



BORDERLANDS AND BEYOND

Lock and load with new classes, gear, and more as you get ready to explore the wilds of the Iron Kingdoms: Requiem campaign setting



BORDERLANDS AND BEYOND



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For Brian, who always believed.

We would like to thank the 3,774 backers who were bold enough to venture into the Iron Kingdoms and bring Borderlands and Beyond, Borderlands Survival Guide, and The Shadow of the Seeker to life.

May your powder stay dry and your aim be true in all your upcoming adventures.



Visit: www.privateerpress.com

Privateer Press, Inc. 21220 87th Ave. S.E. • Woodinville, WA 98072
Tel (425) 643-5900

For online customer service, email frontdesk@privateerpress.com

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First printing: January 2022. Printed in China.

Iron Kingdoms: Borderlands and Beyond ISBN: 978-1-943693-76-4.....PIP 473

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BEYOND THE WALLS OF THE IRON KINGDOMS

LIFE HAS ALWAYS PERSISTED BEYOND THE WALLS OF western Immoren's cities. In swamps and forests, gatomen and bog trogs emerge from their crude villages and skirmish for territory and resources. In the mountains and scrublands, warbands of porcine farrow vie for dominance. In the deserts of the Bloodstone Marches, tribal peoples who have lived in these inhospitable regions for generations beyond counting keep to their old ways even as they are encroached upon by soldiers of the Protectorate of Menoth or skorne invaders from far to the east. From the frozen north to the desert vastness, trollkin gather in kriels to carve out a living at one with the land, often employing ancient traditions and modern technologies in a sometimes uncomfortable juxtaposition.

Then there are the empires of the elves and dwarves. Nestled within its protective mountains, Rhul is the oldest and most stable civilization in all of western Immoren—at least, to hear the Rhulfolk tell it. And the eerily silent forest empire of Ios is home to the mysterious and xenophobic elves, who have suffered calamity after calamity ever since their gods came to dwell among them millennia ago.

Even before the Claiming, the borders of Ios were largely closed to outsiders, and those few who had ventured within the uncanny woodland realm described a land as unwelcoming as it was beautiful. As a result, many outside the elven nation's borders were unaware of how much the Iosans suffered during the Claiming and how badly the desperate alliances and terrible betrayals rocked this isolated land, and no one beyond the forests of Ios knows what happened after. Not even citizens of the elven kingdom who were outside its borders when the event known to Iosans as the Sundering took place have been able to return. They have found the boundaries of their former homeland closed even to them, guarded now by black-eyed soulless and haunted by some new cataclysm more terrible than any in the elves' long history of suffering and misfortune. Whatever this catastrophe is, it seems destined to change the face of Ios—and maybe all of western Immoren—forever.

All these peoples and more make their lives beyond the borders of Iron Kingdoms. The brave and hardy souls who carve out a living along these borderlands find areas rife with both risk and opportunity. The Iron Kingdoms may be full of coin, but there are fortunes to be made (and lost) far from Cygnar, Khador, Ord, and Llael. In the deserts, swamps, forests, and mountains of western Immoren, strange creatures stir that haven't been seen in centuries, ancient prophecies unfold, and the brave, the skilled, and the lucky find themselves rising to new heights, while those not equal to the challenge disappear into the dark, never to be heard from again.

USING THIS BOOK

This volume is designed to introduce players and Game Masters to the ragged edges of the Iron Kingdoms, first brought to the fifth edition of the world's best-selling

roleplaying game in *Iron Kingdoms: Requiem*. Even though the peoples of the Iron Kingdoms have enjoyed relative peace in the years since the Claiming, many of those who live among the borderlands have experienced anything but.

The following chapters give you all the tools you need to embark on adventures beyond the walls of the Iron Kingdoms. From the mountain empire of the dwarves to the mist-shrouded forests of Ios and far beyond, *Iron Kingdoms: Borderlands* offers a look into the wilder and less well-traveled places where prosperity and peril walk hand in hand—and where opportunities for adventure are as numerous as those for an ignoble death.

THE WORLD BEYOND THE WALLS

The first section of this book introduces you to the lands beyond the borders of the Iron Kingdoms, including the empires of Rhul and Ios and the various wild places that lie on their edges. These lands have experienced dramatic upheavals in recent years. Even Rhul, famed as the oldest and most stable of all the nations in western Immoren, finds itself flooded with refugees from the recent conflicts, and the presence of these displaced peoples in various freeholds on the edges of the kingdom has brought change, challenges, opportunities, and risks that are new to the stalwart Rhulfolk.

But no other place in all of western Immoren has changed as much as Ios. The end of the Claiming saw the already beleaguered nation gripped by a new cataclysm—one that those outside its borders cannot even imagine. *Iron Kingdoms: Borderlands* will take you through the history and the present of this mysterious nation, whose ominous transformation will come to affect all of the Iron Kingdoms . . . and all the lands beyond.

...AND THOSE WHO DWELL THERE

The second part of *Iron Kingdoms: Borderlands* gives you all the tools you need to create characters who seek their fortunes on the fringes of the Iron Kingdoms as they wage a fierce struggle for their own survival: from the porcine farrow to the sinister soulless, from bone grinders and shamans to warlocks who command the great beasts of the wilds much like warcasters control the giants of metal and steam known as warjacks. Here you will find new class options, character backgrounds, adventuring companies, and rules for integrating a character's allegiance to a Rhulic clan or Iosan house. You'll also find new spells, new gear, and everything else you need to engage in daring and desperate adventures on the edges of the Iron Kingdoms.

No matter what path you choose, welcome to the borderlands!

1

BORDERLANDS AND BEYOND



OUTSIDE THE NATIONS THAT MAKE UP THE Iron Kingdoms, the western half of Immoren is populated by cultures that stretch back into antiquity. The dwarves of Rhul, the elves of Ios, and the tribal cultures of trollkin, farrow, gobbers, bogrin, and others have all had a hand in shaping the destiny of western Immoren in general and the Iron Kingdoms in particular. The nations not built by human hands were home to advanced civilizations and great cities long before humanity had grown out of their tribal origins, and they have preserved their cultures for many thousands of years.

HISTORY OF RHUL

As with most sentient races, the dwarves of Rhul have their own creation myth. The dwarves do not believe they were created by some form of divine presence; instead, they believe they are the direct descendants of their gods, the literal progenitors of their people: the Great Fathers. According to lore, the Great Fathers came into being in Kharg Drogun, which translates as “The Land Beneath.” Human theologians consider this simply another way to describe Urcaen, similar to the Veld.

The origins of the Great Fathers rest with a living mountain and god named Ghor, Kharg Drogun’s most significant and tallest mountain. Towering higher than any peak on Caen, this god-mountain was a being of tremendous power and deep-rooted malevolence, and his size and scope made him impervious to everything that walked or flew or swam. Yet Ghor was alone, and he sought to distract himself from his loneliness by creating others who could marvel at his majesty. From within the immense bulk of his essence he drew forth thirteen of the finest crystals, which he carved into pleasing shapes that would serve him as valuable slaves. Ghor bound these stone-born creatures with shackles and taught them that they must obey or be swallowed and ground into shapelessness.

These thirteen slaves would eventually become the Great Fathers. Each was gifted with clever hands and sharp eyes, and each knew all that could be known of the shaping of stone and metal. In his arrogance, Ghor assumed that his creations—Dhurg, Dohl, Dovur, Ghrd, Godor, Hrord, Jhord, Lodhul, Odom, Orm, Sigmur, Udo, and Uldar—were mindless servitors, but in truth, each of the thirteen had within him a spark of divinity, and soon after their creation, they began to dream of freedom.

All the Great Fathers would eventually demonstrate their mastery over particular tasks and establish their own destinies, but in their earliest days, they were defined only by the oppression of Ghor and the shackles that bound them. When the spiteful deity finally commanded his thirteen creations to build a great monument to his immortal glory, they discovered a genuine love for working stone and metal and a desire for perfection that would allow them to produce nothing less than their best work despite the hatred they bore their master. For years they toiled to immortalize the mountain-god by crafting the most glorious tribute they could imagine. But when they presented it to Ghor, the cruel

mountain mocked their achievement, unleashed a heaving earthquake that cracked the earth and swallowed their work, and demanded that they commence again and do better.

Insulted and angry, the Great Fathers nevertheless constructed a new, grander monument, but it too was torn down by the imperious Ghor, who once again set his creations to the impossible task of satisfying his vanity. Long did the Great Fathers plot their revenge, and they finally put it into motion by convincing the conceited mountain-god to allow them to mine his very being for the materials they needed to make a suitable monument to his glory. Blinded by his arrogance, Ghor assented, and slowly and subtly, the Great Fathers undermined the great mountain itself. When the work was done, Ghor was a weakened shadow of his former glory, and the Great Fathers brought him low and claimed their freedom.

In the years that followed, the Great Fathers formed the Claywives, and their progeny were the first dwarves. In time, a society of masterful crafters arose—one blessed with abundant resources and guided by the very hands of their progenitors.

The Rhulfolk’s society was already old millennia before humans began to thrive, but constant strife between the dwarven clans held back their civilization’s progress. Twenty-five hundred years before humans settled the lands that now comprise the Protectorate of Menoth and the Bloodstone Marches, the dwarves of Rhul fought a great and bloody civil war. The dwarves refer to this dark and angry time as the Feud of Ages, which historians estimate began around 8500 BR.

War shook the foundations of Rhulic civilization until approximately 8200 BR, when a group of clans withdrew and moved north, thereby bringing an abrupt end to the Feud of Ages. Realizing that further conflict would drive the Rhulfolk apart and into utter barbarism, these thirteen clans left the others to their ends and moved their people to settle in what is now known as Ghord, and these Rhulfolk fortified the borders of their new land against outsiders and prospered in their relative isolation.

THE RHULIC MOOT

To safeguard their society and ward off the threat of another internal schism, the dwarves established the Rhulic Moot as a guiding form of governance and conflict resolution. Predating human civilization by about a thousand years, the Moot is the basis for all Rhulic society, its historic legacy upheld by remnants of the earliest Moot records. The earliest tablets are ancient religious artifacts the dwarves claim date to circa 7500 BR. Human historians assume the dwarves founded the Moot to regulate the feuds arising between clans in the region, but many dwarven historians—typically priests—claim the Great Fathers themselves handed down the tablets of the Moot. The instructions and laws contained in these tablets allow the dwarves to coexist without worrying about descending into a barbaric state of constant war ever again. By the words of the Great Fathers, several grand edicts were established that would form the basis for all Rhulic law and the structure of dwarven society.

The structure of the Rhulic government is based heavily on

the dwarven clans. The clan lords of the thirteen most potent clans are known as the Stone Lords, and each can trace his lineage back to one of the Great Fathers. This ancestry grants each of these clan lords both secular and spiritual authority.

The Stone Lords preside over the Moot of the Hundred Houses, wherein representatives of the hundred most powerful clans form the central legislative and judicial body of Rhul. The dwarven nation is home to more than a thousand recognized clans whose fortunes rise and fall like the swing of a miner's axe, and a clan whose fate takes a turn for the worse may soon find itself evicted from the Moot and replaced by a rising clan. Although the ranks of the Moot Lords shift in response to these changes, many of the more powerful clans have held their seats in the Moot of the Hundred Houses for centuries.

Even though the Rhulfolk no longer fear that their society will collapse into internecine warfare, violent conflict between clans still occurs, just not on a scale large enough to be recognized as war. Like every aspect of Rhulic life, these clan clashes are governed by the dictates of Rhulic law, which establishes the terms under which such a conflict can occur and even prescribes how the victor of a clash is to be determined. Rival clans will often marshal forces according to strict regulations and engage in sanctioned battles that are deemed over when certain conditions have been met, such as the gaining of specific territory or the capture of a clan standard, rather than the routing or slaughter of the opposing forces.

Moot edicts are enforced by special judges appointed by the Stone Lords themselves. These individuals—typically arcanists, priests, and scholars who dedicate themselves to studying Moot precedents and law—are empowered to levy decrees even on the clan lords themselves. Under Rhulic law and the edicts, all citizens are seen as equals.

THE LAMENT OF GHOR

After establishing the Moot, the Great Fathers gifted the Rhulfolk with the secrets of arcane magic and provided strict

guidelines regarding its use. The foundations of their society thus codified, Rhulic civilization gradually progressed for millennia as the dwarves expanded their cities and delved deep into the surrounding mountains. The shelter offered by their mountain homes proved crucial when the Bridge of Worlds collapsed in approximately 4000 BR. Although the Rhulfolk were better protected than many other peoples, they too suffered during this time. As the arcane shockwave passed through the continent, entire cities were swallowed in cataclysmic earthquakes, and whole clans were lost. The trembling of the mountains harkened back to the stories of the god-mountain Ghor and its crumbling from within, and so the people of Rhul named this time of turmoil after the dead god of old: the Lament of Ghor.

When the Lament of Ghor subsided, the Rhulfolk discovered that a new people had settled on the southeastern border of their homeland: the refugees of Lyoss, who had journeyed west to find a new home in the forests. It did not take long for the dwarves to make the connection between these two events.

KINSHIP WITH THE OGRUN

Following a prolonged period of rebuilding and expansion, another unlikely event helped shape the future of Rhul. Millennia ago, the dwarven clans provided shelter and food to several neighboring ogrun tribes during a famine. The ogrun placed the same great value on duty and honor that their dwarven saviors did, and within only a few generations, their descendants had become citizens of Rhul. Although these Rhulic ogrun grew much more civilized than their forebears over time, they retained a unique culture within the dwarven nation's borders—one that complemented Rhulic society instead of competing with it.

Ogrun culture is strongly feudal in nature and full of young warriors seeking to improve their martial prowess and provide good service to a strong lord. This facet allows Rhulic ogrun to adjust quickly to dwarven society and its clan lords, and in some cases, entire families of ogrun look



to a specific clan and its lord to lead them. To the ogrun, this is tied to a vital concept called *korune*, a highly personal relationship between lord and vassal. Traditional ogrun culture can feature several layers of such relationships, with many young warriors serving a senior ogrun who in turn is sworn to an even more influential korune. The oath-sworn bond of korune is so strong that it can be broken only in death, and those who serve a korune are willing to lay down their lives to protect their lord.

Ogrun may spend years or even decades seeking a korune, during which they are deemed *bokur*, which means “unsworn.” Bokurs are continually seeking a worthy master to whom they can dedicate themselves, all the while honing their own battle prowess to impress their future lord and be worthy of service. Many bokurs temporarily lend themselves to a cause or a specific individual in order to determine whether to swear a more permanent oath. Although it was once considered unseemly for a bokur to extend this status for too long, this is no longer the case. Rhul’s martial clans increasingly offer their services to other nations as mercenaries and have encouraged the nation’s ogrun to join them. Experienced bokurs are highly valued for their loyalty and fearsome skill. They might spend their professional careers as bokurs and wait to swear the ultimate oath of fealty to their clan lord only when they are ready to retire. Such aged but highly experienced ogrun make excellent bodyguards and advisors and are welcomed by almost every Rhulic clan lord.

Even when they have not yet sworn themselves to a korune, most Rhulic ogrun are full members of a dwarven clan and are thus subordinate to its lord, whom they obey and treat with great respect. Such fealty is still binding but less personal than the oath bond associated with a korune. In ogrun-only communities, korunes speak directly for their vassals, and an ogrun community may be led by a single great korune who sits at the top of a chain of vassals.

