed by a Khadoran "doctor" working with brawlers in the bare-knuckle fighting rings, this elixir restores nonlethal damage and relieves the effects of fatigue. Unfortunately, while removing the effects of fatigue, the draught still leaves some fighters wobbly and unsteady on their feet. Initial healing 2d8+6 nonlethal damage, Fortitude save (DC 14) secondary healing removes effects of fatigue or improves the exhausted condition to fatigued, side effect temporary loss of 1d3 Dex. If the person imbibing the rejuvenator has not suffered any nonlethal damage, the initial

healing converts 2d3 hit points of damage to nonlethal damage. Petrok's rejuvenator contains aromatic spirits of ammonia, brimstone, and rock salts.

None (nonmagical); DC 12; CL NS; Price 15 gp.

Solovin's Seal: Sticky when first applied, this balm is immediately soothing and begins to take effect as it dries. On initial application, Solovin's seal stops all bleeding and a dying creature is immediately stabilized. The balm's true healing properties are only slowly revealed over time. Solovin's seal triples a creature's natural rate of healing, though it is ineffective for creatures with regenerative powers (including fast healing). One dose of Solovin's seal lasts for 8 hours. So, a 5th-level fighter treated with Solovin's seal would recover 15 hit points after 8 hours of rest. This healing balm is so effective that even if his rest is interrupted, the character still regains 1 hit point per character level. With full bed rest for 24 hours and three doses of Solovin's seal (1 dose per 8 hours), the 5th-level fighter would recover 30 hit points per 24 hours of bed rest. It is rumored that, in addition to the pulped root of the solverius plant and mild natural salts, Solovin's seal contains a strange decoction of troll blood (15–30 gp per ounce) mixed with niter and powdered silver.

Faint conjuration; DC 26; CL 10th; Craft (alchemy) 14 ranks, *cure moderate wounds*; Price 150 gp per dose.

General Alchemicals

Balelight: Balelight was a boon discovery. It has allowed alchemists across western Immoren to light their shops without increased hazards from open flames. Balelight consists of two liquids that do not mix well. Inactive balelight solution appears to consist of a layer of slightly milky fluid floating atop a thick layer of yellowish liquid. When a flask containing balelight is gently swirled, the two liquids mix and give off a pale-greenish light. A single source of balelight provides enough illumination to light a 10-foot diameter area and is enough light to read by, as long as one is close to the container of balelight. As the liquid in the flask begins to settle, the two liquids will slowly begin to separate. After two hours, the container will no longer provide enough illumination for reading and after three hours the illumination will fade altogether as the liquids completely separate. The beauty of balelight solution is that the flask can immediately be swirled again to provide light for another two to three hours; however, after two weeks the liquids decompose and no longer give light when mixed. Stored separately in air-tight containers, the liquids will last indefinitely. Balelight is normally sold in plain round-bottomed flasks, though alchemists in better neighborhoods will sometimes sell it in more decorative containers. Ingredients: Swamp squid bioluminescent glands (5–6 gp per gland), pickle alum, and glycerol.

None (nonmagical); DC 16; CL NS; Price 8 sp per flask.

Baron Voratchik's Clawed Grip: Developed by a Khadoran noble who dabbled in alchemy, Baron Voratchik's clawed grip—also known simply as gripper—aids in climbing and Str checks to move heavy objects. Consuming a dose of gripper is not a pleasant experience. The imbiber is wracked with pain and stunned for two rounds as his hands twist and freeze into rigid claws. Gripper gives the imbiber a +12 circumstance bonus to Climb checks and a +6 bonus to grapple checks and Strength checks to lift heavy objects or bend bars for 1d4+1 minutes, but it greatly decreases his manual Dexterity, inflicting a –10 penalty to Disable Device, Forgery, Open Lock, and Sleight of Hand checks. Additionally, the imbiber must make an immediate Fortitude saving throw or suffer 2d4 points of nonlethal damage.

Faint transmutation; DC 18; CL 3rd; Craft (alchemy) 8 ranks, *bull's strength*; Price 225 gp per flask.

Blade Resins: Blade resins are created by mixing up to five doses of a desired poison with equal amounts of Ivona's bonding resin and mineral oil. This creates a sticky, resinous paste that can be smeared on a weapon. Blade resins are most effective when applied to slashing and piercing melee weapons, as they continue to hold the poison to the blade even after an initial strike. Each successful strike with the weapon delivers one dose of the poison, until all of the doses are used up. Many assassins learn the art of formulating blade resins since they are so useful, allowing the envenomed blade to deliver the full effects of each dose of poison without having to stop to re-envenom the blade.

None (nonmagical); DC 25; CL NS; Price poison cost + 30 gp per dose.

Glues and Other Adhesives

A wide variety of glues and adhesives are available in the Iron Kingdoms. Many water soluble glues are available from

general stores, being made from simple animal by-products (3–5 sp per jar). However, a few adhesives exist that are not water soluble. One of the best known is called Ivona's bonding resin (10 gp per gill). This adhesive is a slow-drying resin available from alchemists and apothecaries. Made from some strange combination of wood resins and other reagents, when dry it is as tough as wood. Less well known is the fact that Ivona's bonding resin remains sticky and pliable when mixed with mineral oil, making it perfect for use in creating blade resins.

Blasting Powder: Ammunition is fragile; it is ruined if it gets wet or if it takes 1 point of physical damage. It is also flammable, and any exposure to flame will destroy it. Alchemical blasting powders burn fiercely, but like modern gunpowder they will not explode unless confined. Lastly, since blasting powder is magical, it can be rendered temporarily inert by *dispel magic* or *greater dispel magic*. The ease with which it can be suppressed depends on the level of the creator, but in general a dispel check (DC 18) will render blasting powder inert for 1d4 rounds.

Powder is sold most commonly in mini-kegs by the rifler's pound and in 20-pound kegs. A rifler's pound of blasting powder consists of a small keg containing 5 ounces of red powder and a larger keg holding 8 ounces of black powder. Its known as a rifler's pound since it is precisely enough powder for a practiced munitions expert to create 12 long rifle ammunition charges. The same amount of blasting powder should make 20 charges for a small pistol, but only 8 charges for a military rifle (see the Craft Blasting Powder feat in Chapter Two: Character's and Classes for more details). These numbers all assume a munitions expert with little to no powder wastage. Powder is mixed in roughly a 6/4 ratio, with some variance for individual firearm bores. A typical long rifle load requires about 175 grains (nearly 3 drams) of black powder and 115 grains (nearly 2 drams) of red powder. A "20-pound keg" is actually two kegs containing the equivalent of 20 rifler's pounds of powder.

Black powder is refined from an admixture of coal and a black, tarry substance mined from steam vents near coal deposits. The red powder is refined from a foul-smelling, sulphury substance mined primarily in and around the Llaelese city of Rynyr, earning it the nicknames City of Dust and the Red City. While there are several mines in the Kovosk Hills and in the foothills of the Thundercliff Peaks near Korsk, the Rynyr mines remain the most productive.

Pricing on kegs of blasting powder depends greatly on demand, availability, and whether or not the local alchemist or gunsmith is licensed with the Order of the Golden Crucible. If there is no licensed alchemist nearby, the prices for kegs of blasting power may be as much as twice the going rate from Order-licensed alchemists.

Blasting Powder, Black: Faint evocation; DC 16; CL 3rd; Craft Blasting Powder.

Blasting Powder, Red: Faint evocation; DC 22; CL 5th; Craft Blasting Powder.

Rifler's Pound: Cost 50+ gp (standard licensed alchemist rate).

20-pound keg: Cost 1,000+ gp (standard licensed alchemist rate).

Blood Polyp Incense: Blood polyp incense is a refined form of the dried blood polyp leaves. Leaves are best when harvested in the late spring, after they have fully emerged. At this time, the greatest quantity of sap is flowing through the leaves and plant stems. After harvesting, the leaves are dried and then ground into a fine powder. This powder is mixed with a small amount of wax and then cast into incense cones. A single blood polyp incense cone will burn for 2 hours and affect an area 10-feet in diameter, keeping all but the most persistent insects at bay. Insects attempting to enter an area affected by blood polyp incense must make a successful Fortitude save (DC 18). The effects of blood polyp incense are negated by anything stronger than a light breeze.

None (nonmagical); DC 12; CL NS; Price 2 gp per dozen cones.

Burning Powder: Made from a substance similar to red blasting powder, this white powder causes unprotected skin to itch and burn on contact and can cause severe damage to the throat, nasal passages, and lungs. Burning powder is sold in tubes that also serve as a delivery device. After unstopping the tube, a move action, the wielder blows through it to send the powder into the air. The wielder can choose to target a specific individual with the powder as a ranged touch attack or can disperse the powder into the air to attempt to affect everyone in the area. A successful touch attack against a single creature automatically causes a distracting itching and burning sensation. This can only be prevented if there is no way for the powder to directly

contact the creature's skin. Normal clothing and armor does not protect against the powder. Creatures affected by the itching must make concentration checks (DC 15) to perform any complex actions; spellcasting requires a Concentration check (DC 15 + spell level). Additionally, the target must make a Fortitude saving throw (DC 18) to avoid inhaling the powder or getting any into its eyes. A failed save results in 1d3 points of temporary Con damage and the target is also blinded for 2d4 rounds, or until he can flush his eyes with water (requiring one full-round). If the powder is sprayed into the air it fills a 20-foot cone. A successful Reflex saving throw (DC 18) negates any effect from the powder. Those who fail their saves are subject to the itching and must make Concentration checks to perform any complex actions.

None (nonmagical); DC 16; CL NS; Craft (alchemy) 6 ranks; Price 75 gp per tube.

Cane Leech Repellant: This tincture of horseradish and garlic, while rather foul smelling, is an effective repellant of cane leeches and other creepy crawlies including small spiders, scorpions, and other small insects and arthropods. One application of cane leech repellant lasts for eight hours, however, it is quickly washed away in water and is also rendered ineffective by sweat from a few minutes worth of hard exercise or labor. A second form of cane leech repellant is available as a thick, jelly-like substance that will not wash away in the water. This version of cane leech repellant, developed by swampies inhabiting the marshes along the Black River, is very popular with folk who are forced to spend time working in the water. Each type of repellant comes in a small jar containing enough for five applications.

None (nonmagical); DC 12; CL NS; Price 6 gp (liquid) or 8 gp (jelly).

Clear Mind: This draught is prized by wizards and intellectuals alike, and its use by university students during examinations has been banned as a form of cheating. Clear mind allows the user to better focus and organize his thoughts and to resist any attempts by others to unduly influence his decisions. The effects of clear mind last for 1 hour and during that time it grants a +4 bonus to Concentration and any Intelligence-based skill checks. While clear mind is in effect, the user also gains a +4 competence bonus to all Will saves against mind-influencing spells and spell-like effects. However, the effects of the draught also help the imbiber to ignore minor distractions, resulting in –2 penalties to Spot and Sense Motive checks made while under the influence of the draught.

Faint enchantment; DC 20; CL 1st; Price 150 gp.

Dust of Dizziness: A somewhat questionable substance, dust of dizziness is still widely available from apothecaries and alchemists who commonly cater to adventurers. Victims who fail to make a Fortitude save (DC 18) experience severe vertigo for 1d4 turns. If the victim attempts to perform any action after failing their save, they must make a successful Dexterity check (DC 18) for every action or suffer a –4 penalty to the attempt (see LOLS, pp. 94).

Faint illusion; DC 18; CL 3rd, *daze monster*; Price 75 gp.

Earrings of Fire: A matched set of earrings with fragile glass pendants, each contains a different alchemical substance. If the earrings are smashed together, the two chemicals mix and create a fiery reaction. Creatures within a 5-foot radius must make a successful Reflex save (DC 15) or be dazzled (–1 penalty on attack rolls) and deafened for one round. They will also be burned for 1d4 points of damage (see pg. 94 LOLS).

Faint evocation; DC 18; CL 1st; Price 50 gp.

Embalming Fluid: Formulated by alchemists working with scholars from Corvis University's Department of Extraordinary Zoology, embalming fluid is a fairly recent development. Used primarily to preserve small animal and tissue specimens, it is rumored that embalming fluid has also found some less desirable uses in the hands of necromancers. Roughly 10 pints of embalming fluid are required to embalm a human-sized body.

None (nonmagical); DC 16; CL NS; Price 20 gp per pint.

Exalted Incense: Much like clear mind, exalted incense increases ones ability to concentrate and focus on a task at hand. After 5 minutes of burning exalted incense, anyone within a 10-foot radius of the incense gains a +2 circumstance bonus to all Concentration and Knowledge checks made while the incense continues to burn or for 5 minutes after leaving the area of the incense. However, the effects of the incense also help the user ignore minor distractions and outside influences, resulting in –4 penalties to Spot and Sense

Motive checks made while under the influence of the incense. A cone of exalted incense burns for one hour.

Faint enchantment; DC 18; CL 1st; Price 12 gp per cone.

Flame Ward: Flame ward is an oily substance used to treat garments, fabrics, and other flammable surfaces. Garments are normally soaked in barrels of flame ward, while it can be "painted" onto wooden structures. This substance protects the materials from open flames, though it is not effective against extremely hot fires or intensely burning magical flames. Flame ward provides fire resistance 10 to any permeable substance treated with it and a character clad entirely in garments treated with flame ward retains the same protection; however, this requires a mask or hood treated with flameward in addition to normal clothing.

Faint abjuration; DC 23; CL 3rd; Craft (alchemy) 6 ranks, *resist energy*; Price 30 gp per garment, 3,000 gp per 1-story structure.

Flash Freeze: An oddity of alchemical science, this mixture is generally sold in a glass or metal flask. When the flask is shaken vigorously or smashed, an intriguing reaction takes place. The violence of the action somehow activates the liquid and it immediately turns into a crumbly form of ice. Flash freeze can also be added to a larger supply of water before being activated. To freeze water with flash freeze requires that the water be vigorously stirred immediately after the flash freeze is added to it (within 2 rounds or the flash freeze loses its properties). A flask of flash freeze contains enough material to freeze up to 50 gallons of water.

Faint enchantment; DC 16; CL 1st; Craft (alchemy) 5 ranks, *ray of frost*; Price 12 gp per flask.

Gobber Sticksand: The desert dwelling gobbers of the Marches have created this remarkable, and highly secret, alchemical that transforms sand into a sticky, glutinous "quicksand." A single vial of sticksand can alter the sand in a 5-foot radius for 1 minute, after which it dries out. Anyone stepping into the otherwise unremarkable sand, or standing on sand when hit by a thrown vial of the alchemical, must make a Reflex save (DC 11) or suffer a –2 penalty to all attacks rolls, a –4 penalty to Dexterity, and be stuck to the spot until the alchemical dries out. Breaking free is a full-round action requiring a successful Strength check (DC 20). Treat this attack as a ranged touch attack with a range increment of 10 feet. Weight 1.25 lbs per vial.

Faint transmutation; DC 22; CL 3rd; Craft (alchemy) 10 ranks; Price 75 gp (never sold to outsiders).

Hot Grease: This slippery, alchemical oil burns like all hell when it comes into contact with skin. A flask of hot grease (15 oz.) covers one 5-foot by 5-foot area. Anyone walking through the area must make a Reflex saving throw (DC 15) or fall to the ground. A creature moving faster than its normal base speed suffers a –2 per each additional 10 feet of movement it is taking. For example, a creature with a normal speed of 30 feet is hustling through the area. Taking its full 60 feet of movement, it suffers a –6 penalty to its Reflex save. Creatures that slip and fall on the hot grease suffer 1d4 points of damage per round for 5 rounds unless they are able to wash off the grease with alcohol or a mild detergent—water is completely ineffective. The damage inflicted by hot grease has no effect on objects. Weight 1 lb. per canister.

Faint enchantment; DC 21; CL 5th; Craft (alchemy) 9 ranks, *grease*; Price 200 gp per canister.

Leatherskin: This salve rapidly thickens and hardens skin, forming a tough, semi-rigid leathery layer that grants a +2 natural armor bonus. This salve does not work for creatures with a natural armor bonus of +2 or better. The benefit of the salve lasts for 6 hours, after which the hardened skin begins to slough and flake off. While the natural armor bonus is in effect, the user suffers a –2 Charisma penalty. After the skin begins to slough off, this penalty increases to –4 and lasts for an additional 18 hours. Only one dose of leatherskin is effective in a 24-hour period. A second dose applied after less than 24 hours has no effect.

Faint transmutation; DC 19; CL 3rd; Craft (alchemy) 6 ranks, *barkskin*; Price 180 gp.

Liniment of Insulation: A sticky, tarry substance, liniment of insulation provides protection from electricity as the spell *protection from energy (electricity)* (see LOLS, pp. 94). One jar provides enough liniment to protect a single, medium sized individual or two small creatures. The liniment provides complete protection from 60 points of electricity damage or lasts for fifty minutes, whichever comes first. After fifty minutes the liniment looses its effectiveness.

Faint abjuration; DC 19; CL 5th; Craft (alchemy) 6 ranks, *protection from energy*; Price 300 gp.

Menoth's Fury: Derived from crudely refined and treated oil, Menoth's Fury is a highly flammable alchemical that ignites on contact with air and burns with incredible intensity. As dangerous and volatile as this substance is, it is securely guarded and kept within sealed, pressurized containers, stockpiled for use in the Protectorate's weapons of war. Menoth's Fury burns hotter than normal fire, inflicting 1d10 points of damage. See the DMG for rules pertaining to catching on fire. Small sealed containers of Menoth's Fury are also used as grenade-like weapons.

Faint evocation; DC 24; CL 5th; Price 350 gp (only issued by the Protectorate of Menoth military).

Fury Grenades: 1d10/splash 1; Range 10 ft.; Weight 1.25 lbs.

Faint evocation; Craft (alchemy) DC 24, Craft (demolitions) DC 22; CL 5th; Craft (alchemy) 8 ranks; Price 300 gp.

Mist Piercer: This novel alchemical is a favorite amongst criminals and comes in particularly handy in seaport and riverfront towns. One dose of mist piercer allows the imbiber to see clearly to a distance of 30 feet through fogs and mists. This eliminates all concealment bonuses for creatures within range, but does nothing for targeting or spotting individuals further away. As with most alchemicals, the benefits of mist piercer come at some cost. The imbiber becomes extremely sensitive to bright lights suffering a –4 penalty to all attack and damage rolls, skill checks, saving throw, and armor class when in light equivalent to daylight. The effects of mist piercer last for 30 minutes.

Faint transmutation; DC 18; CL 3rd; Craft (alchemy) 8 ranks; Price 300 gp.

Morrow's Hand Oil: This soothing balm is very popular among the well-to-do and even among some lesser employees of the noble courts. For those suffering from stress and tensions, the refreshing scent and warming sensation of Morrow's hand oil serves to calm the nerves and relax tensions. While a jar of Morrow's hand oil contains enough of the liniment for three normal applications, an entire jar used at once is potent enough to suppress existing *fear* effects or to grant a +2 morale bonus against *fear* effects for two minutes.

None (nonmagical); DC 16; CL NS; Craft (alchemy) 4 ranks; Price 9 gp.

Mufflefoot: Created from the same noise absorbing powder used in barrel baffles, this odd substance appears to be a dark, thick paste. When applied to the soles of shoes or boots, or even one's feet, the stuff slowly congeals and sets into a thin, rubbery layer. While fairly durable once dried, it crumbles and falls off after just one minute of walking on stones, pavers, or any other hard surface. On softer surfaces, it lasts for five minutes. From the time it sets until it is worn away, mufflefoot provides a +10 circumstance bonus to all Move Silently checks. After applying mufflefoot, the user must wait one minute before walking on it. Otherwise, it leaves a smeary mess behind and does not provide any benefit. Also, due to its obvious illicit uses, mufflefoot is illegal in all of the kingdoms and is only available through disreputable apothecaries and on the black market.

Faint illusion; DC 18; CL 3rd; Craft (alchemy) 4 ranks, *silence*; Price 75 gp per application.

Muting Mist: An extremely popular alchemical in underworld circles, muting mist creates a bank of heavy mist as per the spell *obscuring mist* which lasts for 5 minutes. However, it's the mist's additional property of muffling sound that makes it especially popular. While the mist remains, anyone attempting a Listen check from within the mist, or attempting to hear what is happening inside the mist, suffers a –20 circumstance penalty to their Listen check. It is rumored that one of the vilest murderers currently imprisoned on Bloodshore Island, a man by the name of Salit Votorr, used muting mist to cover the terrible sounds of his killings. Muting mist, a thick, greenish liquid, must be poured into a gallon of water for the mist to form.

Faint enchantment; DC 22; CL 3rd; Craft (alchemy) 8 ranks, *obscuring mist, silence*; Price 200 gp.

Quicksilver Tonic: This milky-white liquid was originally developed by Devourer Cult alchemists who helped to spawn the horrid warpwolves. The tonic helps victims of lunar warping to resist the change into their abominable warpwolf form. It does not guarantee safety, but it does considerably increase the chance of maintaining control. Imbibing a full dose, approximately 30 oz., grants the recipient a +12 circumstance bonus to the Will saving throw to resist the change. Furthermore, it prevents the addiction from taking hold (and thus increasing the save DC) so long as it is taken on a regular basis. In order for it to function, it must be taken just before a change is about to take place.

It is, however, poisonous (Fortitude save DC 13), inflicting initial damage of 1d8 temporary points of Strength loss and secondary damage equal to 1d6 points of temporary Strength and Intelligence damage. Should the imbiber fail the shapechange saving throw and become a warpwolf, the poison damage is ignored.

Concocted from a mixture of highly purified quicksilver in a solution of dolomol, fixed nitre, and galena, only a few alchemical shops possess the formula and they do not sell it cheaply.

Faint enchantment; DC 28; CL 7th; Craft (alchemy) 12 ranks; Price 600 gp.

Sambertine: This popular stimulant is widely sought by warriors and mercenaries. It has not been classified as an illicit substance, though the Cygnaran Crown is considering banning the drug due to its addictive nature—it is already banned in the Protectorate. A character can safely use sambertine once per two weeks per point of his Constitution modifier. If he uses it more frequently, he becomes addicted. Once addicted, the character must use sambertine at least once per week or be fatigued until the next time he satisfies his addiction. See "Illicit Alchemicals" in the *Iron Kingdoms World Guide* for a complete explanation of addictive substances. Ingested; addictive; Fortitude save (DC 14), initial effect 1d4+1 bonus Str for 2 hours, secondary effect 1d3 Dex damage.

Faint transmutation; DC 20; CL 3rd; Craft (alchemy) 6 ranks, *bull's strength*; Price 180 gp.

Sharpsalve: This ointment seems to contain little iron shavings. When applied to an edged weapon, this increases the sharpness of the weapon, adding +1 to damage, for 1d4+1 successful hits with the weapon or until the salve is washed off. A typical jar of sharpsalve contains 3 applications (see SOTE, pp. 95).

None (nonmagical); DC 16; CL NS; Price 40 gp.

Sleep Gas: A chalky gray stick that looks like a candle, when lit this item releases a gas that puts creatures to sleep. The gas fills a 10-foot by 10-foot area within 3 rounds, though it disperses within 1 round in even a mild wind. All breathing creatures within the affected area must make a successful Fortitude saving throw or suffer temporary Constitution damage and fall unconscious. Fortitude save (DC 18), initial damage 1 Con, secondary damage victim falls unconscious for 10d6 minutes, unless physically roused. Prematurely woken creatures are groggy and suffer a –4 penalty to all skill checks, attack rolls, AC, and Reflex saving throws; if they rest (or even sit still), they must make another Fortitude saving throw or fall back asleep until the sleep gas has run its course. Weight 0.2 lbs. per stick.

Faint enchantment; DC 20; CL 1st; Craft (alchemy) 6 ranks, *sleep*; Price 200 gp per stick.

Spark Powder: Handy in a pinch, spark powder is an instant fire lighter. Good in all situations except for high winds, spark powder instantly ignites into flames hot enough to get damp wood burning at the touch of the smallest spark. Most folk place a small pile of spark powder on a piece of wood or bark. Just striking sparks from a flint gets the powder to burst into flames and then the wood is carefully slid into the remainder of their firewood. Spark powder is not useful as an offensive alchemical. While it could be used simply to blind an opponent (as could any other powder), a thin dusting of the powder from spraying it onto an opponent is not enough to do any real harm. Spark powder is made from a mixture of pyroborate and powdered magnesia.

Faint evocation; DC 12; CL 1st; Craft (alchemy) 5 ranks, *burning hands*; Price 5 gp per use.

Spirit Wax: When burned, these candles increase the potency of spells dealing with the undead. While a spirit wax candle is burning, all arcane or divine spellcasters within 10 feet of the candle are treated as if they are 2 caster levels higher when casting necromantic spells or creating undead. However, for long endeavors, spirit wax candles must be burned throughout the entire process to gain this benefit. Rendered from the marrow and fat of the recently deceased, spirit wax candles burn for four hours.

Faint enchantment; DC 22; CL 5th; Craft (alchemy) 10 ranks; Price 300 gp per candle.

Stinging Dust: Used much like burning powder, stinging dust causes severe irritation of the eyes and uncontrollable sneezing. A single tube of stinging dust can be blown into the face of a single creature or into an area. If blown directly at a single target, treat the attack as a ranged touch attack. If the attack succeeds, the target is blinded and sneezes uncontrollably for 2d4 rounds. During this time, spellcasting is impossible. If the dust is blown into the air, it distributes in a 20-foot cone. Anyone within the area must make a successful

Reflex saving throw (DC 18) to avoid getting the powder in their eyes and nose. Anyone failing this save suffers the effects listed above.

Faint evocation; DC 14; CL 1st; Craft (alchemy) 4 ranks, *acid splash*; Price 60 gp per tube.

Tearjerker: Tearjerker is a volatile alchemical liquid that immediately turns into a gray vapor as soon as it is released into the air. It is normally stored in small glass vials that are easily shattered against a hard surface to release the liquid. The gas fills a 20-foot by 20-foot area within 5 rounds. All creatures within the area with olfactory or visual sense organs suffer a –6 penalty to all skill checks and attack rolls. Spellcasters attempting to cast spells with verbal components suffer a 50% chance of spell failure due to coughing and hacking. Those that succeed at a Fortitude saving throw (DC 18) suffer only a –3 penalty to skill checks and attack rolls and a 25% of spell failure on spells with verbal components. Tasks that require vocal activity (such as singing or fell calling) become nigh impossible as well and suffer the same chance of failure as casting spells with verbal components. These penalties fade at a rate of –2 (–10% for spell failure) every 30 minutes.

Faint enchantment; DC 22; CL 5th; Craft (alchemy) 10 ranks; Price 500 gp per vial.

Tracer Oil: This substance enhances divination spells by providing an easily traceable mark on the item or individual. *Locate* spells cast to find creatures or objects marked with tracer oil are not blocked by running water or thin-sheets of lead, though 6 inches of lead will defeat the spells. Likewise, the oil enhances attempts to scry on marked creatures. A creature so marked suffers a –6 penalty to its Will save against the scrying attempt. Until it dries (after 1 minute), tracer oil is easily wiped off. However, after it dries, the oil remains effective for a full month.

Faint enchantment; DC 25; CL 1st; Craft (alchemy) 9 ranks, *arcane mark*; Price 150 gp per application.

The Advent of Science

Science and progress move swiftly and, through innovation and study, magic in the form of mechanika has become commonplace of late throughout western Immoren. Steam-powered constructs and other advanced technologies have existed in one form or another since the first Colossal strode the fields of battle, crushing the Orgoth beneath its immense, metal fists. This science has proven as potent as the Gift of magic.

The first Colossals were little more than steam-powered constructs, incapable of following anything more than the simplest of commands. Luckily, the Colossals made up in brute force what they lacked in subtlety. The birth of science may have begun with learning the demanding exactness necessary for alchemical synthesis, but the construction of the Colossals required new knowledge and discoveries, a fusion of magic and science that led to the advent of mechanika. For, in order to ensure that a construct of such size could be built and powered, mechanical shortcuts had to be taken. Mechanika is the application of magic to augment physical science. Steam pistons and hydraulics work in concert to provide power to magical conduits.

The Colossals' steam-powered bodies used vast resources—coal, water, and iron. As time passed and the costs of maintaining the Colossals became burdensome, mechaniks and military engineers made further shortcuts. Artificers built smaller, more compact chassis and learned to rely less on magic and more on mechanikal parts and steam power. Warjacks, the powerhouses of the battlefield, were born out of this race for innovation.

But during the days of the Rebellion, while wizards and mechaniks were busy constructing and perfecting the Colossals, the alchemists of Leryn were busy creating blasting powder, healing draughts, and other weapons. During this time, a chance discovery by Sebastien Kerwin led to a marvelous invention, one that has since changed the face of magical artifice. Kerwin's boon, the *arcanodynamic accumulator*, has become a keystone in the methods used to power mechanika in the modern era.

An *arcanodynamic accumulator* consists of a series of coils of purified gold and steel foil steeped in an alchemical solution. The coil's configuration folds arcane energy in on itself and stores it within the coil. Early *accumulators* required that contacts pierce the coil to create a channel for the energy's release. The first *accumulators* were massive and bulky; housed in immense, porcelain-lined vats, and anything but portable. Another downfall of the original coils was that,

even in a device the size of a man, they only contained a small arcane charge. The result of hundreds of years of scientific progress and experimentation, modern coils are much more efficient, capable of storing vast amounts of arcane energy. A small *accumulator* easily fits in the palm of one's hand and holds enough energy to power mechanikal weapons or armor.

The pursuit of knowledge makes us thirst for innovation and invention. Alchemy is the proof of this postulate. Without it, we would never have been able to establish the dynamic arcane formulae that give us the ability to warp nature to our whim. With this in mind, I have discovered a new method of trapping arcane power, one that will forever change the face of technology….

—Kerwin the Noble, *Synthesis*

However, despite centuries of innovation and refinement, *accumulators* remain notoriously volatile, and have been known to explode if overloaded. As well, the rune plates they power are prone to burnout, requiring expensive replacements and repairs by an arcane mechanik or wizard. Even given this volatility, the benefits outweigh the risks. The use of mechanika by adventurers, wizards, and the military is on the rise.

Rumor Has It...

One of the intriguing aspects of mechanika is that divine mechanika has never been developed. Perhaps it is the way in which clerics and druids harness magical energy that is ill-suited to the development of mechanikal parts; however, Kerwin theorized that divine mechanika would never be developed simply because the religious-minded were unable to grasp the principles of science. Even today with the apparent upsurge in the faith of Cyriss, the construction of mechanika falls to her arcane faithful and is not in the realm of her clergy.

Still, rumors abound that the Protectorate has begun a program to develop its own mechanika. If these dark whispers are to be believed, the faithful of the Temple have resorted to kidnapping, extortion, and brainwashing arcane mechaniks and wizards alike. Try as they might, the Cygnaran overseers have been unable to locate any evidence of mechanika workshops and foundries within the borders of the Protectorate. Even so, scarcely a month goes by without the Cygnaran Crown receiving more reports of Fraternal Brothers and other wizards vanishing off the streets of Caspia, as well as reliable members of the Steam & Iron Workers Union suddenly gone missing from their workshops.

Alchemy also delivered the next mechanikal innovation. Sebastien Kerwin postulated that the use of scrolls actually trapped magical energy within the words and formulae inscribed upon the parchment. Thus, he hypothesized that it should be possible to forge spells onto specially-treated metallic plates that could then be "triggered" by channeling *accumulator* charges through the plate. His hypothesis proved to be true, resulting in the development of arcane rune plates. As Kerwin theorized, a mechanika user can trigger the spell by channeling magical energy through the plate using an *accumulator*. The energy released actually etches the spell firmly into the alchemically treated metal. However, the combination of the *arcanodynamic accumulator* and rune plate only became practical with the advent of modern, compact *accumulators*. Within the last 200 years, *arcanodynamic accumulators*, rune plates, and magic have combined to create a renaissance in the fabrication of magical—or more appropriately, mechanikal—items.

Another keystone of mechanikal technology has been the development of mechanika runes. An interesting variant of the magical formulae used to scribe magic scrolls, mechanika runes are always written in circular patterns, in many ways resembling interlocking gears, and are graven or stamped onto the rune plates that provide the magical abilities of almost all forms of mechanika. These same runes are also graven on the folded brass and copper plates set into *arcanodynamic accumulators*, allowing the devices to harness and contain arcane energy. It's worth noting that different runes have been developed in the various kingdoms, seemingly related to each kingdom's most favored forms of magic, and so Cygnar, Khador, Ios, Rhul, and Cryx have all fashioned their own variant runes.

Building on existing technology, mechanik's have developed smaller versions of the steam turbines used to power warjacks to provide power to warcaster armor. These magical engines allow the warcaster to move with strength and agility while fully armored. The turbines require powerful cooling systems, often augmented by magic. Luckily, the devices are nowhere near as volatile as *arcanodynamic accumulators*.

Arcane turbines provide efficient and powerful sources of energy for steamjacks, warjacks, and other large-scale industrial mechanika. Driven by a steam plant, the counter rotary spinning of arcane induction

coils housed within the turbine creates a powerful magical induction field. Rune plates and layers of arcane conduits channel this energy to power various mechanikal functions and to provide motive force to the 'jack or suit of powered armor. For example, an arcane turbine channels energy to both the cortex of a steamjack and to the reflex triggers throughout its body, though the motive force is provided by the boiler.

Thanks to the evolution of this technology, steamjacks in the last 200 years have become faster and smarter than ever before. Many wizards theorize that the personality and intelligence that many steamjacks eventually develop hinges not only on the cortex and the 'jack's handler, but also upon the inherent attributes of the steamjack's construction. The arcane meridians of a steamjack's alchemically purified reflex system allow for the formation of patterns of behavior, or so it is believed.

Older, darker power sources like the notorious *soul cages* employed by necromancers and the servants of the Dragon Lord Toruk also exist. *Soul cages* rely on the vitality of souls to power magical effects. These baleful, green reservoirs of trapped life force are the signature of black magic. Helljacks, iron liches, and, most likely, even the fabled Deathjack rely on extrapolations of this foul technology. The foul mineral called necrotite contains dark energies similar to that provided by *soul cages*, and it is incredibly valuable on the black markets throughout western Immoren.

The science of soul capture and the means of harnessing such energy are said to be derivatives of Orgoth rites uncovered by Kerwin the Noble during his lifelong studies. The existence of such dark science is abhorrent in the eyes of the noble kingdoms and the use of such technologies is typically punishable by death in many places. Indeed, the Church of Morrow, especially in the southern kingdoms, has declared the practice of these sciences as a violation of the Holy Covenant of the Spirit. More common on the mainland is the use of spells like *bind guardian* to trap a soul or other "living" essence to provide a motive force for constructs, but this practice, too, is frowned upon by the Church.

Necrotite

Necrotite is a strange, shiny coal-like material. Lined with greenish and ocher streaks, necrotite appears to form near battlegrounds, ruined fortresses, and sunken vessels—areas where the living have died torturously or the ground has often been churned to blood-soaked mud. In these places—once upon a time filled with such death and horror—the pain and blood of the living seems to have saturated the very bones of the earth, turning normal deposits of coal into the vilest source of fue.