THE ORGOTH OCCUPATION

When the Orgoth invaders arrived on the shores of western Immoren, they wasted no time pushing east across the human kingdoms. Rhul has been criticized for its neutrality during most of the Orgoth Occupation, but from the dwarves’ perspective, there was little to differentiate this era from previous human wars of unification, such as those fought during the rise of the Khardic Empire.

But battle came to Rhul unbidden in 542 BR, just after the capitulation of Rynyr. The Orgoth sent an invasion force up the Black River to lay siege to Horgenhold, one of the great fortress cities of Rhul. Dwarven records depict this as a grim and challenging struggle that tested the defenders’ limits and nearly depleted the local garrisons. Rhulic warriors eventually rallied to drive the Orgoth back, and the tyrants never again besieged Rhulic fortresses.

As the scope of humanity’s rebellion against the invaders grew, Rhul played a vital role in fighting back against the Orgoth. Having repelled the occupiers, the dwarves were able to provide support to the beleaguered human rebels, but their aid was not given quickly. Ever since the early years of the

Rebellion, various groups had sent emissaries to Rhul to ask for intervention. All these entreaties had been turned down, but over the course of many years, the political atmosphere in the Moot of the Hundred Houses shifted. Repeated pleas for help and the increasing successes of rebel forces finally persuaded the Stone Lords. The Rhulfolk had started to pay greater attention to affairs beyond their nation’s borders and had seen enough to know that for all their flaws, the native Immorese were a much better option than the Orgoth.

The tipping point came when emissaries of the rebels revealed the plan to construct the colossals, which was considered a calculated risk at that time. The Rhulfolk became fascinated by the possibilities of such technology and were surprised by the advances human arcanists and engineers had made in such a short time. The two sides came to an agreement whereby Rhul would support the Rebellion in exchange for knowledge of the alchemy behind firearms, the secret of the cerebral matrix, and the schematics for the colossals. The dwarven nation refused to intervene directly in the fighting but agreed to ship the rebels vast quantities of materials—not only ore but Rhul-smelted metals and alloys, as well as completed components to build colossals created in the forges of Ghord. These contributions, in addition to later shipments of coal, proved vital in the years that followed.

THE IRON KINGDOMS

Following the ousting of the Orgoth and the signing of the Corvis Treaties, the human populations of western Immoren were divided into the four nations composing the Iron Kingdoms. The four initial kingdoms—Cygnar, Khador, Ord, and Llael—grew to five with the formation of the Protectorate of Menoth, and the Rhulfolk saw a great opportunity in their human neighbors.

Rhul has long kept a close eye on the politics of the Iron Kingdoms. Although it has remained neutral in humanity’s affairs for thousands of years, it has always taken more of an interest in the south, which has been the origin of many of humanity’s most impressive innovations. Many dwarves are pragmatic by nature, and those involved in affairs abroad prefer not to let opportunities for profit or industrial advancement pass them by; others watch humanity because they understand the threat foreign politics can pose to their own security.

The Stone Lords negotiated with the kings of the southern nations, and Rhulic laborers and craftsmen quickly found new homes throughout the Iron Kingdoms in settlements that helped humanity rebuild after the Orgoth Occupation. The leaders of the Iron Kingdoms were only too keen to agree to lucrative trade arrangements in exchange, and the people of Rhul rapidly integrated mankind’s advances in alchemy, firearms, and mechanika into their own society. These settlements also allowed the Moot to insert its own operatives into the political circles of the Iron Kingdoms.

Several Rhulic enclaves sprang up throughout the human kingdoms during this time, with the largest being established in Khador and Cygnar. These enclaves worked closely with their human neighbors and have been a great asset to those nations’ labor and industry ever since. Even though these

communities were created in part after the Corvis Treaties in recognition of the Rhulfolk's aid in constructing the colossals that proved instrumental to the Orgoth's defeat, they are considered Rhulic soil and are governed by Rhulic law. Citizens are expected to be respectful of the ordinances of the host nation, but the Moot is still the ultimate authority.

When these communities were established, they attracted many ambitious and younger clans whose members saw little hope for advancement in Rhul. Working in such an enclave for a time remains a tradition among young dwarves who are seeking their own fortunes before deciding where they will settle permanently, and the same is also true for many of the ogrun who belong to dwarven clans.

Rhul's maintenance of its political neutrality when it comes to warfare among the Iron Kingdoms has also meant that mercenaries of the Searforge Commission see opportunities on all sides of each conflict between the human nations, allowing them to earn significant profits for the Rhulic clans without undermining Rhul's own interests. The presence of Rhulic military forces throughout the human nations of the Iron Kingdoms has also ensured that Rhulic settlements among them are never far from a defending force. Several enclaves nevertheless suffered greatly in recent wars, with

some being lost entirely during the Claiming, but the remaining enclaves are still a vital part of Rhul's political and commercial efforts in the larger world.

THE CLAIMING

Although the coming of the infernals did not affect Rhul as severely as it did the Iron Kingdoms, the dwarven nation was not wholly spared. Even though the dwarves' souls were not part of the compact that led to the Claiming, the infernals did not hesitate to collect them whenever the opportunity arose. From the outset of the conflict, many Rhulic soldiers fighting in the employ of Cygnar and Khador found themselves pitted against otherworldly horrors.

The dwarves of the enclaves suffered tremendous losses during the Claiming. Supported by their human enablers, armies of infernal horrors flooded every major city in the Iron Kingdoms. The Rhulfolk who lived in the enclaves were forced to fight bitterly for the survival of their very souls, and their plight was felt by those living in the relative safety of Rhul.

The Stone Lords quickly resolved to help combat the infernal plague. Unlike the Orgoth, who were seen by the Rhulfolk as just another human tribe, the creatures of the Outer Abyss represented a greater peril—one that was all but certain to threaten the future of Caen itself. Vast armies of mercenaries mustered in Ghord and traveled down the Black River into Llael before spreading out across the Iron Kingdoms and joining the human defenders in the fight against the infernals.

The most famous among these military engagements was the Battle of Henge Hold, the last major battle during the Claiming. A column of Rhulic soldiers and steamjacks helped escort a throng of refugees from the east to Henge Hold, where a cult of Cyrissists had constructed a celestial gate in order to escape Caen. By holding back the infernals, these Rhulic soldiers played a crucial part in protecting many thousands of refugees as they made their way through the gate to the stars beyond.

THE FREEHOLDS

Following the defeat of the infernals, Rhul authorized a practice that has changed the dwarven nation in a way not seen since the arrival of the ogrun: the establishment of freeholds. Rhul had been a largely static society for many centuries, but after seeing the suffering of the displaced peoples of the Iron Kingdoms and the anguish of the Nyss and Iosans who had been driven out of their forest homes, the Stone Lords agreed to allow more widespread colonization of their own lands. They invited those who needed shelter to resettle in Rhul and constructed cities for the refugees in the lowlands of their mountains.

The opening of Rhul's borders to a more cosmopolitan blend of peoples has proven both rewarding and challenging. Many new settlers, keenly aware of the hospitality they have been extended, are eager to repay the Rhulfolk for this kindness, but their ignorance of Moot law has placed additional stress on the nation's judiciary. Conversely, the influx of new residents has created fresh opportunities for



clans willing to adopt communities of refugees. These clans often serve as consultants for the new arrivals and help the displaced navigate the intricacies of the Moot's legislation.

Despite their rapid expansion in the years since the Claiming, the freeholds of Rhul remain a strange sight even today. Their diverse populations are drawn from every major civilization in western Immoren, and the culture and architecture of these small cities are an odd blend of the peoples of the Iron Kingdoms, the Rhulfolk themselves, and the elves.

HISTORY OF IOS

Few remember a time when the borders of Ios were not closed or when the forests around the elven lands were not a foreboding place. The Iosans have never been known for their openness, whether as individuals or as a people, but their reticence is warranted. Like their Nyss cousins, the Iosans have been beset by tragedy and upheaval stretching back to the time when their ancestors were the elves of the Empire of Lyoss.


CHILDREN OF THE DIVINE COURT

From their immortal home in the Veld, the Divine Court created the elves to be the very best of the races to inhabit—and perhaps rule—the mortal world of Caen. The Lyossans were gifted their every need and want by their gods. They were blessed with long life, strong bodies immune to the ravages of age and disease, magic that would be the envy of all other races, and technology that would be considered fantastical even now. But the children of the Divine Court were most elated to learn of their gods' greatest gift to them: abandoning their home in the spirit world of Urcaen and living among their creations. The Lyossans did not know why their gods desired to leave the Veld, only that they did.

Thus, the elven pantheon planned the journey to join their people in Immoren. For centuries, they handed down to the Lyossan priests the knowledge they needed to build the monumental Bridge of Worlds, a dimension-spanning construct of untold scale and complexity that would extend from Nyshyl, the Lyossan capital, across the barrier between worlds. At the same time, the Divine Court and their servants built a corresponding bridge rooted in the Veld. None can say what the bridge built from the Veld was like, and not much more is known today of that which the Lyossans built, but what few records remain tell of a titanic tower with arcane energy generators whose size, capability, and manufacture are beyond the comprehension of any arcanist or artificer alive today.

THE CATACLYSM

When the time came for the elven gods to depart the Veld, they successfully crossed into Caen and set foot among their worshippers, but no sooner had they done so than some unseen fault in the Bridge of Worlds caused it to collapse in a catastrophic explosion known as the Cataclysm. The energy accumulated by the assembled generators emitted a blast powerful enough to destroy the bridge and change Immoren forever. The once-great city of Nyshyl was replaced



in an instant by the Stormlands, a region so inhospitable that only the hardest and unnatural creatures can survive there. The aptly named Shattered Spine Islands and much of the Alchiere subcontinent were severed from the Immorese mainland, while the River Hyles was sundered from its bed down to the core of Caen, leaving behind the vast chasm known as the Abyss. Nearly all those at the epicenter of the blast were killed instantly, and those who lived at the fringes of the Lyossan Empire died in the following months from aftereffects and exposure. Only those who were shielded by the gods survived, but the effort of protecting the survivors and guiding them to safety cost the Divine Court dearly.

FOUNDATION OF IOS

That safety was found to the west, and after an arduous journey, the gods and those few tens of thousands of elves who endured the migration arrived at the forests of the Archenbough and the Mistbough. Together, the gods and their creations founded new cities and a new nation: Ios,

whose cities were centered around great fanes built in honor of each god. These cities came to be governed by the gods themselves, with the leading nobles of each city forming the Consulate Court, which was subservient to the Divine Court.

The elves recovered for a time, but they soon realized that the Cataclysm had struck them with an unseen affliction. The elves of Lyoss had been untouched by the effects of age and disease, but they were now shocked by the passing of peers not even three hundred years old and the physical manifestations of illness among those who had never known sickness. Although they were horrified by this development, they came to terms with it as quickly as they could, secure in the knowledge that at least their gods lived among them.

The Divine Court coexisted for centuries with their priests and their people, but as time wore on, a sense of stagnancy settled upon the Iosans—a period called the Great Malaise. The birth rate among the elves dropped significantly, and the descendants of those who had survived the Cataclysm were frequently ravaged by unexplained epidemics. As the suffering of the elves worsened, they naturally turned to the Divine Court for answers, but the gods had none to give.

Dissatisfied, frustrated, and resentful, nobles from one Iosan city would accuse the patron god of another of being ineffectual, inciting petty conflicts that flared up with increasing frequency. When the gods did act, their efforts achieved a measure of prosperity, but these reprieves were only temporary. Ios and the Divine Court went through many periods of dashed hopes followed by a brief respite, only for the cycle to begin again. Ios was slowly turning into a living ruin, and for many elves, this fate was too tragic to accept. Willful ignorance became common. Even the

priesthoods in each city became insular. They refused to discuss religious matters with members of the other fanes, content to care only for their own patron god.

EXODUS OF THE GODS

A little more than three millennia after the Cataclysm, the Divine Court announced their fateful decision to depart, believing that their return to the Veld would aid the Iosans' recovery. The fractured elven population could not object, as it was apparent that their gods were also weakening. And so the elves saw their gods off on their voyage back to the spiritual world amid reverent ceremony and the first sense of real hope in generations.

This optimism carried the Iosans for many years, restoring vitality to their nation and reversing their decline, but not all elves were so confident in their nation's future. Led by the prophet Aeric, the people of Darsael, site of the Fane of Nyssor, abruptly left Ios and embarked on a migration far to the north. The followers of the Winter God had long been pariahs in Ios, and few Iosans were sorry to see them leave, although they would eventually come to regret their brethren's departure.

This was just the beginning of Ios' ongoing woes, however, as the pendulum once again swung from hope to despair in the elven nation. Over the centuries, no fewer than half of the nation's great cities were left for the forests to reclaim. Hope came again some three hundred years after the exodus of the Divine Court, when the Fane of Nyrro announced the return of their patron deity. Celebrations were tempered by rumors of necromancy and fell rites that were soon corroborated by survivors who managed to flee the fane in Eversael. Infuriated by this heresy, the Dawnguard of House

Nyarr, long considered the scions of Nyrrro and protectors of all of Ios, executed the renegade priests and other leaders of the cult. Unbeknownst to the Dawnguard, some of the cultists escaped punishment by transforming themselves into eldritch and going into hiding.

THE RIVENING

The actions of the Cult of Nyrrro were nothing compared to the effect of the Rivening, which occurred some four hundred years later. Fears of what may have befallen the Divine Court during their long absence were brought to life in terrifying fashion when the priests of every fane except Scyrah's descended into hysterical madness almost simultaneously. Struck down by insanity, many ran through the streets screaming incoherently; others became catatonic. The priests of Scyrah helped their colleagues as best they could, but many of the afflicted lashed out at their guardians in fits of chronic madness. The few who managed to recover spoke of an overwhelming sense of loss as their connection with their god was severed. It was at this time that the elves began referring to the Divine Court as "the Vanished." Although they continued to worship all eight of their gods in the aftermath of the Rivening, they soon turned their focus upon the one goddess they knew for certain remained: Scyrah.

The Iosans' troubles did not end with the Rivening. Many of the priests who succumbed to this terrible event rose up as a disturbing form of spectral undead that came to be known as the riven, which continue to haunt the forests of Ios today. But perhaps the most troubling of all of the Rivening's consequences was the birth of children bereft of emotion and motivation: the soulless. Rare at first, they gradually—and alarmingly—became more common, and many elves saw the doom of their race writ large in the face of this new affliction.

Scyrah returned to Shyrr without warning some years later, slipping into the city unannounced and being welcomed to the Fane of Lacyr with very little ceremony. There she slumbered under the watchful eyes of her priests and fane knights, rarely awakening and never venturing in public.

THE RETRIBUTION OF SCYRAH & THE SEEKERS

Soon after Scyrah's reappearance at the gates of Shyrr, scholars and theologians began speculating about the cause of the goddess' weakness. Two theories quickly came to the fore. The first was that Scyrah's affliction was due to humanity's use of arcane magic, something that many considered too well-timed with the Rivening to be mere coincidence. The second was that ancient prophecies provided clues as to what ailed Scyrah, and the problem was not the arcanists of the Iron Kingdoms. These two lines of thought rapidly took root in Iosan society, giving rise to the Retribution of Scyrah and the Seekers, respectively. At the demand of the Fane of Scyrah, the Consulate Court promptly outlawed these two sects for undermining the priesthood's authority. Driven to secrecy, the members of these sects nonetheless continued to investigate the ultimate causes of the Rivening and the remaining goddess' infirmity. The priests of Scyrah's fane turned a blind eye to their actions,

aware that Scyrah was slowly dying but unable to admit it even though they had known almost from the day the goddess was admitted to the Fane of Lacyr.

Over time, the Retribution, the Seekers, and even the common people came to criticize the Consulate Court and the priesthood for their inactivity, lack of leadership, and refusal to acknowledge the state of their goddess. Tensions between these groups grew, eventually leading Lord Ghyrrshyld of House Vyre to loudly and publicly decry the impotence of the Consulate Court. Much to the distaste of many of his fellow nobles, Ghyrrshyld usurped the leaders of his own noble house and declared himself narcissar, or emperor. The self-crowned ruler took matters into his own hands and helped develop technology for waging war against the humans of western Immoren. The need to test the narcissar's new myrmidons—powerful Iosan warjacks—led to bloody and unprovoked incursions into trollkin territories near the southern borders of Ios, and Ghyrrshyld's subordinates took to calling him "Goreshade" under their breath.

Things came to a head when one of Ghyrrshyld's beloved cousins gave birth to a soulless child. Enraged, the narcissar snatched the newborn away and stormed into the Consulate Court while it was in session, berating the gathered nobles before dashing the child's head upon the stone floor. Ghyrrshyld's attendants struggled to usher him away as the court was thrown into chaos. A warrant for the narcissar's arrest was issued that same evening, and Ghyrrshyld and his retinue fled to his home in Iyrss, where he was followed by the Consulate Court's agents. Arriving at the gates of Scyrah's city, these agents demanded that Ghyrrshyld be turned over to their custody, but they were fired upon by soldiers of House Vyre, starting the War of the Houses. Wasting no time, Ghyrrshyld led his armies in a lightning-fast attack on Shyrr and succeeded in laying siege to the court chambers, thereby diverting the attention of the substantial garrison under House Silowuyr's command.

A combined army consisting of Dawnguard from House Nyarr, myrmidons from House Shyeel, and reinforcements from House Silowuyr eventually forced Ghyrrshyld to retreat to his stronghold in Iyrss, where the Retribution, who had distanced themselves from Ghyrrshyld's declarations despite their similar aims, laid the foundation for the final battle of the war. The Retribution's deeds at Iyrss had legitimized the sect to some degree in the eyes of many Iosans. At the height of the battle, Dawnlord Vyros Nyarr defeated Ghyrrshyld in a duel, which compelled the surrender of the remaining forces of House Vyre.

Despite being mortally wounded, the vanquished lord managed to escape Iyrss and flee to Eversael, where he gained the aid of the eldritch Auricant Tyrios, once the chief priest of Nyrrro. Ghyrrshyld sacrificed his mortality and became an eldritch. From there, he threw in his lot with the Cryxians, intending to learn all he could about the soul, Urcaen, and the void in order to find a solution to the problems that plagued Ios.

Ghyrrshyld's quest for answers had started many years before, and his activities had only accelerated when war broke out. Evidence of his determination became apparent

after his defeat, when the victors discovered laboratories filled with dead Iosans—not all of them soulless—who had been vivisected as fodder in the narcissar’s mad pursuit of knowledge. It was good that Goreshade, whose name was thenceforth spoken with revulsion, was gone, although the Iosans were ever mindful to extract vengeance if the renegade lord ever showed himself again.

As for the Retribution, they saw their greatest success at a time when their cousins, the Nyss, were suffering their greatest tragedy. When the cunning dragon Everblight rose again and created a legion of blighted thralls from the ogrun and Nyss of the Shard Spires, those Nyss who were able to escape fled south, far away from their corrupted fellow shardfolk. They carried with them a vault of ice containing their most precious possession: the resting form of their god, Nyssor, the Scyr of Winter. Their flight was a race against time, for the dragon, Goreshade, and the avaricious Khadoran arcanists of the Greylords Covenant were all in pursuit, and all of them stood to gain greatly if they secured custody of the vault.

After much deception and diversion, Goreshade managed to steal Nyssor’s sword, Voass, but the Greylords seized the greater prize, capturing the vault containing the sleeping god himself. The Khadorans attempted to transport it deeper into their territory for research but were stopped by the Retribution. Led in the field by Ravyn, the Eternal Light, the Retribution—now fully supported by the Homeguard Coalition and the Dawnguard—reclaimed the vault and restored the weakened Nyssor to his rightful place alongside his resting sister, Scyr.

Once Nyssor was inside Iosan territory, Goreshade’s plan became clear. The eldritch had discovered what he believed to be the only solution: to end the gods’ lives on Caen before their strength became spent. He persuaded the eldritch of Eversael to join him, and together they infiltrated the Fane of Lacyr, using the recent skorne invasion of Ios as a distraction. There Goreshade confronted the last of the elven gods, but he was not given the opportunity to act. Using much of what little power she had left, Scyr purged Auricant Tyrios for his many crimes against the Divine Court, exiled the eldritch of Eversael back to the Fane of Nyrro, and froze Goreshade where he stood. The stricken goddess looked into the mind of the former Lord Ghyrrshyld to discover his true intentions, and upon finding them pure despite his corrupted mind, she restored the fallen Iosan to life. Almost immediately, he was filled with a new sense of purpose and set off to expel the skorne from Ios. Although many Iosans now call him “Ghyrrshyld the Forgiven,” his transformation greatly troubled the leaders of the Retribution.

THE CLAIMING & AN UNLIKELY ALLIANCE

With Ghyrrshyld’s aid and leadership, the forces of the Retribution succeeded in driving the skorne back beyond the Iosan Peaks, all the way from Aeryth Dawnguard in the north to the Twilight Gate in the south. Despite their successes, though, the Iosans were few compared to the tide of skorne, whether warrior or beast, and Ghyrrshyld knew that the

invaders could not be kept at bay indefinitely. The dynamic was irrevocably changed with the coming of the infernals, as prophesied by the words of the Hermit of Henge Hold, a mad former Seeker who claimed to foretell the fate of the world.

Many wished to deny the words of the hermit when he first appeared, but the compelling truth of his statements could not be ignored. Indeed, the Retribution finally stood justified in their long-held belief: it was because of human deities and for humanity’s benefit that all of the Divine Court were either dead or dying. But there was no time to fully ponder and appreciate the hermit’s words, for just as the skorne launched a new offensive, the infernals and their tide of horrors arrived.

Unlike the rest of Immoren, Ios was targeted in particular, for among them dwelled the gods Scyr and Nyssor. Despite the diminished state of these deities, their spirit energy was greater than that of thousands of petty mortal souls, and the infernals desperately wished to consume them. To that end, infernalists had secretly built a gate in the north of the Bloodstone Desert, away from the eyes of the farthest-ranging Iosan scouts.

Mutually fearful of such an enemy, the Iosans and skorne turned to each other for aid, and a truce was agreed upon between Incissar Vyros Nyarr of Ios and Supreme Archdomina Makeda of the Skorne Empire. Neither knew of an effective means to combat the invaders from the Outer Abyss, and warrior-scholars on both sides collaborated to find ways to capture and perhaps defeat the infernals.

The two nations’ greatest hope lay in the combined efforts of Ghyrrshyld, whose knowledge of the soul was more extensive than that of any Iosan, and his skorne counterpart, Lord Arbiter Hexeris, a mortitheurgical scholar of near-unparalleled skill. By some extraordinary gamble, the skorne succeeded in capturing an infernal master, which was turned over to Ghyrrshyld and Hexeris for study. This brief moment of success was followed by disaster when the pair tried to transfer their prisoner to Shyrr on the orders of Retribution leaders. They were denied entry by priests who refused to have the infernal master anywhere near Scyr and Nyssor, and a skirmish ensued when both parties tried to force the issue. Taking advantage of the disarray, the infernal master managed to escape when matters turned bloody. Unbeknownst to the creature, however, the lord arbiter had cut away a sliver of its essence while he and Ghyrrshyld conducted their studies, and they hastily assembled their forces and began hunting their quarry. Shortly thereafter, the allies discovered that the infernal master had fled to Henge Hold on the Immorese coast, far to the west. The mortals did not have the means to cover such a distance with the same speed as the infernal master, and they arrived only in time to witness the aftermath of what had been a battle of titanic proportions. There the strike force witnessed what remained of a portal to a far-off world and heard accounts of the heroic efforts to ferry as many people as possible through the gate in order to escape the infernals.

With little left to be done at Henge Hold, Ghyrrshyld and Hexeris conferred with other Immorese leaders and agreed to return east. Although the infernals had been defeated in

the battle, one infernal master remained at large and was still a dire threat to much of Immoren and the Iosan interior. The two powerful warriors and their forces were required by their colleagues back in Ios, especially in the defense of Shyrr and the gods within the Fane of Lacyr. As they made their return journey, Ghyrrshyld encountered the mage hunter company he had dispatched into the Thornwood and discovered that they had made a most valuable discovery. The object Ghyrrshyld had sensed earlier was the Mantle of Lacyr, thought lost after the god Nyssor first awoke. Without delay, the Retribution sent the artifact ahead to Shyrr and returned it to Scyrah. Once back in Shyrr, Ghyrrshyld and Hexeris continued to cooperate with each other, studying whatever they could capture and experimenting whenever the opportunity arose, but as the war against the infernals dragged on, they grew despondent. Their forces and their peoples diminished by the day against what seemed to be an endless horde of infernal horrors and their allied cultists. For Ghyrrshyld, this despondence grew into despair. The elf feared greatly for the fate of his people, many of whom had taken the risk of fleeing Ios altogether and setting out for refugee settlements in Llael and Rhul.

Hope flickered to life when the two leaders happened upon a potential solution to their problem. They had entertained the concept of combining Iosan arcanika and skorne mortitheurgy for some time but had been unable to resolve the problem of their incompatibility. Each device they crafted and application of magic they developed proved too unstable for their fellow warcasters and warlocks to use. The answer unexpectedly came to them when they closely observed the void archons that sometimes manifested in battle against the infernals.

Theologians of every race—Iosan, skorne, even Cryxian—had long debated who or what exactly these archons represented and what they truly were. The Retribution had dared to hope that Lacyr, the first among their gods, was still alive and had dispatched these beings as angels of vengeance, but the truth became apparent the longer Iosan and skorne fought side by side. To the elves, these archons were divine heralds whose forms were reminiscent of Iosan sculptures of the gods' servants, but to the skorne, they were physical manifestations of ancestors who had returned from the Void through sheer strength of will. Both theories were disproven when the same archons were observed changing their appearance throughout the course of battle, taking on whatever form best suited those they protected. This discovery caused a great deal of conflict between the elves and the skorne, each of whom claimed these archons as their own, but it gave Ghyrrshyld and Hexeris the vital information they required. Void archons were not in fact tied to any worship, god, or race. Instead, they were tied to the most fundamental path of a mortal soul—from dwelling within a living vessel on Caen to wandering the wilderness of Urcaen. To the two warrior-scholars, these strange beings represented the unconscious and collective will of all the souls of Urcaen, to whom the very nature of infernals was anathema. As manifestations of a vast collective, void archons were too great to hold within any sacral stone and too

powerful to be restrained within any arcanikal machinery.

Armed with this new knowledge, Ghyrrshyld and Hexeris worked tirelessly to create a device that combined these two elements. They initially met with a string of failures as prototype after prototype broke down upon activation with barely a moment to function, even if perfectly timed with the arrival of a void archon. Matters grew more urgent when the Fane of Scyrah brought news that both Scyrah and Nyssor were weakening at an ever-accelerating rate. Even cloaked in the Mantle of Lacyr, Scyrah showed little sign of recovery; the goddess retained only a small measure of strength in her body and seemed entirely beyond healing.

Knowing that action was needed to forestall the potential demise of the two deities, Ghyrrshyld proposed a perilous experiment. Using a modified sacral stone housed within a specially crafted arcanikal field generator fabricated from the Mantle of Lacyr, Ghyrrshyld would channel his own immense arcane power in an attempt to control a void archon, but the unique connection between himself and the mechanism would tether the archon to his own soul. Against Hexeris' better judgment, and also over the protestations of the priests of Scyrah, the two of them took their final prototype into battle.

As it turned out, the device not only magnified Ghyrrshyld's arcane power beyond anyone's predictions but also granted him the ability to influence and even outright control the souls that circulated around him. Armed with this power, the allied forces went on the offensive, now able to deprive the infernals of a substantial source of their strength. But binding himself to the void entity fundamentally changed Ghyrrshyld. The elf lord became uncaring, unfeeling, and unrelenting, and he often shut himself away from all others except to guard the souls of the deceased. It was as if Ghyrrshyld had become soulless himself. Whether because of this metamorphosis or some other reason, the soulless of Ios began to gravitate toward him, led by Nayl, one of the longest-serving soulless warriors among the mage hunters.

THE RISE OF THE ELDRITCH

Although this unintended and uncontrollable aspect of Ghyrrshyld's newfound power alarmed his peers, it appealed to many of the Retribution's most fervent supporters, who wondered openly what it might signify for the fate of the Iosan and Nyss peoples. One such individual was the mage hunter Elara, a young warcaster whose skill in assassination had earned her the nickname "Death's Shadow." In defiance of orders from Ravyn and senior mage hunter commanders, Elara fought at Ghyrrshyld's side as the elves and their skorne allies went on the offensive toward Aeryth Dawnguard in the north. In the drive to push the infernals past the Iosan Peaks, however, Elara was mortally wounded and swarmed by infernals. Enraged, Ghyrrshyld counterattacked and destroyed them in return, but to the horror of the victorious elves and skorne, Elara's soul returned to her lifeless corpse. She rose to her feet again with her wounds healed, but she was no longer a living elf. Instead, she had become an undead facsimile, her pallid skin and dour countenance clearly marking her as an eldritch.



Elara was merely the first among many who fell in battle close to Ghyrshyld to be brought back in this manner. Ghyrshyld searched for a pattern to the fallen elves' revival as eldritch but was unable to determine the cause. This was of particular concern to Hexeris, who began distancing himself from the elf lord. Making matters even worse was the reemergence of the ancient Cult of Nyrro. Seeing their fellow eldritch fighting among the ranks of the living emboldened them to reveal themselves, and they soon joined the war effort. There was no time for the Consulate Court to ponder these dilemmas, for the enemy yet remained, and together, the Iosans, skorne, and eldritch began clearing all trace of the infernals from Ios.

With the infernals significantly weakened by a lack of souls upon which to glut themselves and maintain their numbers, preparations were made for one final offensive against the gate in the northern Bloodstone. Battle escalated on the border separating Ios from the Bloodstone Marches, with the combined strength of Ios and the Army of the Western Reaches burning through untold numbers of horrors and cultists.

But instead of simply wiping out what remained of the infernals, Ghyrshyld, perhaps foreseeing that hostilities between the two nations would inevitably resume once the infernals were no longer a threat, turned his forces upon the skorne. Shots from empowered Hyperions—the Iosans' colossal myrmidons—wiped out unit after unit of skorne infantry while Ghyrshyld, Elara, and other eldritch hunted down and slew all the skorne commanders they could find. Despite their great beasts of war and their superior numbers, the skorne were no match for the sheer destructive power of the Iosans. The Army of the Western Marches was thrown into disarray by the deaths of many of its leaders, but Archdomina Makeda led the remaining forces in a fighting retreat across the Bloodstone Marches, swearing eternal vengeance upon the Iosans for the many slain skorne heroes who had been denied their rightful exaltation.