Necrotechs and iron liches make use of this foul, black rock for their own ends. It burns stronger, cleaner, and faster than any other kind of coal, though never in a normal boiler. Only Cryxian soul furnaces are capable of containing such stuff, needing only a few small chunks to power a bonejack for hours. As with many of the vile sciences of necromancers, there are wicked side effects. Indeed, simple exposure to necrotite dust can quickly kill a man, so much of the mining on the Scharde Isles is done by thralls and expendable slaves.

All of this development has given birth to new disciplines. Mechanics handle the day-to-day maintenance of steam engines and other purely mechanical devices, while mechaniks provide skilled labor to support the efforts of arcane mechaniks. Any mechanik worth his salt can assemble and maintain a piece of mechanika; however, arcane mechaniks—the leaders in this rapidly growing field—specialize in combining magic and technology to create innovative pieces of mechanika. In order to manufacture cheap and efficient magical devices, this merging of the two disciplines is necessary. Mechanika items rely on arcane conduits, specially configured rune plates, *arcanodynamic accumulators*, and accumulator sockets. This technology, while relatively new, is incredibly powerful. The weaponry and armor of military warcasters and elite troops such as Cygnar's Stormblades are excellent examples of the pinnacle of current mechanikal science. The manufacture of these items is relatively quick, efficient, and inexpensive in comparison to the costly and sometimes dangerous manufacture of purely magical items—a process that has caused the death of more than one wizard. As has been stated, mechaniks, arcane mechaniks, and bodgers—to a lesser extent—form the backbone of this revolutionary technology, and no institution trains better mechaniks than the Steam & Iron Workers Union.

Steam & Iron Workers Union

Progress and industry are the wrench and mallet of the Steam & Iron Workers Union. Cygnar is a mechanized nation, relying heavily on industry, mechanika, and advanced magic. The nations of Llael and Ord, despite their reliance on alchemy and traditional craft, also require the assistance of

mechaniks and skilled artisans. To keep the mechanisms of a steam-driven age running, a trained labor force must meet the stoked furnaces and gears head on. The Steam & Iron Workers Union was born out of this need and now drives it forward, forging the requirements of progress into a new urge for change.

The Union thrives on heavy industry and the monitoring of massive undertakings of engineering and labor, contracting its services wherever necessary. In exchange for overseeing such matters, the Union guarantees expertise and skilled labor to those contracts that require it. It also offers certification and academic credentials, as well as membership to those whograduate from an engineer's college or academy. Union membership is displayed in shops with pride, and the rings and amulets worn by journeymen and craftsmen are recognized symbols of excellence and reliability.

Mechanical vs. Mechanikal

Though they sound the same, mechanical and mechanikal are two distinct terms that describe different kinds of machinery.

A **mechanical** item is one that operates by the standard principles of physics. There is no magic to fuel it, direct it, or make it spit fire or lightning or some such. That's not saying it couldn't spit fire, but it must do so without the aid of magic.

A **mechanikal** item is one that uses a synergy of mechanics and magic. A steamjack, for example, runs on steam and coal, but it has a magical cortex that animates it and allows it to interpret simple instructions. This synergy of magic and technology is known as mechanika, and the construct is considered mechanikal.

A **mechanic** is a mundane craftsman who works on mundane machines—a smith. A **mechanik** is one who is specially trained to work with mechanikal items. An **arcane mechanik** is one who not only works with mechanikal items, but has the arcane ability to create them as well.

Members come from all walks of life since apprenticing in the Union is a great way to learn an in-demand profession and rise above the poorer classes. Dwarf, gobber, trollkin, man, woman; all have a vote and say in Union matters according to rank. Members also have equal opportunity. The Union doesn't tolerate racism or sexism; most of their craftsfolk are far more concerned with doing a job and doing it right. The typical Union member starts out as an apprentice mechanik working towards journeyman certification, a process normally requiring two years of training. Once a journeyman mechanik has worked for an additional two years under an artisan supervisor and has passed certain competency exams, he becomes a fully-certified craftsman mechanik.

While Cygnar is the primary domain of the Union, it maintains a significant presence in both Llael and Ord. The headquarters is in Caspia, although the Union office in Corvis is the site where most financial and labor contracts are ratified. Most of the major cities of Llael, Ord, and Cygnar have a chapterhouse where Union members can gather to exchange rumors, look for work, and eat and drink in well-maintained commissaries and festhalls.

Regional headquarters exist in Ceryl, Fharin, and Merin. These regions are generally the most active in resolving contract disputes and fielding Ironhands—mercenaries employed by the Union to recover hijacked or rogue steamjacks and other mechanika. Ostensibly, Ironhands are mechanika-recovery experts, and the hardened mercenaries often engage in heavy-handed negotiations with trollkin tribes or anyone else stupid enough to impede Union activity.

The leadership of the Union is comprised of a board of directors, each responsible for a geographic region or heavily-industrialized city. These directors oversee many of the day-to-day bureaucratic details. The board controls the collection of dues, financing the education of petitioner apprentices, and the issuing of Union certifications. Each director answers to the head of the board; an official elected every five years by a vote of the Union membership.

Glossary of Shop Terms and Slang

Arcane condenser n. The primary tool for recharging *arcanodynamic accumulators*, *arcane condensers* come in two varieties. The alchemical variety is most common and can be found in most alchemist's and mechanik's shops. The spell condensing variety is somewhat more rare, but popular with adventuring arcane mechaniks.

Arcanodynamic accumulator n. Most commonly referred to simply as *accumulators*, these devices were originally conceived of by Kerwin the Noble and allow for the conversion and storage of arcane spell energy to power mechanikal devices.

Arcantrik convergence engine n. A belt-mounted mechanikal spell engine, convergence engines are designed primarily to provide protective magics for the wearer. Arcantrik convergence engines can also be designed to power mechanikal gauntlets, goggles, helms, and boots.

Arcantrik convergence engine housing n. The protective housing that shields the intricate inner workings of an arcantrik convergence engine.

Charge socket n. Charge sockets provide a means to access and control the flow of arcane energy from an *accumulator*. Sockets come in three varieties, standard charge sockets, trickle sockets, and hybrid sockets. Standard sockets are primarily used in mechanikal wands, staves, and arcantrik convergence engines, while trickle and hybrid sockets are more commonly used in mechanikal armor and weapons.

Clapped-out adj. Refers to worn out machinery. "I couldn't b'lieve that clapped-out workhorse was still standin'."

Conduit n. Serving two major functions in most pieces of mechanika, conduits channel energy from the *accumulator* and into the rune plates and also direct the resulting arcane energy outward from the plates. Some special conduits work to directly channel arcane spell energy, while others direct it along specially designed channels on protective armor plates or weapon blades.

Cortex n. A complex mechanikal device that allows a steamjack to interpret and respond to commands from its registered controllers. Cortexes have a complex series of switches and locks used to "program" the cortex to only respond to commands from certain individuals.

Gubbins n. Paraphernalia, miscellaneous junk. "…and clean up all the gubbins you left lyin' 'round this filthy shop!"

Induction belt n. This apparatus is an integral part of most arcantrik convergence engines. It functions to direct spell energies inward, onto the operator of the convergence engine.

Jackhead n. Steamjack worker. "The jackheads workin' my shop might not look bright, but they're the best this side o' the border."

Jackscrapper n. A steamjack repairer, specifically one who repairs warjacks; a battle mechanik. "You better watch out for those Khadoran jackscrappers, lad. They're bloody nutters!"

Junked v. To jury-rig a mechanical or mechanikal device. "That knob went and junked it so bloody bad I couldn't do nothin' with it!"

Junked adj. Refers to something that has been fixed by a junker. "Those manky gits sold my assistant a junked rotor assembly. Bloody worthless—the assembly and my assistant!"

Junker n. One of a subgroup of wandering vagabonds, known for their makeshift mechanical prowess. "Aw hell, the junkers are rollin' into town. Lock up the gates and hide the silver."

Mechanikal trigger n. A category of specialized triggers built into suits of mechanikal armor and mechanikal weapons. While nearly all mechanikal devices have switches and buttons, some



are outfitted with triggers used to activate special functions of the item.

Mechstuff n. Mechanika. "Aye, and that pistol ain't no ordinary firearm—it's mechstuff, and you'd better steer south of trouble this time, lad."

Reflective arcane matrix n. This apparatus is an integral part of many convergence engines. It functions to direct spell energies outward from the operator of the engine, specifically to direct emanation effects.

Rune plate n. Composed of many sheets of finely graven, folded copper or brass, rune plates contain arcane formulae that are activated by passing *accumulator* charges through the plates.

Scrap n. Any mechanika that requires repair. "We got a whole load a scrap in the shop what needs be worked on."

Steam turbine n. A miniature version of the coal-fired boilers that power steamjacks, a steam turbine provides both mechanical and magical power to a suit of warcaster armor.

Steamjack n. A construct powered by a coal-fired boiler, or other power source, and controlled by a cortex. The term steamjack is mostly used to refer to common labor 'jacks.

Steamo n. Anyone who works with steam mechanika. "Even with half a dozen steamos buildin' the chassis, we won't have it done that fast."

Wank n. Rubbish, nonsense. "He expects me to repair this pile o' filthy wank?"

Wank-wrencher n. An incompetent mechanic. "That wank-wrencher'll never finish this job."

Warjack n. A steamjack designed specifically for battle. Warjacks have thick armor plates and much higher functioning cortexes than standard steamjacks.

Workhorse n. A basic labor steamjack. "Take one of the workhorses from down the dock to do the heavy liftin'."

Wrench v. To work as a mechanik. "I was wrenchin' on me own back in those days, but now I'm quite happy wrenchin' in tha guild."

Mechanika

Crafting and assembling mechanika requires expertise, knowledge, and skill, not to mention an assortment of mechanical gadgets, gizmos, and other necessary components. Mechanika is a melding of technology and the arcane that makes the manufacture of various items much less expensive than the construction of normal magic items. Of course, there is always a sacrifice for the ease of production—mechanika has limits.

Cygnar is the largest manufacturer of mechanika, followed by Khador. While most of this mechanika is intended for military use, some invariably winds up in the hands of adventurers. Many wizards, alchemists, and arcane mechaniks use their knowledge to build custom mechanika for adventurers and privateers seeking an edge in their dangerous professions.

The item creation rules that follow will help DMs and players alike to begin using and designing mechanika for their campaigns. It should be noted that mechanikal devices are completely separate from standard magic items as presented in the DMG. Also, magic items cannot be combined with, or used as the base for the construction of, mechanikal items.

Magical versus Mechanikal Construction

Magic items in the Iron Kingdoms can be broken down into two basic categories: purely magical items and mechanikal items. Purely magical items are those made in the traditional manner presented in the PHB and DMG, and are crafted according to those rules with a few modifications. In the Iron Kingdoms, magic items are more difficult to make than in traditional campaigns, requiring more time and resources, and placing a greater strain on their creator—sometimes resulting in permanent hit point loss or even death. Thus such items are rare and seldom made these days, and those that are made are created for specific purposes. There are no "generic" magical swords in the Iron Kingdoms. Rather, each is unique, having its own name and history.

The alternative to the taxing creation of magic items is the construction of mechanika—items that channel magical energy through mechanikal parts to reduce the material costs and energy investment. The mechanikal elements require less raw magic, and the process of assembling and fusing the parts together is less taxing.

The mechanikal process may seem to complicate the matter—adding gadgets and gizmos to seemingly simple items—but the opposite is really the truth. For example, a sword enchanted to crackle with electrical energy might seem simple, but in order to create the item a wizard has to spend a considerable amount of time and energy devising magical formulae to create the desired effect. Devising such formulae is no easy task—

if it were everyone would sport such weapons. However, a sword blade inlaid with conducting conduits, a rune plate etched with the proper spell, and a trigger on the hilt merely requires an *accumulator* to power the rune plate. What was a complex magical process has been simplified through the science of mechanika.

This isn't to say that purely magical items don't show up now and then, but they are rare and usually quite exceptional creations. After all, if a wizard is going to go to such trouble, he might as well make something that mechanika could never accomplish. An excellent example of this is the legendary blade, the *Witchfire* (see the *Witchfire Trilogy Compendium* for details). In general, the advent of mechanika has provided a simpler, less expensive alternative.

Increased Magic Item Creation Costs

In the Iron Kingdoms, the creation costs and market prices associated with standard magic items are increased as follows: 150% x price. Note that this also increases the XP cost, as it is derived from the total cost of the item. Thus a few sample items are increased as follows:

These costs represent the difficulty associated with acquiring the necessary materials, as well as the increased energy investment required to fabricate such items. Whenever a standard magic item is created, these modifications must be observed and will be factored into all new magic items presented in Iron Kingdom's products.

Finally, creating permanent magic items can be incredibly dangerous. Creators of magic items risk a permanent loss of hit points when creating permanent items that drain 200 or more XP from the creator. This risk does not apply to single-shot items. There is a flat 20% chance that the creator of a magic item permanently loses 1 hit point per 200 XP in the item creation costs (always round up). For example, Valachev Grimenko (male Khard Wiz14) has crafted a *crystal ball* (market price 42,000 gp, XP cost 1,680). Since he has invested 200 XP or more, there is a 20% chance that Grimenko suffers the permanent loss of nine hit points (XP cost, 1,680, divided by 200 equal 8.4, rounded up is nine hit points). This hit point loss cannot be reversed through the use of *restoration* spells. This risk is yet another reason that wizards and clerics are reluctant to create permanent magic items. Furthermore, it is rumored that if the loss of hit points results in the creator's death, his soul will be trapped in the item, forced to serve as both a source of power and a sentience forevermore imprisoned within the item. Yet another explanation as to why the creation of mechanika is so attractive; its modular construction means that few, if any, of the mechanikal components require the investiture of 200 or more XP.

The Varied Science of Mechanika

Mechanikal devices of all sorts have become familiar to the people of western Immoren. These devices are as diverse, or perhaps moreso,



than the types of magic items that exist. Discussing all of the possible kinds of mechanika is far beyond the scope of this tome and many oddities of mechanika invention are left to the pages of the *Liber Mechanika*. However, the basics of mechanika construction and a wide variety of the novel components necessary for creating mechanikal devices are included in this chapter. As well, the following are covered in some detail:

- Construction of Mechanikal Armor & Shields, including base rules that demonstrate how to make most magic armor and shields using mechanika.
- Construction of Mechanikal Weapons, including rules for designing a wide variety of weapons with the special abilities from the DMG and how to incorporate uses of full-blown spells into weapons.
- Construction of Arcantrik Convergence Engines. These devices, also known as spell engines, are relatively new to the folk of western Immoren. Convergence engines are powerful mechanikal devices that provide protective magics or allow the wearer to see things beyond the ken of normal vision.

	DMG			Iron Kingdoms		
Item	**Base Cost**	**Market Price**	**XP Cost**	**Base Cost**	**Market Price**	**XP Cost**
+2 sword	4,315 gp	8,315 gp	320 XP	6,315 gp	12,315 gp	480 XP[1]
Potion–cure light wounds	25 gp	50 gp	2 XP	37.5 gp	75 gp	3 XP
Ring of protection +3	9,000 gp	18,000 gp	720 XP	13,500 gp	27,000 gp	1,080 XP[1]
Rod of cancellation	5,500 gp	11,000 gp	440 XP	8,250 gp	16,500 gp	660 XP[1]
Scroll of haste	187.5 gp	375 gp	15 XP	281.25 gp	562.5 gp	23 XP
Scroll of nondetection[2]	187.5 gp	425 gp	15 XP	281.25 gp	612.5 gp	23 XP
Staff of evocation	32,500 gp	65,000 gp	2,600 XP	48,750 gp	97,500 gp	3,900 XP[1]
Wand of fear	10,500 gp	21,000 gp	840 XP	15,750 gp	31,500 gp	1,260 XP[1]
Wand of stoneskin[2]	10,500 gp	33,500 gp	840 XP	15,750gp	44,000 gp	1,260 XP[1]
Crystal ball with telepathy	35,000 gp	70,000 gp	2,800 XP	52,500 gp	105,000 gp	4,200 XP[1]

1 Creating powerful magic items is also dangerous. Any permanent item created with XP costs over 200 XP has a 20% chance of permanently draining 1 hit point per 200 XPs invested. This does not apply to single-shot items (scrolls and potions).

2 The cost of scribing a *nondetection* scroll includes 50 gp in diamond dust. Likewise, the cost of creating a *wand of stoneskin* includes 12,500 gp in diamond dust (250 gp x 50 uses). When determining the cost of creating magic items in the Iron Kingdoms, the costs of required material components are not increased as shown above.

- Construction of Mechanikal Rods, Staves, & Wands, devices that draw their charges from *arcanodynamic accumulators* and rely on cabalic crucibles for expensive material components.

Basic Mechanikal Primer

To begin working with mechanika, a character must have at least 4 ranks in the Craft (mechanika) skill, representing the character's skill in assembling complex devices. A mechanik must be able to design and wire conduits, build appropriate mechanisms to trigger *accumulators*, and calibrate accumulator sockets to carefully time the release of magical energy. The assembly of a mechanikal item relies on a careful balance to channel arcane power with controlled, mechanical precision.

The major phases involved in the construction of any piece of mechanika are as follows:

- Draft schematics. The mechanik must determine all of the necessary components for the device he wishes to construct and draft or purchase the necessary sketches and diagrams. Schematics are needed for each piece of mechanika to be assembled as well as for the assembly of the finished project.
- Construct or purchase all of the necessary components. In this phase, the arcane mechanik, mechanik, or wizard needs to gather all of the component parts for his final piece of mechanika.
- Assembly and fusion. All of the pieces are fitted into place and carefully connected with conduits. The mechanik must then ensure that all of the pieces are properly aligned and calibrated. Additionally, some personal energy (XP) is expended to fuse all of the connections and make sure that the mechanika will function properly.

Creating mechanika begins with careful planning. First off, proper plans are a must. Drafting the mechanikal designs is an essential step in creating functional mechanika. Once the schematics are

done, the mechanik can begin work on the various components and can gather other components that he does not intend to construct himself, such as the masterwork weapon or armor to be mechanikally enhanced. Once all of the parts have been gathered or constructed, he begins the delicate process of creating conduits and fusing the mechanikal components together. Fusion is the final step, ensuring that all of the components are properly connected and have been calibrated. Once this is done, the new piece of mechanika is ready to accept its first charges from an *arcanodynamic accumulator*.

Having developed from earlier studies on magic item creation, the science of mechanika relies heavily on these early discoveries. Many bits of mechanika are actually highly-evolved, but limited, wondrous items. As such, the Craft Wondrous Item feat is crucial to the construction of mechanika. Also, the science of etching rune plates is firmly grounded in the knowledge of scribing spells onto scrolls, so much so that the Scribe Scroll feat governs the ability to etch rune plates.

The Craft (mechanika) skill governs the creation of the schematics and diagrams necessary for mechanika design and construction. A character with at least 4 ranks in Craft (mechanika) can draft schematics, execute construction, and assemble a mechanikal device so long as he is sufficiently skilled. However, without the Craft Wondrous Item feat, a character cannot finish the mechanikal components or fuse them into a working device, no matter how many ranks he has in Craft (mechanika).

In order to properly etch rune plates, a character needs the Scribe Scroll feat and at least 6 ranks in Craft (alchemy). The Scribe Scroll feat covers the knowledge of mechanika runes and the characteristics of rune plates, while the Craft (alchemy) skill is needed to etch and fuse the runes into the plate. Of course, a character can always purchase rune plates from an alchemist, arcane mechanik, or wizard, but the cost for such items is high.

Drafting Schematics

In order to draft a proper set of sketches and diagrams, the character must first decide what the mechanikal item will do. Once he has determined everything that he wants the item to do, he can break it down into component parts. For instance, an arcane mechanik decides to construct a *+1 mechanikal flaming battleaxe*. So, he needs a masterwork battle axe, some means of creating the enhancement bonus and the flaming property, and some mechanikal means of providing power to the item. In addition, he needs to know how much the components cost and how they affect the difficulty of creating the item. The component and price list for the weapon might look like this:

The *+1 enhancement rune plate* and the *flaming rune plate* provide the means of creating the needed magic abilities, while the trickle socket and *standard accumulator* provide the power. Note that the *accumulator* is not an integral part of the mechanikal item. The base Craft (mechanika) DC to diagram and construct a mechanikal item is 15. Based on the component list the six components each add one to the Craft (mechanika) difficulty class, so the arcane mechanik needs to make a Craft (mechanika) check (DC 21) to succeed in drafting schematics for the *+1 mechanikal flaming battleaxe*.

The cost to draft schematics is 1/20th of the cost to create the entire item from scratch and 1 XP per component in the item's construction. In our example, the cost to create the entire mechanikal weapon is 3,410 gp. While drafting his designs, the mechanik spends 170 gp 5 sp on materials and invests 6 XP into the work. The finished schematics include the plans necessary to construct all of the components in the finished mechanikal device.

Schematics & Industrial Espionage

Given the usefulness and expense of mechanikal schematics, they are valued as highly as a wizard's spellbook. And, just like spells, a mechanik may be willing to trade or sell schematics for common items, but he is just as likely to hide and protect his schematics for unique discoveries. Books of schematics are unheard of, but within the SIWU some mechanika primers and trade manuals have begun to make the rounds. These manuals cover the construction of most basic components and some of the details of conduiting, and serve as useful tools in training new mechaniks. Even within the halls of the SIWU, no one widely circulates plans for entire mechanikal creations, though some may be found who are willing to sell duplicates of their schematics.

Generally, guild mechaniks are only willing to sell schematics to members of their guild. In fact, SIWU enforces this policy and there are stiff fines for members who violate this regulation. Within a guild, schematics are relatively easy to come by and no one charges much more than the standard price for a set of schematics (1/10th the item creation cost). Independent mechaniks grudgingly sell some of their schematics, though most charge an additional 50% mark-up or even higher if it is a particularly complex or unique device.

Military-grade schematics are nearly impossible to attain without proper clearance, though they do occasionally appear on the black market for exorbitant prices.

This secrecy and competition has led to a great deal of industrial espionage, especially between the mechaniks and the militaries of Cygnar and Khador. In fact, this type of industrial espionage dates all the way back to the defection of the founding members of the Greylords Covenant from the Fraternal Order of Wizardry. With the ongoing arms race between these two countries, each seeks to find some edge over the other whether through true innovation, sabotage, or theft.

Drafting schematics requires 1 day per component, 6 days in our continuing example. Pre-fabricated designs can be purchased, and cost 1/10th the item creation cost. For more rules on schematics, see the description of the Craft (mechanika) skill in Chapter Two: Characters. Breaking the mechanika down into components requires the use of the following rules.

Constructing the Components

The basic construction costs for a piece of mechanika are the same as a masterwork item of the same type (masterwork armor, shield, or weapon cost), or a base cost of 300 gp for an arcantrik engine housing. Next, all magical abilities of a mechanika item require rune plates. Enhancement bonuses can be handled with a single rune plate, or several rune plates linked together. In other words, a +1 enhancement bonus requires a single rune plate, while a +2 enhancement bonus can be achieved with a *+2 enhancement bonus rune plate* or two *+1 enhancement rune plates* linked by series conduits. Series conduits connecting enhancement rune plates cost 100 gp and 8 XP per plate. Spell and weapon abilities are etched onto rune plates using the following rules under "Mechanikal Components" and the guidelines in the sections on mechanikal armor and weapons.

Component list for a *+1 mechanikal flaming battleaxe:*

DC Modifier	Component	Cost to Create
+1	masterwork battleaxe	310 gp*
+1	*+1 enhancement rune plate*	600 gp + 48 XP
+1	*flaming rune plate*	600 gp + 48 XP
+1	trickle socket (standard, 10 charges)	100 gp + 8 XP
+2	conduits (2 plates)	1,800 gp + 144 XP
+0	standard *accumulator*	250 gp + 20 XP

*The arcane mechanik in the example plans to purchase the masterwork battleaxe rather than attempting to craft it himself.

All mechanikal devices require a source of energy, typically an *accumulator*. Accumulator-based mechanika require one of a variety of accumulator sockets depending on the demands to be placed on the *accumulator*. Charge sockets are normally used for mechanikal wands, staves, and arcantrik convergence engines, while trickle and hybrid sockets are used for mechanikal armor, shields, and weapons. Charge and trickle sockets add 100 gp and 8 XP to the cost of the item, hybrid sockets add 225 gp and 18 XP to the cost to create the item. Light, standard, and heavy accumulator sockets all cost the same amount to construct or purchase. Based on its size, an item can have up to three sockets, but never more than two heavy accumulator sockets, see Table 5–10: Designing Mechanikal Items for specifics. The mechanik must select the size and type of the socket while drafting schematics for the item. And the weight of the socket and *accumulator* must be added to the device's total weight.

The base DC to construct a piece of mechanika is 15. Every component in a mechanika item adds a +1 modifier to the item's construction DC. The item's frame or housing, each rune plate, and the essential components, conduits, and accumulator sockets are all considered individual components. This DC should be identical to the DC to draft the initial schematics.

Assembly & Fusion

During this final phase of mechanikal construction, the mechanik assembles and connects all of the pieces of his mechanikal device. He builds the conduits that connect everything together and allow for the flow of arcane energy from the *accumulator*, and tests and calibrates all of the components to make sure everything is working properly.

Conduits are the guts of any piece of mechanika, the pipes, lines, and coils that make up the device's essential parts. Each major component in a mechanikal item requires a conduit. The only exceptions to this rule are accumulator sockets, since they have to be connected to all of the other conduits. For instance, an item with four rune plates requires four conduits. Conduit costs vary by item type. Conduit costs for armor

and shields are defined in Table 5–13: Armor/Shield Construction Costs, and costs for weapons are defined in Table 5–15: Weapon Construction Costs. Conduits for mechanikal wands cost 100 gp per spell level of the rune plate. Convergence engine conduits cost 500 gp x spell level per plate. Each conduit adds a +1 modifier to the DC for construction. See "Mechanikal Components, Conduits" for more details. The time required to assemble and fuse a mechanikal device is based on the cost of the conduits. This final step of mechanikal construction requires one day plus one day per 1,000 gp of the market price of the conduits and 1/25th of the conduit market price in XP.

The market price of a mechanikal item is twice the total cost to create the item's components plus the cost for any masterwork items or the arcantrik convergence engine housing. This cost does not include the necessary *arcanodynamic accumulators*.

Table 5–10: Designing Mechanikal Items

Item Size & Type	Accumulator Space	Rune Plates[1]
Small light weapons[2]	0[3]	2
Medium light weapons[4]	1 light	3
Medium one-handed weapons[5]	1 standard or 2 light	3
Medium two-handed weapons[6]	2 standard or 1 heavy	4
Large two-handed weapons	2 heavy or 3 standard	5
Arcantrik convergence engines	2 heavy or 3 standard	3
Armor	2 heavy or 3 standard	5
Shields	2 standard or 1 heavy	3
Rods	2 standard or 1 heavy	—
Staves	2 heavy or 3 standard	—
Wands	1 light or 1 standard	1

1 Number of rune plates that can be accommodated on a weapon of this size.

2 This size category also includes all Tiny and smaller weapons.

3 A weapon of this size can only be mechanically enhanced if it is hooked to an external power source, i.e., an *accumulator* mounted to a belt or backpack and connected to the weapon via sturdy arcano-conduction coils.

4 This category includes Small one-handed weapons.

5 This category also includes Small two-handed weapons and Large light weapons.

6 This category includes Large one-handed weapons.

Arcanika

While Rhulic mechanika is essentially identical to human mechanika, elven mechanika is so entirely foreign in design that human wizards and mechaniks have taken to calling it arcanika. Most elven devices fly in the face of what humans and Rhulfolk recognize as the basic principles of arcane science, creating devices that operate smoothly and without the need for steam-belching smokestacks or *accumulators*. Indeed, the utter silence of arcanikal devices is eerily characteristic of the enigmatic Iosans.

Constructed from layer upon layer of sigil inscribed stone and metal plates, arcanikal devices are hauntingly strange in design. These inner layers are wrapped within an artistically crafted, but no less protective, shell of carved jade, alchemically-strengthened brass, and strange, golden metals stronger than steel. The gentle hum from this internal power source is but a whisper compared to the grinding gears and thumping boilers of human mechanika.

While it is common among humans and dwarves to judge a piece of mechanika by its size—the bigger a mechanikal device, the more powerful it is—arcanika is deceptive in its size-to-power ratio. A simple brass orb that fits easily in one's palm may contain enough power to lift and move several hundred pounds. The elven manufacture of arcanika results in subtle and powerful devices that operate on entirely different principles than human mechanika and do not wholly rely on mechanical advantage. To the untrained eye, Iosan arcanika appears to be completely magical with few—if any—visible moving parts.

The convergence engines and mechanikal apparatuses used by the elves rely on strange power sources. Instead of *accumulators* or steam engines, Iosans use a method of focusing and collecting arcane energy. Certain devices require carefully planned celestial alignments to bring the devices into harmony with the magical energies that power them. How the elves developed this technique is unknown. Properly aligned, arcanikal devices recharge when left unattended requiring no maintenance other than regular care and good treatment.

Mechanikal Components

As has been mentioned, a variety of components are necessary for the construction of mechanikal items. This is also one of the benefits of mechanikal construction. Because these individual parts are crafted separately, the XP expenditures required for each component are generally less than those for a complete magic item, and the item's creator is less likely to suffer permanent hit point loss due to the rapid expenditure of XP (see "Increased Magic Item Creation Costs" for details).

Unless otherwise specified, mechanikal components, like magic items, cost 1/2 their price in materials to create and 1/25th their price in XP. All armor, shields, and weapons to be used in the construction of mechanika must be of masterwork quality.

Accumulator Sockets

Accumulator sockets are an integral part of all accumulator-based human mechanika. The sockets release and direct the flow of arcane energy from the *accumulator* to parts of a mechanikal device where it is needed. Sockets must also be carefully calibrated to release just the right amount of arcane energy—too much or too little could lead to disastrous results. As has been mentioned earlier, there are three types of accumulator sockets: charge, trickle, and hybrid. All three kinds of sockets can be designed to hold light, standard, or heavy *accumulators*. The size of the *accumulator* the socket accommodates does not affect its cost to construct or market price.

Charge Socket: Charge sockets are used primarily in the construction of mechanikal wands, rods, staves, and convergence engines. Intended to release multiple *accumulator* charges at once, charge sockets are designed to withstand heavy bursts of arcane energy.

Trickle Socket: Found almost exclusively on mechanikal armor, shields, and weapons, trickle sockets provide a slow, steady flow of magical energy to power the special abilities of such items. Calibrated for slow release, trickle sockets bleed energy from the *accumulator* into the conduits and rune plates. Generally, a trickle socket is set to release one charge per rune plate per day.

Hybrid Socket: These specially designed sockets provide both the long-term functioning of trickle sockets and the rapid bursts of charge sockets. Hybrid sockets are almost always used in mechanikal armor and weapons that, in addition to their other special abilities, duplicate spell effects that require that bursts of charge be directed through the rune plates.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft (mechanika) 6 ranks; Craft (mechanika) check (DC 15); Price 200 gp (charge or trickle socket), 450 gp (hybrid socket); Cost 100 gp + 8 XP (charge or trickle socket), 225 gp + 18 XP (hybrid socket); Weight 1 lb. (charge or trickle socket), 2 lb. (hybrid socket).

Alchemical Goggles

These goggles are specially designed to allow the wearer to be affected by, or protected from, vision-based spells. Alchemical goggles are most commonly attached to arcantrik convergence engines by arcano-conduction coils, allowing spell effects to charge the special alchemical solution that bathes the lenses of the goggles. The lenses are actually "double-paned," having a narrow space between the two lenses that is bathed by special alchemical solutions while arcane energies pass along the arcano-conduction coil and into the goggles. These special solutions alter the wearer's vision, allowing him to see magic energies, invisible creatures, or other marvelous properties powered by the rune plate within the convergence engine. The cost to build or purchase a pair of alchemical goggles includes the cost of the arcano-conduction coil. Conduiting the arcano-conduction coil into the arcantrik engine costs an additional 500 gp and 40 XP.

Alchemical goggles occupy the same space as other magic goggles and lenses, and cannot be worn at the same time as any of these other items.

Minor illusion; CL 5th; Craft Wondrous Item, Craft (alchemy) 8 ranks, Craft (mechanika) 4 ranks, *major image*; Craft (alchemy) check (DC 20), Craft (mechanika) check (DC 15); Price 4,800 gp; Cost 2,400 gp + 192 XP; Weight 2 lbs.

Arcane Condenser

This device, originally devised by Sebastien Kerwin, is a fairly standard method—at least amongst adventurers—for charging *accumulators*. Faster than the alchemical method and far more portable, many adventurers are willing to risk the dangers of the *arcane condenser* to gain its benefits. The *condenser* is also considered one of the fundamental inventions leading to the development of arc node technology.

A hemispherical device about 6–8 inches in diameter, most *condensers* are found in mechanik's workshops, sitting safely on a table or workbench. Two metallic, rune-engraved arms reach upwards from the top of the device ending in copper clamps designed to latch on to the ends of an *accumulator*. The contact points are easily adjusted to accommodate varying sizes of *accumulators*. After an empty *accumulator* is placed into the contacts, the mechanik places his hands on two large contact points on the rounded sides of the *condenser*, and then proceeds to channel raw magical energy into the *condenser*.

This procedure is entirely safe for arcane mechaniks of 4th level or higher, who convert arcane spell levels into *accumulator* charges on a 2-for-1 basis (2 spell levels per charge). However, it is a dangerous and difficult process for all other arcane spellcasters and for lower level arcane mechaniks. For these individuals, spell levels recharge an *accumulator* on a 3-for-1 basis (3 spell levels per charge). Only a single spell can be channeled through the *condenser* per round, so the time required to recharge an *accumulator* depends almost entirely on the spells the caster is willing to sacrifice. Divine spellcasters are unable to use an *arcane condenser*.

Once a spellcaster has begun the flow of raw spell energy into the *condenser* it can be difficult to stop. The caster must make a Will save (DC 18) to stop the transfer of spell energy. If he fails, he is unable to remove his hands from the contacts and the *condenser* continues to drain spells from him, beginning with his highest level spells first until the *accumulator* is overloaded and explodes (see "Overload status" below for charge limits). Each round, the spellcaster is allowed another saving throw until either he succeeds or the *accumulator* is destroyed. An overloaded *accumulator* explodes just as if it had been ruptured (see "Damaging Accumulators"). Furthermore, the *condenser* will be destroyed in the process and the spellcaster will suffer a magical backlash from it that inflicts 1d6 points of temporary Intelligence and Wisdom damage. Arcane mechaniks are not subject to these problems of controlling an *arcane condenser* due to their training in the nuances of charging the device.

Overload status: light *accumulator* 6 charges, standard *accumulator* 12 charges, heavy *accumulator* 24 charges.

Moderate transmutation; CL 5th; Craft Wondrous Item, Craft (mechanika) 10 ranks; Craft (mechanika) check (DC 22); Price 3,000 gp; Cost 1,500 gp + 120 XP; Weight 8 lbs.

Arcanodynamic Accumulators

While originally theorized over 600 years ago by Kerwin the Noble, the *accumulator* is relatively new. *Accumulators* hold arcane spell charges, meaning that they have the capacity to store arcane spell energy to power the magical effects of specially designed mechanika. In western Immoren, these items are highly valued, and rare, except in the hands of the military or wealthy, daring adventurers. *Accumulators* can only be inserted into mechanika items specifically designed to accept them.