Incensed by Ghyrshyld's treachery, the Consulate Court ordered Falcir of House Ellowuyr to execute the seemingly out-of-control warcaster. Many Iosans, including priests of Scyrah, nobles of the most powerful houses, and—most of all—Vyros Nyarr had long harbored distrust and even enmity for Ghyrshyld from the moment he stepped out of Scyrah's presence, and with this betrayal, enough was enough.

Falcir, known among the nobility as "the Merciless" for her role as House Ellowuyr's executioner, was aware of Ghyrshyld's past, and she had studied him in battle ever since his return to life, memorizing every swing of Voass and the casting of every spell in an effort to learn how to defeat him when the need inevitably arose. With the skorne on the verge of being driven across the Abyss, Falcir made her move at the insistence of the Consulate Court, who believed that victory was assured. Confronting Ghyrshyld, Falcir poured as much arcane power as she could into him, locking away his strength and bringing him to his knees. With all her remaining might, Falcir struck Ghyrshyld down and then, in order to ensure that he could not be revived, destroyed the arcanikal device that had given him such unfathomable

power. The energy released upon the Mantle of Lacyr's fracturing wounded Falcir so grievously that she was barely able to return to the Consulate Court to report her success.

In Ghyrrshyld's absence, the elven armies were led by Vyros and Elara, and though the Iosans missed the fallen elf lord's power at times, the Retribution succeeded in securing the Abyssal Fortress and defeating the last major bastion of skorne resistance in western Immoren. But many of Ghyrrshyld's partisans, Elara chief among them, discerned the truth of his absence and disappearance. Without waiting to confirm whether the others were aware of her suspicions, and convinced that the Iosans' salvation lay in Goreshade's answer, Elara retrieved Voass and led her allies on a hasty flight across the Bloodstone Desert and back to Ios. A detachment was quickly dispatched to pursue her. With no time to waste, Elara first made for Ghyrrshyld's laboratories in Iryss, where she retrieved several mortitheurgical artifacts and the products of Ghyrrshyld's work with Hexeris. She then dispatched Nayl and other soulless warriors to secure the Fane of Lacyr and make sure that Scyrah and Nyssor were still there.

When the soulless came at last to the gates of Shyrr, they were denied entry by Ravyn, who was suspicious of their sudden arrival, which had come without word or warning from any other commanders. A standoff between Nayl and Ravyn ensued. Tensions between the attendant soulless and fane knights slowly grew as the impassive soulless refused to leave and disperse, while Ravyn and the fane knights refused to open the gates to the fane. Weapons were eventually drawn. The deadlock ended with Elara's arrival. Perceiving the problem long before she made her presence known, she approached unseen and stabbed her commanding officer in the back with Voass, after which the soulless quickly cut down the fane knights.

With the way now open, Elara entered the fane with Ghyrrshyld's mortitheurgical artifacts in tow. She found Scyrah and Nyssor seated inside the temple, as if waiting for her arrival. Steeling herself against the judgment of her gods, the eldritch cut down the pair, thereby fulfilling Ghyrrshyld's original plan.

THE SUNDERING

The death of the two deities released the last vestiges of the Divine Court in a nation-spanning wave of invisible energy. Within the elven nation's borders, the pain of Scyrah's and Nyssor's sudden demise caused a spiritual upheaval that twisted the essence of living things and altered the fabric of Caen but worked its greatest changes on the children of the gods.

In a single moment, every living Iosan and Nyss was touched by the absence of their gods. Some, perhaps resigned to their fate without the protection of Scyrah and Nyssor, died. Others—those with the iron spirit to persist despite any tribulation, unwilling to give up or surrender—were transformed into eldritch. The final passing of the elven gods and its immediate effects would become known as the Sundering, for it broke the links between the elven people and their gods, between the living and the undead, and between those Iosans who dwelled within the forests of Ios and those beyond its borders. Despite the strength imparted by their

new undead form, many of the surviving Iosans watched with horror as their skin desiccated before their eyes and their friends and family members collapsed dead in front of them.

Away from Ios, none knew what had come to pass, but the priests of Nyssor and Scyrah who had been outside the forests of Ios at the time suffered their own Rivening. Driven mad by the disappearance of the last two elven deities from Caen, some were successfully restrained from harming those around them, but others were killed in a panic by elves who feared the worst.

As the forces of the Retribution journeyed back to Ios, tired of war and desperate for rest after so much bloodshed, they found their homeland a forbidding place. They and the refugees who also wished to return to Ios had questions whose only answers were found in the melancholia of those who were once their priests. Refused entry to their own homes, the living elves took one of two paths. Some, miserable in their misfortune, tried to enter the forests by sneaking past the soulless sentinels at the border and were never heard from again, while the rest made their way elsewhere to eke out a new existence, whether north toward Frostbracken or south toward the former skorne holdings.

In the years since the Claiming, rumors about Ios have spread among the Iron Kingdoms. Though many have heard of the Second Skorne-Iosan War, none can say what has become of the elven nation itself. It takes an especially brave soul to find out the truth: that Ios is now a land of the waiting dead, ruled by the eldritch and their sythyss and soulless servants. Scattered as they are among many small settlements and colonies across western Immoren, what few living Iosans remain do not seem long for this world.

GODS OF THE BORDERLANDS

Many gods, both living and dead, are worshipped in the borderlands of the Iron Kingdoms, and each has a tradition of faith stretching back to before the first human cities were constructed. Unlike many of humanity's gods, these deities have long been invested in the well-being of their creations and have bestowed many unique gifts upon their children.

THE DIVINE COURT

The deities of the elves were always fundamentally different from those of other races. Whereas the others originated from or were descended from the primal forces of Caen or Urcaen—even the Wurm, which was born from the chaos that swirled around and amid the world as it formed—the elven gods were formed from the essence of the heavens themselves. Perhaps this difference explains why the elves were a doomed race, for they were ultimately not of Caen but of the distant realms far beyond its skies. For it was the sun and moons that gave rise to those who oversaw the changing of the seasons and the inexorable effects of time, whether hour, day, year, or millennium. They were eight in number, each with a separate domain within the movements of the heavens around Caen, and in unison they ensured that all remained well.

The first was Lacyr, recognized by all the others as the



greatest among them, and she became known as the Narcissar of Ages. Her consort was Ossyris, the Incissar of Hours, and to their side stood Ayisla, Nis-Arsyr of Night, and Nyrrro, Arsyr of Day. The four who followed them were the gods of the seasons: Scyrah, Nis-Issyr of Spring; Lurynsar, Issyr of Summer; Lyliss, Nis-Scyir of Autumn; and Nyssor, Scyir of Winter. As these deities became aware of themselves and the roiling chaos of the spiritual dimensions, they created a forest to rule over, immortal servants to tend to their new dominion, and a palace to represent their divine majesty. The forest they named the Veld, and the palace they named Lyoss, a place of sanctuary for the gods and their attendants, for the wilds beyond the Veld were home to ravenous beasts borne of the chaotic energies that pervaded all dimensions from before the creation of Caen. Had it not been for the labors of the Divine Court and their servants, all would have been lost to these insatiable creatures. And from the safety of Lyoss, the gods looked to the world below, gazed at the creations of the other gods, and marveled at these creatures' toils and acts of worship.

The elves were the result of the Divine Court's observations and study, and it fell to Lacyr to become the mother of this new race. She was aided by Scyrah, who

nurtured the first elves to walk upon Immoren. These became the Lyossans, named after the divine palace and intended to be a mirror of the gods' servants. Over time, they coalesced into the greatest empire of antiquity, which came to span much of central Immoren. The souls of the gods' creations were slivers of divine essence, and they allowed the elves to reciprocate their gods' love for them with piety and earnest adoration. But such a connection between elf and god, and in such abundance, drew the attention of the infernals, beings of the expanse of nothingness called the Outer Abyss. Jealous that their realm had no mortal analogues to Caen and the Empire of Lyoss, the infernals attempted to assault the spiritual home of the elven gods and steal away the wealth of divine essence contained within the multitude of elven souls. For untold years, the gods and their divine servants struggled to keep the horrors of the Outer Abyss at bay. Knowing they could not hold their foes back indefinitely, the Divine Court chose to descend among the elves, but the prosperous coexistence they envisioned with the Lyossans was not to be.

In the aftermath of the Cataclysm, the elven gods realized too late that they did not belong on Caen. Whereas other gods could transition freely between Urcaen and Caen, the gods of the elves came from a place far beyond the reckoning of either of those dimensions. Caen was different—too different for these celestial deities, for it was a realm of life and undeath, not of the heavens. When the Divine Court came to Caen, they were like a tree that had been cut down, no longer attached to its roots and bereft of the strength it needed to grow anew.

Thus it came to pass that the destruction of the Bridge of Worlds—the gods' link to the Veld—disrupted the cosmological balance, sapping them of their strength and vitality. This loss was reflected in their people, who became truly mortal, which increasingly affected the gods themselves as the ages passed. But worst of all, because the Veld and the Gates of Lyoss had been closed to protect what lay within from the attention of those who sought its destruction, this disastrous turn of events prevented elven souls from being guided to their proper destination or sent back to Caen for rebirth, and so they became inextricably linked to the gods' very existence. Only the hardest or most fortunate souls would be able to wander the wastes beyond the Veld and return, and so the Lyossans—now the Iosans—would die out without the Divine Court's direct intervention, for the natural cycle of each elven soul's birth, life, death, and rebirth was now firmly bound to the fate of the eight gods.

Realizing the urgency of their situation almost immediately, they began planning the best way to revitalize the Iosan people. These efforts were intended to replenish their own essences as well, although they took great pains not to let their creations know the truth. Convening among themselves, they discussed how to return to the Veld in order to recover their strength and confer this recovery to the Iosans. Once the eight believed enough time had passed for the infernals to cease their efforts to gain access to the Veld, they announced their decision to return.

The gods departed Ios without giving any indication of

where they would go or how they would return to the Veld. Initial attempts to rebuild a new Bridge of Worlds ended in failure, compelling them to venture to other parts of Caen to find a place where the fabric of the dimensions was weaker. As their search continued, Nyssor expressed his pessimism about their endeavor, and with the permission the other members of the Divine Court, he returned to be among his people, the Nyss, as they ventured farther north. After centuries, the other seven gods found an ancient battlefield where souls had once flooded through the veil to Urcaen. Knowing that they would need to cross another barren world to reach the Veld, they prepared themselves for their journey by undergoing a ritual that would permit their forms to transition across the boundary between dimensions. Just as they left Caen, though, they were betrayed.

When the Orgoth invaded western Immoren and enslaved large parts of the human population, two of humanity's gods, Morrow and Thamar, sought for a way to help their people. Thamar knew of the elves' arcane power and sent emissaries to request lore and tutelage, but they were rebuffed, for the Iosans were desperate themselves, both for news of how their gods fared and for a more concrete improvement in their existence. Angered by the Iosans' rejection, Thamar gambled and made contact with the infernals, aware that they wished to capture the Divine Court and take the elven deities' power for themselves. As she treated with emissaries from the Outer Abyss, she dispatched spies to locate and follow the elven gods. The infernals eventually agreed to grant mankind the gift of arcane magic in exchange for two-thirds of all of humanity's souls to be paid at a later date, as well as the location of the Divine Court. With this most coveted intelligence in hand, the infernals gathered at a crossing point within the realm between Caen and Urcaen, and as the Divine Court left the world of mortals, they attacked. Sensing their peril, Nyssor rushed to their aid, but he was much too late. Although the Divine Court fought valiantly, one by one they were defeated or captured, their deaths and corruption leading to the Rivening in Ios. Nyssor arrived only to see his sister Scyrah wounded and Lacyr close to defeat. As his empress fell, she handed him her mantle, believing that it would be key to their revival. Unwilling to leave her side, Nyssor fought long enough to ensure that Scyrah escaped from this accursed dimension and returned to Caen, for they were much too far from any path to the Veld to continue forward. With much of his own strength spent, Nyssor too fled, taking the Mantle of Lacyr with him.

This prized artifact was thought lost when Nyssor was awoken by Goreshade. When the eldritch was cursed by the Scyr of Winter, the god used a little of his strength to spirit the mantle away. After Ghyrrshyld was revived, he sensed the mantle's aura as he journeyed toward Henge Hold in pursuit of the escaped infernal master, an effect of Scyrah's power having brought him back to life. Although Ghyrrshyld had more pressing objectives, he delegated several mage hunters to investigate. They drew near to the relic, but only when Ghyrrshyld and his forces made their way back to Ios was the power of the mantle made clear to him, and under his guidance, the Retribution recovered this most sacred of

artifacts. It was conveyed to Scyrah as soon as possible in the hope that it would restore her strength, and this fervent wish became the focus of the prayers of an entire people. But the goddess regained neither her vigor nor her spirit. Even though her physical strength returned and she slumbered less often within the fane, the mantle did not seem to have the desired effect. Instead, Scyrah's heart continued to wither away, and her body was only held in a fragile stasis by the mantle as elven souls continued to fall to the infernals.

In the end, the solution Scyrah sought from Ghyrrshyld failed to materialize, for he ultimately abandoned his search altogether during the Infernal War in favor of securing the immediate future of his nation. As the gods weakened further, neither they nor their priests could do anything to quell the rising belief, right or wrong, that their deaths were the only solution. And with their passing at the hands of the eldritch Elara, the gods of the elves are no more, and the cycle of souls is broken. The priests who remain still worship their gods, if mournfully, but the power they once received as a blessing from Scyrah and Nyssor comes no longer from the Veld, but from somewhere else entirely, and the spells they cast are now tinged with a blankness whose nature remains unidentified. The future of the elven race rests on a knife's edge. If no answers are found, all that will be left of the elves a generation from now are the undead eldritch, who are not known for their altruism. The optimistic among the Iosans, including even some of the new eldritch, believe that now that the gods are gone, their essences can return as one to the heavens from where they came and, in time, be reborn. Their only hope is that this happens before all is lost.

THE GREAT FATHERS & THE CLAYWIVES

Although the Rhulic freeholds are home to a multitude of non-dwarven races and worshippers of non-dwarven gods, these people remain a small minority in Rhul, for the dwarves themselves are adherents to their ancient pantheon: the Great Fathers, from whom they claim to be descended. But their origin goes back much further—to Ghor, the God of the Mountains, who was as uncaring and unmoving as the mountains he ruled over in Kharg Drogun, "the Land Beneath."

In his arrogance and hubris, Ghor created thirteen slaves from the stone of the mountain to serve his every whim, the first of which was to build monuments to his glory. A cruel master, Ghor had nothing but contempt for his own creations; the very idea of truly knowing them or understanding them did not even occur to him. Had he taken the time to do so, he would have come to appreciate their cleverness, their ingenuity, and—above all—their divinity. The slaves were aware of the god's antipathy for them and returned it in kind, but being creatures of industry and endeavor, they obeyed their creator's command and poured all their efforts into the construction of his monuments, satisfied only with perfection. The slaves were proud of the finished work, but the callous god regarded it with scorn and mocked its lack of grandeur before destroying it with an earthquake and commanding them to begin again.

Resentful at a judgment they knew to be unjust, the thirteen nonetheless cleared the debris of their first work and set out to craft a monument that would be undoubtedly superior. After many years of toil, they presented the new edifice, only to receive more mockery and see their beloved work reduced to rubble once again. As painful as their slavery was, it was nothing compared to the pain of seeing their labors treated with such disdain.

And so they plotted their revenge in secret, in places unknown even to the god-mountain. Each slave had a particular talent or skill, and each put his talent to good use as they worked together to take advantage of Ghor's excesses. They played first on his vanity, promising to build him a tower so massive that it would breach the skies. By the time the tower was complete, Ghor's body was nearly hollow, a maze of tunnels lined by crumbling, worthless rock. Unaware of what his spurned creations had done, the god looked upon the tower and felt his arrogance swell. And as he stepped into the tower to bask in its glorious construction, the slaves struck down its foundations. This marked the third time their great work had been destroyed, but this time the rubble fell upon the weakened Ghor, crushing both the god himself and the tallest mountain of Kharg Drogun, upon which he had stood. And as the now-free slaves cleared away the debris where the mountain had once stood, they discovered thirteen gentle hills, where they built a modest memorial to their newfound freedom and victory: Tower Ghorfel.

Amid the peace that followed, the thirteen, now brothers rather than slaves, explored Ghor's realm and set about securing it for themselves. They soon discovered a chasm deep within the ruins of Tower Ghorfel. Exploring it with a mixture of fear and curiosity, the Great Fathers emerged to find themselves on Caen, where they marveled at the life that teemed around them. Realizing that they needed a new purpose, and filled with a desire to make life just as it had been granted to them, they sought to find their equals in the earth. Taking the rich and fertile clay along the Ayeres River where it flowed into what would become Lake Armsdeep, they shaped it as only they could, giving life to companions with whom they could share their love and the products of their labors. These were the Claywives, one for each of the brothers. From their union came the first dwarves, who revered the brothers as the Great Fathers and founded the Great Clans of Rhul, each named for one of the brother-gods.

But divine rule did not come easily to the Great Fathers, and once their children had children and grandchildren of their own, the deities grew restless and turned to the mountains to ply their skills lest they forget where they came from. Future generations of dwarves built a city in honor of their creators, but the Great Fathers neglected them, remaining in their mines and seeking perfection in their every act. They even ignored the Claywives, refusing to listen to their companions as they beckoned their husbands to come home and rest. After a long time, the Claywives despaired of their spouses' absence and ventured into the mines in search of their husbands. They did not lose themselves in the vast underground expanse, for they were wise and knew where each Great Father would prefer to work within

the mountain. Amid much clamoring, they grasped their husbands' tools, set them aside, and coaxed their companions back to the surface.

The Claywives entreated the Great Fathers not to become like Ghor. The brothers were angered at being mentioned in the same breath as their hated creator, but upon reflection, they realized that the Claywives spoke the truth, and the revelation brought them to tears. They had known nothing but slavery and rebellion until recently and yet bore the responsibilities of gods, having created life from the earth and a people in their image. The Claywives embraced their spouses, led them to the city of their people, showed them the work of their creations, and asked the Great Fathers if they were proud of what they saw. And remembering the monuments they had built for Ghor and the cruelty with which he had destroyed them, the Great Fathers looked upon the city of their children with gratitude. Their children's craft was simple and lacking, no doubt, but it was true and good. At their wives' encouragement, the Great Fathers walked among their people and contemplated what would be best for the future of Rhul. They looked to the trinkets their children presented them and pondered the Edict of Ownership. They looked to their children, grandchildren, and great-grandchildren and pondered the Edict of Authority. They looked to their wives and pondered the Edict of Bonds. They looked to each other and pondered the Edict of Oaths. And they looked to all the people of Rhul and declared the Edict of Unity.

They passed down these and other edicts, which the Claywives enforced while the Great Fathers taught their creations the lore and knowledge they had acquired during their many years of enslavement. The dwarves wrote down these edicts and used them as the basis of the Codex of the Great Fathers, the foundation of all dwarven legislature and jurisprudence. Once their legacy was assured and all their lessons had been passed on, the Great Fathers and the Claywives returned to Kharg Drogun, which they knew to be unguarded. And there they have remained ever since, serving as protectors and guardians of the souls of all Rhulfolk.

To this day, the priests and priestesses of the Church of the Great Fathers and the leaders of the Rhulic clans seek to emulate the conduct of their creators, Great Fathers and Claywives alike. All dwarves offer prayers and dedicate their daily work to these deities, secure and grateful in the knowledge that their souls have a place in Tower Ghorfel after death. When the souls of the greatest Rhulic heroes depart from Caen and arrive at their destination, they are tasked by the Claywives with aiding the Great Fathers in the defense of Kharg Drogun and the tower.

Unlike the gods of mankind and those of the Dhunian races, the gods of the dwarves did not immediately dispatch their immortal servants to aid their people when the infernals invaded Caen; instead, they watched and waited, for Rhul's borders remained resolute. But the dwarves could not avoid the attention of the infernals indefinitely, and for a blessedly brief time, the Great Fathers and Claywives dispatched many heroes of ancient times to fight for Rhul once more as their archons.

GODS OF THE WILDS

The worship of Dhunia is common in many urban centers with established trollkin or ogrun communities. Most city gobbers are not especially religious, although rural ones are disposed to worship the Mother of Life to varying degrees. In the wilds, however, Dhunia's followers are more fervent in their beliefs, although this varies from race to race.

The trollkin are both the most open and the most rambunctious in their interpretation of what constitutes proper worship. Rutting, brawling, and drinking in Dhunia's name is quite common among those who live in the kriels, with even a few shamans having been known to join in from time to time. Fell callers are perhaps the most zealous participants, making them wrecking balls of rowdy yet ardent zeal wherever they go. Even though the vast majority of trollkin consider such behavior quintessential, some believe it excessive and unseemly, though they tend not to openly denounce it out of deference to its earnestness.

Conversely, ogrun are much more conservative in their worship. They approach their faith in Dhunia with the same severity with which they approach many aspects of their lives. For those who live in the mountains of Rhul, much of their guiding philosophy has come from their dwarven neighbors. Unlike trollkin, ogrun offer their prayers much less ostentatiously and do so in a manner that reflects more Rhulic sensibilities. Their shamans are universally and highly respected individuals whose word is law, and they often serve as mediators and arbiters whenever disputes arise in their communities.

Little is known about how the farrow conduct themselves with respect to Dhunia, whom they refer to as the Great Sow. Other Dhunian races consider the farrow to be one of them even if they do so only in a mildly dismissive fashion, but the farrow themselves are ambivalent about confirming or denying this and typically do not have strong beliefs about any matter unrelated to war and thievery. Even though farrow villages have their shaman equivalents—typically bone grinders—belief rarely factors into their practices except for cursory mentions in ritual incantations. They derive their power not from zealous belief in any god but from the inherent properties of blood, bone, sacrifices, and slain enemies.

Rural gobbers, on the other hand, are extremely superstitious. In stark contrast to their urban cousins, these creature find mischief in everything around them and tend to overreact to events they consider beyond their control. As a result, they pray to Dhunia for almost everything.

A substantial number of those who live in the wilds pay obeisance to the Devourer Wurm. Unlike Dhunia's worshippers, whose piety takes many forms, those who dedicate themselves to the Beast of All Shapes, as this deity is sometimes known, are nearly universal in how they express their reverence—and they do so almost entirely through violence and bloodletting. Worship of the Devourer Wurm demands constant blood offerings, and many such rituals are centered around Caen's moons, with feasts and violent hunts typically held when Calder is new or full. Those who are able

to draw power from blood and sacrificial flesh—or imbue power into them—rise to become shamans.

The ancient Molgur confederation of Dhunian peoples was one of the oldest recorded civilizations that openly worshipped the Wurm, but this loose alliance quickly fragmented after it was driven out of southwestern Immoren by the early Menites. Even though many of these savage people returned to the embrace of the Great Mother, some persisted in following the Devourer. A large community of such devotees was recently encountered in the southern fringes of the Howling Wastes, an unforgiving place suitable for an unforgiving god. To those who live in the Iron Kingdoms, the Tharn, whose society was once numbered among humanity's in the ancient past, are the most feared of all of the Devourer's cultists, but other fringe groups, particularly the warpwolves, are rightly dreaded. The recent founding of the Kriel of the Stormchildren, a cult of trollkin who abandoned their traditional worship of Dhunia, has been particularly troublesome for their neighbors in the Bloodstone Marches, where these fierce worshippers of the Wurm prey upon what little remains of the Protectorate of Menoth and its former inhabitants.

IOS

The elves of Ios have known more than their share of calamity and trouble despite seemingly being insulated from many of the most devastating wars and disasters that have rocked the Iron Kingdoms. But of all of the cataclysms the Iosans have faced, perhaps none has ever changed the face of their nation more completely than what followed on the heels of the Claiming. Already a stricken people struggling against the decline of their remaining gods and warring with their fair-weather allies, the skorne, the Iosans were dealt an irrevocable blow when two of their own number—disciples of the newly redeemed and now murdered Goreshade—carried out their former master's plan and slew Scyrah and Nyssor, the last of the elven gods. The result was something that few, if any, could have anticipated. The Iosans had long enjoyed a special bond with their deities, and the complete severing of that bond changed the elves within the borders of Ios just as completely.

For decades, an ever-increasing number of elves had been born without souls, and the black-eyed soulless had become nearly as numerous as their ensouled brethren by this time. These elves were left unchanged by the death of their gods. The others, however, were not so lucky. Many of the elves with souls who were within the borders of Ios at the time of Scyrah's and Nyssor's deaths were slain instantly and terribly, their spiritual death shriek warping the land and shaking the cosmos. The rest were irrevocably changed in both body and spirit, transformed into the twisted, hungry beings known as eldritch. Within Ios, not a single elf escaped the effects of their deities' deaths. Every living ensouled elf within the elven nation's borders was either changed or destroyed, and in the wake of this terrifying cataclysm, Ios became a haunted realm of silence and death.



IOS BEFORE THE CLAIMING

To understand the extent of the changes that have befallen Ios since the murder of Scyrah and Nyssor, one must first understand what life was like inside the elven nation before the Claiming—a knowledge that few within the Iron Kingdoms can boast, for the Iosans have always been a mysterious and closed-off people.

For centuries, life within the borders of Ios was defined by the politics of the various noble houses. Before the ancient calamity known as the Rivening, the government of Ios was overseen directly by the Divine Court—the very gods themselves—and by the priesthoods of their various fanes. Beneath these were the *hallytyr*, or “high houses”: the most prominent and influential of the hundreds of noble houses that once made this forest nation their home. Together, all the *hallytyr* formed the Consulate Court, the highest power in the land aside from the gods themselves and their attendant priests. The number of high houses in the Consulate Court varied over the centuries, as did the composition of the *hallytyr* and *fallytyr*, or “lower houses,” which comprised the rest of the Iosan nobility. Among Iosans, “house” referred not merely to familial bonds, but to more complex networks of treaties, duties, oaths, and castes stretching back centuries, sometimes even to the old elven empire of Lyoss.

These houses, both high and low, provided the soldiers and myrmidons—war machines fueled by unique arcanikal technology—that once made up the armies of Ios. The primary duty of these forces was defending the border fortresses that protected the cloistered nation from outside threats. The five great military houses of Ellowuyr, Issyen, Nyarr, Rhyslyrr, and Silowuyr made up the Homeguard Coalition, which was responsible for organizing most of the elven nation’s military might. Each house contributed its own unique specialty while also recruiting soldiers from the *fallytyr* and the common folk.

After Thamar bestowed the Gift of Magic on humankind, the Retribution of Scyrah became a significant force within the borders of Ios. Believing that the Gift was actually a curse responsible for the decline of the last of their gods, the Retribution began as a terrorist organization whose goal was nothing less than the annihilation of all human magic-users and arcanists. Over the years, the group evolved from a renegade cell to one of the dominant forces in Iosan politics and military matters.

DEATH KNELL OF THE GODS

Ultimately, the Retribution was proven both right and wrong about the cause of the elven gods’ decline. The infernals were the source of both the Gift of Magic and the doom of the Iosan deities, having set their sights upon the gods of the elves centuries before agreeing to Thamar’s terms. During the Claiming, the nation of Ios found itself in a situation as precarious and deadly as any in the surrounding lands, where the infernals collected their long-overdue tithe of human souls. A desperate alliance with the neighboring skorne ended in betrayal as the elves—led by the former eldritch and

notorious villain of the War of the Houses, Ghyrrshyld, who had been returned to life by the power of the goddess Scyrah herself—turned on their erstwhile allies and slaughtered the skorne who had joined them in the fight against the infernals. Ghyrrshyld himself was betrayed in turn during the battle, slain not by the skorne but by the blades of his own kin.

In the end, neither Ghyrrshyld nor the other highest-ranking members of the Retribution set into motion the dark fate that now hangs over Ios. Instead, two of Ghyrrshyld’s disciples—the former Retribution assassin turned warcaster turned eldritch Elara, known as “Death’s Shadow,” and the soulless called Nayl—forced their way into the Fane of Scyrah and dealt the final blow to the remaining elven gods, using a combination of Iosan arcane knowledge and skorne mortitheurgy, along with the frozen blade of the god Nyssor himself.

The result was as instantaneous as it was devastating. With the exception of the soulless, whose existence was already devoid of passion, emotion, empathy, and ambition, none survived the death of Scyrah and Nyssor unchanged. Most of the elves within the borders of Ios were slain immediately, their souls departing in a vast wave of void energy that reshaped the very fabric of the forest nation, but those who did not perish suffered perhaps a worse fate: they were transformed into eldritch, twisted undead that preyed upon the essence of the living. Only the elves who were outside the elven nation border’s at the time remained as they once were. Even among these lucky ones, many felt the change. Scyrah’s priests were cut off from the power of their goddess, which was replaced by the touch of something they could not identify. Those Iosans who have found new homes across the Iron Kingdoms now wonder what has become of their ancient homeland and the many souls who once dwelt there.

IOS AS IT IS TODAY

The death of the gods changed more than the elven people. Everything in Ios—its forests and streams, its mountains and lakes, and even its cities and fortresses—absorbed some part of the energy released by the deaths of the last two members of the Divine Court, and the result is a land that is haunted in ways both literal and figurative.

Venturing into the forests of Ios from the outside world has always meant stepping into a land of pristine beauty and almost uncanny silence, but today, that silence has grown, and the beauty has become somehow unsettling. The forests have constantly been cloaked with mist no matter the season, but ever since the deaths of Scyrah and Nyssor, that mist has taken on an unnerving mind of its own. Travelers within this fog imagine tormented faces and grasping claws, hear whispered voices carried on the still air, and find themselves turned around in their tracks, walking back out of the forest even as they believed they were venturing deeper into it. That this mist seems to conspire to protect Ios from outside interlopers may be mere coincidence, or it may mean that the eldritch who now rule the eerie nation have found some way to harness the fog for their own inscrutable ends.

Despite all these changes, life in Ios continues much as it did before the Sundering, even if many of those who dwell



within the forest nation's borders are no longer numbered among the living. The soulless, once a minority among the elven nation's population, now outnumber the eldritch by a considerable margin, yet the latter hold all of the nation's political power. The hallytyr and fallytyr still exist as strange shadows of their former selves, with eldritch rulers now making laws for their obedient, soulless subjects to follow.

ELDRITCH IN IOS

At one time in Ios' history, all soulless were put to death at birth. Even when these unfortunate elves were later allowed to live, they were often raised by the Retribution and generally looked upon with pity, viewed as a curse visited upon the elves by the disappearance and decline of their gods. Today, however, the soulless make up the rank and file of the Iosan military and industry, and they defend the borders of their haunted realm with blade, bow, and unique Iosan firearms.