Most *accumulators* are glass cylinders or spheres protected by a metal casing. Contained within are coils of gold and steel foil etched with mechanika runes and steeped in a glowing alchemical solution visible through notches in the casing. This solution has a golden hue when the *accumulator* is fully charged, but turns to a bright green as the charges are depleted.

The size of an *accumulator* determines the maximum amount of charge it can hold. An *accumulator* charge is capable of powering the magical effects of an item. This may be the single triggering of a spell, as in the use of a charge to trigger a spell from a wand. Alternatively, the charge can be slowly released to allow for 1 full day of mechanika operation. The use of this charge depends on the design of the item and the type of accumulator socket used. The smallest *accumulators* easily fit in a human hand. Various types of *accumulators* and their sizes are detailed below in Table 5–11. *Accumulators* larger than the heavy *accumulator* do exist, but these types of *accumulators* are reserved for use in warjack weaponry. These super-heavy *accumulators* are available only to the most experienced and qualified military personnel. Building larger *accumulators* requires special methods detailed in the *Liber Mechanika*.

Handling *accumulators* can be tricky business and some skill is required. Installing an *accumulator* into a socket, or replacing an empty *accumulator* with a fresh one, requires a successful Craft (mechanika) skill check (DC 8) and is a full round action. A check failed by 5 or more results in damage to the *accumulator*. Removing a fully or partially charged *accumulator* from a trickle or hybrid socket is a bad idea. It requires a standard Craft (mechanika) check, but does not allow for the familiarity bonus (see Chapter Two: Characters for

details). Additionally, a failed check results in damage to the *accumulator* and a check that fails by 5 or more ruptures the accumulator.

Damaging Accumulators

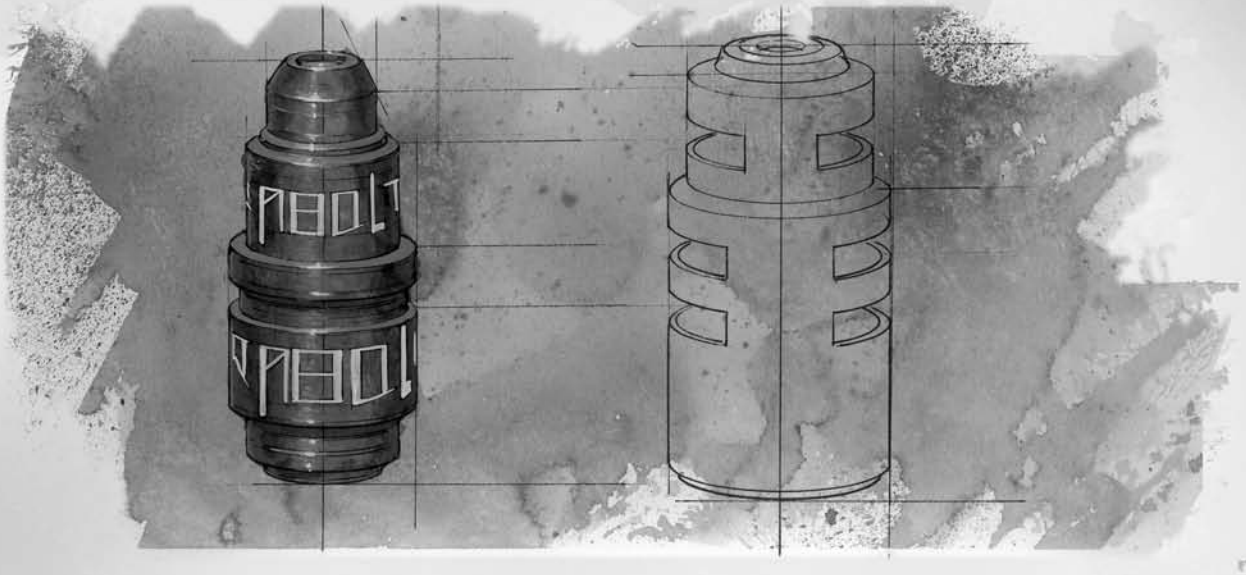
Rupturing an *accumulator* is dangerous business, since this releases volatile energy in a powerful explosion. See Table 5–11 for hardness values and hit point totals for the various types of accumulators. A broken *accumulator* releases a 15-foot-radius burst of energy dealing 1d10 points of damage plus 1 point per charge remaining in the *accumulator*, Reflex save (DC 15) for half damage.

Dispel magic can also ruin *accumulators*, depleting their charges. Area *dispels* cannot drain *accumulators*, but targeted *dispels* are far too intense and *accumulators* cannot be shielded against them. A successful, targeted *dispel magic* (DC 16) shuts down the magic allowing the accumulator to store arcane energy and the stored energy rapidly bleeds away. A result of a natural twenty on the dispel check causes the alchemical solution within the *accumulator* to turn volatile and the cell explodes as if ruptured. If a cell ruptures while connected to a mechanikal item, the item is also ruined, but a bodger might be able to coax a few more uses from it.

Recharging Accumulators

Alchemists and arcane mechaniks are skilled at recharging *accumulators*. The standard cost for recharging an *accumulator* is 20 gp per charge and involves a complex alchemical process that requires a number of days equal to the *accumulator's* maximum charge. This requires a successful Craft (alchemy) check (DC 18) and access to an alchemy lab for the number of days it takes to charge the *accumulator*. Using the *accumulator* before it is fully charged provides one charge per full day of recharging, but once these charges are expended the *accumulator* burns out, resulting in a dead cell worth roughly 50 gp in parts. An *accumulator* that is used before it is fully recharged can never be recharged again.

Recharge costs: light accumulator, 100 gp + 5 days; standard accumulator, 200 gp + 10 days; heavy accumulator, 400 gp + 20 days.



Alternatively, arcane mechaniks and some daring or desperate wizards use *arcane condensers* to recharge *accumulators*. These devices, while dangerous to the unskilled, provide a rapid means of recharging *accumulators*. *Arcane condensers* are extremely useful for adventurers who plan to be in the wilds for long periods of time.

Moderate transmutation; CL 5th; Craft Wondrous Item, Scribe Scroll, Craft (alchemy) 4 ranks, Craft (mechanika) 4 ranks; Craft (alchemy) check (DC 18), Craft (mechanika) check (DC 18); Price 250 gp (light), 500 gp (standard), 1,000 gp (heavy); Cost 125 gp + 10 XP (light), 250 gp + 20 XP (standard), 500 gp + 40 XP (heavy); Weight 1 lb. (light), 2 lbs. (standard), 5 lbs. (heavy).

Arcantrik Convergence Engine Housing

This rugged housing is simply a well-designed shell that protects the delicate inner workings of a convergence engine. While not truly a mechanikal component, the housing is as necessary a part of constructing a convergence engine as a masterwork longsword is to constructing a *mechanikal shock longsword.* This housing is almost always constructed of

iron or steel and attached to a thick, sturdy leather belt. It must be of masterwork construction

Price 300 gp; Weight 5 lbs.

Cabalic Crucible

This small, component-processing chamber holds expensive material components necessary to help fire certain rune plates. For instance, the creation of a magic *wand of stoneskin* requires that the creator have on hand enough of the material component for 50 applications of the spell, in this case 12,500 gp worth of diamond dust. However, the compartmentalized design of mechanika does not take into account that some rune plates are used differently than others and does not allow for the creation of "charged" rune plates. Therefore, it is necessary to have a cabalic crucible on such items to allow for the addition of needed spell components.

In constructing a mechanikal *wand of stoneskin*, the arcane mechanik uses 250 gp worth of diamond dust to create the *stoneskin rune plate*. Next, he constructs a cabalic crucible, generally shaped as a small round or cylindrical chamber with a tight-sealing lid. Each time the user wants to cast *stoneskin* with the wand, he must be sure that he has enough diamond dust in the cabalic crucible for one casting of the spell. Crucibles are normally designed to hold enough of the material component for five castings of the spell. This same technology is used with mechanikal staves and arcantrik convergence engines. A cabalic crucible can be constructed with a Craft (alchemy) check (DC 22). Conduiting a cabalic crucible into a mechanikal device costs an additional 500 gp and 40 XP. Loading a caballic crucible is a full round action.

Minor transmutation; CL 3rd; Craft Wondrous Item, Craft (alchemy) 8 ranks; Craft (alchemy) check (DC 22); Price 450 gp; Cost 225 gp + 18 XP; Weight 0.5 lbs.

Conduits

The term conduit is actually a catch-all term for a wide variety of components. For instance, some conduits connect accumulator sockets to individual rune plates, while others connect reflexive or spell triggers to the accumulator socket. Yet other conduits provide the channels through which arcane energy is focused and released from the rune plates.

Table 5–11: Accumulator Sizes and Costs

Accumulator Type	Size	Weight	Charges	AC	Hardness	Hit Points	Market Price
Light	Tiny	1 lb.	5	5	10	5	250 gp
Standard	Tiny	2 lbs.	10	5	10	10	500 gp
Heavy	Small	5 lbs.	20	5	10	15	1000 gp

Conduiting is a fairly extensive and time-consuming part of mechanikal construction. In the case of a *mechanikal shock longsword*, channels must be etched or carved into the sword's blade and special electrical conducting strips must be inlaid and secured into these channels. In turn, these strips must be connected to the rune plates. These channels and conduits serve to carry the electrical energy along the length of the sword blade and protect the wielder from that same energy.

The cost and time of conduiting varies by the type of project, but it normally consumes roughly one-half of the resources required to create a piece of mechanika. Costs for conduiting mechanikal armor and shields, and mechanikal weapons are presented in Tables 5–13 and 5–15 respectively. Also, the cost to connect the various triggers into mechanikal devices is built into the trigger's cost. Costs for other types of conduits are summarized below:

Basic conduit costs: Conduiting alchemical goggles, cabalic crucibles, induction belts, and reflective arcane matrixes costs 500 gp and 40 XP each. The need for these conduits and their costs are also included in the descriptions of each of these items. These prices are also used for conduits employed in arcantrik convergence engines, mechanikal rods, and staves; however, the prices increase based on spell level. Price 1,000 gp per spell level per plate; Cost 500 gp and 40 XP per spell level per plate.

Mechanikal wand conduits: Rune plate conduits for mechanikal wands cost 100 gp x spell level to construct. Their market price is twice this amount, and XP costs are 1/25th the market price.

Series conduits: Sometimes when constructing mechanikal armor or weapons it is advantageous to use lower powered enhancement rune plates instead of a single, more powerful enhancement rune plate. For instance, crafting two *+2 enhancement rune plates* for use on a sword costs 1,200 gp and 96 XP each. Crafting a single *+4 enhancement rune plate* costs 6,240 gp and 499 XP. By combining the two lesser powered rune plates using a series conduit, the arcane mechanik avoids having to craft a rune plate that costs 200 XP or more, risking the permanent loss of hit points, and he saves over 3,000 gp and nearly 300 XP with the additional cost of creating the series conduit. It costs 100 gp plus 8 XP per plate to craft a series conduit.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) check (DC 15); Price varies; Cost varies; Weight 1 lb. per conduit.

Induction Belt

An induction belt, also known as an induction harness, is a necessary component of any arcantrik convergence engine that directs spells onto its wearer. Generally secured between two layers of the heavy belt holding the convergence engine, the induction belt surrounds the wearer with the protective energies released from the engine. Conduiting an induction belt into a mechanikal device costs an additional 500 gp and 40 XP.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) check (DC 15); Price 300 gp; Cost 150 gp + 12 XP; Weight 0.5 lbs.

Mechanikal Trigger

Actually made from buttons, switches, or triggers, the special activation devices are designed to cover a number of specific needs. While nearly all mechanikal devices are outfitted with a variety of knobs and switches, mechanikal triggers serve very specific functions in operating a mechanikal device. Simple mechanikal triggers are useful to have on what might otherwise be fairly flashy mechanikal weapons. After all, you don't always want to advertise that you're carrying a powerful sword. These triggers are almost always used in mechanikal weapons, hooked to a trickle socket such that the properties of a rune plate can be activated or deactivated as a free action. The rune plate still draws one charge per plate bonus per day, but the obvious outward signs of the magic can be hidden. For instance, a *+2 mechanikal frost battleaxe* is normally coated in a thin rime of frost all the while that it is active (for as many days as it has enough *accumulator* charges available). However, its owner might not want the Khadoran origin of his axe to be quite so obvious. So, he has an arcane mechanik outfit it with a mechanikal trigger such that he can turn the frost ability on and off. The weapon remains a *+2 mechanikal battleaxe* as long as *accumulator* charges flow through it, and the *frost* property is always ready at a simple flick of the trigger. The cost to craft and install a mechanikal trigger is based on the effective bonus of the rune plate it is attached to. It costs 100 gp plus 8 XP per effective bonus.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) check (DC 15); Price varies; Cost varies; Weight negligible.

Offensive Spell Trigger: Similar in principle to a mechanikal trigger, an offensive spell trigger is used to unleash a spell from a rune plate. Coupled with a hybrid accumulator socket, the offensive spell trigger is designed to push charge through any standard rune plate (not a weapon special ability rune plate) to unleash its normal spell effects. For instance, a *mechanikal shock longsword* that also contains a standard *lightning bolt rune plate* and is equipped with both an offensive spell trigger and a hybrid accumulator socket can discharge a *lightning bolt*. Doing so is a standard action that drains 1 charge from the accumulator (irregardless of spell level) and follows all of the normal guidelines for casting the spell. Crafting and installing an offensive spell trigger costs 100 gp x spell level x caster level. So, the ability to launch a *lightning bolt* from the sword costs an additional 5,625 gp and 450 XP; 4,125 gp and 330 XP for the *lightning bolt rune plate*, and 1,500 gp and 120 XP for the offensive spell trigger.

Faint transmutation; CL 6th; Craft Wondrous Item, Craft (mechanika) 8 ranks; Craft (mechanika) check (DC 15 + spell level); Price varies; Cost varies; Weight negligible.

Reflexive Spell Trigger: Suits of mechanikal armor equipped with defensive magics like *fire resistance* commonly use reflexive triggers to activate these effects. Reflexive triggers are specially designed and linked directly to both the arcane rune plate and a hybrid accumulator socket, such that they detect and respond to the type of energy the plate is designed to

protect against. For instance, a suit of mechanikal full plate with a *fire resistance rune plate* could have a reflexive trigger that activates the *fire resistance* ability any time the wearer is subjected to fire damage. However, the drawback to these triggers is that they activate any time the wearer might take damage from fire and the wearer cannot disable or over-ride the reflexive trigger. Crafting and installing a reflexive trigger costs 1,000 gp + 100 gp x spell level x caster level and requires a hybrid accumulator socket.

While using a reflexive trigger may at first seem unnecessary, since the defensive effects could easily be supplied fulltime through the use of a trickle socket, in the long run a reflexive spell trigger saves countless *accumulator* charges. For instance, a suit of *+2 mechanikal improved fire resistance full plate* rigged with a standard trickle socket draws five charges per day, quickly draining even a heavy *accumulator*. However, the same armor rigged with a reflexive trigger and a hybrid charge socket only initiates the *improved fire resistance* property when needed. So, the armor only draws 2 charges per day through the trickle socket and immediately draws three additional charges any time the reflexive trigger detects a threat of fire. Currently reflexive triggers can only be used with energy resistance rune plates.

Faint transmutation; CL 8th; Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) check (DC 20 + spell level); Price varies; Cost varies; Weight negligible.

Reflective Arcane Matrix

Much like the induction belt, the reflective arcane matrix is embedded into the belt holding the arcantrik convergence engine. However, the matrix is used to direct emanation effects away from the wearer. Conduiting a reflective arcane matrix into a mechanikal device costs an additional 500 gp and 40 XP.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) check (DC 15); Price 300 gp; Cost 150 gp + 12 XP; Weight 0.5 lbs.

Rune Plates

Rune plate "technology" is deemed the most important discovery of Sebastien Kerwin's illustrious career, and is one of the most important elements of modern mechanika, second only to the development of mechanika runes. Rune plates are a fundamental component of nearly all modern mechanika, and mechanika runes are used in everything from mechanikal swords to warcaster armor to steamjack cortexes. Etched or stamped onto brass plates or copper strips, mechanika runes are locked into these plates through an elaborate alchemical process that involves channeling magical energy through the plate.

More recently, rune plate technology has followed two divergent paths. Following the original principles set forth by Kerwin, rune plates that duplicate spell effects are crafted for inclusion in mechanikal wands and convergence engines. Some slightly modified rune plates are also designed to be added onto weapons. However, in most cases, the rune plates attached to weapons and armor use spells to generate more focused effects confined to the blade or striking surface of the weapon or to the plates and other surfaces of the armor. The other major difference is that rune plates designed for wands use charge sockets, while rune plates powering the special abilities of mechanikal weapons and armor require trickle sockets.

Creating a rune plate is a complex arcane and alchemical process. Determining the cost for creating rune plates depends on the variety of rune plate to be created. Standard rune plates, those used in mechanikal wands and arcantrik convergence engines, require materials equal to 275 gp x the level of the spell x the level of the caster. In addition, the plate etcher pays 1/25th the market price in XP. The market price is twice the cost in materials.

See the section on mechanikal armor and weapons for details on the cost to create rune plates that provide the special abilities of armor, shields, and weapons.

Spells with Costly Material Components

When crafting charged and single-shot magic items, the creator is always required to provide enough material components for each use. However, arcane mechaniks have found a method to work around this problem. When etching rune plates for mechanikal wands arcantrik convergence engines that require costly components, one use of the material component must still be spent constructing the rune plate. After that, the item is equipped with a cabalic crucible. Some cabalic crucibles are large enough to hold material for up to five uses, but most are small and inconspicuous and only hold enough material for a single use of the spell. Each time the wand or convergence engine is activated, a sufficient amount of the necessary material component must be present in the cabalic crucible. Lack of the proper components risk serious damage to the rune plate and possible overload of the *accumulator*, as the device tries to pull more energy to power the spell.

When this happens, the device draws forth a large amount of *accumulator* charge in a reckless attempt to power the spell without the material component. Instead of normally drawing 1 charge, the rune plate pulls the normal charge necessary to fire the spell plus 1 charge per spell level. The spell may very well succeed, but at great cost. There is a 50% chance that the spell succeeds, though it automatically fails if there weren't enough charges remaining in the *accumulator*. However, there is a 10% chance per additional charge that the rune plate is irreparably damaged and a 5% chance per additional charge that the *accumulator* overloads. An overloaded *accumulator* explodes just as if it had been ruptured (see "Mechanikal Components, Arcanodynamic Accumulators," pp. 325). If there weren't enough charges to meet this increased demand, there is an additional +25% chance of damaging both the rune plate and the *accumulator*.

For example, if a character attempts to cast *stoneskin* using a *mechanikal wand of stoneskin*, forgetting that the cabalic crucible for the wand is empty, the wand instantly draws 5 charges from the *accumulator*—1 charge for the spell plus an additional 4 charges in an attempt to compensate for the missing component. It's a 50–50 chance whether or not the spell succeeds, but there is still a 40% chance of damaging the *stoneskin rune plate* and a 20% chance of overloading the *accumulator*. If there were only 3 charges remaining in the *accumulator* when this happened, the chance to damage the rune plate increases to 65% and there is a 45% chance that the *accumulator* is overloaded.

Mechanikal Armor and Weapons

Mechanikal armor, shields, and weapons are essentially identical to their magic counterparts. The only differences between a *+1 shock longsword* and a standard *mechanikal shock longsword* are that the mechanikal weapon does not need to be enchanted to +1 in order to have the *shock*, or any other, special ability and the mechanikal weapon becomes a normal weapon when it runs out of *accumulator* charges. Additionally, since the mechanikal device (armor or weapon) is not a permanent magic item, it does not receive the normal bonuses to its saving throws that a magic item of the same type receives. It is also susceptible to spells that damage nonmagical items and subject to normal wear and tear.

Normal use of mechanika armor and weapons is powered by a trickle socket. The trickle socket slowly draws charge from an *accumulator* to power the normal functions of the armor, shield, or weapon. Each day of use draws 1 charge per effective bonus from the *accumulator*. For example, a *mechanikal shock longsword* draws 1 accumulator charge per day since *shock* has a +1 effective bonus. A *+1 mechanikal shock longsword* draws 2 charges per day. However, a *+1 mechanikal shocking burst longsword* draws 3 charges per day from its *accumulator*, one for the *+1 enhancement rune plate* and two for the *shocking burst rune plate* (+2 effective bonus). Once a trickle socket is activated it cannot be turned off and continues to draw charges from the *accumulator* until it runs dry. If there are not enough charges remaining to power all of the functions of a suit of mechanikal armor or a mechanikal weapon, only the most basic functions continue to work and then only one per remaining accumulator charge. For example, if the *accumulator* in a character's *+1 mechanikal shocking burst longsword* only has 1 charge remaining only the *+1 enhancement rune plate* functions that day since the *shocking burst rune plate* would require 2 charges. In cases where a number of plates draw the same amount of charge, the DM should adjudicate which properties work and which do not. Removing a fully or partially charged *accumulator* from a trickle or hybrid socket is a bad idea. It requires a standard Craft (mechanika) check, but does not allow for the familiarity bonus (see Chapter Two: Characters for details). Additionally, a failed check results in damage to the *accumulator* and a check that fails by 5 or more ruptures the accumulator.

Weapon and armor rune plates are more versatile, yet more limited, than those used in wands and convergence engines. They are more versatile given

Table 5–12: Standard Rune Plate Cost to Create (By Etcher's Class)

Spell Level	Wiz	Sor	Amk, Brd, Gmg
0*	137 gp 5 sp + 11 XP	137 gp 5 sp + 11 XP	137 gp 5 sp + 11 XP
1st	275 gp + 22 XP	275 gp + 22 XP	550 gp + 44 XP
2nd	1,650 gp + 132 XP	2,200 gp + 176 XP	2,200 gp + 176 XP
3rd	4,125 gp + 330 XP	4,950 gp + 396 XP	5,775 gp + 462 XP
4th	7,700 gp + 616 XP	8,800 gp + 704 XP	11,000 gp + 880 XP

* 0-level spells are treated as 0.5 level for purposes of calculating the cost to etch a rune plate.

that their use is constant, so long as charges remain in the *accumulator* powering the piece of mechanika; however, they are more limited given that the abilities they grant to the weapon are a mere shadow of the true power of the spells etched on the rune plates—unless the weapon or suit of armor is outfitted with offensive or reflexive spell triggers.

Some armor and weapon special abilities produce spectacular effects that the wielder might not always want active, such as electricity or fire racing along the blade or suits of armor that appear to exude darkness. In these cases, a mechanikal item can be outfitted with a standard mechanikal trigger that can be activated as a free action. The item still draws the same amount of charge per day, but the properties linked to the trigger are only active when the trigger is pulled.

Additionally, some armor and weapons are designed to create spell effects in addition to their other special abilities. For example, the Cygnaran *storm glaive* is a *shock* weapon that can also create bolts of lightning. Items of this sort must be outfitted with a hybrid socket and an offensive spell trigger. Even the simplest of warriors can eventually learn to activate an offensive spell trigger while swinging his sword. It is a free action for any character, but requires a Craft (mechanika) check (DC 6). The trigger pulses one or more *accumulator* charges through the rune plate (based on spell level), activating the spell.

Since the offensive spell trigger activates a spell, the wielder uses the normal rules for adjudicating the spell. Touch spells can be delivered as part of an attack and stack with any standard properties of the mechanikal weapon. Ranged and ranged touch attacks initiated from melee weapons cannot be combined with normal melee attacks. For instance, a Cygnaran Stormblade activating a *lightning bolt* from his *storm glaive* needs to use a standard action to activate and direct the spell effect. More examples of adjudicating the use of mechanikal weapons with spell triggers is discussed in the section "Mechanikal Weapons." Armor is generally equipped with reflexive spell triggers, which are more costly but vastly more effective for protection, instead of the arcane triggers used in weapons.

Crafting Mechanikal Armor and Shields

Constructing mechanikal armor is relatively simple and straightforward. It's also easier than designing and constructing some other kinds of mechanika since there's simply more room to work within the plates and pieces of armor. Conduiting and rune plate placement are far easier, though the conduiting is generally more extensive. Attaching rune plates and conduiting to weapons is far more exacting. Additionally, since the rune plates used on suits of armor are generally layered beneath protective plates on the armor, less durable plates can be used in constructing mechanikal armor and shields.

Most suits of mechanikal armor and shields weigh roughly 5 pounds more than normal, in addition to the weight of any *accumulators*. As noted on Table 5–10: Designing Mechanikal Items, suits of armor can hold two heavy or three standard *accumulators* and up to five rune plates. Shields only have space for two standard *accumulators*, or a single heavy *accumulator*, and as many as three rune plates.

The cost to conduit armor and shields depends on the effective enhancement bonus of the final item, much like determining the cost of a suit of magic armor. Table 5–13 summarizes the costs of creating conduits for mechanikal armor or shields with effective bonuses from +1 to +10.

Armor/Shield Rune Plates

In addition to the cost of the masterwork suit of armor or shield and the conduits, an arcane mechanik needs to cost out the creation of the necessary rune plates. Basic rules for rune plate creation are detailed in the section "Mechanikal Components, Rune Plates." However, armor and shield rune plates are priced differently than the standard rune plates used in arcantrik convergence engines and mechanikal wands. The cost to create armor/shield rune plates is equal to the spell level x caster level x effective bonus (price modifier) x 20 gp and requires an expenditure of XP equal to 1/25th the market price. Examples of some common armor/shield special abilities (from the DMG) are presented in Table 5–14. Bear in mind that divine mechanika is unknown, so rune plates can only be etched with arcane spells—*magic vestment* has been added to the arcane mechanik and wizard spell lists in the Iron Kingdoms (see "Iron Kingdoms Spells, Altered Spells" for details).

Rigging Reflexive Triggers

As was mentioned previously, suits of mechanikal armor equipped with defensive magics like *energy resistance* most commonly use reflexive triggers. Reflexive triggers are specially designed and linked directly to

both the arcane rune plate and the *accumulator*, such that they detect and respond to the type of energy the plate is designed to protect against. For instance, a suit of mechanikal full plate with an *energy resistance (fire) rune plate* could have a reflexive trigger that activates the *energy resistance (fire)* ability any time the wearer is subjected to fire damage. However, the drawback to these triggers is that they activate any time the wearer might take damage from fire and the wearer cannot disable or override the reflexive trigger. A reflexive trigger costs 1,000 gp plus 100 gp x spell level x caster level to construct and requires the installation of a hybrid accumulator socket.

Shields, a Special Case

The DMG only outlines designing shields as defensive magic items. However, shields are commonly used to bash one's foe as well. Also, the advent of the shield gun makes the idea of creating magical or mechanikal "offensive" shields desirable.

Adapting the rules to cover this situation is simple enough. When outfitting a shield as a magic or mechanikal weapon, any property that can be applied to a bludgeoning melee weapon can be applied to a shield. Likewise, any property that can be applied to a ranged weapon (other than those only for thrown weapons) can be worked into magic or mechanikal shield guns. Shields created as magic or mechanikal weapons use the weapon base prices from the DMG and this section on mechanika, not the armor and shield base prices.

Of course, some folk will want the best of both worlds and that's fine, but it's actually easier to do with mechanika. Armor/shield special ability rune plates can be added to a mechanikal shield outfitted with weapon special ability rune plates. However, because the shield will be used offensively, all conduit costs are figured at the weapon rates rather than the armor rates. For example, if a mechanik has already crafted a *+1 (melee) mechanikal shock heavy steel shield* and decides to add a *+2 (shield) enhancement rune plate* to it, the shield already has an effective +2 bonus and will increase to a +4 effective bonus. So, he refers to Table 5–15: Weapon Construction Costs and sees that conduits for a +4 weapon cost 5,760 gp + 461 XP to craft, but he uses the standard price for a *+2 (shield) enhancement rune plate*. At this point, he figures out the cost to enhance the shield normally by comparing the original cost to create the shield to the cost for the shield once he has added the additional rune plate and pays the difference in time, gold, and XP.

Sample Mechanikal Armor and Shields

Flameguard Plate: Worn by renowned members of the Protectorate Temple Flameguard, most suits of *flameguard plate* are sets of *+2 mechanikal full plate of fire resistance*. These suits of armor use hybrid sockets sized for heavy *accumulators*.

Project Costs: Blueprints 10 days to draft, Price 620 gp, Cost 310 gp + 10 XP; Component construction 7 days, Price 6,140 gp, Cost 2,245 gp + 180 XP + masterwork full plate; Assembly & Fusion 6 days, Price 4,610 gp, Cost 2,305 gp + 185 XP.

Table 5–13: Armor/Shield Construction Costs

Armor/Shield Effective Bonus	Conduit Base Price	Conduit Cost to Create
+1	250 gp	125 gp + 10 XP
+2	2,200 gp	1,100 gp + 88 XP
+3	4,410 gp	2,205 gp + 177 XP
+4	7,360 gp	3,680 gp + 295 XP
+5	11,050 gp	5,525 gp + 442 XP
+6	15,480 gp	7,740 gp + 620 XP
+7	20,650 gp	10,325 gp + 826 XP
+8	26,560 gp	13,280 gp + 1,063 XP
+9	33,210 gp	16,605 gp + 1,329 XP
+10	40,600 gp	20,300 gp + 1,624 XP

Components: masterwork full plate, 2 *+1 enhancement rune plates*, *fire resistance rune plate*, reflexive spell trigger, heavy hybrid socket, conduits (including a series conduit for the enhancement rune plates).

Moderate evocation, CL 3rd, Craft Wondrous Item, Craft Mechanika 4 ranks; Craft (mechanika) fusion

check (DC 25); Price 12,400 gp; Cost 6,200 gp + 365 XP + schematic costs; Weight 59 lbs. with a heavy *accumulator*.

Lightning Shield: An electrically charged shield with additioana offensive capability, this *mechanikal bashing shock heavy shield* is a formidable asset in combat. This item uses a standard *accumulator*.

Project Costs: Blueprints 6 days to draft, Price 279 gp, Cost 139 gp 5 sp + 6 XP; Component construction 4 days, Price 1,810 gp, Cost 820 gp + 66 XP + masterwork heavy steel shield; Assembly & Fusion 5 days, Price 3,600 gp, Cost 1,800 gp + 144 XP.

Components: masterwork heavy steel shield, *bashing rune plate*, *shock rune plate**, trickle socket, conduits.

Moderate transmutation, CL 3rd, Craft Wondrous Item, Craft Mechanika 4 ranks; Craft (mechanika) fusion check (DC 21); Price 5,410 gp; Cost 2,790 gp + 210 XP + schematic costs; Weight 20 lbs. with a standard *accumulator*.

*Because a weapon rune plate is used in the shield's construction, conduit costs are based on the weapon conduit cost chart rather than the armor/shield chart.

Crafting Mechanikal Weapons

From the warcaster's arcane sword to the elite Stormblade's *storm glaive*, mechanikal weapons are used upon many a battlefield throughout western Immoren. As such, it was only a matter of time before enterprising adventurers began using them, too. While uncommon amongst normal folk, many accomplished adventurers have quickly learned the value of low-cost, rechargeable mechanikal items.

Constructing mechanikal weapons is a bit more difficult than crafting mechanikal armor. Conduiting and rune plate placement requires a massive amount of retooling. Channels or grooves must be carved into the blade or head of the weapon and lined with the proper conductive materials, or simply channels along which the magical energies can flow. Likewise, the accumulator socket must be worked into the hilt or haft of the weapon without compromising the integrity of the weapon. As a result, assembling and fusing a mechanikal weapon is more costly than doing so for suits of armor and shields.

Table 5–14: Sample Armor/Shield Rune Plate Costs

Armor Ability	Spell(s) Required	CL	Price Modifier[1]	Market Price (Cost to Create)
+1 enhancement	*Magic vestment*	5th	+1 bonus	600 gp (300 gp, 24 XP)
Bashing[2]	*Bull's strength*	3rd	+1 bonus	240 gp (120 gp, 10 XP)
Energy resistance[3]	*Resist energy*	3rd	+1 bonus	240 gp (120 gp, 10 XP)
+2 enhancement	*Magic vestment*	5th	+2 bonus	1,200 gp (600 gp, 48 XP)
Shadow, improved[4]	*Invisibility*	7th	+2 bonus	1,120 gp (560 gp, 45 XP)
+3 enhancement	*Magic vestment*	9th	+3 bonus	3,240 gp (1,620 gp, 130 XP)
Energy resistance, improved[3]	*Resist energy*	9th	+3 bonus	2,160 gp (1,080 gp, 87 XP)
Invulnerability[4]	*Stoneskin*	7th	+3 bonus	3,610 gp (1,930 gp, 135 XP)[5]
+4 enhancement	*Magic vestment*	13th	+4 bonus	6,240 gp (3,120 gp, 250 XP)
+5 enhancement	*Magic vestment*	17th	+5 bonus	10,200 gp (5,100 gp, 408 XP)
Energy resistance, greater[3]	*Resist energy*	15th	+5 bonus	6,000 gp (3,000 gp, 240 XP)
Reflecting[2]	*Spell turning*	13th	+5 bonus	18,200 gp (9,100 gp, 728 XP)

1 The price modifier is also the DC modifier for adding the plate into a piece of mechanika.

2 These special abilities can only be applied to shields.

3 Energy resistance includes acid, cold, electricity, fire, and sonic, but only one energy type can be specified per rune plate.

4 These special abilities can only be applied to armor.

5 The cost of the *stoneskin rune plate* incorporates the cost of the material component (250 gp worth of diamond dust).

As with mechanikal armor, mechanikal weapons are also heavier; though, there are rumors of new technologies in development that uses mechanikal (or mechanical) science to counteract some of this extra weight. The overall heaviness of mechanikal weapons is mostly the *accumulator*. As noted on Table 5–10: Designing Mechanikal Items, weapon size is a limiting factor in the number of *accumulators* and rune plates that can be added to any weapon.

The cost to construct mechanikal weapons depends on the effective enhancement bonus of the final item, much like determining the cost of a magic weapon. Table 5–15 summarizes the costs of creating conduits for mechanikal weapons with effective bonuses from +1 to +10.

Weapon Rune Plates

On most weapons, the enhancement rune plates are worked on thin sheets of layered brass or copper wrapped around the base of the weapon's head or striking surface. These sheets are carefully beaten and secured onto the weapon, bound in place with brass rings or covered by protective housings. Other rune plates are normally mounted to the crossguards and hilt of a sword, or further down the haft of other weapons.

Basic rules for rune plate creation are detailed in the section "Mechanikal Components, Rune Plates." However, weapon rune plates are priced differently than the standard rune plates used in arcantrik convergence engines and mechanikal wands. The cost to create weapon rune plates is equal to the spell level x caster level x effective bonus (price modifier) x 40 gp and requires an expenditure of XP equal to 1/25th the market price. Examples of some common weapon special abilities (from the DMG) are presented in Table 5–16. As with armor rune plates, bear in mind that divine mechanika is unknown, so rune plates can only be etched with arcane spells.