The soulless are eerily silent and inscrutable to outsiders, yet they are not the worst creatures waiting in Ios for those brave or foolish enough to venture past its borders. If the soulless were viewed with pity and unease, the eldritch were once considered abominations, and not without reason. Indeed, ritual murder was but one of the terrible prices an Iosan had to pay in order to transform into one of these immortal fiends. The death of Scyrach and Nyssor changed all that, as it changed so many other things. For some time before the gods' demise, the energies of Lord Ghyrrshyld had allowed several soldiers among the Retribution and other Iosan forces to rise as eldritch without the need for dark bargains and heinous acts. When Scyrach was slain, that same transformation spread throughout all the living, ensouled elves within Ios with the will to continue existing. Thus, whereas an elf once had to be willing to engage in unspeakable acts to become one of the undead eldritch, Ios today is populated by hundreds of eldritch who simply underwent the transformation suddenly and unexpectedly, bringing to their new state a slate of ambitions, temperaments, hopes, and fears as varied as any that ever occupied the minds of the living elves who once ruled this land.

Yet even though the eldritch who make up the new nobility of Ios are far from a monolithic evil, they cannot be said to be wholly blameless, for they still feed, as their more nefarious predecessors did, on the life force of the living, and they must still perform unspeakable acts in order to maintain their unnatural existence. That this life force is sometimes drawn from the soulless who make up the majority of the Iosan population may help soothe the consciences of the newly made eldritch, but it only does so much to blunt the horror of their predation, especially to those few outsiders who have encountered them.

HOUSES DIVIDED

Prior to the Sundering, as the deaths of the last elven gods came to be called, the high houses that made up the Consulate Court numbered fifteen, each with its own specialty and area of focus and the support of countless fallytyr. Some of these

houses were broken by the events that followed the death of Scyrah, but others have actually grown in power in the years since the Sundering.

Just as they did for centuries, the houses of the Consulate Court still govern this very changed nation, although now all the nobility are eldritch. Each hallytyr possesses dominion over specific aspects of Iosan society and is still overseen by the Consul, the highest-ranking member of the surviving houses. Even though the armies of Ios now consist of eerily silent masses of soulless, they are still commanded by the remnants of the great military houses, and those among the eldritch who are so inclined, whether by nature or temperament, still practice ancient Iosan martial traditions and lead myrmidons into battle whenever such firepower is required.

All is not as it once was, however, and many changes have affected the balance of power in this benighted nation. The hallytyr of the Consulate Court had never been in complete agreement before the Sundering, but they now find themselves divided up among eldritch of varying ambitions and with distinctly different visions of what the future of Ios should look like. These eldritch are not as depraved as those who came into being before the Sundering, but as time goes on, even the most compassionate among their number find it harder and harder to tap into the emotions and empathy they once possessed, and machinations both clandestine and overt seem to grow among the houses with each passing day. At the same time, shadows that once hid themselves away from the light of Iosan society have crept back into view as the ancient eldritch—the first of their kind—have emerged from the secret tunnels beneath the Fane of Nyrro to stake their claim in an Ios in which their existence is no longer anathema. These most ancient of eldritch view themselves as the natural rulers of the transformed nation, bringing them into conflict with newly made eldritch who are still trying to preserve some remnant of the old order.

ITHYLS OF IOS

In the language of the Iosans, *ithyl* means “heart,” and it is the name given to the provinces of the elven nation, as established by the Divine Court when their people first settled these lands. Just as the gods themselves once were, the ithyls are eight in number, with each one serving as home to the primary fane of the now-departed elven deity after whom the ithyl was named.

The largest of the eight ithyls is **Ayisthyl**, the gateway to Ios for most of the Iron Kingdoms when such travel was permitted. Here, along the borders of Llael and the Glimmerwood, the Gate of Mists guards entry to the nation. Now devoid of major active cities, Ayisthyl is home only to the ruins of Issyrah, once home to the Fane of Ayisla.

Lacyrthyl has long been the most densely populated of all the ithyls, a fact that is truer today than ever before. This centrally located ithyl is home to the capital city of Shyrr and the Great Fane of Lacyr, and its modest size belies its substantial population.

After Ayisthyl, **Lurynthyl** is the largest ithyl in Ios. It is named for the long-departed Armsmaster of Lyoss,



whose fane once lay in the lost city of Lurynsar, the ruins of which are believed to lie somewhere to the south of Aeryth Ellowuyr. It is also home to the city of Lynshynal, stronghold of House Shyeel, not to mention some of the only mining of note in all of Ios, which is carried out in the Iosan Peaks to the south.

Filled with dense undergrowth and heavy mists that make travel difficult, the small ithyl of **Lylisthyl** was largely unpopulated even before the Sundering and is even less populated now. Despite its small size, this minor ithyl is home to the Gate of Storms, which guards the border between Ios and Rhul and which remains manned in order to prevent outsiders from finding their way into the isolated elven realm from the dwarven kingdom.

Nyrothyl is the northernmost of the Iosan ithyls. It is the site of both Aeryth Dawnguard and the ruins of what was once Eversael, the home of the Cult of Nyrrro, which was considered cursed and anathema for centuries. Since the Sundering, however, the members of the former cult have begun to reassert themselves in a transformed Ios, and this distant ithyl has taken on new political significance as a result.

Occupying much of Ios' southern border, including Mount Shyleth Breen on the edges of the Bloodstone Marches, the ithyl of **Nyssothyl** was never heavily populated, and it remains largely devoid of inhabitants today. These woods were once good for hunting, but the strange devastation that spread outward from the Twilight Gate has rendered much of this area fit only for bizarre flora and fauna and largely inimical to more normal wildlife.

Home of the sacred Forbidden Temple, **Ossyrthyl** spreads north from the Iosan Peaks through one of the most heavily forested regions of Ios. Prior to the Second Skorne-Iosan War, the skorne held some of this territory, especially near the Iosan Peaks, but today it consists mostly of silent trees that spread for miles in every direction.

Before Scyrath retreated to the Great Fane of Lacyr in Shyrr, her temple was in the city of Iryss in **Scyrathyl**, which extends along the forested hills south of Rhul. The stronghold of House Syllrynal, this ithyl is still home to some of the nation's most arable land, and it produces many of the crops that feed Ios' living inhabitants.

SHYRR

Even before the events of the Claiming, numerous cities within Ios were abandoned to an extent that would have been shocking to outsiders had anyone from the outside been able to make their way into the isolated and increasingly xenophobic nation. Stricken by centuries of calamity, riven with internal conflicts, and depopulated by its population's declining birth rate, much of Ios had already fallen into ruin before the deaths of Scyrath and Nyssor.

Such was not the case in Shyrr. Located near the geographic center of Ios, the elven nation's capital city was home to both the Iosans' last surviving god and the Consulate Court, which was the center of the nation's political power. Secure and prosperous, Shyrr was protected by both natural barriers and considerable military might, including the devout soldiers of House Silowuyr, who were sworn to

defend the capital until their dying breath.

Shyrr's architecture was once some of the most impressive in all of Ios. Its buildings were cut from huge blocks of gray marble, many of which fit together so cunningly that their seams were impossible to detect. The elven capital was once known as the City of Lights due to a cunning arrangement of globes filled with long-burning alchemical mixtures that not only illuminated the streets but also changed colors throughout the day, thereby serving as a timekeeping device. Many of these globes are still maintained today, and some of the glimmering runes carved into many of the city's buildings still shine with arcane power, but the city's dilapidated condition is a reminder of the plight of all of Ios. Many globes are broken, and those who attend to their maintenance and filling are, without fail, soulless elves who go about their duties with blank precision. Several regions of the city have fallen into disuse, and some have even been encroached upon by strange things from the surrounding forests.

For centuries, Shyrr's population enjoyed a very active nightlife, and the elves who thronged the city's streets from dusk until dawn were nearly as numerous as the crowds that lined its roads during the day. These days, however, Shyrr is nearly a ghost town during the day but comes alive—at least by comparison—when the sun goes down.

One of the few cities in Ios whose eldritch population rivals that of the soulless, Shyrr is still the seat of Iosan government, but it is the capital of an eerie and depopulated nation that exists as a strange reflection of what it was. The transformed remains of the Consulate Court continue to meet in the halls of the Consulariat and maintain their *falythi*, the palatial estates dotted throughout the city. Proximity to one of these buildings is the only guarantee of safety in modern Shyrr, for many of the surrounding regions of the metropolis have been abandoned to creeping things best not encountered in daylight or darkness.

Adventure Hook

Outsiders are not welcome in Ios, and that is doubly true in the heart of the stricken empire. Yet "unwelcome" doesn't necessarily mean "not useful," and there are those within the ruling houses of Shyrr who will take gladly advantage of interlopers in order to achieve their own ends. Shael Wyllothy, the incissar of one of the numerous *fallytyr* with holdings in Shyrr, is one such ruler. Her network of spies and agents recently discovered a network of underground passages and crypts that lead to the estate of House Wyllothy's main rival, House Asir, and Shael is now looking for a group willing to break into the estate and return with intelligence that will help her get the upper hand in Consulate politics. Those who do will be richly rewarded.

THE GREAT FANE OF LACYR

At one time, this temple—the most imposing in all of Ios—was not only the center of life in Shyrr for many Iosans but also the seat of the greatest power in the land. Named for the original narcissar of the Divine Court, it was home, in its final centuries, to the ailing goddess Scyrath, who was guarded

day and night by devout fane knights who were sworn to let no unbeliever set foot within its walls. It was also the site of the greatest tragedy to befall the elves since the Rivening, for it was here that the gods Scyrah and Nyssor, last of the Divine Court, were slain by the eldritch Elara. Their deaths, and the terrible rites that accompanied them, poisoned this once-sacred structure irrevocably. The marble of the temple, once white with blue veins, turned black overnight as though the stone had been scorched.

Today, no one—not even the eldritch who now rule the capital city nor the fearless soulless who make up the majority of the populace—ventures into this blighted structure. More than mere ghost stories and lingering religious reverence keeps out the curious and the opportunistic. Dark things haunt the halls that once served as the dwelling place of a goddess, and there are those who say that the fane knights who once defended this building do so still, though not as flesh-and-blood elves.

EVERSAEL

Even when Ios was a more populous kingdom whose inhabitants were counted among the living, the city of Eversael was an accursed ruin devoid of life. Centuries ago, when the disappearance of the gods was still fresh in the minds of the inhabitants of Ios, the priests of Nyrrro, Arsyrf of Day, engaged in terrible blasphemies, claiming that their deity had returned. In truth, the priests delved into dark necromantic rituals, shedding their mortality to rise again as the first of the eldritch. The priests did everything they could to hide the truth of what they had done, going so far as to assassinate their fellow Iosans in order to protect their ruse.

When the hoax was discovered, the soldiers of the Dawnguard slew the heretical priests, leaving the city abandoned but not entirely devoid of inhabitants. Beneath the Fane of Nyrrro, the priests who survived the purge practiced dark rites and transformed themselves into some of the first eldritch. They lurked beneath the streets of Eversael for centuries, growing in number as some of those who found their way to the dark tunnels under the city learned how to join the ranks of the undead.

Yet for all their physical and arcane might, the eldritch of the former Cult of Nyrrro, as they came to be called, were anathema to those few Iosans who knew of them. The living did not loathe the undead without reason, for these early eldritch performed terrible and bloody deeds to maintain their immortality. Now, however, those on the surface have joined these ancient beings in undeath, and the former priests of Nyrrro have begun to return to the surface bit by bit, claiming their former fane in the fallen city as their base of operations. Even though many among even the transformed Iosans still view these earlier eldritch as monstrous and evil, others recognize that the Cult of Nyrrro has had centuries to master a condition into which they have suddenly been thrust. As more and more of the Iosan populace turns to these ancient eldritch to learn about their new state, the former priests of the Arsyrf of Day find their power waxing full once more.

IRYSS

The city of Iryss was once home to both the Fane of Scyrah and the goddess herself, but when she alone among the gods returned to Ios, she went to the Great Fane of Lacyr in Shyrr, and much of her priesthood traveled there in her wake. Despite Scyrah's absence, her fane and its grounds have never been untended, and today they remain unsullied, while the Great Fane in Shyrr is a shattered reminder of what it once was.

Many among the newly converted eldritch of Ios find their new status uncomfortable at best. Even among those who embrace their undead nature, not all are quick to cast aside the old ways of life that had served the elves for centuries. For them, the Fane of Scyrah remains a sacred place even though the goddess is no longer present. The gardens around the fane are still tended, and many Iosans continue to make pilgrimages to the site.

In some ways, the city of Iryss is more like it was before the Sundering than almost any other place in Ios. The sun seems to shine here more frequently than it does in other parts of this mist-choked land, and the orchards that provide much of the food that nourishes the nation's still-living soulless are still tended by horticulture experts—both eldritch and soulless alike—from House Syllrynal. But even though most of Iryss creates the illusion of a vibrant and living city, it is filled with reminders of the doom that has befallen Ios as a whole. Some of the great greenhouses of House Syllrynal lie cracked and open to the elements, and many vacant buildings on the outskirts of town are encroached upon by the surrounding forest, whose twisting vines and other vegetation grow with the same unusual vigor that is so welcome in the orchards and greenhouses.

Ages ago, all of Ios was covered by a great sea, and what remains of that lost epoch can still be found today beneath the streets of Iryss, where miles of tunnels are all that endure of a vast salt mine that spans hundreds of acres more than a thousand feet beneath the surface. During the War of the Houses, thousands of Iosans retreated to this place, which was then called the City Below, where they built new homes and other elaborate structures in the crystalline catacombs.

Adventure Hook

Back when the Retribution of Scyrah was an outlaw organization, its members maintained a secret headquarters in the City Below. Even after they had been accepted by Iosan society, they continued to store secret plans, weapons, and other resources in the bowels of the salt mine, which can be accessed by a lift system hidden in the Fane of Scyrah. The former members of the Retribution who were outside the borders of Ios when Scyrah was slain would love to get their hands on this forgotten store, as would the numerous Seekers who have learned of its existence, and they have ample coin for adventurers who might help them reach it.

THE WEeping ROSE

Even though one of her cousins represents her hallytyr in the Consulate Court, the incissar of House Syllrynal remains Arsyll Syllrynal, the eldest remaining member of the noble house that is still responsible for agriculture and horticulture in Ios. Unfortunately, no one outside of Arsyll's immediately family and trusted retainers have seen her since the events of the Sundering, as she now spends all her time locked within the largest domed greenhouse in the Sylgarden, a vast, mile-wide conservatory in the heart of Iryss.

Those who still know of Arsyll's existence call her the Weeping Rose, although most are unaware of how apt the sobriquet has become. In the aftermath of the Sundering, Arsyll desperately sought to find some way to reverse the process that had transformed her into an eldritch. Her would-be herbal remedies have not only failed to cure her condition but also resulted in a horrifying mixture of physical and mental deformities. Painful fungal growths sprout from Arsyll's flesh like blood-red thorns, and her reason is almost completely gone. A shaken husk of the once-vibrant woman she was in life, the Weeping Rose now wanders aimlessly among the poisonous flowers in the greenhouse where she makes her home.