Rigging Offensive Spell Triggers

Of course, if a weapon is going to be rigged with an offensive spell trigger, a space needs to be prepared for the trigger and the trigger assembly must be installed. As was mentioned previously, offensive spell triggers are specially designed and linked directly to a standard rune plate and the *accumulator*, such that they direct *accumulator* charge to power standard spell effects. An offensive spell trigger costs 100 gp x spell level x caster level to construct and requires a hybrid accumulator socket. Activating a standard rune plate with an offensive spell trigger is a standard action that drains 1 charge from the *accumulator*.

Sample Mechanikal Weapons

Cygnaran Shockblade: A common sight in adventurer's hands, the shockblade is a masterwork longsword built in Cygnaran forges. The *accumulator* assembly combined with crackling runic energy channels a mighty electrical shock.

This *mechanika shock longsword* inflicts an additional 1d6 points of electrical damage when it hits a target. The weapon uses a standard *accumulator*.

Project Costs: Blueprints 4 days to draft, Price 116 gp 5 sp, Cost 58 gp 2 sp 5 sp + 4 XP; Component construction 3 days, Price 1,715 gp, Cost 700 gp + 56 XP + masterwork longsword; Assembly & Fusion 2 days, Price 300 gp, Cost 150 gp + 12 XP.

Components: masterwork longsword, *shock rune plate*, trickle socket, conduits.

Moderate evocation, CL 3rd, Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) fusion check (DC 19); Price 2,015 gp + schematic costs; Cost 1,165 gp + 68 XP + schematic costs; Weight 8 lbs. with a standard *accumulator*.

Runehammer Military Rifle: This firearm is a primary example of the melding of magic and technology. Built by the Ironside Workshop in Caspia, the Runehammer is a wicked looking rifle with a light accumulator socket and trigger mechanism fitted into the weapon. The barrel itself appears bulky, wrapped in an insulated housing of arcane conduits.

This angry looking military rifle imbues the *flaming* property on its ammunition when fired. The weapon uses a light *accumulator*.

Project Costs: Blueprints 4 days to draft, Price 175 gp, Cost 87 gp 5 sp + 4 XP; Component construction 3 days, Price 2,300 gp, Cost 700 gp + 56 XP + masterwork military rifle; Assembly & Fusion 2 days, Price 300 gp, Cost 150 gp + 12 XP.

Components: masterwork military rifle, *flaming rune plate*, trickle socket, conduits.

Moderate evocation, CL 5th, Craft Wondrous Item, Craft (mechanika) 4 ranks, *flaming rune plate*; Craft



(mechanika) fusion check (DC 19); Price 2,600 gp + schematic costs; Cost 1,750 gp + 68 XP + schematic costs; Weight 18 lbs. with a light *accumulator*.

Arcantrik Convergence Engines

An *arcantrik convergence engine* is a mechanikal device that maintains a spell over duration, using an *accumulator* to power the spell. Convergence engines, sometimes referred to as spell engines, can maintain as many as three spells of up to 6th level each and are usually designed to power protective and divinatory spells. The vast majority of convergence engines trigger all of their spells at once, using 1 charge per 2 spell levels, and all spells are cast with the same duration. Mechaniks often rig convergence engines with several accumulator sockets, connecting them in series to draw power for extended periods. Each accumulator socket adds +1 to the DC of the item's creation; however, this does not increase the conduit costs.

Table 5–15: Weapon Construction Costs

Weapon Effective Bonus	Conduit Base Price	Conduit Cost to Create
+1	300 gp	150 gp + 12 XP
+2	3,600 gp	1,800 gp + 144 XP
+3	7,020 gp	3,510 gp + 281 XP
+4	11,520 gp	5,760 gp + 461 XP
+5	17,100 gp	8,550 gp + 684 XP
+6	23,760 gp	11,880 gp + 951 XP
+7	31,500 gp	15,750 gp + 1,260 XP
+8	40,320 gp	20,160 gp + 1,613 XP
+9	50,220 gp	25,110 gp + 2,009 XP
+10	61,200 gp	30,600 gp + 2,448 XP

Rune Plate Spell Level	Cost in Accumulator Charges
0–2nd	1
3rd–4th	2
5th–6th	3

Spell duration is set when a device is created. The duration is determined by the spell with the shortest duration in the *arcantrik convergence engine*. If a convergence engine is designed to cast three spells, one that lasts one round per level, one that lasts five rounds per level, and one that lasts 10 minutes; the maximum duration for all spells is based on the spell with the one round per level duration. A "standard" item like this is made at the minimal caster level. So, if the one round per level spell is a 3rd level spell, then all functions of the item are initiated and last for 5 rounds each time the *engine* is fired up. For example, an *engine* that casts *mage armor*, *protection from arrows*, and *shield* spends 3 charges when triggered (one per spell) and the spells all last for 1 minute—the duration of the *shield* spell at its minimal caster level. After 1 minute, all three spells cease functioning, even if the *protection from arrows* spell could still absorb more damage.

This encourages smart design of *spell engines*, such that they power spells with longer durations for maximum benefit. However, a character might also design one that gives a maximum benefit for an extremely short duration.

Almost all defensive spells require an induction belt, while most divinatory spells require a reflective arcane matrix and alchemical goggles. Induction belts and reflective arcane matrixes costs 300 gp, or 150 gp in materials, 12 XP, and a Craft (mechanika) check (DC 15) to create. Alchemical goggles cost 4,800 gp, or 2,400 gp in materials, 192 XP, and two successful Craft checks to create—Craft (alchemy) (DC 20) and Craft (mechanika) (DC 15).

Arcantrik engines are most commonly used to power abjuration spells and other spells of a protective nature. Anyone wearing an arcantrik convergence engine can activate it as a standard action, but must have at least 4 ranks in Craft (mechanika) and make a successful Craft (mechanika) check (DC 6). The devices tend to be bulky and are usually worn on a thick, heavy belt, thus they occupy the same space as a magic belt.

Arcantrik Convergence Engines and Wondrous Items

In the Iron Kingdoms magic is not as common as presented in the core rulebooks. In fact, some types of magic items are far less common. Many wondrous items, especially magical jewelry and rings, are conspicuously less common if found at all and arcantrik convergence engines fill many of the needs that these items do in the DMG.

Convergence engines by themselves can fulfill the same function as *bracers of armor*. An engine hooked by arcano-conduction coils to a pair of goggles can work like *goggles of the night*, or a *lens of detection*. Engines hooked to boots can replace *boots of striding and springing*. Additionally, while standard *accumulators* do not seem to work to power these devices, it is believed that some Cryxian engines connected to gloves or gauntlets allow the wearer to use vile, necromantic magics like *ghoul touch* or *vampiric touch*.

Such convergence engines are much like their

Table 5–16: Sample Weapon Rune Plate Costs

Weapon Special Ability	Spell Required	CL	Price Modifier[1]	Market Price (Cost to Create)
+1 Enhancement	*Greater magic weapon*	5th	+1 bonus	1,200 gp (600 gp, 48 XP)
Flaming	*Fireball*	5th	+1 bonus	1,200 gp (600 gp, 48 XP)
Distance[2]	*Clairaudience/clairvoyance*	6th	+1 bonus	1,440 gp (720 gp, 58 XP)
+2 enhancement	*Greater magic weapon*	5th	+2 bonus	2,400 gp (1,200 gp, 96 XP)
Shocking burst	*Lightning bolt*	7th	+2 bonus	3,360 gp (1,680 gp, 135 XP)
+3 enhancement	*Greater magic weapon*	9th	+3 bonus	6,480 gp (3,240 gp, 259 XP)
Speed	*Haste*	7th	+3 bonus	5,040 gp (2,520 gp, 202 XP)
+4 enhancement	*Greater magic weapon*	13th	+4 bonus	12,480 gp (6,240 gp, 499 XP)
+5 enhancement	*Greater magic weapon*	17th	+5 bonus	20,400 gp (10,200 gp, 816 XP)

1 The price modifier is also the DC modifier for adding the plate into a piece of mechanika.

2 These special abilities can only be applied to ranged weapons.

magical equivalents, there are benefits and drawbacks to their use as opposed to using spells directly. For instance, a *wand of mage armor* provides the same benefit as a pair of *bracers of armor +4*. However, while the spell has a limited duration, the bracers cost quite a bit more to buy or craft than the wand. Likewise, an arcantrik convergence engine that duplicates the effects of a pair of *bracers of armor +4* will cost quite a bit more than a *mechanikal wand of mage armor*; however, it only requires 1 *accumulator* charge per day to operate rather than 1 charge per use.

Creating the mechanikal equivalent of a wondrous item should cost roughly 80% the cost of the standard magic item. So, *mechanikal boots of striding and springing* most likely have a market price of 4,400 gp, or cost approximately 2,200 gp and 176 XP to create. Remember that the convergence engine is combined with at least one other piece of garb—boots, gauntlets, a helmet—and therefore occupies two item spaces, both the belt space and a space for the other item. Also, the weight of the item is increased significantly. *Mechanikal boots of striding and springing* weigh roughly ten pounds instead of one pound. These applications of arcantrik convergence engines are expanded in the *Liber Mechanika*.

Arcantrik Convergence Engine Spell List

Normal arcantrik convergence engines can only be used to power defensive and divinatory magics. The following is a breakdown of the spells that can be added to an arcantrik convergence engine:

Engine spells requiring an induction belt: *comprehend languages, endure elements, feather fall, greater invisibility, invisibility, mage armor, nondetection, protection from arrows, protection from energy, resist energy, resistance, stoneskin.*

Engine spells requiring a reflexive spell matrix: *blink, blur, detect scrying, displacement, fire shield, globe of invulnerability, invisibility sphere, lesser globe of invulnerability, locate creature, locate object, magic circle against chaos/evil/good/aw, mirror image, obscuring mist, protection from chaos/evil/good/law, repulsion, shield.*

Engine spells requiring a reflexive spell matrix and alchemical goggles: *analyze dweomer, arcane eye, arcane sight, clairaudience/clairvoyance, detect cortex, detect magic, detect poison, detect secret doors, detect thoughts, detect undead, identify, legend lore, prying eyes, reveal souls, see invisibility, true seeing.*

Sample Arcantrik Convergence Engines

Alchemical Compass: Used extensively by the Order of the Golden Crucible, the *alchemical compass* is an analytical tool used to examine magical items and test substances. The convergence engine casts *identify* on a single item and allows the user to observe the item's magic through specially prepared alchemical goggles. The item uses a light *accumulator* and consumes 1 *accumulator* charge and a 100 gp pearl with each use. Using the item requires one hour of unbroken concentration.

Project Costs: Blueprints 8 days to draft, Price 490 gp, Cost 245 gp + 8 XP; Component construction 8 days, Price 6,500 gp, Cost 3,100 gp + 240 XP + arcantrik convergence engine housing; Assembly & Fusion 7 days, Price 3,000 gp, Cost 1,500 gp + 120 XP.

Components: arcantrik convergence engine housing, *identify rune plate*, cabalic crucible, alchemical goggles, charge socket, conduits.

Minor divination, CL 3rd, Craft Wondrous Item, Craft (mechanika) 4 ranks; Craft (mechanika) fusion check (DC 23); Price 9,500 gp + schematic costs; Cost 4,900 gp + 360 XP + schematic costs; Weight 12.5 lbs. with a light *accumulator*.

Luminary Engine: It is unclear whether this item was originally designed by the Order of Illumination or the Strangelight Workshop. In any case, both organizations have several at their disposal. The luminary engine is designed specifically for the purpose of protecting souls and combating Infernals. The engine casts *magic circle against evil*, *reveal souls*, and *see invisible*, and allows the user to observe souls and invisible creatures through its alchemical goggles. The item uses a heavy *accumulator* and consumes 5 *accumulator* charges and requires special amber lenses (100 gp each) that must be replaced with each use—Craft (mechanika) check (DC 12). All three spells last for 14 minutes.

Project Costs: Blueprints 12 days to draft, Price 1,785 gp 5 sp, Cost 892 gp 5 sp + 12 XP; Component construction 29 days, Price 25,400 gp, Cost 12,550 gp + 1,004 XP + arcantrik convergence engine housing; Assembly & Fusion 11 days, Price 10,000 gp, Cost 5,000 gp + 400 XP.

Components: arcantrik convergence engine housing, *magic circle against evil rune plate*, *reveal souls rune plate*, *see invisible rune plate*, alchemical goggles, reflective arcane matrix, charge socket, conduits.

Moderate divination, CL 8th, Craft Wondrous Item, Craft (mechanika) 10 ranks; Craft (mechanika) fusion check (DC 32); Price 35,400 gp + schematic costs; Cost 21,925 gp + 1,730 XP + schematic costs; Weight 18.5 lbs. with a heavy *accumulator*.

Mechanikal Rods, Staves, and Wands

Rods and staves are constructed using very powerful magic, and this is the sort of sorcery and craft that mechanika is simply not capable of reproducing reliably. While this has been tried, most wholly mechanikal rods and staves have rapidly burned out their rune plates with the effort of channeling so much arcane energy. When creating a rod or staff, it should either be made wholly magical or partially mechanikal. When crafting a mechanikal rod or staff, follow the rules outlined below. It should also be noted that even though some are equipped with mechanikal triggers, mechanikal rods, staves, and wands are still considered spell trigger activation items and follow all the normal rules for items of that type.

While one cannot build a rod or staff as pure mechanika, the items can be constructed in a fashion that allows them to draw power from an *accumulator* instead of an internal reservoir of charges. The addition of an accumulator socket and other necessary components to the construction of a rod or staff increases the material and XP costs as detailed below, and requires the creator of the item to have at least 12 ranks in Craft (mechanika), the Craft Wondrous Item feat, and the normally required item creation feat (Craft Staff, Craft Rod, or Craft Magic Arms & Armor). However, the use of an *accumulator* also reduces the overall cost of the item in comparison to magic rods and staves, since the item is not being constructed fully charged (the Iron Kingdoms magic item cost multiplier is not used). Items manufactured in this manner have a mechanikal look to them, constructed from metal parts with bulky conduits and coils, accumulator sockets, and insulated grips. Additionally, they are significantly heavier than their magical counterparts. Most mechanikal rods and staves are outfitted with an additional two pounds worth of mechanikal components plus their *accumulators*.

Mechanikal wands, on the other hand, use rune plates and *accumulators* to their fullest potential. Due to their small size and the general principles of mechanika, wands can never be fitted with more than one rune plate, which is generally wrapped along the length of the wand and bound in place with bands of brass, copper, or some other material. Likewise, they are never constructed to accommodate anything larger than a standard *accumulator*.

Such rods, staves, and wands only run off of *accumulator* charges. The item uses the charges in the *accumulator* as normal spell charges; in other words, if a property on a staff normally drains 2 charges from the staff then it drains 2 charges from the *accumulator*. Swapping a drained *accumulator* with a fully charged *accumulator* is a standard action and requires a successful Craft (mechanika) check (DC 8).

Mechanikal Rods

As stated in the DMG, magic rods are difficult to price. To craft a magic rod powered by a mechanikal energy source, start with the normal market price (not the increased cost for crafting a rod in the Iron Kingdoms). Adapting the power source and rod requires at least 12 ranks in Craft (mechanika). Additional necessary components must be added to the rod and increase the price as follows: one charge socket (200 gp), a single conduit (1,000 gp x highest spell level), an offensive spell trigger (200 gp x highest spell level x caster level), and, if necessary, a cabalic crucible (450 gp).

For example, a *mechanikal rod of thunder and lightning* is priced as follows: 33,000 gp (base price) + 200 gp (charge socket) + 4,000 gp (4th-level spell conduit) + 7,200 gp (offensive spell trigger, 4th-level spell, CL 9th). The final market price is 44,000 gp plus the cost of the *accumulator*, and the cost to create is 22,200 gp and 1,776 XP. Remember that 1,320 XP of the cost is incurred in crafting the rod and there is a danger that the creator could permanently lose 7 hit points during this part of the creation process. Also, crafting the offensive spell trigger drains 288 XP, so the mechanik also risks the permanent loss of 2 additional hit points while creating the trigger.

Mechanikal Staves

Magic staves can be very expensive to create, but augmenting their power with an *accumulator* can decrease the costs. As stated above, crafting a mechanikal staff requires at least 12 ranks in Craft (mechanika) in addition to the Craft Staff and Craft Wondrous Item feats. This knowledge is necessary for blending the purely magical staff with a mechanikal power source. To cost out the construction of the staff, use the standard formula from the DMG ([375 gp x level of the highest-level spell x caster level] + [281.25 gp x level of the second highest level spell x caster level] + [187.5 gp x spell level x caster level] for all other

spells). Bear in mind that this formula determines the market price. As with mechanikal rods, additional necessary components must be added.

As an example, a *mechanikal staff of frost* is priced as follows: 56,250 gp (base price from DMG) + 200 gp (charge socket) + 5,000 gp (5th-level spell conduit) + 10,000 gp (offensive spell trigger, CL 10th). The final market price is 71,450 gp plus the cost of the *accumulator*, and the cost to create is 35,725 gp and 2,858 XP. Remember that 2,238 XP of the cost is incurred in crafting the staff. There is a 20% chance that the creator permanently loses 12 hit points while creating the base staff. Also, the mechanik risks hit point loss while crafting both the spell conduit (200 XP, potential loss of 1 hit point) and the offensive spell trigger (400 XP, potential loss of 2 hit points).

Mechanikal Wands

Wand rune plates are designed to power the full arcane might of spells and must be more heavily reinforced than weapon or armor rune plates. The cost to etch one of these standard rune plates is 275 gp x spell level x caster level. These costs are summarized under "Mechanikal Components, Rune Plates." The requirements for conduiting wands is also different than that for conduiting other mechanikal devices. Wand conduits cost 100 gp x spell level to craft. The total creation costs for mechanikal wands are summarized in Table 5–17. In most other respects, mechanikal wands are identical to magic wands. Mechanikal wands cannot use rune plates containing spells of higher than 4th level and are considered spell trigger items for determining who can and cannot make use of the wand. The Use Magic Device skill can be used to overcome this restriction, but mechanikal items impose a +5 penalty to the skill check unless the wielder also has at least 6 ranks in Craft (mechanika) or Knowledge (mechanika).

If a rune plate requiring an expensive component is used in creating a wand, the etcher must have enough of the material component on hand for one casting of the spell and this is consumed in the etching process. The wand must also be equipped with a cabalic crucible and the material component needs to be supplied for every use of the wand. For example, an arcane mechanik designing a *mechanikal wand of magic missile* uses the normal costs to create the wand summarized below. However, if he wants to create a *mechanikal wand of stoneskin* he must have 250 gp worth of diamond dust on hand that will be used in etching the rune plate. So, his cost to create the rune plate increases by 250 gp. In addition, he must outfit the wand with a cabalic crucible (225 gp + 18 XP to craft) and he must conduit the crucible into the item which costs an additional 500 gp and 40 XP. In all his total costs to create a *mechanikal wand of stoneskin* is 12,375 gp and 970 XP. This may seem like a steal for a *wand of stoneskin*, but he still has to maintain a supply of diamond dust and constantly refill the cabalic crucible (a full round action) in addition to worrying about the number of charges remaining in his *accumulator*.

Other Magic Items

Many of the more powerful items throughout western Immoren are either old magic or remnants of Orgoth knowledge. In the Iron Kingdoms setting, it is better to leave ancient artifacts and other especially potent items as purely magic creations. While mechanika can replicate fairly powerful magic, it isn't the best route for creating truly powerful magic. *Accumulators* simply can't keep up with the power demands of such items.

Warcaster Armor

Using the most advanced knowledge available, the militaries of the kingdoms equip their warcasters with armor so fine that only the most skilled master armorers and most advanced arcane mechaniks know the techniques and science behind its construction. All warcaster armor is commissioned from military master armorers and custom-fitted to the individual. However, only certain types of armor are suitable for this custom fitting and the special needs of warcaster armor. Breastplate, half-plate, and full plate armors are all suitable for these purposes and their superior design as specially crafted pieces of masterwork armor are detailed in Table 5–18.

Once these specially crafted suits of armor are completed by the master smiths, they are immediately turned over to master mechaniks who must prove the worth of their skill in every suit they construct. All armor intended for use by a warcaster is automatically outfitted as *+2 mechanikal armor*. This means that all suits

of warcaster armor are equipped with a *+2 enhancement rune plate* and a hybrid accumulator socket. The hybrid socket allows the accumulator to send bursts of charge to rapidly start the furnace and begin heating the boiler.

While this is impressive in and of itself, already costing the kingdom's military somewhere on the order of 5,000 to 7,000 gold, this is but the tip of the iceberg. All suits of warcaster armor are equipped with an arcane turbine, a coal-fired boiler that provides a constant flow of arcane power to the armor. It may seem redundant to have both the arcane turbine and the *accumulator*, but the turbine can only be kept running for so long before the water and coal need to be replenished and the hybrid accumulator socket provides a unique means for rapidly firing up the turbine.

Once the turbine is running, it uses its energy to further enhance the warcaster armor. The turbine is responsible for powering the armor's power field and mechanikal assist abilities. The power field absorbs damage from melee and ranged attacks, but is rapidly reduced by concentrated attacks. The mechanikal assist properties reduce the movement, Dexterity, and armor check penalties from the armor's encumbrance and also reduce the chance of arcane spell failure. The Armor Proficiency (warcaster armor) feat is required to gain any of the advantages of wearing warcaster armor. Without this special training, any character donning a suit of warcaster armor is subject to the armor's normal armor check penalty (see Table 5–18) for all attack rolls and skill checks that involve moving, including Ride checks.

Arcane Turbine

An extrapolation on the arcantrik convergence engine, the arcane turbine uses the counter-rotary spinning of arcane induction coils to create an arcane charge that is then funneled to various devices. Powered by a coal-fired boiler, the arcane turbine converts steam power into a substantial amount of arcane energy, although serious cooling and venting is needed to keep the induction coils intact and to keep the warcaster from being cooked alive.

An arcane turbine can run for six hours on a hopper of coal and full boiler. After that point, both the boiler and hopper need refueling. Starting the boiler is a time-consuming process and must be done once the warcaster has donned the armor; otherwise, it is too difficult to don the hot, cumbersome armor. So, it requires an assistant or squire, or the use of *accumulator* charges, to fire-up the boiler. Normally, it takes three minutes to get the coal burner well-stoked and another five to get the boiler to peak efficiency, but by using the armor's *accumulator* the boiler can be fired-up and providing charge to the armor within one minute. Activating an arcane turbine in this manner drains 5 charges from an *accumulator*.

Much of the energy produced by the arcane turbine is bled out to the cooling systems and the mechanikal-assist abilities that enhance the wearer's mobility and ability to cast in armor. These systems are powered in a manner very similar to that used by trickle sockets, though a good portion of the charge is used to constantly maintain and reinforce the armor's power field.

Moderate evocation; CL 8th; Craft Wondrous Item, Craft (mechanika) 10 ranks; Craft (mechanika) check (DC 24); Price 16,000 gp; Cost 8,000 gp + 640 XP; Weight 15 lbs. + water and coal.

Power Field

While the armor itself provides quite a bit of protection to the warcaster, the armor's power field provides even more protection. Using powerful magic derived from several simple spells, the armor's power field wards off

Table 5–17: Mechanikal Wand Total Cost to Create

Rune Plate Spell Level	Total Cost (Wiz)	Total Cost (Sor)	Total Cost (Amk)
0	287.5 gp + 23 XP	287.5 gp + 23 XP	287.5 gp + 23 XP
1st	475 gp + 38 XP	475 gp + 38 XP	750 gp + 60 XP
2nd	1,950 gp + 156 XP	2,500 gp + 200 XP	2,500 gp + 200 XP
3rd	4,525 gp + 362 XP	5,350 gp + 428 XP	6,175 gp + 494 XP
4th	8,200 gp + 656 XP	9,300 gp + 744 XP	11,500 gp + 920 XP

some of the most vicious of attacks; however, it takes a great deal of energy to maintain the power field and a series of powerful attacks can weaken or completely disrupt the field. The damage absorbed by a power field is treated as temporary hit points. For example, a power field rating of 40 indicates that when the field is fully charged it provides 40 temporary hit points to the warcaster, although the field is slow to charge and regenerate. Once a warcaster's armor is running at full capacity—the turbine is providing charge—the power field charges at a rate of 5 points per round. This means that it requires 8 rounds, or nearly one minute, to charge a 40 point power field to full capacity. Likewise, the turbine provides enough charge to regenerate the field by 5 points every round up to its maximum.

Warcasters are able to channel focus into their armor's power field to help recharge it. In fact, many warcasters spend focus to rapidly generate the initial power field, rather than waiting for it to slowly build to its maximum capacity. In this way, a warcaster can also repair or regenerate his power field if it is damaged. Each point of focus the warcaster spends increases his armor's power field by 5 points, until it reaches its maximum. Unlike damage reduction, the temporary hit points granted by the power field ward off harm from all sources, including spells. A minor node within the field generator allows for this application of focus.

Table 5–18: Custom-fitted Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Penalty	Arcane Failure	Speed (30 ft.)	(20 ft.)	Weight
Breastplate	850 gp	+5	+4	-2	20%	20 ft.	15 ft.	25 lbs.
Half-plate	1,250 gp	+7	+1	-5	35%	20 ft.	15 ft.	45 lbs.
Full plate	1,650 gp	+8	+1	-5	35%	20 ft.	15 ft.	50 lbs.

Moderate abjuration; CL 12th; Craft Wondrous Item, Craft (mechanika) 8 ranks, *stoneskin*; Craft (mechanika) check (DC 22); Price 20,000 gp; Cost 10,000 gp + 800 XP; Weight 2 lbs.

Mechanikal Assist Abilities

Warcaster armor uses an intriguing combination of mechanical technology and magical power to alleviate some of the difficulty in using the armor. It takes special training to be able to take full advantage of these benefits, and someone without the specialized training of the Armor Proficiency (warcaster armor) feat would be at a significant disadvantage while wearing this armor—losing all of the benefits of the mechanikal assist.

The power assist provided to the armor's extremities and the mechadynamic gyros make it far easier for the warcaster to move and act in the armor. The most common mechanikal assist modifications are as follows:

Mechanikal Assist Abilities	Bonus
Improvement in Armor Bonus	+1
Increase to Max. Dex Bonus	+2
Decrease in Armor Check Penalty	+2
Decrease in Arcane Spell Failure Chance	–25%
Speed*	+10

* Heavy armor with a mechanikal assist to speed allows the wearer to run at quadruple speed.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft (mechanika) 8 ranks; Craft (mechanika) check (DC 18); Price 8,000 gp; Cost 4,000 gp + 320 XP; Weight 3 lbs.

Arcane Focus Chamber

All suits of warcaster armor also contain something known as an arcane focus chamber. Similar to a cabalic crucible, the warcaster places any required arcane focuses or material components in the chamber for use while on the field of battle. The focus chamber has some interesting properties. It allows the warcaster to utilize an arcane focus or material component without having to draw it forth or even touch it. Material components placed within the chamber are automatically consumed as necessary during battle. The warcaster's spellcasting is still limited by the amounts of any material components that he has placed in the chamber during the day; consequently, if he has not provided enough of a certain material component, his spell fails.

Moderate transmutation; CL 6th; Craft Wondrous Item, Craft (mechanika) 8 ranks; Craft (mechanika) check (DC 16); Price 4,000 gp; Cost 2,000 gp + 160 XP; Weight 2 lbs.

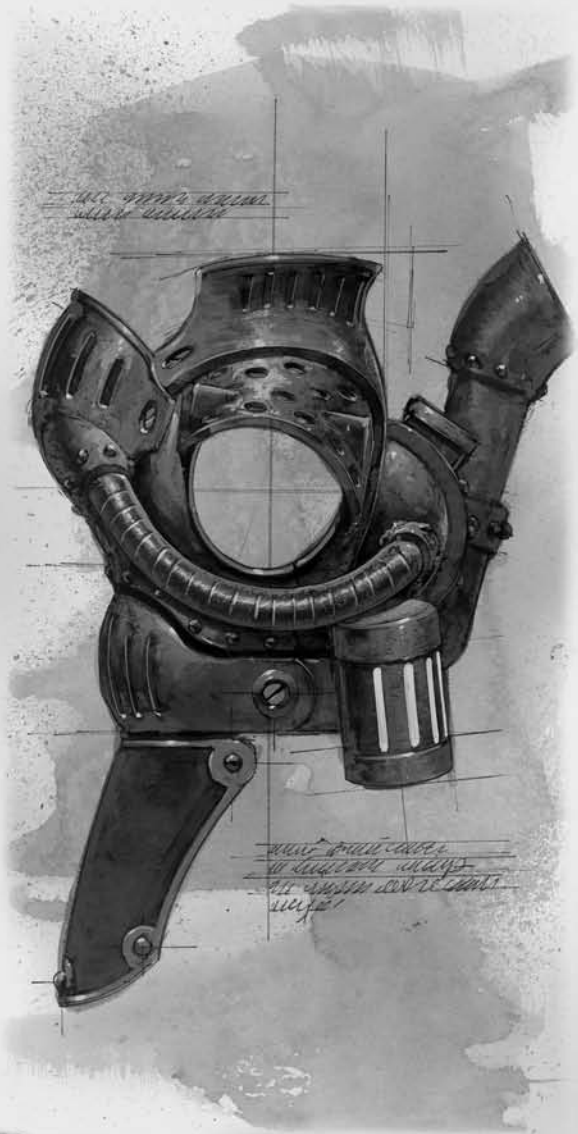
Sample Warcaster Armor

Each suit of warcaster armor is a unique piece of equipment, although many similarities exist within a kingdom's military. Indeed, all Cygnaran warcaster armor shares certain traits, as does all Khadoran warcaster armor, while at the same time each is as different as its owner. The example below provides a baseline version of warcaster armor that can be further augmented based on the needs and desires of its owner.

Warcaster Armor

This suit of warcaster armor is designed to be light and easy to manuever. After all, mobility is a great asset to any wizard on the field of battle. Most light-weight warcaster armor begins with a custom-fitted breastplate, which is then turned into a *+2 mechanikal breastplate.* From there, the turbine and other components are added to equip the armor with its power field and mechanikal assist properties.

Armor Benefits: Armor bonus +8 (+5 armor, +2 enhancement, +1 assist); Maximum Dex Bonus +6 (+4 armor, +2 assist); Armor Check Penalty 0 (–2 armor, +2





assist); Arcane Spell Failure Chance 0% (+20 % armor, –25% assist); Speed 30 ft. (20 ft. armor, +10 ft. assist); Weight 47 lbs. + heavy *accumulator*, coal, and water; Special Abilities power field 40.

Project Costs: Blueprints 9 days to draft, Cost 1,513 gp 7 sp 5 cp + 9 XP; Component construction 51 days, Cost 24,825 gp + 1,986 XP + custom-fitted breastplate; Assembly & Fusion 10 days, Cost 4,600 gp + 368 XP.

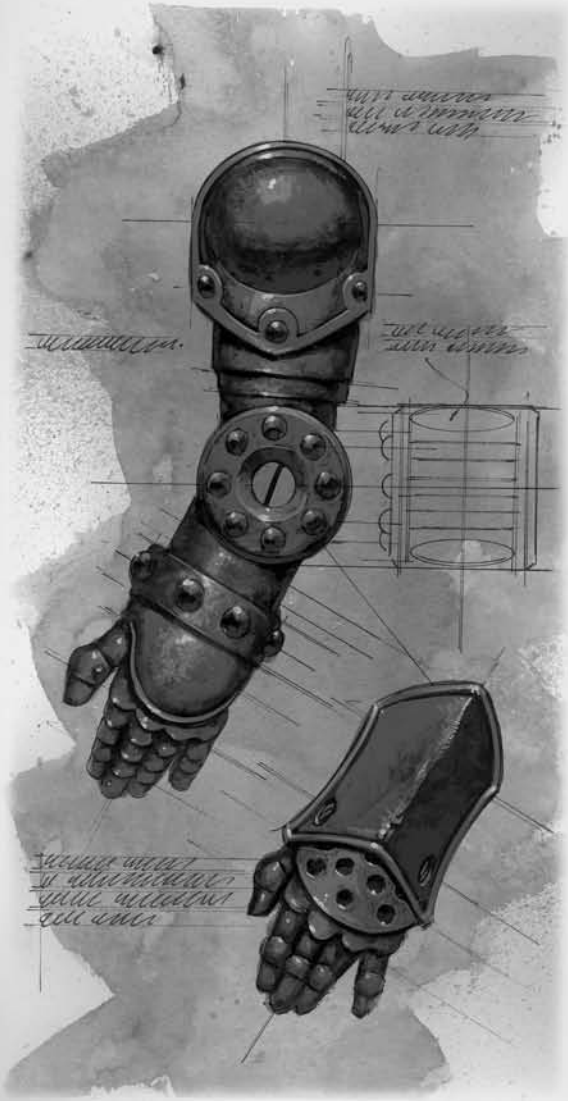
Components: custom-fitted breastplate, *+2 enhancement rune plate*, heavy hybrid socket, conduits, arcane turbine & boiler, power field generator, mechanikal assist equipment, arcane focus chamber.

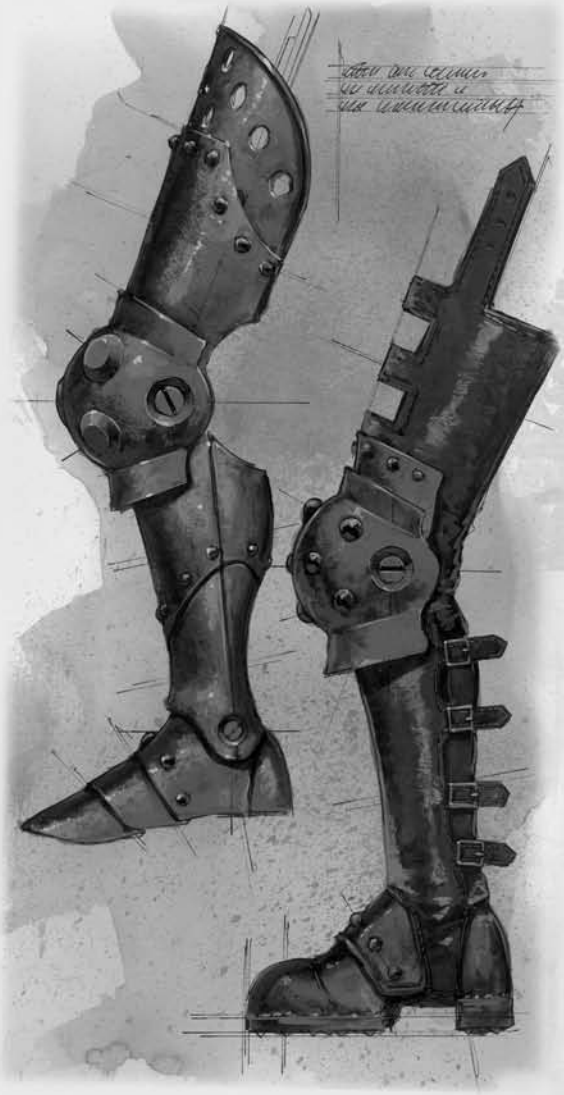
Moderate abjuration; CL 12th; Craft Magic Arms and Armor, Craft Wondrous Item, Craft Mechanika 12 ranks; Craft (mechanika) fusion check (DC 25); Price 59,700 gp*; Cost 30,275 gp + 2,354 XP + schematic costs; Weight 52 lbs. with a heavy *accumulator* + coal and water.

*This armor is military issue only, and is not available on the open market.