LYNSHYNAL

If Iryss is the one place where it is easiest to pretend—if only for a while—that the tragic events that followed the Claiming never struck Ios, then the industrious city of Lynshynal is where life, such as it still exists in the elven nation, most closely follows the patterns that it did before that disaster. Hidden by the treetops of the vast Archenbough Forest, Lynshynal was every bit as important to the functioning and military might of Ios as Shyrr or any of its border fortresses, for it was home to most of the nation's arcanists and center of production for the bulk of its myrmidons.

Even in the wake of the Sundering, all this remains true. Though the city itself remains hidden even from those who pass within a few hundred feet of it, its forges and laboratories blaze day and night as they always have, churning out the weapons and engines of war used by the soulless soldiers who make up the army of this new Ios, as well as the myrmidons commanded by those among the eldritch who have the warcaster's gift.

For centuries, two hallytyr—House Shyeel and House Vyre—have been responsible for much of Ios' arcane might. The former designed and fabricated most of the nation's myrmidons and arcanika, and the latter developed broader applications of arcane lore. A healthy (and sometimes heated) rivalry has long existed between the two houses, which have often sought to best one another in ways both aboveboard and underhanded. House Vyre's reputation had been tainted by the actions of Lord Ghyrrshyld and the War of the Houses before the Claiming, but the Sundering marked a turning point. Among the high houses, none had more members survive as eldritch than House Vyre. Whether this was because they were better versed in the kinds of arcane theory that could have prepared them for such a transition or because Ghyrrshyld had already paved the way by example—or, as

some of their detractors claim, because they were already tainted or corrupted in some way—no one knows. Regardless of the reason, their fortunes have ascended rapidly since the Sundering, and today House Vyre is one of the most powerful hallytyr in the entire kingdom, much to the irritation (if not outright displeasure) of those in House Shyeel.

Adventure Hook

Three falythi—massive estates that are home to the hallytyr and fallytyr—overlook Lynshynal from a nearby hillside. The largest of these still belongs to House Shyeel even though its fortunes have declined below those of House Vyre in recent years. Certain high-ranking arcanists of House Shyeel believe that some of their proprietary designs for cortexes and other arcanika have been stolen by their rivals but can neither openly accuse them nor risk sending their own agents to investigate. Those who rule House Shyeel would be very grateful to any outsiders who would be up to the task of infiltrating the falythi of House Vyre and returning either with the stolen designs or convincing evidence of wrongdoing.

SHAEROSS

The damage dealt to the cities of Ios during the Rivening is almost impossible for an outsider to comprehend, and no city was devastated more than Shaeross. The city was once the seat of the Fane of Ossyris, Incissar of Hours and Sovereign of Conflict, but the priests of that departed god had long since left his fane behind, choosing to live among the populace instead and serve its military.

No one knows for certain what happened in Shaeross, but when emissaries from Shyrr reached the city, they found nothing but a tomb. The streets were piled with the dead, and those who had escaped being hacked to pieces by their own kinfolk had fallen on their own blades. Not a single soul had survived.

For centuries afterward, Shaeross was a ghost town, and so it experienced little change following the deaths of Scyrah and Nyssor, at least at first. Yet the soldiers of the nearby Aeryth Ellowuyr—many among them soulless and therefore not prone to exaggeration or speculation—have reported seeing lights and movement in the abandoned city during dark nights, especially around the vanished god's former fane, now known as the Forbidden Temple.

MISTBOUGH

Back when outsiders were permitted to enter Ios, most of them passed through the Gate of Mists, a massive fortress that bars the way to the forest of Mistbough, which is so named because the mists that cloak much of the land hang particularly heavy here. This forest was once home to hundreds of archers of House Rhysslyr. Renowned for their unerring aim, these expert snipers hid in countless ambush sites, ready to pepper interlopers with arrows both mundane and alchemical should they stray from their designated path or dare to travel deeper into the elven nation without the proper escort.

Today, anyone who plans to venture into Ios from the

south or west must pass through the Mistbough, which is still home to countless archers lurking in the trees. With uncanny patience, these soulless guardians watch the eerie domain for any sign of intruders, and trespassers are dealt with quickly and harshly.

THE MOON ARCH

Built near the Gate of Storms along the border between Ios and its most peaceful neighbor, the nation of Rhul, the Moon Arch is a massive scrying device originally intended as a means of locating the vanished gods of the Divine Court. The eponymous arch of white stone spans an enormous and still pool of crystal-clear water. The moons of Caen shift the water as they pass overhead, and the arch's reflection creates images of distant places in the resulting ripples.

The Moon Arch proved useless for its intended purpose and was largely abandoned for years, except for a handful of devoted Seekers who maintained it and continued to believe that it would play a role in the future of their people. Perhaps they were not wrong, for the Moon Arch has taken on new significance since the Sundering, as careful use of it allows the transformed inhabitants of Ios to keep an eye on those outside their closed realm.

Adventure Hook

The Moon Arch has recently begun showing unsettling images of what its current keeper, a wizened eldritch named Halcyn Faer, believes to be the Lost Forest of Ryolyse, long denied to the elves by their gods. Faer wants to know what secrets the scrying pool has revealed, but even with the gods no longer on Caen, he doesn't dare brave the forest himself and doesn't believe the soulless capable of bringing back the information he seeks. He's hoping to find some intrepid (if somewhat foolish) souls who will embark upon the journey on his behalf.



HOWLING WASTES



Ice Mountains

Sea of Blackice

Burningfrost Plains

Broken Mirror Lake

Glass Peaks

Frostbracken

FROSTBRACKEN COLONY

GRIDDENGUARD

GRODDENGUARD

FARHALLOW

Foundation

Miner's Run

Ageres River

North Ageres

Blade River

Borokuhn Mountains

GHORD

ULGAR

DROTUHN

Armsdeep

Fleetsfill River

Skybridge

est

Hammerfall

Lakeforge

BRUNDER

Aeryth Dawnward

HELLSPASS

RHUL

Silvertip Peaks

Eversael

Rangercliff Run

Black River

Oldwick

er SKIROV

Thundercliff Peaks

Castle Tzepesci

Gate of Storms

SHYRR

ovask Hills

Horgenhold

Mount Borgio

The Moon Arch

Archenbough

LYNSHYNAL

Old Korska

RYNYR

RIVERSMET

LERYN

Shaelvas

RORSCHIK

LAEDRY

Redwall

LLACL

RHYDDEN

IRYSS

IOSS

Aeryth Ellowuynr

od

Willow Barrens

EL SINBERG

Greywind Tower

Issyrah

Mistbough

The forbidden Temple

UMBREY

MERYWYN

Gate of Mists

Twilight Gate

Losan Peaks

od

Ravensgard

Drek Lake

Glimmerwood

Hawksmire

Mount Shyleth Breen

epwood Tower

Northward

Bloodsmeath Marsh

Scarleforth

Klokhor fortress

Castle of the Keys

Tyrant's Lash

30

Blindwater Lake

Fort Rhyker

CORVIS

Widower's Wood

TERNON CRAG

NORTHERN BLOODSTONE

Bloodstone



RHUL

Surrounded by forbidding peaks and protected by the laws and edicts laid down by the Great Fathers and the Moot of the Hundred Houses, Rhul may be the oldest and most stable civilization in all of Immoren. But even here, in this long-enduring nation, life is changing. Thousands of humans, Iosans, gobbers, and other refugees have settled in the freeholds lining the bases of the mountains that ring this northern nation, and their presence exerts an inexorable influence on everything from trade to food to customs to politics. Even among the Rhulfolk themselves, schisms have taken root where none existed before. The world beyond their borders is different than it has ever been in all the long centuries counted by their records, and there are those among their number who believe the time has come for Rhul to take a more active role in the continent's future.

Even so, for most of the inhabitants of this generally peaceful mountain empire, life goes on much as it did before the Claiming. Among most of the Rhulfolk themselves, clan and family are paramount, influencing everything from the trade one practices to the resolutions of local and national politics. The clans that make up the Moot of the Hundred Houses exercise the greatest political power in the land, and lesser clans jockey constantly for position below them.

The numerous Rhulic ogrun, whose ancestors long ago banded together with their shorter, stouter neighbors, continue to practice a timeworn variant of their old ways. They worship Dhunia and swear fealty to great leaders they call korune. Many of these korune are Rhulfolk, but more and more of them these days are ogrun or even humans, gobbers, or Iosans, among others.

The peoples of the freeholds are a motley society, and they bring with them an equally diverse range of ambitions, goals, hopes, dreams, prejudices, and grievances. Some revere the

model of Rhulic society and seek to make themselves a full part of it—or at least emulate it—but others chafe at their status as refugees and hope to return to their former lands. Still others spy opportunity where most would perceive only crisis, and they seek to improve their lot by hook or by crook.

Life in Rhul is slowly changing—not only from the freeholds to the halls of the Moot of the Hundred Houses, but also from trading houses and jack foundries to the temples of the Great Fathers. Only time will tell if it changes for the worse or the better.

FREEHOLDS

One can find inhabitants from just about every walk of life in the freeholds that surround much of southern Rhul: former residents of Ios who fled their homeland before the unsettling events that unfolded there, Nyss refugees, humans from as far south as the Protectorate of Menoth, Khadorans who once made their homes in and around Hellspass but were permanently displaced by the incursions of the infernals, gobbers, and even trollkin from the northern kriels who fled war and strife. The list goes on and on.

As a result, the freeholds of Rhul are perhaps the most cosmopolitan parts of the entire nation, although what a traveler may find there varies considerably from one freehold to the next—indeed, often from one street to the next within each freehold. Such refugee cities in other lands might be disorganized or quickly fall prey to crime or other unsavory influences, but the Rhulfolk's famous knack for organization has, in short order, transformed the freeholds into full-fledged cities of their own. These areas feature surprisingly developed infrastructure and local governance despite their dizzying array of mixing—and sometimes conflicting—cultures and their bewildering miscellany of languages.

All this is not to say that lawlessness hasn't found its way into the freeholds, both from within Rhul and from without. Many humans and other peoples of western Immoren have brought old schemes and grudges to the freeholds or have formed into new gangs for protection, power, or position within these rapidly shifting communities. Organized crime is certainly not unknown to the Rhulfolk, who carry out their criminal enterprises with the same industriousness and efficiency they bring to their more legitimate undertakings.

As a result, a thriving black market exists within the freeholds that dot the edges of Rhul. One can purchase just about anything here, if one knows where to look and has the required coins to spend or favors to cash in. Southern kingdoms sometimes recruit spies here—or even send them, hoping to learn more about their northern neighbors—while mercenary companies, both Rhulic and mixed, find that these dynamic communities make ideal bases of operations.

The nature and general makeup of each freehold varies from those of the others but are often influenced by the freehold's location within Rhul. Freeholds in the more northern counties of Norgruhnde and Atho-Shiel are generally less populated, having been settled by hardy Khadorans, displaced trollkin, and others accustomed to the harsh winters of the north. The freeholds in Hanoghor are perhaps the most diverse in all of Rhul. Human refugees from

THE COUNTIES OF RHUL

With the exception of the more temperate valley around the massive lake known as the Armsdeep, Rhul is a land of ragged peaks and harsh winters. The nation is divided into seven counties, each under the stewardship of several of the largest or most prominent clans. Atho-Shiel, which lies near the former Khadoran settlement of Hellspass, saw considerable fighting during the Claiming. Ghorguard, as its name suggests, helps defend Rhul from the north, and it counts the Guard Cities of Griddenguard and Groddenguard among its holdings. Hanoghor shares its borders with the kingdom of Llael and has become home to the largest concentration of freeholds in the aftermath of the Claiming. Hathorung, one of the largest but also least populated of the Rhulic counties, extends into the Glass Peaks and Skybridge Mountains to the north. Norgruhnde ostensibly includes the arctic wasteland of the Burningfrost Plains, although this is mostly because no other county has ever laid claim to this barren wilderness. Urgosh-Shiel, the largest of the Rhulic counties, shares its border with Ios and is home to nearly as many freeholds as Hanoghor. The last county is Wrothemoot, the heartland of Rhul, which is home to both the Armsdeep and the capital city of Ghord.

Llael and the Protectorate of Menoth make up the largest portion of the population, but these settlements are home to gobbers, trollkin, and many others as well. In the freeholds of Urgosh-Shiel, which shares much of its border with Ios, one is more likely to find exiled elves and their Nyss cousins.

Adventure Hook

On the shores of the Black River south of Horgenhold lies the freehold of Shielsbard, one of the largest such communities that have sprung up since the Claiming. Unfortunately, Shielsbard has lately begun feeling pressure from a gang called the Ten Crowns, which authorities believe has been responsible for several disappearances in town. The Rhulic city watch, consisting mostly of soldiers from nearby Horgenhold, have thus far had little success in quashing the gang and would be amenable to any outside help.

YEARLESS

At the foot of the Silvertip Peaks, near the rushing Fleetsfill River, lies the freehold the elves call Yrryrylss. Unaccustomed to Iosan pronunciation, most of the other locals have taken to calling it “Yearless,” and the name has stuck.

Even though Yearless is relatively isolated, it looks, at first glance, much like many other freeholds that have sprung up in recent years along the Rhulic border, but a number of differences exist beneath the surface—sometimes literally. In the wake of the cataclysm that recently gripped Ios, the Shadowed Path, a major splinter sect of the former Retribution of Scyrach, made its base camp in this isolated settlement, which is separated from the heartland of Rhul by the Silvertip Peaks yet accessible along the treacherous Fleetsfill River. The location was chosen in no small part because it lies perilously close to the border of Ios, from which strange stories continue to filter into neighboring communities. Although reports continue to circulate of unwary travelers who have gone missing on the edges of the eerily silent forest, this location is ideal for the former mage hunters of the Shadowed Path, who hope to strike once more into their lost homeland. As an added bonus, the ominous rumors help ensure that they’re left alone as they conduct their reconnaissance.

Yearless is home to plenty of other inhabitants, ranging from humans to Rhulfolk to ogrun, but the ratio of elves to others is much higher here than in any of the neighboring freeholds. Not all the Iosans and Nyss here are former members of the Retribution, however. Some have simply been drawn to a community they can share with others of their own kind, and many are entirely unaware of the activities of the Shadowed Path. The former mage hunters have set up their base of operations in old mines that run beneath the freehold and have spread copious rumors that the mines are haunted in order to discourage the curious.

Adventure Hook

Aesha Llothyr, a former Seeker who now resides in Yearless, is convinced that members of the Retribution have set up shop in the mines beneath the town, and she’ll pay interested parties to poke their noses in and report back on what they find. What she doesn’t know is that the Shadowed Path has its own problems, as a hive of dregg has also recently decided to make its home in the supposedly abandoned mines.

ULGAR

Aside from the capital city of Ghord, Ulgar is the largest and most prosperous city in all of Rhul. Built on the shores of the Armsdeep and connected by rail to the capital city, Ulgar made its fortune as a mining town whose inhabitants exploited the vast wealth of rich veins of gold and silver in the neighboring peaks. Indeed, the mines of Ulgar remain the richest in all of Rhul today—and therefore likely the richest in all of western Immoren, if not all of Caen.

Centuries of extensive mining has presented the citizens of Ulgar with a unique problem, as the vast network of mines beneath the mountains to the north have required ever more ingenious designs to keep the entire mountain from crumbling atop them. Large swaths of the mines have been closed up for centuries, and many others have been filled in or blasted. As a result, the inside of the mountains north of the city are crisscrossed with a lattice of both active mines and unused shafts, some of which have become the lairs of things best not encountered.