Steamjacks

Nearly everyone in western Immoren is familiar with the steam and ash spewing constructs known as steamjacks. Children play with steamjack toys, and families often travel to see the wonders of western Immoren on display at royal fairs and during parades and military reviews. Junkers salvage the constructs from the mire of ruined docks and battlefields to recondition





and sell them on the black market. Gobbers use them to haul massive amounts of goods. These massive metal giants are also the powerhouses of the major nations' military forces. From the foundries to the docks, and even on the fields of battle, steamjacks are true symbols of strength and progress in the modern age.

Such mighty constructs are an extension of all of the principals of mechanika. The melding of magic and industry in their manufacture shows how well the two disciplines can combine to create something truly amazing. Steam-driven turbines power metal bodies driven by a semi-sentient cortex, a mechanikal brain. While expensive to manufacture, their industrial applications are so varied and beneficial that most nations of western Immoren consider them indispensible.

Khador and Cygnar are the two largest producers of commercial and military-grade steamjacks. Commercial 'jacks are the backbone of Cygnar's transportation and mercantile efforts, making it possible to move goods in massive crates and handling containers, increasing commercial efficiency. In Khador, the tireless creations work in massive forges pounding metal plates and other parts for locomotives, steamjack manufacture, and other heavy industry.

In addition to being tireless laborers, steamjacks are death-dealing powerhouses. Upgraded models designed specifically for battle are known as warjacks. However, laborjacks are also formidable in battle and in remote locales where warjacks are unavailable these standard 'jacks are sometimes outfitted with massive hammers, bludgeons, or axes. Even so, the battlefields belong to the warjacks, as they are equipped with better reasoning ability and faster reflexes through more intricate cortexes. In modern warfare—meaning the past couple of centuries—forces clash and spells flash across open ground, and the warjack's thunderous cannons, massive weaponry, and stomping feet have become a more and more common, though always terrifying, sight upon the field of battle.

Though almost every citizen of western Immoren has heard of steamjacks, few know how the constructs actually work. To most citizens, these iron giants are but one of many—albeit one of the greatest—modern mechanikal wonders. Yet to mechaniks, adventurers, and the founding nations of the Iron Kingdoms, proper knowledge of steamjacks is essential. Their capabilities and performance may be matters of life and death for many of these individuals.

Anatomy of a Steamjack

Filling Out the Chassis

The most noticeable part of a steamjack is not the coal furnace or the internal mechanisms, but the 'jack's hull, if for no other reason than sheer size. Even the smallest commercial steamjacks are fairly large, ranging from seven to ten feet in height and weighing roughly three to four tons. Light warjacks are the same size, but appear bulkier because of the armor on their chassis and limbs, and heavy warjacks weigh as much as nine tons and stand over twelve feet tall.

A skeleton of steel and a musculature of pneumatic pipes, the chassis holds the components of the steamjack on a frame of metal armatures and joints. The torso and limbs assemble to form the entire frame of the jack. Building jacks in this modular fashion allows mechaniks to readily customize them for specific uses. The 'jack's reflex triggers lie along the primary chassis, running the length of the spine and across the various pneumatic connections for the limbs. Conduits that lead back to the cortex housing connect all the triggers into a system allowing the cortex to control the 'jack's every movement.

The limbs of the steamjack are extremely formidable. Arms and legs of steel and iron, with valves of brass and copper, the strength of a 'jack rests in its appendages. Without them, the 'jack is little more than a coal-fired boiler. Focal lenses and clockwork devices carefully connected to the cortex by conduits allow the steamjack to perceive and interpret its surroundings. These complex apparatuses are all, of course, mechanikal in nature.

Steam Engine

If the chassis is the skeleton of the 'jack, the engine is its heart. On the back of all steamjacks sits a powerful steam engine, comprised 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 roughly one-third of a pound of coal per hour, while heavy 'jacks consume about one-half of a pound. However, when pushed, coal consumption increases dramatically and light 'jacks consume on average two

pounds of coal per minute, while heavy 'jacks easily burn as much as nine pounds of coal in a minute. Fully loaded with coal and water a steamjack gains anywhere between 400 to 650 pounds, depending on the size of its coal hopper and boiler.

The burning coal heats the water in the boiler, turning it to steam, and the steam fires pistons, providing power to pneumatic valves in the steamjack's chassis—converting heat and pressure into motive force. Steam vents allow for the release of excess pressure, 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 piece of mechanika. Additional conduits connect the 'jacks sensory equipment and reflex triggers to the cortex and provide power to these peripheral systems. The cortex, of course, is what makes a steamjack truly an exceptional construct, but without the arcane turbine powering the sensory equipment and reflex triggers, and without steam powering the pneumatic valves, the cortex is impotent—though still highly valuable.

Military warjacks have more demanding energy requirements, and typically have a larger coal hopper to allow for longer periods of activity. During intense activity, a complex clockwork mechanism inside the 'jack stokes the engine to meet the increased demands for energy. If a steamjack runs low on coal it starts to brown out, losing strength, mobility, and perception. It becomes less responsive and eventually shuts down completely.

Constructing the Chassis and Steam Engine

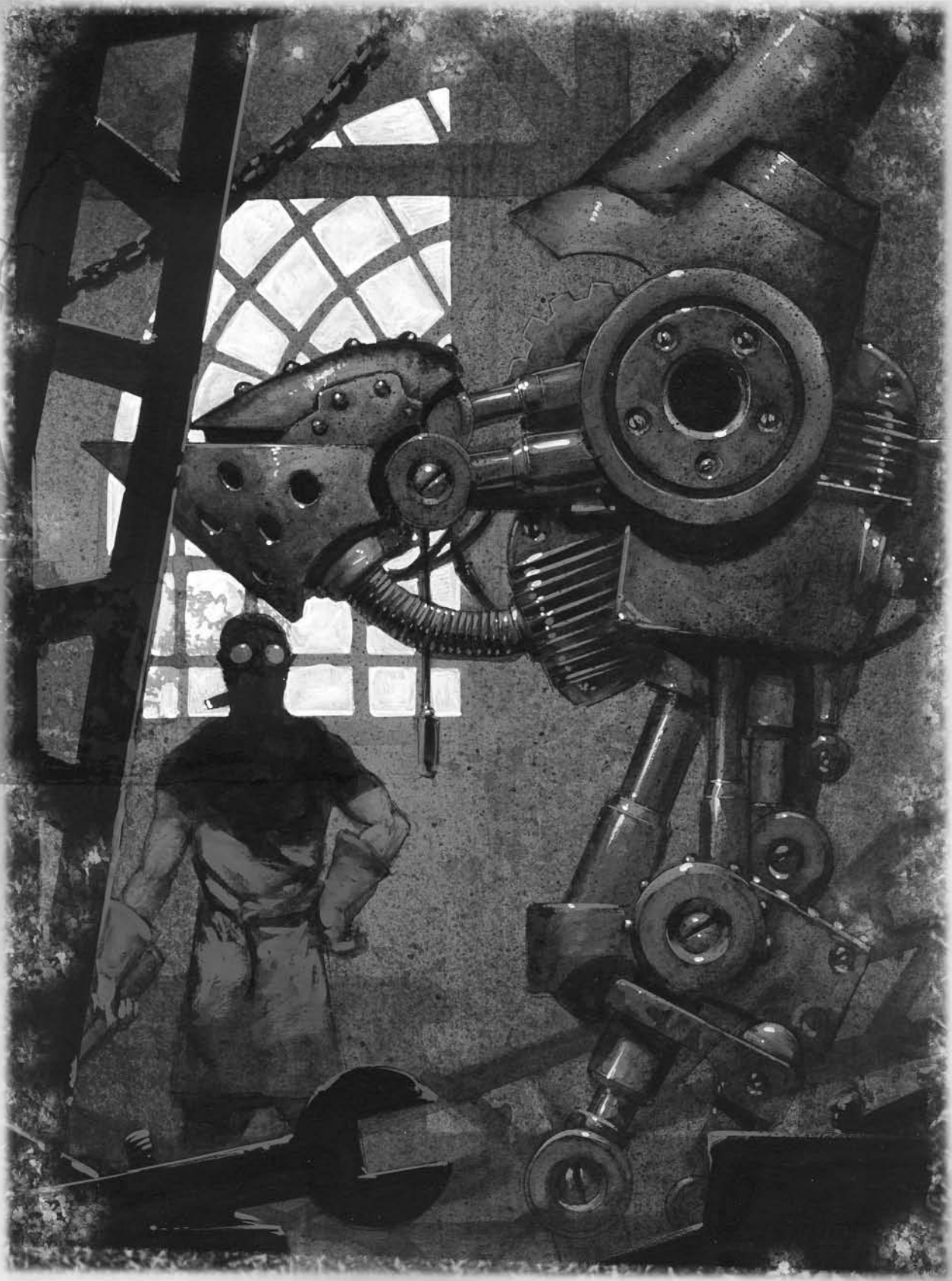
While this topic is discussed in greater detail in the *Liber Mechanika*, it just would not be right to discuss steamjacks without some additional discussion of construction and pricing. The most costly part of any steamjack is its cortex, followed closely by the mechanikal weapons of the warjack. In comparison, the construction of the chassis and steam engine is fairly reasonable. The base cost for a light steamjack chassis (labor or warjack) is 2,000 gp + 500 gp per hit die, while the base cost for a heavy 'jack chassis is 4,000 gp + 500 gp per hit die.

Cortex

Size isn't the only factor that determines a steamjack's capabilities. All steamjacks are outfitted with a cortex, though only warjacks have cortexes capable of rapidly interpreting new information and making tactical decisions. These military-grade cortexes incorporate a matrix of alchemical aurum and other, highly purified components. Labor 'jack grade cortexes are designed to respond to simple commands and are not intended for combat. However, nearly all modern cortex architecture allows for some degree of learning and adaptation. The cortex is a complicated matrix of arcane patterns, developed from the technology of mechanika runes. While it may rightly be said that a cortex is similar to the rune plates in mechanikal devices, such a comparison is a serious injustice to the highly complex art of cortex construction. Cortexes contain actual sentience. Although not complex, the intelligence of a steamjack makes it capable of following complicated orders and performing complex tasks. Over time, some 'jacks seem to gain some modicum of a personality, showing quirky behavior and odd eccentricities. Much of this depends on how the 'jack is treated by its handlers.

The cortex is housed within the body of the 'jack, behind the head and just a few inches from the turbines. This protects the cortex, placing the chest plate and several feet of furnace between it and harm. The cortex is a sphere constructed from brass and crystal, wrapped in a series of carefully etched, flexible plates. Each cortex has several layers, often containing twenty to thirty alchemically created foil spheres. Copper spines interconnect these layers, acting as arcane meridians. The primary focus, a crystal orb, sits in the center of the sphere. Along the three primary axes of the cortex are connection sockets, one that hooks up to the turbine conduits, another that connects to the reflex trigger conduit, and a third that connects the cortex to the 'jack's sensory equipment and the focus receptor. Flameproof felt baffles 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 slowly etched into its matrix. If this is the case, then perhaps there is some truth to the saying that "an old 'jack can't be taught new tricks." Steamjacks that have been around for a long time tend to be smarter and know more, but they don't take well to new handlers or new orders, and jackheads tend to chalk this up to plain old stubbornness.



Magic & Mechanika

Jackheads, steamos, junkers, and mechaniks all know that a new steamjack is as naive and loyal as a newborn puppy, and the massive constructs loyally follow their handler everywhere if not ordered to 'sit' or 'stay.' In fact, steamjack handlers have to train their steamjacks to tread softly, not step on anyone, and behave. This process takes time. Most jackheads have a bit of fun with new 'jacks, training them to do tricks like opening kegs of lager by tearing off the top and standing on one foot for hours. Some steamjacks show uncanny signs of sentience, often taking the initiative to protect their handlers or anticipate reactions.

Cortex Grades

A steamjack's cortex grade indicates the general level of decision-making and intellect that it possesses. Steamjack intelligence is rudimentary, so they generally require close supervision. The more advanced the cortex, the more autonomous the steamjack. Each cortex is stamped with an alchemical symbol that represents the grade and complexity of the cortex. Above that stamp is the name of the cortex design, which is generally the same as the steamjack model.

Cupernum Grade: A steamjack with a cupernum grade cortex is capable of doing all of the tasks described under the 'Jack Handling skill with instruction (see Chapter Two: Characters, Skills & Feats, pg. 150). These 'jacks usually require a great deal of handling and a watchful eye. 'Jack handlers working with cupernum grade cortexes use the standard DC for all tasks. A cupernum grade cortex has an effective Intelligence of 4.

Moderate conjuration and transmutation; CL 9th; Craft Cortex (see *Liber Mechanika*), Craft (mechanika) 10 ranks, Craft (mechanika) fusion check (DC 22), *arcane eye, fox's cunning, suggestion*; Price 10,000 gp.

Ferrum Grade: These cortexes are used in most labor 'jacks. The steamjack can carry out the following commands without supervision: Move, Fetch, Follow, Seek, Stay, and Work. Orders that are more complicated require 'jack handling checks. The DC for handling or pushing is reduced by 5. A ferrum grade cortex has an effective Intelligence of 6.

Moderate conjuration and transmutation; CL 10th; Craft Cortex (see *Liber Mechanika*), Craft (mechanika) 12 ranks, Craft (mechanika) fusion check (DC 24), *arcane eye, fox's cunning, suggestion*; Price 16,000 gp.

Aurum Grade: Steamjacks designed to perform tasks requiring intelligence and problem solving are normally equipped with aurum grade cortexes—the highest labor 'jack grade cortex. This cortex allows a 'jack to perform all of the standard tasks listed under the 'Jack Handling skill without supervision. A handler is only required for tasks that involve complex strategy, problem solving, or manual dexterity. Many warjacks are also equipped with this grade of cortex. The DC for handling or pushing is reduced by 10. A cupernum grade cortex has an effective Intelligence of 8.

Moderate conjuration and transmutation; CL 11th; Craft Cortex (see *Liber Mechanika*), Craft (mechanika) 14 ranks, Craft (mechanika) fusion check (DC 26), *arcane eye, fox's cunning, suggestion*; Price 22,000 gp.

Arcanum Grade: This military-grade cortex is always chosen for high performance warjack designs. An arcanum grade cortex allows a warjack to operate with intellect and facility. A 'jack handler is only needed when a warjack with this cortex needs coaxing to perform an intricate or complicated task that would normally require a skill check or some other type of roll. The DC for handling or pushing is reduced by 15. A cupernum grade cortex has an effective Intelligence of 10.

Moderate conjuration and transmutation; CL 13th; Craft Cortex (see *Liber Mechanika*), Craft (mechanika) 16 ranks, Craft (mechanika) fusion check (DC 30), *arcane eye, fox's cunning, suggestion*; Price 30,000 gp.

Command Protocol

Whenever a new 'jack is purchased, or given to different handlers, certain cortex command protocols must be reset. Since this is a task that must be handled regularly with labor 'jacks, it is not complicated so long as one has the proper key and knows the correct passcodes.

Every steamjack has a primary handler and this person's commands automatically take precedence over all other instructions the 'jack receives from secondary handlers. The 'jack can have a number of secondary handlers equal to half of its Intelligence score, so a 'jack with a cupernum grade cortex is only capable of recognizing its primary handler and two secondary handlers. The primary handler can always authorize the 'jack to "forget" one of its secondary handlers and learn a new one. However, in order to replace the steamjack's primary handler the cortex access panel must be opened and the correct levers must be reset.

Gaining Access to the Cortex

The cortex of any 'jack is extremely well-protected, both from physical harm and from tampering. The cortex access panel is located on the steamjack's back. This small, heavily reinforced hatch protects the cortex control panel. The cortex access panel on a standard labor 'jack is protected by a keyed lock of exceptional quality (Open Lock DC 36). While this may be enough protection for labor 'jacks, warjack control panels are protected by magically-reinforced and warded locks and the cortex itself is normally protected by a warcaster's personal cortex lock.

In the case of a labor 'jack, once the access panel is opened the control knobs and levers on the cortex control panel are exposed and can be set to allow the cortex to be imprinted with a new primary handler. Several levers must be thrown so that the 'jack "forgets" its previous handler's voice, and then the levers are adjusted again to allow the 'jack to accept a new handler. This whole process requires a single 'Jack Handling check (DC 15). At this point the new handler speaks a "trigger phrase" so that the 'jack will acknowledge its new primary handler. This phrase is usually something along the lines of "obey me now." Once the new handler is imprinted, the levers are returned to a neutral position and the panel is closed and locked. Alternately, someone who does not know how to set the levers could experiment in an attempt to find the correct combination. A successful Open Lock check (DC 20) reveals the combination necessary to reset a standard labor 'jack.

Warjacks are a bit more complex. First off, any warjack under the direct control of a warcaster is protected by the warcaster's personal *cortex locks*. As long as the warcaster remains conscious the cortex is protected by these locks and even one of the unit's 'jack handlers with the correct key and codes cannot tamper with the 'jack's cortex. Military command protocols do allow for secondary handlers to issue minor commands to the 'jack while the *cortex locks* are in place, allowing the 'jack handlers to maneuver the warjacks as necessary within the camp or base. Once the *cortex locks* are removed, a new primary handler or warcaster can be assigned to the 'jack. However, opening the access panel requires the correct key or an Open Lock check (DC 46) and, of course, the control panel is much more complicated. A handler with the proper codes only needs to make a 'Jack Handling check (DC 15), but someone unfamiliar with the codes would need to make an Open Lock check (DC 35) to attempt to establish a new primary handler for the warjack.

The *cortex locks* can be removed at any time by the warcaster who created them. Otherwise, the locks only disappear if the warcaster is killed or knocked unconscious during battle. When this happens, the locks vanish, but at the same time the warjack shuts down due to cortex shock. In such a circumstance, only the commanding warcaster or a skilled 'jack handler with the proper key and entry codes can gain mastery over the 'jack. Doing so requires opening the cortex access panel and restarting the 'jack ('Jack Handling DC 15). Reactivating a warjack without the proper key and codes is a difficult and time consuming process and should only be attempted by a skilled mechanik or courageous bodger.

Steamjack, Basic

There are many different kinds of steamjacks, from plodding dockside laborers to swift military units that wield shields, cannons, and potent magical protections. Most steamjacks are between eight and twelve feet tall and weigh six to eight tons, but in days past units ten times that size were seen in battle. These fearsome behemoths now lie in ruins, replaced by smaller, more efficient models.

Being the state of the art in both the wizard's and mechanik's trade, steamjacks are uncommon and extremely expensive. They are generally owned and operated only by powerful merchant guilds or royal militaries. Nonetheless, they are becoming a common site throughout the Iron Kingdoms, especially in industrial centers.

To remain active a steamjack needs regular refueling, roughly one hundred pounds of good-quality coal and one hundred gallons of fresh water are required twice daily. Of course, the frequency of refueling depends on the exact model, of which there are many, and the intensity of the work being done. Older, less-efficient models need to have their water tanks topped off every few hours, while newer units can run for hours without tending. Cheap sulfurous coal or even firewood can be used in a pinch, but doing so reduces the efficiency of the unit, requiring two or three times as much fuel.

Steamjacks can understand their handler's native tongue, and occasionally one other language.

Instructions must be simple, but steamjacks are capable of evaluating their environment well enough to prevent catastrophe. Steamjacks cannot speak, but they can produce steamy hisses, clanks and metallic groans. Most jackheads claim that the only thing steamjacks are good for is complaining, because of the sounds they make. "Groaning like a sore jack" is a common term in Cygnar amongst steamos and mechaniks.

Light Labor 'Jack: CR 7; Large construct (steamjack); HD 8d10+30; hp 74; Init –2; Spd 20 ft. (can't run); AC 19, touch 7, flat-footed 19; Base Atk +6; Grp +16; Atk +12 melee (1d6+6, slam); Full Atk +12/+7 melee (2d6+6, slam), or +8/+3 melee (slam) and +4 melee (slam, off-hand); Space/Reach 10 ft./10 ft.; SQ construct traits, damage reduction 5/serricsteel, darkvision 60 ft., low-light vision, steamjack traits; AL N; SV Fort +2, Ref +0, Will +2; Str 23, Dex 7, Con —, Int 4*, Wis 11, Cha 1; Price 16,000+ gp.

Heavy Labor 'Jack: CR 9; Large construct (steamjack); HD 12d10+30; hp 96; Init –3; Spd 20 ft. (can't run); AC 21, touch 6, flat-footed 21; Base Atk +9; Grp +21; Atk +16 melee (1d8+8, slam); Full Atk +16/+11 melee (2d8+8, slam), or +12/+7 melee (slam) and +8 melee (slam, off-hand); Space/Reach 10 ft./10 ft.; SQ construct traits, damage reduction 10/serricsteel, darkvision 60 ft., low-light vision, steamjack traits; AL N; SV Fort +4, Ref +1, Will +4; Str 27, Dex 5, Con —, Int 4*, Wis 11, Cha 1; Price 20,000+ gp.

*Assumes a cupernum grade cortex.

Combat

Steamjacks are formidable opponents, even if not specifically designed for war. Their bodies are covered with plates of forged iron, and their powerful limbs are capable of lifting hundreds of pounds. They cannot be provoked to attack, but once engaged do not cease their attacks until destroyed or ordered to stop. Even without specific instructions, all steamjacks have orders to defend themselves appropriately.

Labor 'jacks are rarely equipped with weapons. If ordered to attack, they simply pummel enemies with their massive fists. Occasionally in remote areas, a labor 'jack is outfitted with massive weapons to help defend the town or mining camp. More often than not, these makeshift weapons are tools designed for use by the 'jack in mining or logging.

While warjacks are the only units capable of simple, independent strategy, all steamjacks can follow specific instructions. A steamjack's handler can give the 'jack verbal orders if he or she is within 60 feet. If the steamjack can see the handler, hand signals can also be used. Both means of communicating with the steamjack use the 'Jack Handling skill.

Warjack, Basic

Warjacks are military powerhouses. Although relatively rare in comparison to the commercial steamjack, these massive constructs are incredibly powerful and terrifying to behold on the battlefield. Wielding mechanika weapons of immense size each warjack can be a unique challenge for the foolhardy. A warjack tends to be led by a military warcaster or specially trained combat handler.

Light Warjack: CR 11; Large construct (steamjack); HD 14d10+30; hp 107; Init +2; Spd 25 ft. (can't run); AC 26, touch 11, flat-footed 24; Base Atk +10; Grp +21; Atk +17 melee (1d8+7, slam); Full Atk +17/+12/+7 melee (1d8+7, slam), or +13/+8/+3 melee (slam) and +9 melee (slam, off-hand); Space/Reach 10 ft./10 ft.; SQ construct traits, damage reduction 10/serricsteel, darkvision 60 ft., low-light vision, steamjack abilities; AL N; SV Fort +4, Ref +6, Will +4; Str 25, Dex 15, Con –, Int 8*, Wis 11, Cha 1; Price 39,000+ gp plus mechanikal weapon price.

Heavy Warjack: CR 13; Large construct (steamjack); HD 18d10+30; hp 129; Init +0; Spd 20 ft. (can't run); AC 29, touch 9, flat-footed 29; Base Atk +13; Grp +27; Atk +23 melee (1d10+10, slam); Full Atk +23/+18/+13 melee (1d10+10, slam), or +19/+14/+9 melee (slam) and +15 melee (slam, off-hand); Space/Reach 10 ft./10 ft.; SQ construct traits, damage reduction 15/quenched serricsteel, darkvision 60 ft., low-light vision, abilities; AL N; SV Fort +6, Ref +6, Will +6; Str 30, Dex 11, Con –, Int 8*, Wis 11, Cha 1; Price 43,000+ gp plus mechanikal weapon price.

*Assumes an aurum grade cortex.

Combat

Even more formidable than steamjacks, warjacks are designed for war. Their bodies are covered in thick plates of forged iron, and their powerful limbs produce devastating amounts of force. Armed with over-sized,

mechanikal weapons, warjacks are true terrors on the fields of battle.

With their superior aurum or arcanum grade cortexes, warjacks are capable of simple, independent strategy, though they generally follow the instructions of a warcaster or another trained handler. A warjack's handler can issue orders from up to 60 feet away; however, in the heat of battle a warjack may have trouble hearing or understanding those orders. A warcaster, thanks to the telepathic bond he shares with his 'jacks, can issue orders directly to the 'jack. The distance over which a warcaster can communicate with his 'jacks is limited by the warcaster's spellcaster level (see Chapter Two: Characters for details) and the warcaster never needs to make 'Jack Handling checks.

Every warjack uses slightly different strategies and tactics in battle depending on many factors including the 'jacks speed, weapons, and armor. With the wide variety of 'jack armaments and chassis styles, the best tactics vary greatly from 'jack to 'jack. An accomplished warcaster, or battlefield 'jack handler, knows the strengths and weaknesses of each and every one of his 'jacks and the best strategies to use with each one.

Warjack Weapons (Ex): Warjacks usually carry massive firearms, weapons, or shields. Warjack weapons are either large or huge in size, and are usually mechanikal in nature. Most warjack weapons do not have enhancement bonuses since the warjack's size and strength make such enhancements relatively negligible.

Steamjack Qualities (Ex)

Cold Vulnerability: A steamjack suffers no damage from cold attacks, but is *slowed* for one round for each 6 points of cold damage inflicted. The effects of multiple cold-based attacks are not cumulative.

Furnace Vulnerability: A steamjack's furnace fails when the unit spends more than 10 rounds completely submerged in water or any other liquid. Steamjacks with quelled furnaces are considered stunned and the furnace must be re-lit.

Reliance on Fuel: Steamjacks consume coal and water to function. Newer steamjacks require refueling—roughly one hundred pounds of coal and one hundred gallons of water—once every five to six hours. If not refueled, the steamjack's next 30 minutes of operation are spent fatigued. After that, the unit becomes exhausted for the next 30 minutes, after which it is stunned. At this point, the furnace must be re-lit before the steamjack can function again.

Older steamjacks require refueling more often, as does any steamjack engaged in strenuous activity or combat.

Steamjacks using inferior fuel are considered shaken in addition to other effects.

Resistances: Steamjacks have fire and electricity resistance 20.

Steamjacks and Warjacks of the Iron Kingdoms

The steamjacks of western Immoren vary widely in design and construction. Here are a few examples of steamjacks that adventurers might encounter.

Mucker—Cygnaran Light Labor 'jack

Height/Weight: 7' 6" / 2.6 tons

Armament: Pneumatically powered fists

Fuel Load/Consumption: 220 lbs./ 5 hrs general labor, 1 hour combat

Initial Service Date: 543 AR

Cortex Manufacturer: Fraternal Order of Wizardry

Original Chassis Design: Bartley Mechanika Foundry & 'Jack Works

Average Price: 16,000+ gp

Description: The Mucker is a light labor 'jack commonly found on docksides and in the warehouse districts of Cygnar. Originally designed by Bartley Mechanika Foundry, the manufacture of the 'jack's hull and chassis has since been contracted out to several independent foundries while the Bartley Mechanika Foundry & 'Jack Works assembles the steamjacks in Fharin. Over time, Bartley's mechaniks have added improvements and eliminated design flaws. Older models of the Mucker are only capable of operating for short periods. (The Mucker uses the basic light labor 'jack stats.)

Hurly—Cygnaran Heavy Labor 'jack

Height/Weight: 10' / 4 tons

Armament: Pneumatically powered fists

Fuel Load/Consumption: 300 lbs./ 5 hrs general labor, 1 hour combat

Initial Service Date: 534 AR

Cortex Manufacturer: Fraternal Order of Wizardry

Original Chassis Design: Bartley Mechanika Foundry & 'Jack Works

Average Price: 20,000+ gp

Description: The Hurly is a heavy labor 'jack used in industry, locomotive yards, and bulk cargo hauling. Another design from the Bartley Mechanika Foundry, the company contracts out construction of the Hurly hull and chassis just like the Mucker. Contractors from around Cygnar build the parts and ship them by rail to Fharin for assembly. Mechaniks have updated the design many times and the 'jack has been made more efficient over the years. This steamjack differs significantly from the original bulky and clumsy construct. (The Hurly uses the basic heavy labor 'jack stats.)

Nomad—Heavy Mercenary Warjack

Height/Weight: 12' 3" / 6 tons

Armament: Large Caspian battleblade (left fist)

Fuel Load/Consumption: 300 lbs./ 5 hrs general labor, 1 hour combat

Initial Service Date: 522 AR

Cortex Manufacturer: Fraternal Order of Wizardry

Original Chassis Design: Bartley Mechanika Foundry & 'Jack Works

Average Price: 34,000+ gp

Description: An predecessor of the Cygnaran Ironclad, the Nomad was developed by the Bartley Mechanika Foundry & 'Jack Works. Bartley continues to manufacture these 'jacks to this day as cheap, mercenary-grade warjacks. Equipped with a large Caspian battleblade in the left hand, the Nomad is also equipped with a buckler attached to its right arm to partially make up for its lighter than average armor. The lighter armor, lesser grade aurum cortex, and lack of mechanikal weaponry make this 'jack a steal for a mercenary company in need of a low-cost, heavy warjack.

Nomad, heavy warjack: CR 13; Large construct (steamjack); HD 16d10+30; hp 118; Init –1; Spd 25 ft. (can't run); AC 27, touch 8, flat-footed 26; Base Atk +12; Grp +26; Atk +22 melee (2d6+10, large Caspian battleblade); Full Atk +22/+17/+12 melee, large Caspian battleblade, or +18/+13/+8 melee, large Caspian battleblade and +14 melee (1d10+10, slam); Space/Reach 10 ft./10 ft.; SQ construct traits, damage reduction 10/serricsteel, darkvision 60 ft., low-light vision, steamjack abilities; AL N; SV Fort +5, Ref +4, Will +5; Str 30, Dex 9, Con –, Int 8, Wis 11, Cha 1.



Iron Kingdoms Spells

In a world of mechstuff and magic it should come as no surprise that wizards have devised spells that supplement, enhance, or even devastate gears and gizmos. The following is merely a taste of the spells available to wizards and sorcerers within the Iron Kingdoms.

Players and DMs are encouraged to create their own spells for use in the Iron Kingdoms campaign setting. In addition to the usual rules for checking balance of spells it is important to note all spell restrictions before designing new spells. Specifically, *limited wish, wish,* and all spells related to planar travel such as *plane shift* and the first effect of *gate* are not available. New spells that touch upon any aspect of these restricted spells should not be added to the repertoire of an Iron Kingdoms spellcaster.

The acquisition and learning of new spells follows the rules as presented in the PHB. Spellcasters—and spellbooks—are not as common in the Iron Kingdoms as they are in numerous other fantasy worlds. This is an important point that DMs and players should keep in mind at all times.

Spellcasting and Material Components

In the Iron Kingdoms, battle spells do not rely so heavily on material components as they do on a wizard's or sorcerer's ability to harness and create patterns with magical energy. As a result, players can ignore the need for any material component or arcane spell focus with a value of 100 gp or less required for any offensive or defensive combat spell. This includes all evocation spells and directly offensive necromantic and transmutation spells like *flame arrow*, *ghoul touch*, and *horrid wilting*, but not spells like *animate dead*, *command undead*, *fly*, or *polymorph*. Furthermore, this includes all abjuration and transmutation spells that directly protect the caster such as *iron body*, *protection from arrows*, and *repulsion*. This never applies to spells from the schools of divination, enchantment, or illusion; and only rarely applies to spells from the conjuration school.

Existing Spells

Spells Not Known in the Iron Kingdoms

The following spells are normally unavailable: *air walk, antiplant shell, astral projection, changestaff, command plants, contact other plane, control plants, ethereal jaunt, etherealness, fabricate, floating disk, greater shadow conjuration**, *greater shadow evocation**, *know direction, limited wish, mage's magnificent mansion, maze, phase door, plane shift, resurrection, rope trick, secret chest, shades**, *shadow conjuration**, *shadow evocation**, *shadow walk**, *shambler, song of discord, speak with plants, summon instrument, teleport object, true resurrection, unseen servant,* and *wish.*

*Shadow magics like *shadow evocation* and *shadow conjuration* do exist, calling on the unholy powers of the realm of the Infernals. However, these spells are closely guarded secrets of the Infernals that have never been allowed to fall into the hands of mortals.

Altered Spells

Animal Growth

Transmutation

Level: Farmstead 5, Spring 5

This spell is no longer on the druid, ranger, sorcerer, or wizard spell lists; it has been added as the 5th-level domain spell to the Farmstead and Spring domains.

Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Farmstead 2

This spell is no longer on the bard or druid spell lists; it has been added as the 2nd-level domain spell to the Farmstead domain.

Animate Dead

Necromancy [Evil]

Level: Amk/Sor/Wiz 4, Clr 3, Gmg 4, Undeath 3

This spell is no longer on the Death domain spell list; it is on the gun mage spell list and has been added as the 3rd-level domain spell to the Undeath domain. Necromantic magic is taxing and dangerous to cast. When casting *animate dead*, the caster must make a successful Fortitude save (DC 15 + spell level) or suffer 6 points of nonlethal damage (8 points for sorcerers and wizards) as detailed in "Dangers of the Dark Arts" pp. 263.

This spell does not create permanent undead. Corpses animated with this spell last 1 hour/caster level or until destroyed. The same corpses can be reused multiple times, but eventually wear out and fall apart. Animated corpses that are destroyed in combat (rather than due to the spell's duration expiring) cannot be re-animated. If cast with the Extend Spell metamagic feat, animated undead last 1 day/caster level.

Additionally, the effects of this spell are often unpredictable. As such, there is a possibility that the undead created by necromantic magic alone will turn on the caster. Each time this spell is cast, the caster must immediately make an opposed Will save against the undead just animated. If the necromancer fails the opposed check, then he loses control of the undead. Once this happens, it is common for the tortured souls to seek vengeance against their tormentor—the necromancer.

Awaken

Transmutation

Level: Blc 5, Drd 5

Casting Time: 1 round

Duration: 1 min./level

The *awaken* spell only works to animate trees and does not animate them permanently (see above for changes to the casting time and duration). Trees animated by this spell cannot speak, but can understand the spoken commands of the caster and move to defend the caster without the need for specific orders.

Blight

Necromancy

Level: Autumn 4

This spell is no longer on the druid, sorcerer, or wizard spell lists; it has been added as the 4th-level spell to the Autumn domain.

Blink

Transmutation

Level: Amk/Sor/Wiz 3, Brd 3, Gmg 3

There is no Ethereal Plane bordering Caen. However, even though that is the case, the *blink* spell still functions normally. Instead of becoming ethereal, the subject of the spell shifts back and forth between being visible and solid and becoming invisible and incorporeal. For all practical purposes the spell's effects remain the same since the immunities granted by being incorporeal are only in effect half of the time. Bear in mind that any attacks that affect incorporeal creatures, rather than ethereal creatures, have their normal effects on the target.

Chill Touch

Necromancy

Level: Amk/Sor/Wiz 1, Gmg 1, Undeath 1

This spell is on the gun mage spell list and has been added as the 1st-level domain spell to the Undeath domain. Necromantic magic is taxing and dangerous to cast. When casting *chill touch*, the caster must make a successful Fortitude save (DC 16) or suffer 2 points of nonlethal damage.

Circle of Death

Necromancy [Death]

Level: Amk/Sor/Wiz 6, Gmg 6

Necromantic magic is taxing and dangerous to cast. When casting *circle of death*, the caster must make a successful Fortitude save (DC 21) or suffer 12 points of nonlethal damage.

Comprehend Languages

Divination

Level: Adventure 1, Amk/Wiz 1, Knowledge 1

This spell is no longer on the bard, cleric or sorcerer spell lists; it has been added as the 1st-level domain spell to both the Adventure and Knowledge domains.

Contagion

Necromancy [Evil]

Level: Amk/Sor/Wiz 4, Clr 3, Destruction 3, Drd 3, Gmg 4

Necromantic magic is taxing and dangerous to cast. When casting *contagion*, the caster must make a successful Fortitude save (DC 15 + spell level) or suffer 6 points of nonlethal damage (8 points for sorcerers and wizards).

Control Water

Transmutation [Water]

Level: Blc 4, Drd 4, Water 4

This spell is no longer on the cleric, sorcerer or wizard spell lists; it is on the blackclad spell list.

Control Weather

Transmutation

Level: Air 7, Autumn 7, Blc 6, Drd 7, Seafaring 8, Spring 7, Winter 7

This spell is no longer on the cleric, sorcerer or wizard spell lists; it is on the blackclad spell list and has been added as the 7th-level domain spell to the Autumn, Spring, and Winter domains. *Control weather* has also been added as the 8th-level domain spell to the Seafaring domain.

Create Greater Undead

Necromancy [Evil]

Level: Undeath 8

This spell is no longer on the cleric, sorcerer, or wizard spell lists or in the Death domain; it has been added as the 8th-level domain spell to the Undeath domain. Necromantic magic is taxing and dangerous to cast. When casting *create greater undead*, the caster must make a successful Fortitude save (DC 23) or suffer 16 points of nonlethal damage.

The effects of this spell are often unpredictable. As such, there is a possibility that the undead created by necromantic magic alone will turn on the caster. Each time this spell is cast, the caster must immediately make an opposed Will save against the undead just animated. If the necromancer fails the opposed check, then he loses control of the undead. Once this happens, it is common for the tortured souls to seek vengeance against their tormentor—the necromancer.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Disembodied
20th or higher	Pistol Wraith

Create Undead

Necromancy [Evil]

Level: Amk/Sor/Wiz 6, Clr 6, Gmg 6, Undeath 6

This spell is no longer in the Death or Evil domains; it is on the gun mage spell list and has been added as the 6th-level domain spell to the Undeath domain. Necromantic magic is taxing and dangerous to cast. When casting *create undead*, the caster must make a successful Fortitude save (DC 21) or suffer 12 points of nonlethal damage.

The effects of this spell are often unpredictable. As such, there is a possibility that the undead created by necromantic magic alone will turn on the caster. Each time this spell is cast, the caster must immediately make an opposed Will save against the undead just animated. If the necromancer fails the opposed check, then he loses control of the undead. Once this happens, it is common for the tortured souls to seek vengeance against their tormentor—the necromancer.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Shaft Wight
18th or higher	Sepulchral Lurker

Cure Wounds (any)

Conjuration (Healing)

Healing spells are difficult and dangerous to cast. See "The Pain of Healing" (pp. 276 - 279) for details.

Death Knell

Necromancy [Death, Evil]

Level: Clr 2, Death 2

Necromantic magic is taxing and dangerous to cast. When casting *death knell*, the caster must make a successful Fortitude save (DC 17) or suffer 4 points of nonlethal damage.

Destruction

Necromancy [Death]

Level: Assassination 7, Blc 7, Clr 7, Death 7

This spell is on the blackclad spell list and has been added as the 7th-level domain spell to the Assassination domain. Necromantic magic is taxing and dangerous to cast. When casting *destruction*, the caster must make a successful Fortitude save (DC 22) or suffer 14 points of nonlethal damage.

Disguise Self

Illusion (Glamer)

Level: Gmg 1, Sor 1

This spell is no longer on the bard or wizard spell lists.

Elemental Swarm

Conjuration (Summoning)

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Free-willed, sentient elementals do not exist on Caen. Instead, any spell that normally summons elementals actually gathers together a specific elemental force (fire, wind, etc.) and temporarily gives form and substance to that elemental force. While these creatures are not truly sentient, this primal elemental force is dangerous and difficult to control. The caster must make a successful Will saving throw (DC = 15 + spell level + caster level) to control the elemental creatures. If he succeeds, he can mentally command the elementals to do exactly as he wishes. If he fails, the elementals act as if under the effects of a *confusion* spell and are just as likely to attack their creator as anyone else.

Energy Drain

Necromancy

Level: Clr 9, Sor/Wiz 9

Necromantic magic is taxing and dangerous to cast. When casting *energy drain*, the caster must make a successful Fortitude save (DC 24) or suffer 18 points of nonlethal damage.

Enervation

Necromancy

Level: Amk/Sor/Wiz 4, Gmg 4, Undeath 5

This spell has been added as the 5th-level domain spell to the Undeath domain. Necromantic magic is taxing and dangerous to cast. When casting *enervation*, the caster must make a successful Fortitude save (DC 15 + spell level) or suffer 10 points of nonlethal damage (8 points for sorcerers and wizards).

Eyebite

Necromancy [Evil]

Level: Amk/Sor/Wiz 6, Brd 6, Gmg 6

Necromantic magic is taxing and dangerous to cast. When casting *eyebite*, the caster must make a successful Fortitude save (DC 21) or suffer 12 points of nonlethal damage.

False Life

Necromancy

Level: Amk/Sor/Wiz 2, Gmg 2

Necromantic magic is taxing and dangerous to cast. When casting *false life*, the caster must make a successful Fortitude save (DC 17) or suffer 4 points of nonlethal damage.

Find the Path

Divination

Level: Plunder 6

This spell is no longer on the bard, cleric, or druid spell lists and it has also been removed from the Travel domain. *Find the path* has been added as the 6th-level domain spell to the Plunder domain.

Finger of Death

Necromancy [Death]

Level: Death 8, Drd 8, Sor/Wiz 7

This spell has been added as the 8th-level domain spell in the Death domain. Necromantic magic is taxing and dangerous to cast. When casting *finger of death*, the caster must make a successful Fortitude save (DC 15 + spell level) or suffer 16 points of nonlethal damage (14 points for sorcerers and wizards).

Gate

Conjuration (Calling)

Level: Clr 9, Sor/Wiz 9

The first function of this spell does not function in the Iron Kingdoms, thus the spell is no longer listed in the subschool of creation. Planar travel is not possible. However, the second function of the spell does work; providing a means—for those foolish enough—to directly contact Infernals.

Ghoul Touch

Necromancy

Level: Amk/Sor/Wiz 2

Necromantic magic is taxing and dangerous to cast. When casting *ghoul touch*, the caster must make a successful Fortitude save (DC 17) or suffer 4 points of nonlethal damage.

Harm

Necromancy

Level: Clr 6, Evil 6, Predation 6

This spell has been added as the 6th-level spell for the Predation domain and replaces *create undead* as the 6th-level spell for the Evil domain.

Heal

Conjuration (Healing)

Level: Clr 6, Good 6, Healing 6

Heal has been removed from the druid spell list and replaces *blade barrier* as the 6th-level spell for the Good domain. Furthermore, healing spells are difficult and dangerous to cast. See "The Pain of Healing" (pp. 276 - 279) for details.

Heal, Mass

Conjuration (Healing)

Level: Clr 9, Mendicant 9, War 9

Mass heal is the 9th-level domain spell for the Mendicant domain and replaces *power word kill* as the 9th-level spell for the War domain. Furthermore, healing spells are difficult and dangerous to cast. See "The Pain of Healing" (pp. 276 - 279) for details.

Horrid Wilting

Necromancy

Level: Autumn 8, Sor/Wiz 8, Water 8

This spell has been added as the 8th-level domain spell in the Autumn domain. Necromantic magic is taxing and dangerous to cast. When casting *horrid wilting*, the caster must make a successful Fortitude save (DC 23) or suffer 16 points of nonlethal damage.

Iron Body

Transmutation

Level: Earth 8, Sor/Wiz 8

Adamantine does not exist in the Iron Kingdoms. Instead, this spell provides damage reduction 15/ quenched serricsteel.

Magic Jar

Necromancy

Level: Amk/Sor/Wiz 5, Death 6, Gmg 5

This spell is on the gun mage spell list and has been added as the 6th-level domain spell in the Death domain. Necromantic magic is taxing and dangerous to cast. When casting *magic jar*, the caster must make a successful Fortitude save (DC 15 + spell level) or suffer 12 points of nonlethal damage (10 points for sorcerers and wizards).

Magic Vestment

Transmutation

Level: Amk/Wiz 3, Clr 3, Warrior 3

This spell has been removed from the domains of Strength and War. It has been added to the arcane mechanik and wizard spell lists, and the Warrior domain.

Magic Weapon

Transmutation

Level: Amk/Wiz 1, Clr 1, Gmg 1, Pal 1, War 1

This spell is no longer on the sorcerer spell list; it is on the gun mage spell list.

Magic Weapon, Greater

Transmutation

Level: Amk/Wiz 3, Clr 4, Gmg 3, Pal 3

This spell is no longer on the sorcerer spell list; it is on the gun mage spell list.

Major Creation

Conjuration (Creation)

Level: Amk 5, Artifice 5

This spell is no longer on the sorcerer or wizard spell lists; however, it has been added to the arcane mechanik spell list and is the 5th-level domain spell for the cleric domains of Artifice and Mechanika. Note that this spell cannot be used to create truly complex items with moving parts and multiple pieces. So, while the spell can be used to fabricate an individual gear, armored plate, or shear pin needed to make temporary repairs, it cannot create complex items made from multiple parts like firearms or crossbows.

Minor Creation

Conjuration (Creation)

Level: Amk 4, Artifice 4

This spell is no longer on the sorcerer or wizard spell lists; it has been added to the arcane mechanik spell list and is the 4th-level domain spell for the Artifice domain. See the description of *major creation* for other relevant notes.

Miracle

Evocation

Level: Luck 9

This spell is no longer on the cleric spell list.

Move Earth

Transmutation [Earth]

Level: Blc 6, Drd 6, Farmstead 6

This spell is no longer on the sorcerer or wizard spell lists; it is on the blackclad spell list and has been added as the 6th-level domain spell to the Farmstead domain.

Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Amk/Sor/Wiz 5, Brd 5, Madness 5

This spell has been added as the 5th-level domain spell in the Madness domain. While this spell belongs to the Illusion school, casters suffer the same risks as if it were a necromantic spell. When casting *nightmare*, the caster must make a successful Fortitude save (DC 20) or suffer 10 points of nonlethal damage.

Overland Flight

Transmutation

Level: Travel 5

This spell is no longer on the sorcerer or wizard spell lists; it has been added as the 5th-level domain spell to the Travel domain.

Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Amk/Sor/Wiz 4

While this spell belongs to the Illusion school, casters suffer the same risks as if it were a necromantic spell. When casting *phantasmal killer*, the caster must make a successful Fortitude save (DC 19) or suffer 8 points of nonlethal damage.

Power Word Kill

Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Assassination 9, Sor/Wiz 9

This spell is no longer the 9th-level domain spell in the War domain; it has been added as the 9th-level domain spell in the Assassination domain. While this spell belongs to the Enchantment school, casters suffer the same risks as if it were a necromantic spell. When casting *power word kill*, the caster must make a successful Fortitude save (DC 24) or suffer 18 points of nonlethal damage.

Raise Dead

Conjuration (Healing)

Level: Clr 9

Raise dead is now a 9th-level cleric spell, instead of 5th level. Casting *raise dead* is a perilous process, not to be undertaken lightly. There are significant risks to both the caster and the creature being raised. See "Raising the Dead" (pp. 279) for complete details.

Ray of Enfeeblement

Necromancy

Level: Amk/Sor/Wiz 1, Gmg 1

Necromantic magic is taxing and dangerous to cast. When casting *ray of enfeeblement*, the caster must make a successful Fortitude save (DC 16) or suffer 2 points of nonlethal damage.

Reincarnate

Transmutation

Level: Clr 7 (Dhunia only), Drd 7

Reincarnate is now a 7th-level druid spell, instead of 4th level. It is also a 7th-level cleric spell for clerics of Dhunia. While casting *reincarnation* is not as dangerous as casting *raise dead*, there is still some danger to doing so. See "Raising the Dead" (pp. 279) for more details including revised tables for *reincarnating* humanoids and ogrun.

Slay Living

Necromancy [Death]

Level: Assassination 5, Clr 5, Death 5

This spell has been added as the 5th-level domain spell in the Assassination domain. Necromantic magic is taxing and dangerous to cast. When casting *slay living*, the caster must make a successful Fortitude save (DC 20) or suffer 10 points of nonlethal damage.

Soul Bind

Necromancy

Level: Clr 9, Death 9, Evil 9, Sor/Wiz 9

This spell has been added as the 9th-level domain spell to the Death and Evil domains. Necromantic magic is taxing and dangerous to cast. When casting *soul bind*, the caster must make a successful Fortitude save (DC 24) or suffer 18 points of nonlethal damage.

Summon Monster I-IX

Conjuration (Summoning)

Summoning spells are rare and dangerous. Control over summoned creatures is not guaranteed and the use

of summoning spells almost always draws the unwanted attention of Infernals (see "Infernal Interlopers" pg. 264 for specific rules). The majority of summoning spells in use in western Immoren are believed to call forth strange and dangerous servants of the Devourer Wurm and always bring forth a specific creature.

However, if the standard *summon monster* spells from the PHB are used, the generic *summon monster* tables should be replaced with Table 5–19. In addition, specialized monster summoning spells also exist in the Iron Kingdoms. Since these spells are more limited in that they only summon one specific type of creature, they tend to be somewhat more powerful than the more generic *summon monster* spells. *Summon gorax* and *summon razorbats* are two examples included in the "New Spells" section (pp. 359 - 367).

Targets are not guaranteed to be friendly to the summoner. When first summoned, targets are allowed Will saving throws (standard spell save DC). If this save is failed, they obey instructions from their summoner as if charmed for the duration of the spell (as listed in the PHB). Entities unable to understand the caster's instructions (either due to low intelligence or language barriers) feel compelled to defend their summoner and otherwise act as charmed, even if they cannot understand specific commands. If this Will save is successful, the target feels no compulsion to obey and may, in fact, be hostile toward the summoner.

DMs may opt to make these spells rare and possibly difficult to acquire in their campaigns. The Fraternal Order of Wizardry is the most accomplished in these arts, but keeps this fact secret from its junior members. The Order of Illumination severely disapproves of all spells of this ilk.

If the caster chooses to summon elementals using the higher level versions of *summon monster*, keep the following in mind. Free-willed, sentient elementals do not exist on Caen. Instead, any spell that would normally summon elementals actually gathers together a specific elemental force (fire, wind, etc.) and temporarily gives form and substance to that elemental force. While these creatures are not truly sentient, this primal elemental force is dangerous and difficult to control. The caster must make a successful Will saving throw (DC = 10 + spell level + elemental's HD) to control the elemental creatures. If he succeeds, he can mentally command the elementals to do exactly as he wishes. If he fails, the elementals act as if under the effects of a *confusion* spell and are just as likely to attack their creator as anyone else.

Table 5–19: Revised Summoning Tables

Summon Monster	
1st Level	
Bog constrictor	
Devil rat	
Razor bat	
2nd Level	**6th Level**
Burrow mawg	Dune prowler
Eagle	Elemental, large (any)
Steamling	Vektiss
3rd Level	**7th Level**
Assassin fly	Dragonspawn
Buzzard beetle	Elemental, huge (any)
Screecher	Fog drake
4th Level	**8th Level**
Argus	Dracodile
Crypt spider	Elemental, greater (any)
Snake, huge viper	Thornwood mauler
5th Level	**9th Level**
Elemental, medium (any)	Dolomite
Saqu	Elemental, elder (any)
Thrullg	Tatzylwurm

Summon Nature's Ally I-IX

Use Table 5–19: Revised Summoning Tables for determining what creatures can be summoned with the *summon nature's ally* spells. See the description of the *summon monster* series of spells above for notes on the dangers of summoning magics and summoning elementals.

Teleport, Greater

Conjuration (Teleportation)

Level: Travel 7

This spell is no longer on the sorcerer/wizard spell list.

Teleportation Circle

Conjuration (Teleportation)

Level: Travel 9

This spell is no longer on the sorcerer/wizard spell list; it has been added as the 9th-level domain spell to the Travel domain.

Tongues

Divination

Level: Knowledge 4, Mercantilism 4

This spell is no longer on the bard, cleric, sorcerer or wizard spell lists; it has been added as the 4th-level domain spell to the Knowledge and Mercantilism domains.

Trap the Soul

Conjuration (Summoning)

Level: Clr 8, Sor/Wiz 8, Undeath 9

Trap the soul has been added to the cleric spell list and as the 9th-level domain spell for the Undeath domain. Necromantic magic is taxing and dangerous to cast. When casting *trap the soul*, the caster must make a successful Fortitude save (DC 23) or suffer 16 points of nonlethal damage.

Vampiric Touch

Necromancy

Level: Amk/Sor/Wiz 3, Gmg 3, Undeath 4

This spell is on the gun mage spell list and has been added as the 4th-level domain spell in the Undeath domain. Necromantic magic is taxing and dangerous to cast. When casting *vampiric touch*, the caster must make a successful Fortitude save (DC 15 + spell level) or suffer 8 points of nonlethal damage (6 points for sorcerers and wizards).

Wail of the Banshee

Necromancy [Death, Sonic]

Level: Madness 9, Sor/Wiz 9

This spell is no longer in the Death domain; it has been added as the 9th-level domain spell to the Madness domain. Necromantic magic is taxing and dangerous to cast. When casting *wail of the banshee*, the caster must make a successful Fortitude save (DC 24) or suffer 18 points of nonlethal damage.

Weird

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9

While this spell belongs to the Illusion school, casters suffer the same risks as if it were a necromantic spell. When casting *weird*, the caster must make a successful Fortitude save (DC 24) or suffer 18 points of nonlethal damage.

Wind Walk

Transmutation [Air]

Level: Autumn 6, Drd 7, Travel 6

This spell is no longer on the cleric spell list; it has been added as the 6th-level domain spell to the Autumn and Travel domains.

New Spells

Arcane Bullet

Transmutation

Level: Amk/Sor/Wiz 1, Gmg 1

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One bullet/two levels

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell imbues one bullet per two caster levels with a +2 bonus to damage. This bonus allows the ammunition to bypass damage reduction requiring magic weapons as if it were at +2 enhancement bonus. The bullets lose this bonus when used and cannot be recovered or reused.

Bind Guardian

Enchantment (Compulsion)

Level: Amk/Sor/Wiz 5, Blc 6, Drd 7, Mechanika 6

Components: V, S, M, F

Casting Time: 8 hours

Range: Touched host shell

Target: One “loose” soul or spirit

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

This exhausting ritual is used to lure and trap souls to provide a motive force for various constructs like iron maidens, mechagargoyles, tomb maidens, and woldwardens. This ancient ceremony provides an alternative to living sacrifices to provide an animating soul for the construct.

The caster must first construct the host shell. Once this is done, the *bind guardian* spell is cast over the shell, creating a powerful lure for loose souls. However, there is no guarantee that a soul is near enough to be lured into the shell. Each time the spell is cast there is a 20% chance that a free soul is close enough to be affected by the spell.

If a soul is near enough, it must make a successful Will saving throw to avoid being lured into the shell. Only after the soul has entered the construct does its true peril become evident. At this point, the soul receives a second Will saving throw to avoid being forever bound as a subservient guardian creature.

Once the soul is bound, the guardian creature is animate and has all of the normal abilities for a guardian of its type. It is also bound to the will of its creator, can understand his commands, and must obey them.

Material Component: Luring souls into the shell requires the sacrifice of precious gem stones. 1,000 gp in gem stones must be used per HD of the final guardian creature. Thus, binding a soul into an iron maiden requires 10,000 gp worth of gems, while binding an animating soul into a woldwarden requires 12,000 gp worth of gems. This process also drains XP equal to 1/25th the cost in gems from the caster.

Focus: A piece of bone from a humanoid and a rivet.

Bombardment

Transmutation

Level: Amk/Sor/Wiz 4, Blc 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One boulder per round

Duration: Concentration (up to 1 round/2 levels)

Saving Throw: None

Spell Resistance: Yes (object)

The *bombardment* spell allows the caster to rip a boulder from the ground and hurl it at any target within 20 ft. per caster level. One boulder can be thrown per round so long as the caster maintains concentration on the spell. As soon as the caster's concentration is broken, the spell ends.

The caster must succeed at a ranged attack roll to hit his target. However, instead of using his Strength modifier, the caster adds the ability modifier he uses to determine his bonus spells per day for to his base attack bonus to determine the success of the attack (Intelligence modifier for wizards, Charisma modifier for sorcerers, etc). If the boulder hits its target, it inflicts 1d6 points of damage per caster level (maximum of 10d6).

Borne on the Winds

Transmutation

Level: Blc 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The caster calls into being a column of wind that lifts him from the ground and propels him through the air. The caster can fly with a speed of 60 feet (40 feet if the creature wears medium or heavy armor). His maneuverability is good and ascending and descending with this spell can be done at full speed, unlike the *fly* spell. Using this spell requires little concentration, so the caster can attack and cast spells normally, however, he must maintain a normal, upright posture while maneuvering with this spell. It is possible to take a full move action with this spell, traveling 120 feet per round (or 80 feet if encumbered with medium or heavy armor), but it is not possible to charge or run, and the caster is limited in what he can carry aloft by his normal maximum load (PHB).

While surrounded by the whirling column of wind generated by this spell, normal arrows and bolts shot at the caster are deflected by the winds and automatically miss. Any other normal ranged weapons and magic arrows and bolts passing through the swirling winds suffer a 30% miss chance. Non-normal weapons, such

as siege bolts, boulders, and other massive projectiles are not affected. Additionally, the winds protect the caster from poisonous gases, gaseous breath weapons, and creatures in gaseous form.

When the spell's duration ends, the winds die slowly. The protective abilities of the spell end immediately; however, if the caster is in the air the winds slowly lower him to the ground in a fashion similar to the *fly* spell. The caster drops 40 feet per round for 1d4 rounds; the caster is unable to direct his movement at this point and is lowered straight down from his current position. If he has not reached the ground at the end of the 1d4 rounds he falls the remaining distance.

Circle of Renewal

Conjuration (Healing)

Level: Healing 9

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: All living allies and undead creatures within a 150-ft.-radius emanation

Duration: 5 rounds

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

A more potent version of *healing circle,* this spell is exclusive to priests of Morrow or Scyrah. Casting *circle of renewal* evokes enormous pulsing waves of positive energy which suffuse an area over several rounds, closing wounds, invigorating allies, and bringing great harm to undead. On the battlefield this spells has the potential to turn the tide for a greatly outnumbered force.

Each round the positive energy pulse heals 1 point of damage per caster level to living allies within its area. Like *cure* spells, this spell inflicts damage on undead in the area rather than curing them. In addition, all allies receive the following benefits for the spell's duration: a +2 morale bonus to all saving throws, a +8 morale bonus to Concentration checks, and a +2 sacred bonus to Charisma checks made to turn undead. The healing pulses also remove *fear* effects, neutralize poison, cure blindness, remove insanity, and refresh all allies as if they were fully rested, regardless of previous exertion or fatigue. This does not automatically restore spells that have been cast, but allows them to be prepared as if the recipient had rested a full eight hours. (All the other requirements for preparing a spell must be met per the PHB—even if fully rested a caster cannot prepare spells in the midst of battle, a wizard requires a spell book, etc.)

Divine Impartiality: This spell can be unpredictable when cast on opposing combatants of the same religion (for example, Khadoran Morrowans fighting Cygnaran Morrowans). Depending upon the will of the gods in these situations, it is possible that ALL living fighters will receive the benefits and healing so bestowed. For this reason clerics must be cautious in their use of this spell when facing members of their own faith.

Corpse Binding

Necromancy

Level: Amk/Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One incorporeal undead and one 'body,' both of which must be within range.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the wizard to bind an incorporeal undead into a body, rendering it vulnerable to physical attacks. The body must be at least as large as the undead creature, and must be an actual body of some sort, once capable of movement under its own power. Originally the corpses of fallen comrades or foes were used, but recently wizards have discovered that the spell works with steamjacks that are out of fuel.

The undead can move the body, but uses its own statistics with a –4 penalty to all totals. These penalties do not stack, so the undead has –4 to attacks, not –6 (–4 direct penalty and –2 from the penalty to Strength). On the round after it is bound, the undead is flat-footed until its action. The undead retains most of its special abilities, but loses both incorporeality and any damage resistance it had. Damage done to the body affects the undead, and if the undead is killed while bound to the body, it is destroyed.

Necromantic magic is taxing and dangerous to cast. When casting *corpse binding*, the caster must make a successful Fortitude save (DC 18) or suffer 6 points of nonlethal damage.

Crush Construct

Evocation [Force]

Level: Amk/Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One construct or machine

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: No

Unseen forces begin to hammer, rip, rend, and tear at the targeted machine or construct, denting metal plates and wrenching joints. However, the spell only works on machines and constructs, and never works against living creatures. The spell inflicts 1d6 points of damage per caster level (maximum of 10d6). This damage causes bits to fall off the machine, but unless it is destroyed these losses do not have a substantial impact on its functioning.

Death Bullet

Necromancy

Level: Gmg 6, Sor/Wiz 8

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: One bullet

Duration: permanent

Saving Throw: Fortitude partial

Spell Resistance: Yes

A single bullet is ensorcelled, charged with negative energy. Any living creature shot with a *death bullet* must make a successful Fortitude saving throw to survive the attack. If the save is successful the target suffers 3d6 points of damage and 1 point of Constitution damage in addition to the normal damage from the bullet. If the save fails the target dies instantly.

Necromantic magic is taxing and dangerous to cast. When casting *death bullet*, the caster must make a successful Fortitude save (DC = 15 + spell level) or suffer 2 points of nonlethal damage per spell level.

Material Components: A bullet and a bit of rotten flesh from an intelligent humanoid corpse.

Detect Cortex

Divination

Level: Amk/Sor/Wiz 2, Brd 2, Mechanika 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./caster level)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

Spell Resistance: No

The caster can sense the presence of an active mechanikal cortex, but cannot detect the presence of inactive steamjacks or other constructs that do not use cortexes. The amount of information revealed depends on how long the caster studies a particular area or subject.

1st Round: Presence or absence of cortex-controlled constructs.

2nd Round: Number of active cortexes in the area and the power of the most potent warcaster attuned to the cortexes.

3rd Round: The type of mechanikal construct controlled by each cortex and location of each cortex. If a construct is outside the caster's line of sight, then the caster discerns its direction but not its exact location.

Cortex/Warcaster Power: A mechanikal cortex's power depends on the type of mechanikal construct being detected and its Hit Dice, or the caster level of the warcaster currently attuned to the cortex; see the accompanying table. If a cortex's power level falls into more than one strength category, i.e., either the construct's Hit Dice are greater or the warcaster's caster level is greater, the spell indicates the stronger of the two.

Each round, the caster can turn to *detect cortexes* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Earth Wave

Transmutation

Level: Blc 6

Components: V, S

Casting Time: 1 standard action

Area: 40-foot-radius burst centered on the caster

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

As the caster brings the butt-end of his staff, or his fist, smashing down on the ground the earth begins to buckle and heave, sending forceful waves of earth rolling forth from the caster. The caster is immune to the effects of this spell, but all other creatures within the area are hurled away from the caster by the waves of earth. Creatures that fail a Reflex saving throw are hurled to the ground at the edge of the spell's area, sustaining 4d6 points of damage.

Creatures that succeed at their Reflex save are pushed backwards by the waves of earth as if being bull rushed by a Huge creature. The attack bonus for the wave is 14 + caster level. Due to the nature of the attack, defenders do not get the normal +4 stability bonus for having more than two legs but they do retain other bonuses such as the dwarven racial bonus for being exceptionally stable.

The waves automatically push affected creatures to the maximum extent allowed by the results of the bull rush attack (maximum movement 40 feet).

Graniteskin

Transmutation

Level: Blc 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Graniteskin makes a creature's skin as tough as rock. The effect grants a +5 natural armor bonus to AC. This bonus increases to +6 at 10th level, +7 at 12th level, and reaches it maximum bonus, +8, at 14th level.

Overdrive

Evocation

Level: Amk/Sor/Wiz 2, Mechanika 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 2 ft./lvl)

Target: One construct

Duration: 1 round/level

Saving Throw: Yes

Spell Resistance: Yes

A sudden surge of power is channeled into a construct, drastically enhancing its power but reducing its precision. The target receives a +6 circumstance bonus to damage and to checks against Strength-based skills, but suffers a –4 circumstance penalty to attack rolls and to checks against Dexterity-based skills. These modifiers fade as the surplus power dissipates; each modifier is reduced by one point per round (so on the second round the modifiers are +5/–3, +4/–2 on the third round, and so on). However, once the bonus reaches +1 it remains at +1, and the penalty remains at –1, until the spell ends.

Reveal Souls

Divination

Level: Amk/Sor/Wiz 3, Clr 2, Pal 3

Components: V, S, DF/M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration + 2 minutes, up to 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell reveals disembodied souls as strange, spectral lights that are otherwise completely undetectable. Souls appear as bobbing spheres of light, with color and attributes depending upon the soul's alignment:

Soul Lights

LE—dark blue glow
LN—blue-green glow
LG—green glow
NE—slowly pulsing dark blue
N—slowly pulsing blue-green
NG—slowly pulsing green
CE—pulsating dark blue
CN—pulsating blue-green
CG—pulsating green

Marked souls, those that have been marked as part of an Infernal pact or the souls of hapless individuals slain by Infernals, appear streaked with oily black lines.

Souls are frequently in motion and vanish if they move outside of the spell's range. Furthermore, a soul that passes to Urcaen or other realms beyond Caen cannot be detected by this spell.

Throughout the spell's duration all other colors seem dim and faded and the rest of the world appears blurry and indistinct. This results in a –4 penalty to Search and Spot checks, and a –4 penalty to initiative and attack rolls.

	Aura Power			
Cortex/Warcaster	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Cortex-controlled construct (HD)	10 or lower	11–25	26–50	51 or higher
Warcaster (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

Divine Focus: This spell requires a carefully prepared piece of thin gauze, steeped in a mixture of holy (or unholy) water, oils, and powdered gemstones. The gauze must be aged in this liquid for at least one year, though several strips of gauze can be prepared at the same time. The necessary reagents for preparing the gauze cost 250 gp per strip. Most well-stocked Churches of Morrow keep a number of these strips on hand, and will sell them to adventuring clerics for 400 gp each. This treated gauze must be worn over the caster's eyes throughout the spell's duration.

Material Component: Arcane use of this spell requires a set of specially prepared amber lenses that are normally mounted in spectacle frames, though some casters prefer to use a single monocle. Wearing a monocle inflicts a –6 penalty to all Dexterity-based skill checks, ranged attack rolls, and saving throws. Each lens costs 100 gp and the lenses crack and must be replaced after a single use.

Scramble

Transmutation

Level: Amk/Sor/Wiz 1, Mechanika 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One construct

Duration: 1 round

Saving Throw: Yes

Spell Resistance: No

The Fraternal Order of Wizardry discovered this spell through a fortuitous accident. While researching methods for animating and directing constructs, wizards of the Order discovered this simple means of disrupting the magical pathways used to control and provide anima to constructs. The spell's effects are identical to the bard spell *lesser confusion*, but *scramble* only affects constructs.

Focus: A cog or other component from a destroyed steamjack.

Seize Gears

Transmutation

Level: Amk/Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One construct or object

Duration: 1 round/2 levels (round down)

Saving Throw: See Text

Spell Resistance: Yes

Upon casting this spell the clockworks or gear mechanisms of a single target 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.

Constructs, including steamjacks and warjacks, can be affected by this spell though they are allowed a Fortitude save to resist the effects. A successful save completely negates the effects of *seize gears*.

Material Component: One small gear.

Stone Guardian I

Conjuration (Creation) [Earth]

Level: Blc 4

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell draws substance from a nearby rock formation to create a Medium stone guardian (6 HD) that immediately moves to attack the caster's enemies. The stone guardian emerges from the largest mass of stone within the spells range and acts immediately, attacking the caster's opponents. Communicating with a stone guardian requires the casting of a *stone tell* spell. If the caster can communicate with the stone guardian, the guardian can be given more specific instructions. This includes specifying which opponents the caster wants attacked, if the guardian should defend the caster or aggressively attack his opponents, or other tasks the caster wants the guardian to perform. The stone guardian acts normally on the last round of the spell's duration and then sinks back into the ground at the end of its turn.

Stone Guardian II

Conjuration (Creation) [Earth]

Level: Blc 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As stone guardian I, except that the character can call a single Medium stone guardian (8 HD) or 1d3 Medium stone guardians (6 HD) to his aid.

Stone Guardian III

Conjuration (Creation) [Earth]

Level: Blc 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As stone guardian I, except that the character can call 1d4+1 6 HD stone guardians, 1d3 8 HD stone guardians, or one Large stone guardian (10 HD) to his aid.

Stone Guardian IV

Conjuration (Creation) [Earth]

Level: Blc 7

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As stone guardian I, except that the character can summon 1d4+1 8 HD stone guardians, 1d3 10 HD stone guardians, or a single Large stone guardian (12 HD) to his aid.

Stone Guardians

For campaigns set outside of the Iron Kingdoms, stone guardians would most likely be considered elemental creatures rather than aberrations. Additionally, a character who can speak Terran would be able to communicate with a stone guardian.

Stone Guardian Quick Stats

Stone guardian: CR 4; Medium-size aberration (6 ft. tall); HD 6d8+18; hp 45; Init +0; Spd 20 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; Base Atk +4; Grp +8; Atk/Full Atk +8 melee (1d8+4, slam); Space/Reach 5 ft./ 5 ft.; SA Earth mastery, shockwave; SQ Damage reduction 5/bludgeoning, darkvision 60 ft.; AL N; SV Fort +5, Ref +2, Will +5; Str 19, Dex 10, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +10, Spot +10; Power Attack.

SA—Earth Mastery (Su): The stone guardian gains a +1 attack and damage bonus if both it and its opponent are touching the ground. The stone guardian suffers a -4 attack and damage penalty when fighting opponents that are not in contact with the ground.

SA—Shockwave (Su): As a full-round action, a stone guardian can slam its fists into the ground causing a shockwave through the ground in a 15-foot-radius burst. The shockwave inflicts 1d6 points of damage to all creatures in the area. All creatures within the area must make a Reflex save (DC 16) or be knocked to the ground and stunned for 1 round. Stone guardians are immune to this ability.

Stone guardian: CR 6; Medium-size aberration (8 ft. tall); HD 8d8+24; hp 60; Init +0; Spd 20 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; Base Atk +6; Grp +10; Atk +10 melee (1d8+4, slam); Full Atk +10/+5 melee (1d8+4, slam); Space/Reach 5 ft./ 5 ft.; SA Earth mastery, shockwave; SQ Damage reduction 5/bludgeoning, darkvision 60 ft.; AL N; SV Fort +5, Ref +2, Will +6; Str 19, Dex 10, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +11; Cleave, Power Attack.

Stone guardian: CR 8; Large aberration (10 ft. tall); HD 10d8+50; hp 95; Init -1; Spd 20 ft.; AC 18 (-1 size, -1 Dex +10 natural), touch 8, flat-footed 18; Base Atk +7; Grp +19; Atk +14 melee (2d6+8, slam); Full Atk +14/+9 melee (2d6+8, slam); Space/Reach 10 ft./10 ft.; SA Earth mastery, shockwave; SQ Damage reduction 5/bludgeoning, darkvision 60 ft.; AL N; SV Fort +8, Ref +2, Will +7; Str 27, Dex 8, Con 20, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +12, Spot +12; Cleave, Power Attack.

Stone guardian: CR 10; Large aberration (12 ft. tall); HD

12d8+60; hp 114; Init -1; Spd 20 ft.; AC 18 (-1 size, -1 Dex +10 natural), touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk +16 melee (2d6+8, slam); Full Atk +16/+11 melee (2d6+8, slam); Space/Reach 10 ft./10 ft.; SA Earth mastery, shockwave; SQ Damage reduction 5/bludgeoning, darkvision 60 ft.; AL N; SV Fort +9, Ref +3, Will +8; Str 27, Dex 8, Con 20, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +13, Spot +13; Cleave, Power Attack, Sunder.

Stone Stride

Transmutation [Teleportation]

Level: Blc 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: The caster

Duration: 1 hour/level or until expended (see text)

The character gains the ability to enter stones and move from one stone to another. All of the stones that the character enters must be of his size or larger. By moving into a stone, the character instantly knows the location of all other stones of sufficient size within range (3,000 feet) and may choose which stone he wants to pass into.

The character may move into a stone up to one time per caster level, the initial stone does not count against this number. The spell lasts until the duration is expended or the character exits a stone. Each movement from one stone to another is a full-round action.

The character can, at his option, remain within a stone, though he is forced out when the spell ends. If the stone in which the character is concealed is destroyed in some manner, the character is slain if he does not exit before the stone is completely demolished.

Summon Gorax

Conjuration (Summoning)

Level: Amk/Sor/Wiz 2, Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One gorax/three caster levels (maximum 5), no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Special; see text

Spell Resistance: No

This spell summons one gorax per three caster levels (maximum five) to the caster's aid. The gorax appears where the caster designates within the spell's range, and immediately makes a Will saving throw. If the gorax's Will save is successful, it feels no compulsion to obey and may, in fact, be hostile toward the summoner (standard reaction check).

If the gorax fails its save, it obeys its summoner as if *charmed* (see PHB) for the duration of the *summon gorax* spell. The gorax attacks the caster's foes to the best of its abilities, but can only be directed more specifically if the caster has some means of communicating with it.

When the spell's duration ends the gorax do not disappear as usual. Instead, the *charm* is broken and the gorax is in full possession of its faculties. It has full memory of its recent actions. Unable to comprehend its translocation, the gorax either flees once the compulsion ends or attacks its summoner. Naturally, the caster can use additional spells such as *charm monster* to extend the gorax's cooperation.

Arcane Focus: A small pouch holding at least 50 gp worth of polished gemstones and one small, unlit candle per gorax to be summoned.

Gorax Quick Stats

Gorax: CR 2; Large giant (9 ft. tall); HD 3d8+6; hp 19; Init +3; Spd 30 ft.; AC 13 (–1 size, –1 Dex, +5 natural), touch 8, flat-footed 13; Base Atk +2; Grp +10; Atk +5 melee (1d6+4, claw); Full Atk +5/+5 melee (1d6+4, claws); Space/Reach 10 ft./10 ft.; SQ Low-light vision, scent; AL NE; SV Fort +5, Ref +0, Will +1; Str 18, Dex 8, Con 14, Int 5, Wis 10, Cha 5.

Skills and Feats: Listen +2, Spot +2; Improved Initiative, Run.

Summon Razorbats

Conjuration (Summoning)

Level: Amk/Sor/Wiz 2, Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1d4+1 or more razorbats (see description), no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons 1d4+1 razorbats plus one per two caster levels above 4th (maximum 10 total) to the caster's aid. The razorbats appear where the caster designates, within the spell's range, and immediately make standard Will saves against the spell. Any razorbats that succeed at their Will saving throws feel no compulsion to obey and may, in fact, be hostile toward the caster (standard reaction check).

Any razorbats that fail their saves obey the caster as if *charmed* (see PHB) for the duration of the spell. The razorbats attack the caster's foes to the best of their abilities, but can only be directed more specifically if the caster has some means of communicating with them.

When the spell's duration ends the razorbats do not disappear as usual. Instead, the *charm* is broken and the razorbats are in full possession of their faculties. Unable to comprehend their translocation, the razorbats either flee or attack their summoner. Naturally, the caster can use additional spells such as *charm monster* to extend the razorbats' servitude.

Arcane Focus: A dead grasshopper or cricket and five small, black candles.

Razorbat Quick Stats

Razorbat: CR 1/2; Small animal; HD 1d8; hp 4; Init +2; Spd 10 ft., fly 40 ft. (good); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Base Atk +0; Grp -4; Atk +1 melee (1d4, tail slash); Full Atk +1 melee (1d4, tail slash) and -1/-1 melee (1d3, claws); Space/Reach 5 ft./5 ft.; SQ Blindsense 20 ft.; ALN; SV Fort +2, Ref +4, Will +0; Str 10, Dex 15, Con, 11, Int 2, Wis 11, Cha 10.

Skills and Feats: Hide +6, Move Silently +5, Spot +2; Multiattack.

Blindsense (Ex): Using echolocation, a razorbat notices and locates creatures within 20 feet, provided it has line of effect to that creature. Any opponents the razorbat cannot see still have 100% concealment against a creature with blindsense.

Wraith

Transmutation

Level: Amk/Sor/Wiz 4, Brd 4, Gmg 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Willing corporeal creature touched

Duration: 2 min./level (D)

Saving Throw: None

Spell Resistance: No

The target of *wraith* and all its gear becomes incorporeal. The creature gains all of the bonuses for being incorporeal, but can no longer interact with its surroundings. It can't be touched by nonmagical matter or energy. Likewise, it cannot manipulate objects, exert physical force on objects, or make physical attacks, nor can it cast spells while incorporeal.

However, it does have a tangible presence. While it cannot cast spells, the creature can deliver touch attacks using previously cast spells like *ghoul touch*. Any magical touch attack can be delivered by the incorporeal creature, ignoring the target's armor unless it is made of force (*mage armor* or *bracers of armor*) or has the ghost touch ability.

While incorporeal, the creature can only be harmed by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. It is immune to all nonmagical attack forms and is not burned by normal fires, affected by natural cold, or harmed by mundane acids. Additionally, the incorporeal creature is immune to critical hits, extra damage from being a favored enemy, and from sneak attacks. Even when struck by magic or magic weapons, the incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

The creature uses its normal movement rate and can move in any direction (including up or down) at will and does not need to walk on the ground. It can pass through solid objects at will, although it cannot see when it is inside solid matter. However, it cannot run while it is incorporeal.

As long as the spell lasts, the creature can choose to manifest its physical form as a move action during its turn. This does not end the spell, but the creature remains corporeal until it spends another move action to become incorporeal.

Material Components: A bit of gauze that was wrapped around the flesh of a dead creature overnight and small flask of water containing a pinch of grave soil.

Appendix A: Personalities of Western Immoren

Aeric (deceased), prophet who led the followers of Nyss into the northern wilderness, past cleric and leader of the Fane of Nyssor, pp. 53, 251.

Aidan (ascended 344 BR), patron of grave robbers, treasure seekers, and adventurers, pp. 221, 270.

Angellia (ascended 1027 BR), patron of history, lore, and knowledge, pp. 206, 213.

Arius (male Caspian Clr20/Ftr4), current primarch of the Church of Morrow, pp. 211, 213.

Bailoch, Kell (male Midlunder Ftr7/Rog3/Rfl4), former member of the Talon Mercenary Company, pg. 129.

Bannon, Roderick (male Thurian Gmg5), gun mage, Five Fingers, pg. 104.

Bantren, Calverius (deceased), vicar who led a Morrowan inquisition to root out infernalists from the Fraternal Order of Wizardry in the early 200s AR, pg. 299.

Blackheel, Freitag (male dwarf Rog6/Ssm3), second-story man, pg. 133.

Blaustavya, Simonyev (male Khard Ari5/Amk13), co-developer of the shield gun, pg. 189.

Bolis (ascended 271 AR), patron of gamblers, smugglers, and evil merchants, pg. 221.

Boudewyn, Dara (female Ryn Ftr5/Ptr5), female pistoleer from Merywyn, pg. 126.

Bragg (deceased), ancient trollkin hero, the first fell caller, said to be the progenitor of all modern fell callers, pg. 78, 101 - 102.

Burgis, Nathan (male Midlunder Clr7/Exp2), prelate of the Crucible of Light Chapel in Highgate, pg. 280.

Byrione, Archibold (male Ryn Ftr2/Rog3/Ptr9), pistoleer serving as a bodyguard for the Archduke di Martryse in Merywyn, Llael, pg. 125.

Casteon (deceased), it is said that Casteon sacrificed his loved ones to Menoth for the strength to unite the Midar, the forebears of the Midlunder kings, pg. 26.

Cathor II, Baird (male Tordoran Ari5/Ftr3/Rog7), current king of Ord, pp. 72, 139.

Chanceforth, Simon (male Caspian Wiz11), Fraternal Brother of the Fraternal Order of Wizardry, pg. 297.

Cinot (deceased), said to be the first man to learn writing and farming from Menoth, pg. 26.

Copernicun, Severin (deceased), Most Blessed and Vigilant Magus, founder of the Order of Illumination, pg. 299 - 300.

Copolius (deceased), noted alchemist and scholar, author of *Crucibilus Synthetatus* in 753 BR, pp. 301 - 302.

Corben (ascended 102 AR), patron of alchemy, astronomy, and wizardry, pp. 214, 288, 302 - 303, 305 - 306.

d'Gallow, Sabina (female Ryn Wiz9), Aurumn Ominus of the Order of the Golden Crucible, pg. 299.

Dargule, Sebastian (male Caspian Clr17), exarch of Church of Morrow, pg. 211.

Dekri (female ogrun Clr8), ogrun priestess of Dhunia, pp. 254, 256.

Delesle (ascended 1610 BR), patron of necromancy and death, pp. 220 - 222.

di Martryse, Valydyr (male Ryn Ari12), archduke of Llael and member of the Council of Nobles in Merywyn, pg. 124.

Doleth (ascended 1411 BR), patron of sailors and fishermen, pp. 27, 214, 290, 291.

Donard, Abenar (deceased), a noted general and master strategist, Donard is remembered for his leadership in the assault against the Orgoth capitol, pg. 24.

Drayce (ascended 1400 BR), patron of thieves and corrupt leaders, pg. 221, 223, 291.

Dudgeon, Anders (male Caspian Wiz12/Wrc2), journeyman Cygnaran warcaster, pg. 140, 141.

Dyvarc, Ilya (female Ryn Clr9), chaplain of Morrow and the founder and current leader of the Divinist cult, pg. 212 - 213.

Eiryss (female Iosan Rgr4/Rog4/MgHtr9), Iosan mage hunter, pg. 122.

Ekris (ascended 1780 BR), patron of infernalists, diviners, and tyrants, pp. 221, 223, 270, 287, 288, 291.

Ellena (ascended 1590 BR), patron of travelers and adventurers, pg. 214, 215, 286, 290.

Elyssar, Fes (male Iosan Rgr9/MgHtr5), Iosan mage hunter, pg. 122.

Fonworth, Silas (male Morridane Exp7/Rgr3), lead gunsmith of Clockwerk Arms in Clockers Cove, pg. 180.

Geremor (deceased), the first warpwolf, pg. 22.

Gittereggandero lerum, 'Flash' (male gobber Rog5/Ssm8), gobber second-story man, pg. 134.

Glabryn, Deyar (male Ryn Ari10/Alc3), Llaelese Prime Minister and archduke, pg. 71.

Glask, Scavra (male Morridane Sor7), trollkin-taught human sorcerer, pg. 293.

Goldur, Karsik (male Caspian Clr4/Wiz9), Vigilant Illuminated One of the Order of Illumination, pg. 261.

Golovant (deceased), an ancient and legendary king who subdued the Molgur barbarian tribes in the south and helped usher in an age of prosperity now known as the Thousand Cities Era, pg. 27.

Gordenn (ascended 812 BR), patron of farmers and family, pg. 214.

Gorim, Jelm (deceased), ambassador credited with enlisting Rhul's aid in the late Rebellion and coordinating efforts to build the colossals, pg. 24.

Gorsecha, Rudyin (deceased), exarch assassinated in 215 AR, after being raised by the Exordeum he penned the Morrowan text *Accounts of Urcaen*, pg. 205 - 206.

Grimhold, Nvasis (deceased), former Knight of the Vigil, pg. 279 - 280.

Gulvont, Oliver (deceased), an engineer and dabbler in alchemy, credited with the design of the first firearm, pg. 178.

Haley, Victoria (female Caspian Wiz12/Wrc5), renowned Cygnaran warcaster, pg. 140.

Hornbeck, Morna (female Caspian Pal17), Grand Knight of the Cygnaran-based branch of the Knights of the Prophet, pg. 211.

Hurst, Baine (male Sulese Exe18), Exemplar Sovereign of the Knights Exemplar, pg. 229.

Katrena (ascended 1810 BR), patron of valor, knighthood, and paladins, pp. 214, 215 - 216, 288, 290.

Kerrigan, Finch (male Midlunder Rgr5/Ptr6), drifter and expert marksman, pg. 126.

Kerwin, Sebastien (deceased?), also known widely as Kerwin the Noble, author of "Dissertations on Thaumaturgical Formulation," "The Essence of Divine Magic," *Principia Arcana Magus, Synthesis*, pp. 92, 178, 259, 266, 292, 294, 295, 296, 299, 313 - 316, 324, 329.

Khal-paut, mysterious entity who leads the Khalpautiym, pg. 44.

Khardovic (deceased), king credited with bringing civilization and the faith of Menoth to the north, pp. 22, 27.

Khorva (ascended 1250 BR), patron of assassins, murderers, thugs, and enforcers, pg. 221, 286, 287.

Kinnet, Bastian (male Thurian Clr6/Bcp4), battle chaplain for the Daggermoor Rovers mercenary company, pg. 114.

Kostok, Vlasin (male Kossite Rgr5/Rfl2), former scout for the Khadoran Free Mercenaries, pg. 100.

Kyle, Gavyn (male Ryn Rog8/Spy9), traveler, diplomat, and suspected agent of the Unseen Hand, pg. 78.

Larisar, Avross (male Iosan Clr17), auricant and priest of the Fane of Scyrah, pp. 246, 248.

Lasceu, Valori (female Tordoran Clr15), exarch and head of the Exordeum review board for resurrection, pg. 280.

Lorichias (deceased), former primarch of Morrow, assassinated in 1250 BR by Khorva just before her ascension, pg. 215.

Lortus (male Midlunder Drd12/Blc4), blackclad and potent of the Circle, pg. 232.

Lucant, Ghil (clockwork priest), priest of Cyriss who has been transformed into a clockwork priest, pp. 20, 239 (see also *Shadow of the Exile*).

Luctine, Gevard (deceased), one of the most famed leaders of the Protectorate, Luctine helped bring the Idrian nomads into the Temple of Menoth, pg. 24.

Lukas (ascended 995 BR), patron of madmen, rapists, and the depraved, pg. 221, 287, 288.

Luskaziev, Oslo (deceased), once faithful priest of the Menite of the Old Faith, pg. 277.

Makragor (female trollkin Sor13), pg. 293.

Malfrith, Leora (female Thurian Clr16/Wiz2), priestess of Thamar, pg. 218.

Malleus, Gervus (deceased), an alchemist who's work was crucial in the development of blasting powder and firearms, pg. 24.

Markus (ascended 305 AR), patron of soldiers and town guards, pp. 26, 28, 214 - 216, 291.

Marlowe, Lafe (male Ryn Exp3), bookshop owner in Merywyn, pg. 120.

Martovus, Luvis (deceased), ancient, legendary paladin of the Order of the Wall, famous for saving a town from a pack of disease-ravaged wolves during the Thousand Cities era, pg. 28.

Meerjak, Dalthim (male dwarf Amk3/Clr12), dwarven enumerator of Cyriss, pg. 236.

Menezies, Aellen (female Tordoran Rog3/Ari3/Ssm4), a loud, but charming, second-story "man" hailing from Merin, pg. 134.

Murdoch, Griffin (male Midlunder Mnk21), archabbot of the Order of Keeping, pg. 212.

Naryski, Natalya (female Khard Ftr6/Rfl7), kapitan of the elite Widowmakers of Khador, pg. 130.

Nemo, Sebastian (male Caspian Amk17/Wrc5), commander adept in the Cygnaran military, warcaster, and member of the Fraternal Order of Wizardry, pg. 137.

Nivara (ascended 25 AR), patron of wizards and sorcerers, pp. 221, 223 - 224, 270, 288, 294 - 295.

Orestag I (deceased), the third Morrowan primarch, Orestag I was saved from Menite assassins by Katrena on her ascension, pg. 215.

Ortmin, Gameo (male Tordoran Exp8), astrometrician and follower of Cyriss, pp. 15, 17 - 18, 21 - 22, 32 - 57.

Ozeall (deceased), took control of the faithful after the death of Hierarch Sulon, helped negotiate the end of the Cygnaran Civil War, and is credited with the creation of the Protectorate of Menoth, pg. 24.

Patrusk, Ilyana (female Umbrean Clr5/Ftr4/Bcp2), battle chaplain stationed in Highgate, pg. 114.

Petrok, 'Doc' (deceased), Khadoran 'doctor' who worked with bare-knuckle brawlers, pg. 306.

Prautian, Dovorin (deceased), one of the first Menites to describe the City of Man in Urcaen after he was raised from the dead, pg. 27.

Radliffe, Burke (male Caspian Exp9), owner of Radliffe Gunwerks in Caspia, pg. 180.

Raelthorne, Leto (male Caspian Ari9/Ftr7/Clr2), current ruler of Cygnar, pp. 70 - 72, 75, 211, 213, 239.

Raelthorne IV, Vinter (male Caspian Ari3/Ftr17), deposed ruler of Cygnar, pp. 9, 73, 74, 213, 294, 300.

Remel (ascended 1700 BR), patron of masochists, sadists, and torturers, believed to have been destroyed by Solovin on his ascension in 1253 BR, pg. 216, 221.

Riddiger, Fletch "Fletcher" (male Morridane Ftr4), retired Shields of Durant mercenary, pg. 94.

Roane, Ansleigh (deceased), Thurian alchemist who developed Ansleigh's wound seal, pg. 305.

Roth (ascended 687 BR), patron of soldiers, mercenaries, and bandits, pg. 221, 224, 91.

Rowan (ascended 289 BR), patron of the downtrodden, champion of the poor, pp. 214, 216, 289.

Ryland, Jonas (male Thurian Clr5/Exp2), prelate and senior theologian of the Sancteum, pg. 207.

Sambert (ascended 605 BR), patron of smiths, stonemasons, and carpenters, pp. 210, 214, 286, 290.

Shevann (ascended 500 BR), patron of merchants and bankers, pg. 214, 288, 289.

Sigmur, Holdur (male dwarf Clr16), cleric of the Tribunal of Rhul, pp. 239, 243, 244.

Solovin (ascended 1253 BR), patron of healers, battle chaplains, and midwives, pp. 214, 216, 221, 288, 307.

APPENDICES

Stacia (ascended 421 AR), patron of arsonists and evokers, champion of female wizardry, pg. 221, 224, 288.

Stryker, Coleman (male Caspian Ftr7/Sor7/Stb2/Wrc4), renowned Cygnaran warcaster, pg. 140.

Sulon (deceased), previous hierarch of the Protectorate, pp. 24, 26, 28, 228.

Szeriova, Nikolai (male Kossite Rgr5/Wiz6), warden of the Greylords Covenant, pg. 298.

Tanner, Gabriel (male Midlunder Rog6/Ssm2), padfoot, cutpurse, and burglar, pg. 89.

Thorle, Bradigus (male Morridane Drd10/Blc5), potent of the Circle for the Scarleforth region, pp. 117 - 118.

Turpin, Olson (male Midlunder Ftr10/Exp6), warmaster general of Cygnar, pp. 67, 68, 75.

Tzepesci, Levash (deceased), ruler of Khador during the founding of the Greylords Covenant, pg. 297 - 298.

Tzepesci, Vladimir (male Umbrean Ftr10/Sor5/Wrc5), considered the rightful ruler of the Umbrean people and renowned warcaster, pg. 37.

Vaeril the Wise (male Nyss Clr16/Rgr11), Qyr-Aransor of the Fane of Nyssor, pp. 253.

Vanar XI, Ayn (female Khard Ari3/Ftr7), current queen and reigning monarch of Khador, pp. 70 - 75, 139, 179, 230.

Vendarl, Cortis (deceased), one of the wizards noted for his role in leading the Battle of the Hundred Wizards, pg. 24.

Vetter, Rinaldo (male Tordoran Ftr5), sergeant of the Northern Watch, Midfast, pg. 113.

Vilmon, Dargin (deceased), one of the most inspirational Menite leaders during the Cygnaran Civil War. Without the support of Vilmon and his followers, it is uncertain if Hierarch Sulon could have held Sul, pg. 24, 26.

Vislovski, Aleksi (deceased), co-developer of the shield gun, pg. 189.

Vislovski, Grigor (male Khard Exp8/Ftr3), noted gunsmith in Korsk, owner of Vislovski Gunwerks, pg. 179.

Voratchik, Fodor (deceased), Khadoran noble who dabbled in alchemy, pg. 307.

Votorr, Salit (male Tordoran Rgr6/Rog8/Exp5), murderer imprisoned on Bloodshore Island, pg. 311.

Voyle, Garrick (male Sulese Clr10/Mnk15/Scr10), reigning hierarch of the Protectorate of Menoth, pp. 72, 140, 226.

Westrone, Brue (male Midlunder Ftr5/Rfl7), marshal of Ternon Crag and famed tale spinner, pg. 129.

Wexbourne, D.H. (male Midlunder Rgr5/Exp4), captain of the Mercarian exploration ship *Seacutter*, first Immorese sailor to successfully return from Zu, pp. 17, 67.

Woldred the Diligent (deceased), Cygnaran king who inspired Giving Day around 269 A.R. when he began an annual habit of going amongst the common folk of Caspia on this day with gifts for the children and coins for the adults, pg. 29.

Yryas, Vyrillis (male Iosan Wiz20), master Iosan diviner and founder of the Seekers sect, pg. 250.

Appendix B: Class Skills

Skill	Amk	Bbn	Bdg	Brd	Clr	Drd	Flc	Ftr	Gmg Mnk	OoK	Mnk OoF	Pal	Rgr	Rog	Sor	Wiz	Key Ability
Appraise	○	●	○	●	●	●	●	●	●	●	●	●	●	○	●	●	Int
Balance	●	●	●	●	●	●	●	●	●	○	○	●	●	○	●	●	Dex[2]
Bluff	●	●	●	○	●	●	●	●	○	●	●	●	●	○	○	●	Cha
Climb	○	○	○	○	●	●	○	○	○	●	●	●	○	○	●	●	Str[2]
Concentration	○	●	●	○	○	○	○	●	○	○	○	○	●	●	○	○	Con
Craft	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	Int
Craft (alchemy)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	Int
Craft (cannoneer)	●	●	●	●	●	●	●	○	●	●	●	○	○	●	●	●	Int
Craft (clockwork)	○	●	○	●	●	●	●	●	●	●	●	●	●	●	●	●	Int
Craft (demolitions)	●	●	●	●	●	●	●	○	●	●	●	○	○	●	●	●	Int
Craft (gunsmithing)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	Int
Craft (mechanika)	○	●	○	●	●	●	●	●	●	●	●	●	●	●	●	○	Int
Craft (small arms)	○	●	○	○	●	●	●	○	○	●	●	○	○	○	●	●	Int
Craft (steam engine)	○	●	○	●	●	●	●	●	●	●	●	●	●	●	●	●	Int
Craft (tools)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	Int
Creature Lore	●	●	●	○	●	●	●	●	●	●	●	●	○	●	●	○	Int
Decipher Script	●	●	●	○	●	●	●	●	●	●	●	●	●	○	●	○	Int
Diplomacy	●	●	●	○	○	○	●	●	●	○	●	○	●	○	○	●	Cha
Disable Device	○	●	○	●	●	●	●	●	●	●	●	●	●	○	●	●	Int
Disguise	●	●	●	●	●	●	●	●	●	●	●	●	●	○	●	●	Cha
Escape Artist	●	●	●	●	●	●	●	●	●	●	●	●	●	○	●	●	Dex[2]
Forgery	●	●	●	●	●	●	●	●	●	●	●	●	●	○	●	●	Int
Gather Information	●	●	●	○	●	●	●	●	●	●	●	●	●	○	●	●	Cha
Handle Animal	●	○	●	○	●	○	●	○	●	●	●	○	○	●	●	●	Cha
Heal	●	●	●	●	○	○	●	●	●	○	●	○	●	●	●	●	Wis
Hide	●	●	●	●	●	●	●	●	●	●	○	●	○	○	○	●	Dex[2]
Intimidate	●	○	●	●	●	●	○	○	○	●	○	●	●	○	●	●	Cha
'Jack Handling	○	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	Wis
Jump	●	○	○	○	●	●	○	○	○	○	○	●	○	○	●	●	Str[2]
Knowledge (arcana)	○	●	●	○	○	●	●	●	○	●	●	●	●	●	○	○	Int

Skill	Amk	Bbn	Bdg	Brd	Clr	Drd	Flc	Ftr	Gmg Mnk	OoK	Mnk OoF	Pal	Rgr	Rog	Sor	Wiz	Key Ability
Knowledge (dungeoneering)	•	•	•	○	•	•	•	•	•	•	•	•	•	•	•	○	Int
Knowledge (geography)	•	•	•	○	•	•	•	•	•	•	•	•	○	•	•	○	Int
Knowledge (history)	•	•	•	○	○	•	•	•	•	○	•	•	•	•	•	○	Int
Knowledge (local)	•	•	○	○	•	•	•	•	•	•	•	•	•	○	•	○	Int
Knowledge (mechanika)	○	•	○	○	•	•	•	•	•	•	•	•	•	•	•	○	Int
Knowledge (nature)	•	•	•	○	•	○	•	•	•	•	•	•	○	•	•	○	Int
Knowledge (nobility and royalty)	•	•	•	○	•	•	•	•	•	•	•	○	•	•	•	○	Int
Knowledge (religion)	•	•	•	○	○	•	•	•	•	○	○	○	•	•	•	○	Int
Knowledge (tactics)	•	•	•	○	•	•	•	•	•	•	•	•	○	•	•	○	Int
Knowledge (all skills)	•	•	•	○	•	•	•	•	•	•	•	•	•	•	•	○	Int
Listen	•	○	•	○	•	○	○	•	○	○	○	•	○	○	•	•	Wis
Move Silently	•	•	•	•	•	•	•	•	•	○	○	•	○	○	•	•	Dex[2]
Open Lock	•	•	○	•	•	•	•	•	•	•	•	•	•	○	•	•	Dex
Perform	•	•	•	○	•	•	○	•	•	•	•	•	•	○	•	•	Cha
Profession	○	•	○	○	○	○	•	•	•	○	○	○	○	○	○	○	Wis
Ride[1]	•	○	•	○	•	○	○	○	•	○	○	○	○	•	•	•	Dex
Search[1]	○	•	○	○	•	•	•	•	•	○	○	•	○	○	•	•	Int
Sense Motive	•	•	•	○	•	•	•	•	•	○	○	○	•	○	•	•	Wis
Sleight of Hand	•	•	•	•	•	•	•	•	•	•	•	•	•	○	•	•	Dex[2]
Speak Language	•	•	•	○	•	•	•	•	•	•	•	•	•	•	•	•	None
Spellcraft	○	•	•	○	○	○	•	•	○	•	•	•	•	•	○	○	Int
Spot	•	•	○	○	•	○	○	•	○	○	○	○	○	○	•	•	Wis
Survival	•	○	•	•	•	○	○	•	•	•	•	•	○	•	•	•	Wis
Swim	•	○	•	•	•	○	○	○	○	○	○	•	○	○	•	•	Str[3]
Tumble	•	•	•	•	•	•	•	•	•	○	○	•	•	○	•	•	Dex[2]
Use Magic Device	•	•	•	○	•	•	•	•	•	•	•	•	•	○	•	•	Cha
Use Rope	○	•	○	•	•	•	•	•	•	•	•	•	○	○	•	•	Dex

○ Class skill.
• Cross-class skill.
Italicized skill names indicate skills that cannot be used untrained.
1 Dwarven paladins do not gain Ride as a class skill. Instead they gain Knowledge (law) and Search as class skills.
2 Armor check penalty applies to checks.
3 Double the normal armor check penalty applies to checks.

Appendix C: Priest Ranks

Religious Titles

An individual priest's position within the ecclesiastical hierarchy of his religion is very important and promotion within a faith almost always means greater responsibilities for the individual. In almost all cases, this rank affects the priest's ability to gain support from his superiors, to access church supplies and resources, and to effectively act with authority as a representative of his faith. While many of the rank requirements listed below are simply based on spellcasting ability, new ranks within any religious hierarchy are not simply handed out because a cleric or druid has attained a new class level. Instead, all ranks must be earned within the eyes of the ecclesiastical hierarchy and this means that the individual's actions on behalf of the church must be carefully weighed before a new rank and greater responsibilities and assigned. All ranks within the clergies are presented in ascending order.

Church of Morrow

Rank	Requirement
Priest	Must be ordained within the Church clergy (minimum 1st-level cleric)
Chaplain	Five or more years of service to the Church
Battle-chaplain	Five or more years of service to the Church and active military service
Rector	Must be the senior-most priest of a church
Prelate	Appointed by High Prelate or higher, oversees multiple churches
High Prelate	Appointed by Vicar or higher, able to cast 4th-level cleric spells, oversees an entire city
Vicar	Appointed by Exordeum, Trial of Humility, able to cast 5th-level cleric spells
Exarch	One of 36 individuals appointed by the Primarch, Trial of Service, able to cast 7th-level cleric spells
Primarch	Singular title appointed directly by Morrow, Trial of Spirit, able to cast 9th-level cleric spells

Septs of Thamar

Rank	Requirement
Ward	Initiate into the Septs (minimum 1st-level cleric)
Student	Able to cast 2nd-level cleric spells
Prelector	Able to cast 4th-level cleric spells
Preceptor	Able to cast 6th-level cleric spells
Prolocutor	Able to cast 7th-level cleric spells
Cantor	Able to cast 8th-level cleric spells
Redeemer	Able to cast 9th-level cleric spells

Temple of Menoth (Priests)

Rank	Requirement
Fledge	Initiate of the Temple, minimum 1st-level cleric
Potentate	Able to cast 2nd-level cleric spells
Sovereign	Able to cast 5th-level cleric spells
Visgoth	Able to cast 7th-level cleric spells (highest rank outside of the Protectorate)
Hierarch	Singular title requiring the uncontested authority over and support of the visgoths, able to cast 9th-level cleric spells (Protectorate only)

Temple of Menoth (Scrutators)

Rank	Requirement
Scrutator	Initiation as a scrutator
Senior Scrutator	Appointment by a vice scrutator
Vice Scrutator	Appointment by the High Scrutator
Grand Scrutator	Singular title appointed by the High Scrutator (Protectorate only)
High Scrutator	Singular title requiring uncontested authority over and support of the Vice Scrutators (Protectorate only)

Druids of the Circle

Rank	Requirement
Wilder	Initiation into the Circle, minimum 1st-level druid
Warder	Able to cast 3rd-level druid spells
Overseer	Able to cast 7th-level druid spells
Potent	Induction to the outer secrets, able to cast 8th-level druid spells
Omnipotent	Induction to the inner secrets, able to cast 9th-level druid spells

Cult of Cyriss

Rank	Requirement
Optifex	Initiation into the hidden mysteries of Cyriss
–Lead	Able to cast 1st-level cleric spells
–Copper	Able to cast 2nd-level cleric spells
–Brass	Able to cast 3rd-level cleric spells
–Bronze	Able to cast 4th-level cleric spells
–Iron	Able to cast 5th-level cleric spells
Enumerator	Mastery of the first four precepts and promotion by a fluxion
–2 cogs & wheels	Able to cast 6th-level cleric spells
–3 cogs & wheels	Able to cast 7th-level cleric spells
–4 cogs & wheels	Able to cast 8th-level cleric spells
Fluxion	Mastery of the first five precepts, promotion by the current fluxions, able to cast 9th-level cleric spells

Church of the Great Fathers

Rank	Requirement
Disciple	Minimum 1st-level cleric
Juror	Able to cast 2nd-level cleric spells
Assessor	Able to cast 5th-level cleric spells or 115 years of age
Justicar	Able to cast 7th-level cleric spells or 130 years of age
Tribune	One of 13 priests appointed by the members of the Tribunal

Fane of Scyrah

Rank	Requirement
Novelyr	Initiate to the Fane, minimum 1st-level cleric
Telmyr	**Able to cast 2nd-level cleric spells**
Nis-telmyr	Able to cast 6th-level cleric spells
Auricant	One of Scyrah's eight attendants appointed by the Auricyl Velahn

Fane of Nyssor

Rank	Requirement
Novelyr	Initiation to the Fane, minimum 1st-level cleric
Wyrisyr	5 years of service to the Fane as a novelyr
Elansyr	Promotion by an aransor
Aransor	Promotion by the nis-aransor
Nis-aransor	Promotion by the qyr-aransor
Qyr-aransor	Term of utmost respect reserved for only the most senior priests

Church of Dhunia

Rank	Requirement
Chula	Initiation as a priest, minimum 1st-level divine caster
Durgol	Transitional rank during the Guknul, lasts for two weeks
Sage or Seer	Rank bestowed after successful completion of the Guknul
Wise One	Honorific bestowed on a community's religious leader

Appendix D: Devourer Feast Ceremonies

Hunting and capturing prey is an important aspect of Devourer worship. As such, sacrificial feasts are common. During these feasts freshly captured animals are ceremonially sacrificed to the Devourer Wurm and then eaten, raw or cooked, by its followers. Barbarians and clerics believe that consuming these creatures and wearing their skins grants them some of the power and abilities of the animal in question. Human sacrifices are not unknown, and the barbarians of the Bloodstone Marches and Scharde Islands are rumored to eat the hearts of their foes.

Feast Properties

A ceremonial feast undertaken during Calder's full or new moon by a cleric of the Devourer bestows supernatural benefits upon the participants. These benefits only apply to those chaotic-aligned worshippers of the Devourer. The benefits depend on Calder's phase during the ceremony. If a feast includes several different animals, only a single benefit may be chosen per participant.

Worshippers of the Devourer admire and respect these great animals and beasts, and do not hunt them down with the intention of wiping them out. Quite the contrary; they consume them to share in their natural strength and vigor, and killing these scared beasts for a religious feast is taken quite seriously. They will only kill as many of these creatures as required for a feast and never pick pregnant females or young.

Bear/Bull: During a new moon bear or bull feast all recipients receive supernaturally enhanced vigor, resulting in a +1 bonus to damage rolls and Strength checks for 3 days.

Full moon bear or bull feasts bestow a +1 bonus to any Will saves for 3 days.

Boar/Pig: The new moon boar feast gives enhanced stamina, granting the recipient 6 bonus hit points for the following 3 days. These hit points can be regained through healing like normal hit points until the duration expires.

Full moon boar feasts bestow a +1 bonus to Fortitude saves during the following 3 days.

Crocodile: During a new moon crocodile feast ceremony all recipients gain enhanced tenacity, resulting in a +1 bonus to attack rolls for 3 days.

Full moon crocodile feasts toughen the recipient's skin, granting a +1 natural armor bonus for 3 days.

Eagle/Falcon/Hawk: During a new moon eagle feast, all recipients gain enhanced vision and awareness of their surroundings. This results in a +2 bonus to Spot and Search checks for 3 days.

Full moon eagle feasts grant a +1 bonus to Reflex saves during the following 3 days.

Human Heart: Only the most savage Devourer worshippers perform this ceremony, but it is common among the barbarians of the Bloodstone Marches and the Scharde Islands. During a new moon human heart feast all recipients are filled with rage and bloodlust, gaining a +1 bonus to attack and a +2 bonus to damage against all humans for 24 hours.

Full moon human heart feasts bestow enhanced combat reflexes and awareness, temporarily granting the recipient the Dodge feat and a +1 bonus to initiative and Spot checks for 2 days. Those who already have the Dodge feat gain Mobility instead, so long as they have the requisite 13+ Dexterity. Those with both Dodge and Mobility only receive the +1 bonus to initiative and Spot checks.

Snake: During a new moon snake feast all recipients receive the supernatural ability to *pass without trace* as per the spell for the following 3 days.

Full moon snake feasts grant a +2 bonus to all Fortitude saving throws against poison during the following 3 days.

Stag/Horse: Participants in a new moon stag or horse feast receive the Run feat for 3 days. Those who have taken the feat gain a +4 bonus to Constitution checks made while running.

Full moon stag or horse feasts grant a +1 bonus to all Reflex saves for the following 3 days.

Appendix E: Failed Craft (Mechanika) Checks

Crafting mechanika does not following all of the standard rules for the Craft skill, since magic is also involved in the construction of many mechanikal components. Even so, most components require a Craft (mechanika) check at some point, some also require a Craft (alchemy) check. The Craft (mechanika) check is always made on the final day of construction. For instance, the price of a hybrid accumulator socket is 450 gp. It requires one day (one per 1,000 gp in the price) and 225 gp in materials to build from scratch. The Craft (mechanika) check (DC 15) is made at the end of that day. If a device requires five days to construct, the check is made on the fifth day.

Any time that a Craft (mechanika) check is failed, the mechanik must spend additional time working to correct his mistakes equal to one-half the original construction time (always round up and never less than one day). However, if the check fails by five or more, half of the materials are ruined. The mechanik must spend additional time (one-half of the initial construction time) and invest one-half the original cost to create to repair his mistakes. In either case, he must continue making checks until he succeeds or gives up.

If a piece of mechanika requires both a Craft (mechanika) and a Craft (alchemy) check, both checks must be made to finish the item. If one check is failed, but the other succeeds, divide the normal construction time by four to determine the extra time required. Once a check succeeds, the mechanik only needs to worry about the other Craft check. Handle additional costs similarly.

For example, crafting a pair of alchemical goggles costs 2,400 gp in components and takes five days. At the end of the fifth day, two Craft checks are required: a Craft (mechanika) check (DC 15) and a Craft (alchemy) check (DC 20). If both checks fail, the mechanik spends another three days working on the goggles and makes both checks again. If only the Craft (alchemy) check fails, the mechanik spends two additional days working and makes another check (DC 20). If one check fails by five or more, the mechanik must replace ruined supplies worth 600 gp (one-fourth the cost to create). If both checks fail by five or more, he must spend 1,200 gp to replace the ruined components.

Appendix F: Mechanika Construction, or Where Do the Numbers Come From?

A Few Extended Examples

Flameguard Plate

A standard suit of *flameguard plate* is *+2 mechanikal full plate of fire resistance* (see Chapter Five: Magic & Mechanika for more details). Its standard manufacture uses the following components:

Drafting Schematics

- If the mechanik does not already possess schematics for *flameguard plate* he will either have to create his own or purchase prefabricated plans.
- The list above shows that 10 components are required (suit of masterwork full plate, two *+1*

Component	DC Modifier	Cost to Create	Price
masterwork full plate	+1	—	1,650 gp
+1 enhancement rune plate	+1	300 gp + 24 XP	600 gp
+1 enhancement rune plate	+1	300 gp + 24 XP	600 gp
fire resistance rune plate	+1	120 gp + 10 XP	240 gp
reflexive spell trigger	+1	1,300 gp + 104 XP	2,600 gp
hybrid socket, (heavy, 20 charges)	+1	225 gp + 18 XP	450 gp
conduits (3 plates)	+3	2,205 gp + 177 XP	4,410 gp
series conduit (link rune plates)	+1	100 gp + 8 XP	200 gp
totals	+10	6,200 gp* + 365 XP	12,400 gp

*This total cost includes the 1,650 gp for the armor.

enhancement rune plates, a *fire resistance rune plate*, a reflexive spell trigger, a hybrid heavy accumulator socket, three normal conduits, and a series conduit to link the enhancement rune plates). The number of components could be reduced to 7 through the use of a *+2 enhancement* rune plate since this would eliminate one rune plate, one normal conduit, and the series conduit.

- Drafting requires one day per component, 10 days, and costs 310 gp (1/20th the cost to create) and 10 XP. This cost to create assumes that the mechanik purchases the suit of masterwork full plate rather than crafting it himself. Purchasing plans costs 620 gp (1/10th the cost to create).
- On the final day (day ten) a Craft (mechanika) check (DC 25) is made to determine the mechanik's success.

Constructing the Components

- Masterwork full plate is purchased from an armorer for 1,650 gp.
- Each rune plate requires 1 day to etch, one day per 1,000 gp of the price. The enhancement plates cost 300 gp in materials and 24 XP. The fire resistance rune plate costs 120 gp to etch and 10 XP.
- The reflexive spell trigger requires 3 days to craft, one day per 1,000 gp of the 2,600 gp price. The spell trigger costs 1,300 gp in materials and 104 XP. Its construction also requires a Craft (mechanika) check (DC 22).
- Crafting the heavy hybrid accumulator socket requires 1 day (one day per 1,000 gp of the 450 gp price). It costs 225 gp in materials and 18 XP. Successful construction requires a Craft (mechanika) check (DC 15).
- Total construction time: 7 days
- Total construction cost: 2,245 gp + 180 XP + armor price (1,650 gp)

Assembly & Fusion

- Conduit costs come directly from Table 5–13: Armor/Shield Construction Costs.
- Crafting the conduits, and assembling and fusing the components, requires 6 days (one day plus one day per 1,000 gp of the 4,610 gp conduit price). It costs 2,305 gp in materials and 185 XPand requires a Craft (mechanika) check (DC 15) for each of the four conduits. Additionally, a single Craft (mechanika) check (DC 25, 15 + DC modifier) must be made to successfully calibrate and fuse the device.
- Total assembly & fusion time: 6 days
- Total assembly & fusion cost: 2,305 gp + 185 XP
- The flameguard plate also requires a heavy accumulator to power its mechanikal functions.

Component	DC Modifier	Cost to Create	Price
arcantrik convergence engine housing	+1	—	300 gp
reveal souls rune plate	+3	4,125 gp + 330 XP	8,250 gp
magic circle against evil rune plate	+3	4,125 gp + 330 XP	8,250 gp
see invisibility rune plate	+2	1,650 gp + 132 XP	3,300 gp
reflective arcane matrix	+1	150 gp + 12 XP	300 gp
alchemical goggles	+1	2,400 gp + 192 XP	4,800 gp
charge socket, (heavy, 20 charges)	+1	100 gp + 8 XP	200 gp
conduits (3 plates, goggles & reflective matrix)	+5	5,000 gp + 400 XP	10,000 gp
totals	+17	17,850 gp* + 1,404 XP	43,550 gp

*This cost to create also includes 300 gp for the engine housing.

Luminary Engine (Arcantrik Convergence Engine)

The *luminary engine* is designed specifically for the purpose of protecting souls and combating Infernals. The engine casts *magic circle against evil*, *reveal souls*, and *see invisible*, and allows the user to observe souls and invisible creatures through its alchemical goggles (see Chapter Five: Magic & Mechanika for more details). Its standard manufacture uses the following components:

Appendices

Drafting Schematics

- If the mechanik does not already possess schematics for a *luminary engine* he will either have to create his own or purchase prefabricated plans.
- The list shows that 12 components are required (engine housing, three rune plates—*reveal souls*, *magic circle against evil*, and *see invisibility*, a reflective arcane matrix, a pair of alchemical goggles, a heavy charge socket, and five conduits). Note that there is one conduit for each rune plate, plus one each for the reflective matrix and the alchemical goggles.
- Drafting requires 12 days and costs 892 gp 5 sp (1/20th the cost to create) and 12 XP. This cost to create includes the price of the arcantrik convergence engine housing. Purchasing plans costs 1,785 gp (1/10th the cost to create).
- On the final day (day twelve) a Craft (mechanika) check (DC 32) is made to determine the mechanik's success.

Constructing the Components

- The arcantrik engine housing is purchased from a smith for 300 gp.
- The *reveal souls rune plate* requires 9 days to etch, one day per 1,000 gp of the 8,250 gp price. It costs 4,125 gp in materials and 330 XP. Since it also drains 200 or more XP from the creator, there is a 20% chance that the mechanik permanently loses 2 hit points in its creation.
- The *magic circle against evil rune plate* requires 9 days to etch, one day per 1,000 gp of the 8,250 gp price. It costs 4,125 gp in materials and 330 XP. Since it drains 200 or more XP from the creator, there is a 20% chance that the mechanik permanently loses 2 hit points in its creation.
- The *see invisibility rune plate* requires 4 days to etch and costs 1,650 gp in materials and 132 XP.
- The reflective arcane matrix requires 1 day to craft and costs 150 gp in materials and 12 XP. Its construction also requires a Craft (mechanika) check (DC 15).
- The alchemical goggles require 5 days to craft and cost 2,400 gp in materials and 192 XP. Their construction requires a successful Craft (mechanika) check (DC 15) and a successful Craft (alchemy) check (DC 20).
- Crafting the heavy charge socket requires 1 day and costs 100 gp in materials and 8 XP. Successful construction requires a Craft (mechanika) check (DC 15).
- Total construction time: 29 days
- Total construction cost: 12,550 gp + 1,004 XP + housing price (300 gp)

Assembly & Fusion

- Conduit costs are derived as follows: the conduit for the *reveal souls rune plate* costs 1,500 gp and 120 XP (500 gp x spell level), the *magic circle against evil rune plate* costs 1,500 gp and 120 XP (500 gp x spell level), the *see invisibility rune plate* costs 1,000 gp and 80 XP (500 gp x spell level), the reflective arcane matrix conduit costs 500 gp and 40 XP, and the alchemical goggle conduit costs 500 gp and 40 XP. Total conduit cost 5,000 gp and 400 XP; however, the mechanik does not risk losing hit points since no one conduit drains more than 120 XP. A Craft (mechanika) check (DC 15) must be made for each conduit.
- Crafting the conduits, and assembling and fusing the components, requires 11 days (one day plus one day per 1,000 gp of the 10,000 gp conduit price). A Craft (mechanika) check (DC 32, 15 + DC modifier) must be made to successfully calibrate and fuse the device.
- Total assembly & fusion time: 11 days
- Total assembly & fusion cost: 5,000 gp + 400 XP
- The *luminary engine* also requires a heavy accumulator to power its mechanikal functions.

Mechanikal Rods, Staves, & Wands

***Mechanikal Rod of Thunder and Lightning*:** Designing magic items like rods and staves to work with mechanikal power sources requires the addition and incorporation of extra mechanikal components. Crafting a *mechanikal rod of thunder and lightning* requires the following components:

Component	DC Modifier	Cost to Create	Price
*rod of thunder and lightning**	+1	16,500 gp + 1,320 XP**	33,000 gp
offensive spell trigger (4th-level spell, CL 9th)	+1	3,600 gp + 288 XP	7,200 gp
charge socket (standard, 10 charges)	+1	100 gp + 8 XP	200 gp
conduit (4th-level spell)	+1	2,000 gp + 160 XP	4,000 gp
totals	+4	22,200 gp + 1,776 XP	44,400 gp

*Pricing for mechanikal components is based on the requirements for a standard *rod of thunder and lightning*. The highest level spell included in its creation is *shout* (4th-level wizard spell) and construction requires a 9th-level caster.

**The mechanikal version of the rod uses the standard base price for the magic rod (DMG), rather than the increased IK price because the item does not contain any magical charges and cannot function without a mechanikal power source.

Drafting Schematics

- If the mechanik does not already possess schematics for a *mechanikal rod of thunder and lightning* he will either have to create his own or purchase prefabricated plans.
- The list above shows that 4 components are required (*rod of thunder and lightning*, an offensive spell trigger, a standard charge socket, and a 4th-level spell conduit).
- Drafting requires one day per component, 4 days, and costs 1,100 gp (1/20th the cost to create) and 4 XP. Purchasing plans costs 2,200 gp (1/10th the cost to create).
- On the final day (day four) a Craft (mechanika) check (DC 19) is made to determine the mechanik's success.

Constructing the Components

- The magical *rod of thunder and lightning* must be constructed using the Craft Rod feat. This process takes 33 days, one day per 1,000 gp of the 33,000 gp price, and requires 16,500 gp in materials and 1,320 XP. The mechanik or wizard crafting the rod risks the permanent loss of 7 hit points.
- The offensive spell trigger requires 8 days to craft, one day per 1,000 gp of the 7,200 gp price. The spell trigger costs 3,600 gp in materials and 288 XP. Its construction also requires a Craft (mechanika) check (DC 19) and the mechanik risks the permanent loss of 2 hit points in the process.
- Crafting the standard charge accumulator socket requires 1 day (one day per 1,000 gp of the 200 gp price). It costs 100 gp in materials and 8 XP. Successful construction requires a Craft (mechanika) check (DC 15).
- Total construction time: 42 days
- Total construction cost: 20,200 gp + 1,616 XP

Assembly & Fusion

- The 4th-level spell conduit costs 2,000 gp and 160 XP to craft (500 gp x spell level) and requires a Craft (mechanika) check (DC 15).
- Crafting the conduit, and assembling and fusing the components, requires 5 days (one day plus one day per 1,000 gp of the 4,000 gp conduit price). Additionally, a Craft (mechanika) check (DC 19, 15 + DC modifier) must be made to successfully calibrate and fuse the device.
- Total assembly & fusion time: 5 days
- Total assembly & fusion cost: 2,000 gp + 160 XP
- The *mechanikal rod of thunder and lightning* also requires a standard accumulator to power its mechanikal functions

Drafting Schematics

- If the mechanik does not already possess schematics for a *mechanikal staff of transmutation* he will either have to create his own or purchase prefabricated plans.
- The list above shows that 4 components are required (*staff of transmutation*, an offensive spell trigger, a heavy charge socket, and a 6th-level spell conduit).
- Drafting requires one day per component, 4 days, and costs 2,170 gp (1/20th the cost to create) and 4 XP. Purchasing plans costs 4,340 gp (1/10th the cost to create).
- On the final day (day four) a Craft (mechanika) check (DC 19) is made to determine the mechanik's success.

***Mechanikal Staff of Transmutation*:** Crafting a *mechanikal staff of transmutation* requires the following components:

Component	DC Modifier	Cost to Create	Price
*staff of transmutation**	+1	32,500 gp + 2,600 XP**	65,000 gp
offensive spell trigger (6th-level spell, CL 13th)	+1	7,800 gp + 624 XP	15,600 gp
charge socket (heavy, 20 charges)	+1	100 gp + 8 XP	200 gp
conduit (6th-level spell)	+1	3,000 gp + 240 XP	6,000 gp
totals	+4	43,400 gp + 3,472 XP	86,800 gp

*Pricing for mechanikal components is based on the requirements for a standard *staff of transmutation*. The highest level spell included in its creation is *disintegrate* (6th-level wizard spell) and construction requires a 13th-level caster.

Constructing the Components

- The magical *staff of transmutation* must be constructed using the Craft Staff feat. This process takes 65 days, one day per 1,000 gp of the 65,000 gp price, and requires 32,500 gp in materials and 2,600 XP. The mechanik or wizard crafting the staff risks the permanent loss of 13 hit points.
- The offensive spell trigger requires 16 days to craft, one day per 1,000 gp of the 15,600 gp price. The spell trigger costs 7,800 gp in materials and 624 XP. Its construction also requires a Craft (mechanika) check (DC 21) and the mechanik risks the permanent loss of 4 hit points in the process.
- Crafting the heavy charge accumulator socket requires 1 day (one day per 1,000 gp of the 200 gp price). It costs 100 gp in materials and 8 XP. Successful construction requires a Craft (mechanika) check (DC 15).
- Total construction time: 82 days
- Total construction cost: 40,400 gp + 3,232 XP

Assembly & Fusion

- The 6th-level spell conduit costs 3,000 gp and 240 XP to craft (500 gp x spell level). A Craft (mechanika) check (DC 15) is required to craft the spell conduit and the mechanik risks the permanent loss of 2 hit points.
- Crafting the conduit, and assembling and fusing all of the components, requires 7 days (one day plus one day per 1,000 gp of the 6,000 gp conduit price). A Craft (mechanika) check (DC 19, 15 + DC modifier) must be made to successfully calibrate and fuse the device.
- Total assembly & fusion time: 7 days
- Total assembly & fusion cost: 3,000 gp + 240 XP
- The *mechanikal staff of transmutation* also requires a standard accumulator to power its mechanikal functions

Drafting Schematics

- If the mechanik does not already possess schematics for a *mechanikal wand of fireball* he will either have to create his own or purchase prefabricated plans.
- The list above shows that 3 components are required (*fireball rune plate*, a standard charge socket, and a 3rd-level spell conduit).
- Drafting requires one day per component, 3 days, and costs 226 gp 2 sp 5 cp (1/20th the cost to create) and 3 XP. Purchasing plans costs 452 gp 5 sp (1/10th the cost to create).
- On the final day (day three) a Craft (mechanika) check (DC 20) is made to determine the mechanik's success.

***Mechanikal Wand of Fireball*:** Mechanikal wands rely far more on mechanikal parts than do staves and rods. A *mechanikal wand of fireball* (5th-level) requires the following components:

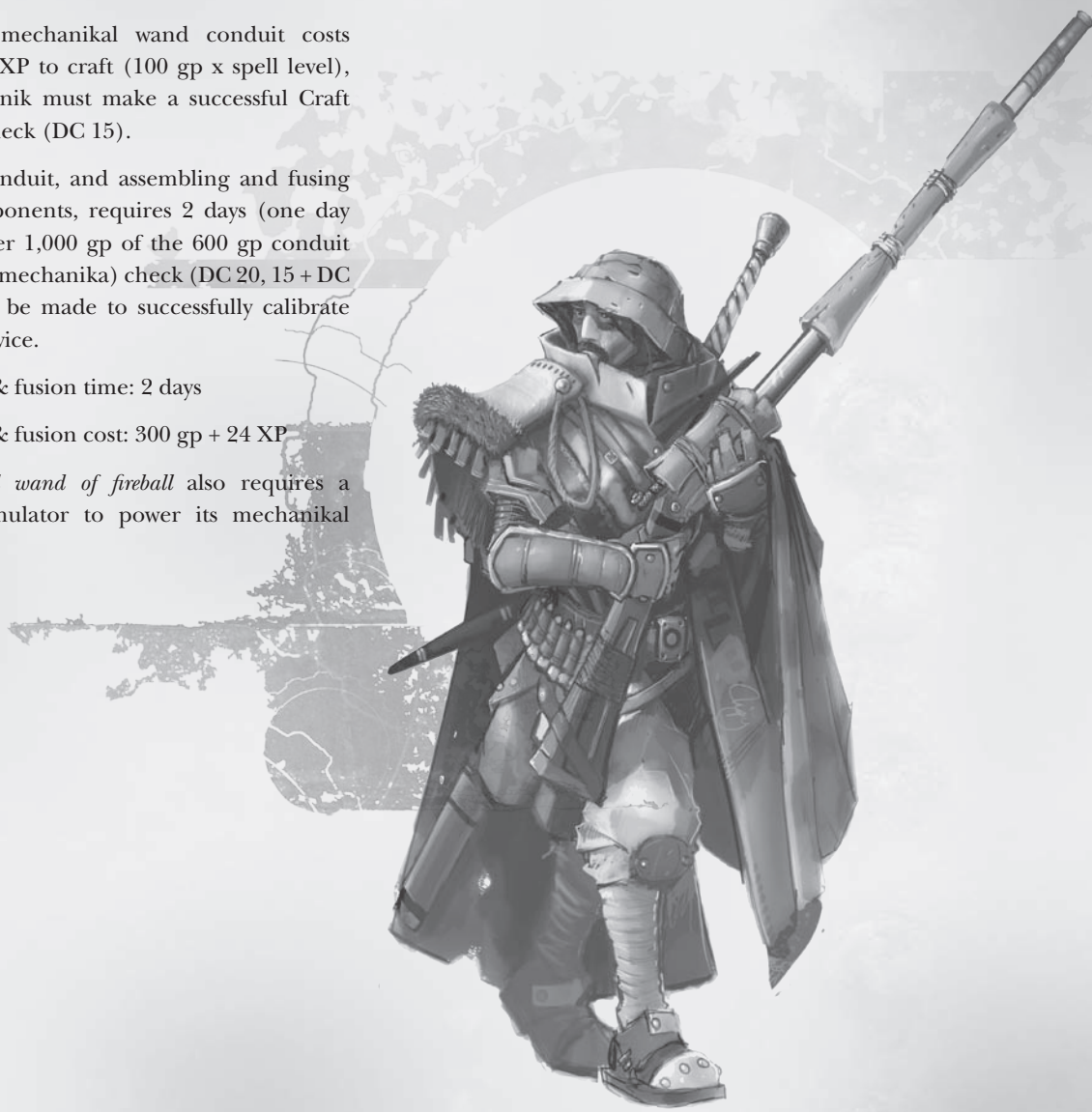
Component	DC Modifier	Cost to Create	Price
fireball rune plate (CL 5th)	+3	4,125 gp + 330 XP	8,250 gp
charge socket (standard, 10 charges)	+1	100 gp + 8 XP	200 gp
conduit (3rd-level spell)	+1	300 gp + 24 XP	600 gp
totals	+5	4,525 gp + 362 XP	9,050 gp

Constructing the Components

- The *fireball* rune plate requires 9 days to etch, one day per 1,000 gp of the 8,250 gp price. It costs 4,125 gp in materials and 330 XP. The mechanik also risks the permanent loss of 2 hit points in its creation.
- Crafting the standard charge socket requires 1 day (one day per 1,000 gp of the 200 gp price). It costs 100 gp in materials and 8 XP. Successful construction requires a Craft (mechanika) check (DC 15).
- Total construction time: 10 days
- Total construction cost: 4,225 gp + 338 XP

Assembly & Fusion

- The 3rd-level mechanikal wand conduit costs 300 gp and 24 XP to craft (100 gp x spell level), and the mechanik must make a successful Craft (mechanika) check (DC 15).
- Crafting the conduit, and assembling and fusing all of the components, requires 2 days (one day plus one day per 1,000 gp of the 600 gp conduit price). A Craft (mechanika) check (DC 20, 15 + DC modifier) must be made to successfully calibrate and fuse the device.
- Total assembly & fusion time: 2 days
- Total assembly & fusion cost: 300 gp + 24 XP
- The *mechanikal wand of fireball* also requires a standard accumulator to power its mechanikal functions.



APPENDICES

Character Name

Player Name

Class — xp penalty:

Level — XP

Race — Size

Deity — age: height: hair: gender: weight: eyes:

alignment: lg ng cg / ln n cn / le ne ce



Abilities	Score	Mod	Temp Score	Temp Mod
str				
dex				
con				
int				
wis				
cha				

Hit Points

wounds/ current hp

nonlethal damage

temp hp

damage reduction

Saves	Base Save	Ability Mod	Magic Mod	Misc. Mod	Temp. Mod
fort (con)	=	+	+	+	+
ref (dex)	=	+	+	+	+
will (wis)	=	+	+	+	+

Base Attack

Speed — Normal / Unarmored

Initiative — Total = Dex Mod + Misc. Mod +

Melee	Total	Base Attack	Strength Mod	Size Mod	Misc. Mod	Temp. Mod
attack bonus	=		+	+	+	+

Ranged	Total	Base Attack	Dexterity Mod	Size Mod	Misc. Mod	Temp. Mod
attack bonus	=		+	+	+	+

Grapple	Total	Base Attack	Strength Mod	Size Mod	Misc. Mod	Temp. Mod
attack bonus	=		+	+	+	+

Armor Class		Armor Bonus	Shield Bonus	Dex Mod	Size Mod	Natural Armor		Misc. Mod
AC	= 10	+	+	+	+	+	+	+

Flat Footed AC — Touch Attack AC — Total Armor CheckPenalty — Total Arcane Spell Failure

Miss Chance: — Spell Resistance:

WEAPON: — Total Attack Bonus:
Damage: Critical: Range: Weight: Type: Size:
Special Properties: Ammo:

WEAPON: — Total Attack Bonus:
Damage: Critical: Range: Weight: Type: Size:
Special properties: Ammo:

WEAPON: — Total Attack Bonus:
Damage: Critical: Range: Weight: Type: Size:
Special Properties: Ammo:

ARMOR/PROTECTIVE ITEM: — AC Bonus:
Type: Max Dex bonus: Arcane Spell Failure: Speed: Weight:
Check Penalty: Special Properties:

ARMOR/PROTECTIVE ITEM: — AC Bonus:
Type: Max Dex bonus: Arcane Spell Failure: Speed: Weight:
Check Penalty: Special Properties:

Cross-Class	Skills	Key Ability	Skill Mod	Ability Mod	Ranks	Misc. Mod	Max Ranks
❍	Appraise*	Int	=	+	+		
❍	Balance*	Dex•	=	+	+		
❍	Bluff*	Cha	=	+	+		
❍	Climb*	Str•	=	+	+		
❍	Concentration*	Con	=	+	+		
❍	Craft* ( )	Int	=	+	+		
❍	Craft* ( )	Int	=	+	+		
❍	Craft* ( )	Int	=	+	+		
❍	Craft* ( )	Int	=	+	+		
❍	Creature Lore	Int	=	+	+		
❍	Decipher Script	Int	=	+	+		
❍	Diplomacy*	Cha	=	+	+		
❍	Disable Device	Int	=	+	+		
❍	Disguise*	Cha	=	+	+		
❍	Escape Artist*	Dex•	=	+	+		
❍	Forgery*	Int	=	+	+		
❍	Gather Information*	Cha	=	+	+		
❍	Handle Animal	Cha	=	+	+		
❍	Heal*	Wis	=	+	+		
❍	Hide*	Dex•	=	+	+		
❍	Intimidate*	Cha	=	+	+		
❍	'Jack Handling	Wis	=	+	+		
❍	Jump*	Str•	=	+	+		
❍	Knowledge ( )	Int	=	+	+		
❍	Knowledge ( )	Int	=	+	+		
❍	Knowledge ( )	Int	=	+	+		
❍	Knowledge ( )	Int	=	+	+		
❍	Listen*	Wis	=	+	+		
❍	Move Silently*	Dex•	=	+	+		
❍	Open Lock	Dex	=	+	+		
❍	Perform* ( )	Cha	=	+	+		
❍	Profession ( )	Wis	=	+	+		
❍	Ride*	Dex	=	+	+		
❍	Search*	Int	=	+	+		
❍	Sense Motive*	Wis	=	+	+		
❍	Sleight of Hand	Dex•	=	+	+		
❍	Spellcraft	Int	=	+	+		
❍	Spot*	Wis	=	+	+		
❍	Survival*	Wis	=	+	+		
❍	Swim*	Str•	=	+	+		
❍	Tumble	Dex•	=	+	+		
❍	Use Magic Device	Cha	=	+	+		
❍	Use Rope*	Dex	=	+	+	+ ❍	
			=	+	+		
❍			=	+	+		
❍			=	+	+		
❍

Equipment

	Weight

Total weight of Spell Components

TOTAL WEIGHT CARRIED

Magic Items

	Weight

Feats / Special Abilities

Money & Gems

CP:
SP:
GP:
PP:
Gems

Lifting / Encumbrance

Load	Weight Carried	Max Dex	Check Penalty	Run
Light		Normal	Normal	Normal
Med.		+3	-3	x4
Heavy		+1	-6	x3

Lift Over Head (= max load) :
Lift Off Ground (= 2x max load) :
Push or Drag (= 5x max load) :

Movement

	1 Round (tactical)	1 Minute (local)	1 Hour (overland)	1 Day (overland)
Walk				
Hustle				
Run (3x)				
Run (4x)				

Languages

Initial languages=Cygnaran+racial languages+Int bonus
Speak Language Ranks _____ = Extra Languages

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Character Name

age: birth date: height:
hair: skin: sex:
size: weight: eyes:
handedness: nationality:



Appearance

About This Character

Accomplishments



Quote

Background

Allies

Enemies

Awards & Honors

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Companions / Familiars

Name | Class: | Level: | Hit Points:
Race: | Gender:
STR DEX CON INT WIS CHA | Speed: | Initiative:
SAVING THROWS: Fort: Ref: Will: | AC: | Attacks:
Feats, Skills, & Special Abilities:

Name | Class: | Level: | Hit Points:
Race: | Gender:
STR DEX CON INT WIS CHA | Speed: | Initiative:
SAVING THROWS: Fort: Ref: Will: | AC: | Attacks:
Feats, Skills, & Special Abilities:

Name | Class: | Level: | Hit Points:
Race: | Gender:
STR DEX CON INT WIS CHA | Speed: | Initiative:
SAVING THROWS: Fort: Ref: Will: | AC: | Attacks:
Feats, Skills, & Special Abilities:

Name | Class: | Level: | Hit Points:
Race: | Gender:
STR DEX CON INT WIS CHA | Speed: | Initiative:
SAVING THROWS: Fort: Ref: Will: | AC: | Attacks:
Feats, Skills, & Special Abilities:

Weapons / Armor

Weapon | total attack bonus
Damage: | Critical: | Range: | Weight:
Type: | Size: | Ammo:
Special Properties:

Weapon | total attack bonus
Damage: | Critical: | Range: | Weight:
Type: | Size: | Ammo:
Special Properties:

Weapon | total attack bonus
Damage: | Critical: | Range: | Weight:
Type: | Size: | Ammo:
Special Properties:

Armor/Protective Item | ac bonus
Type: | Max Dex Bonus: | Arcane Spell Failure:
Speed: | Weight: | Check Penalty:
Special Properties:

Armor/Protective Item | ac bonus
Type: | Max Dex Bonus: | Arcane Spell Failure:
Speed: | Weight: | Check Penalty:
Special Properties:

Armor/Protective Item | ac bonus
Type: | Max Dex Bonus: | Arcane Spell Failure:
Speed: | Weight: | Check Penalty:
Special Properties:

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Spells

Readied	Spell Book Code

0th

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

Spell Books

Name:
Code ("A", "1", etc.):
PAGES USED

0th:	4th:	7th:
1st:	5th:	8th:
2nd:	6th:	9th:
3rd:	TOTAL	

Weight:
Notes:

Name:
Code ("A", "1", etc.):
PAGES USED

0th:	4th:	7th:
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PAGES USED

0th:	4th:	7th:
1st:	5th:	8th:
2nd:	6th:	9th:
3rd:	TOTAL	

Weight:
Notes:

Spell Components

Item	wt.	Item	wt.

School Specialization

Prohibited Schools:

Clerical Domains

Patron Deity:

Total Weight

Spell Save dc mod:

Spell Save DC	LEVEL	Spells/ Day	Bonus Spells	# Spells Known
	0th		0	
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	7th			
	8th			
	9th			

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Uldenfrost
Tverkulsk
KHADOR
Icewatch
Ohk
Cherov-on-Dron
Fort Brunzig
Skirov
Porsk
Ulid Vroggen
Palace of Khazomir
New Vroggen
Skrovenberg
Khardov
Rustok Castle
Korsk
Korschik
Volningrad
Borstov Landing
Lord Khazarak's Tomb
Midfast
Boarsgate
Port Vladevar
Corbhen
ORD
Merin
The Warrens
Armandor
Hearthstone
Berek
Berek Harbor
Carre Dova
Five Fingers
Warna
Pt Bourne
Bainsmarket
MEREDIUS
CUGNAR
Fort Falk
Cerel
Demonhead Pass
Fort Whiterock
New Larkhelm
Eharin
King's Vine
Drar Drakkenburg
Orven
Westwatch
Henge Hold
Nine Stones
Eastwatch
Tower Judgement
Ironhead Station
Ramarck
Steelwater Flats
Imer
Saj
Caspia
PROTECTORATE OF MENOTH
Sentinel Point Naval Fortress
Clockers Cove
Dragon's Roost
Highgate
Acrennia
Monastary of the Order of the Fist
CRUX
Great Tharan Observatory
Mersir
Blackwater
Skell
Castle Corcrais
Dreggsmouth
Hell's Hook
Ancient Hethier
Bloodshore Island
THE BLOODSTONE MARCHES
Castle of the Keys
Fernon Crag
Corvis
Stonebridge Castle
Tomb of Lost Souls
Fisherbrook
The Pillars of Rotterhorn
Foundation
Groddengaard
Griddengaard
Tarhollow
Ghord
Ulgar
Drotuhn
Armsdeep
Lakeforge
Brander
RHUL
Hammerfall
Hellspass
Aerynth Dunnguard
Eversael
Gate of Storms
The Moon Arch
Shyrr
Lyanshynat
IOS
Aerynth Elfowen
Irvss
The Forbidden Temple
Issyrah
Rhydden
LLAEL
Riversmeet
Lervn
Eyanyr
Old Kerdyn
Enedry
Redwall
Elsinberg
Mason Yard
Greywind
Merveryn
Gate of Mists
Ravensgard
Northguard
Deepwood Tower
Fort Rhydon
Stonebridge
Tarnbrook
Tarnbrook River
Oldstock River
Broken Mirror Lake
Lake Norrvek
Wyrmhorn Lake
Helvengren Bay
Lake Vorrenn
Lake Ulmaran
Great Zerrock
Shattered Shield
Kalvorn Bay
Scurswall
Bay of Stone
Skeleton Narrows
Sultry Lagoon
Wyldstocker's Passage
Gulf of Mudbishank
Frog's Bite
Quarry Road
Sentinel Point
Deadhaven Point
Deadhaven Bay
Cape Mersir
Bay of Rivers
Bay of Rhydden
Bay of Ravens
Bay of Fists
Bay of Ryn
Ryn River
Ryn Estuary
Ryn Delta
Ryn Bay
Ryn Gulf
Ryn Coast
Ryn Coast Road
Ryn Coast Trail
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Ryn Coast Ferry Bridge
Ryn Coast Ferry

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