Ulgar’s contributions to Rhul go far beyond mining. The most important fishing city in the empire, Ulgar deploys thousands of fishing vessels onto the Armsdeep each day and brings back fresh hauls that are shipped to Ghord and much of the rest of the realm. It is said that you haven’t truly tasted lake trout until you’ve eaten it in Ulgar, fresh from the cold waters of the Armsdeep.

The city’s vast wealth has led to the creation of many imposing and ostentatious buildings. Among the most ancient is the Church of the Bountiful Mountain, one of the largest temples to the Great Fathers in all of Rhul. Built in the form of a massive hall set into the mountainside, the church eventually reaches back to a natural cavern of quartz, feldspar, and an untapped vein of gold that is considered sacred.

Ulgar’s wealth hasn’t always worked to its advantage, however. The city was at the center of the Hundred House Rebellion, one of the few times in Rhulic history when feuds among dwarven clans threatened to overwhelm the nation’s strict adherence to the Codex.

SHORETOWN

Because Ulgar is located several miles inland, the piers and docks where its vast fishing fleet moors are connected to the city by well-traveled roads. A miniature city has sprung up around these piers. Colloquially known as Shoretown, this conglomeration of warehouses, shipwrights, bawdy taverns, and homes is ostensibly still part of Ulgar, but the dwarves of Shoretown have a culture distinct from that of their city neighbors, and the waterfront has its own governing body: a council of a dozen elders from the clans who call the place home.

Even though life in Shoretown revolves around the waterfront, the unofficial city has grown so large that it supports its own ecosystem of restaurants, mercantile businesses, and just about everything else you might expect to find in any other town its size. Indeed, the markets along the wharfs are renowned for their produce, and many say that the best fish in the world are bought fresh from the stalls in Shoretown.

Adventure Hook

Vetta Olghrd, one of Shoretown's council of elders, has gone missing. The steely matriarch is also a member of the Brand of Odom, the foremost society of arcanists in Rhul. Given that Olghrd would never abandon her council duties without warning, the other members of the order are convinced that something untoward has happened to her. To this end, they are seeking investigators who can track down Vetta's whereabouts and find out what has happened to her.

DROTUHN

Connected by rail to the Rhulic capital of Ghord, the important mining city of Drotuhn lies in the Borokuhn Mountains south of the Burningfrost Plains along the Khadoran border. Few Khadorans are hardy enough to make their homes in the inhospitable peaks, yet Drotuhn is something of a tourist destination among the Rhulfolk despite its northern climate and isolated locale.

The city itself is a round fortress nestled in the bowl of what was once a valley of birches and pines. This area was deforested long ago and converted into mines from which the local dwarves extract gold, iron, and green-veined Borokuhn marble from the surrounding mountains. This latter material made the city its fortune, and trains hauling hand-carved marble still regularly depart Drotuhn for points south, where the stone is prized for its use in mansions and places of worship alike.

The marble is also responsible for Drotuhn's somewhat unusual demographics. Thanks to an influx of eager ogrun who came to learn the art of mining and carving marble when demand for the export exploded, the city is home to an abnormally large number of ogrun, even for a Rhulic settlement. Some of Drotuhn's ogrun stone carvers are considered among the best in the world, and many of its ogrun families have risen to positions of local prominence, with several even holding seats on the city's ruling council.

Drotuhn has seen its share of troubles in recent years. In 609 AR, the dragon Scaefang, whom the dwarves call Scylfangen, flew overhead as it retreated from battle with its brethren to the south, spreading blight across the lands and passing close enough that the dragon's tail actually



damaged the roof of Arkhun's Tower. This tower, originally built centuries ago by a dwarven wizard named Ronik Arkhun, has been the site of the Chamber of Marble, where the ruling council meets, since that wizard's demise. It is also the unofficial town symbol, since travelers can see its peak for miles.

In the wake of the destruction caused by the dragon, a plan was drafted to repair the damage to the roof of the tower, but an enterprising young dwarf proposed a different solution—to leave the damage and incorporate it into the tower's mystique. So it is that the hole in the roof of Arkhun's Tower remains, insulated from the inside while rainwater and snowfall are diverted via ingenious drainage flues. As a result, those who come to Drotuhn to tour the tower can now see the rent in the ceiling where the dragon's tail struck.

Adventure Hook

Even though years have passed since Scaefang flew over Drotuhn, the peaks that surround the fortress city are still sometimes haunted by blighted monsters that must be driven away from roads and rail lines. Skirmishes with the forces of the dragon Everblight in the north drove other blighted creatures into this region as well, and Drotuhn's ruling council periodically hires hunting teams to range through the surrounding mountains in search of any sign of blighted activity.

FARHOLLOW

Much of Rhul is protected from the rigors and dangers of the frontier, but not Farhollow, the most northeasterly of all of the empire's major settlements. Although the city's location in a hollow at the base of Mount Grend protects it from the worst of the northern winters, it is constantly beset by other threats from outside its walls of timber and stone. Northern trolls prey upon dwarves and livestock alike, and raiding parties of mountain-dwelling bogrin and even human barbarians from the northern peaks sometimes sweep south, leaving a great deal of havoc in their wake.

Farhollow is not connected by rail to the rest of Rhul, and the surrounding mountains make overland passage treacherous. As a result, most trade running to and from the city occurs along the Ayeres River. This waterway can be quite perilous, especially during the winter months, but it is Farhollow's only means of exporting both its fish and a potent local brew called hollowbite.

The hardy and rugged people of this northern settlement are accustomed to hardship and inured to all but the worst weather. They are also prepared to take up arms to defend their homes, as they have often been called to do over the years. Traditionally, the most martial clan rules Farhollow, and for nearly a century, that has been Clan Gelhurn, who still maintain the largest holdings in the region. Recently, however, some enterprising clans from farther south have tried to make inroads into increasing exports of local spirits. They've also attempted to muscle in on Clan Puldor's monopoly of the production of hollowbite, which is tied to a single distillery along the waters of the Ayeres River.

STONE FACES

Centuries ago, when Drotuhn was still young, the town's residents carved enormous stone faces in the likenesses of the Great Fathers into the cliffs that look down on the city. These gigantic faces act as the city's largest tourist attraction. Most Rhulfolk come out of a sense of piety or wonder, though some travel to Drotuhn merely to admire the craft involved in such a massive undertaking. Since the establishment of the freeholds, however, more and more outsiders have been making their way to Drotuhn to view the stone faces.

Dahlic Urdro, a Rhulic entrepreneur and a retired member of a mercenary company out of Horgenhold, recently built a huge resort on the opposite cliffs so that guests could see the faces from their windows.

Because the resort is outside the city walls, Urdro employs a number of rangers and more than a few heavily armed ogres to patrol the area and ensure that both the grounds and his guests remain safe from local wildlife and other threats. He's even in the process of building an elevated tram that will run from the lodge to the far side of the valley and allow visitors to pass all thirteen stone faces in turn.

Strangely, the presence of a substantial settlement of exiled Iosans in the nearby forest of Frostbracken has helped lift the economic fortunes of this isolated Rhulic outpost. Cut off from their old homeland to the south, the elves of Frostbracken have few options for trading partners save the hardy dwarves of Farhollow, and several Rhulic families have even settled in the Iosan community in order to better facilitate trade with their neighbors.

Adventure Hook

Brewing hollowbite is far from easy. The liquor can only be distilled from a cactus-like arctic weed that grows only in the frigid plains northeast of Farhollow, between the Glass Peaks and the Frostbracken. The weeds' hardy roots and piercing spines make them difficult to harvest, but that is the least of the perils faced by those who work on the plains. Several enterprising new clans are trying to stake their own claim to producing hollowbite, and they're looking for sturdy types who can guard harvesters when they head out to gather the tenacious weeds.

GRIDDENGUARD

The slightly larger of the two Guard Cities that watch over the only viable passes through the Glass Peaks in northern Rhul, Griddenguard is carved into the mountain on which it stands. Roughly fifty thousand dwarves and ogrun make their homes here, most of them belowground.

Because the majority of Griddenguard lies beneath the surface of the mountain, many first-time visitors underestimate its true scope. Most of them realize their error when they first glimpse the Great Markethall, which is situated just below the main entrance into the mountain. This vast open-air marketplace flanks both sides of the main roadway into the city proper, and visitors can buy both local wares and goods imported by rail from Ghord.

The city's position inside the mountain protects much of it from the elements. Ingenious chimneys, built centuries ago by Rhulic masons and carefully regulated by dwarven engineers ever since, use convection to carry the smoke from hearths and cooking fires outward and carry fresh air into the city. Many visitors get their first glimpse of the undercity when they enter the Great Markethall, situated just below the main entrance into the mountain. This vast open-air marketplace flanks both sides of the main roadway into the city proper, and visitors can buy wares both local and imported by rail from Ghord.

Because the surface of Griddenguard is often assailed by snow and wind, little of the city exists aboveground other than the fortifications that were its original purpose. The highest of these is Sentinel Tower, a lookout post that allows Griddenguard's defenders to scan the surrounding peaks and valleys. The tower was originally erected as a means of keeping an eye out for the dragon Scaefang, who once haunted these areas.

Standing watch in Sentinel Tower is considered both the most important and most unpleasant duty in Griddenguard, for the tower's height makes it far from cozy, and there's rarely anything to see. This has led to a peculiar tradition whereby dozens of soldiers volunteer to gather in the tower and stand watch during their off-duty hours, which they spend playing games of chance, drinking, and telling tales to keep one another company.

GRODDENGUARD

Not quite as large as its twin, Groddenguard looks bigger at first glance because more of the city is exposed to the elements. It is cut into the base of Mount Selgor, which protects the city from the worst of the northern winters.

Originally established to watch over the northeastern pass through the Glass Peaks to the Armsdeep, Groddenguard is the northernmost of all the major Rhulic settlements, and it often experiences some of Rhul's harshest winters due to the winds that blow down from the peaks. Even though Groddenguard is south of the vast expanse of the Burningfrost Plains, the highest watchtowers in Groddenguard can sometimes see light glinting off the enormous Broken Mirror Lake north of the Borokuhn Mountains—which is even larger than the Armsdeep—on uncommonly clear days.

Like its twin, Groddenguard is connected to Ghord by rail, but it also overlooks the river known as Miner's Run and is responsible for maintaining a string of watchtowers that run the length of the river. Signal flares in these towers can quickly send word along the pass in the event of an emergency—even when visibility is poor, as it usually is near Groddenguard. Although river travel is relatively rare this far north, Miner's Run is frequently used to transport logs, which are shipped south from the Frostvale Forest south of town.

Adventure Hook

Nellith Stonehold, sometimes called “Mad Nell” by the locals, has been a fixture of the Deep Quarry tavern in the underground portion of Groddenguard for decades. Nell isn't known for her personal hygiene, but she is known for her dogged pursuit of the dregg that often haunt the tunnels beneath the city. In fact, she made her living pursuing them for bounty and helping to keep them clear of the rail line. Recently, however, she stopped showing up at the Deep Quarry, and the proprietor—Holtis Dogul, perhaps Nell's only friend—is concerned that something may have happened to her. Holtis is willing to offer some coin and a month's worth of drinks on the house to anyone who can bring her back—or return her body, if that's all that's left of her.

FOUNDATION

Midway between the twin Guard Cities of Griddenguard and Groddenguard, between the peaks of three of Rhul's tallest mountains, a chasm more than a mile wide and of unknown depth splits the land. Shrines to the Great Fathers line both the eastern and western edges of this vast crevasse, which was named Foundation due to a Rhulic tradition claiming that this was where the Great Fathers first climbed up to Caen from Kharg Drogun.

In recent years, however, the site has taken on a more ominous reputation. In 609 AR, the dragon Scaefang rose from the depths of this place and flew into battle with its siblings and progenitor in the south. When the wounded dragon returned and descended once more into the chasm, the dwarves of Rhul knew something they had long suspected—that the ancient creature made its lair in the depths here. Since then, pilgrimages to the site have become less frequent as watches and patrols have redoubled, and the sentinels of the twin Guard Cities cast wary eyes in the direction of Foundation, ever watchful for the dragon's return.

Adventure Hook

A sect of the Church of the Great Fathers recently took up residence in Groddenguard and began operating out of the Grodden Cathedral, the rare Rhulic church built in the style of human churches to the south. Members of this sect believe the legend that the Great Fathers emerged from Foundation when they came to Caen to create the dwarves, and they see Scaefang's presence in this sacred place as an affront. They are tempting the dragon's wrath by trying to find a way to slay it permanently—and to that end, they are looking to recruit some brave souls to descend into the crevasse on a fact-finding mission. They're not looking for anyone to confront the dragon; they simply want help gathering information that may be helpful if a confrontation does occur.



LLAEL

RHYDDEN

EL SINBERG

Greywind Tower

Issyrah

MERYWYN

Gate of Mists

Drek Lake

Glimmerwood

Hawksmin

Blindwater Lake

Widower's Wood

Scar

CORVIS

TERNON CRAG

Comb's Beacon

Blindwater Lake

fort Rhyker

brook
nebridge

Tomb of Lost Souls

Greybro
Ga

AINSMARKET

THE GLIMMERWOOD

East of Merywyn, south of the elven nation of Ios, north of the Black River, and west of Mount Shyleth Breen lies the forest known as the Glimmerwood. This woodland is not as large as many of the others that dominate much of western Immoren; it is much smaller than the forests of Ios, as well as the Thornwood to the south and west. Nevertheless, the Glimmerwood is an important point in the borderlands of the Iron Kingdoms, especially for those who dwell among its distinctive trees.

To the inhabitants of Llael, the Glimmerwood is considered cursed or haunted. Named for patches of algae and lichen that glow with a spectral luminescence at night, the forest has a reputation for eeriness and strangeness. In recent years, however, the rumors surrounding this small patch of wilderness have been eclipsed by troubling whispers about its northern neighbor, Ios.

Even though the Glimmerwood was plagued by skorne in the years before the Claiming, it has mostly remained untouched by the heavy hand of so-called civilization. Its ominous reputation among the Llaese led them to avoid it, and the strength of the local trollkin population discouraged Cygnaran efforts to extend logging operations into the wood. This is not to suggest that the Glimmerwood has been without its own conflicts, however. Home to both hard-pressed trollkin kriels and bloodthirsty Tharn tuaths, the region has seen its share of bloodshed.

In the years of warfare that preceded the Claiming, Madrak Ironhide's people were driven from the Thornwood. They settled in the Glimmerwood for a time and joined the trollkin kriels who already called this region home. They helped defend the area against the incursions of the many skorne forces seeking a way to strike at the Iron Kingdoms from the east, but they suffered greatly and have never had the resources necessary to play such a role.



In the years since the Claiming, the Glimmerwood's kriels have seen their numbers dwindle. In an effort to survive, they have begun accepting outsiders into their midst. Many of these newcomers are trolls from kriels that have been wiped out or scattered, but even humans, gobbers, and others are occasionally inducted via the ritual known as the kulgat.

With incursions from outside having once more fallen away following the Claiming, the people of the Glimmerwood are attempting to return to their old ways, although the definitions of those ways change from place to place and kriel to kriel. The Tharn of the forest have resumed their raiding—both of their neighbors within the Glimmerwood and those outside its borders—and disturbing tales of tuaths once more traveling in the company of blackclads have become more frequent. The trollkin kriels who make up the forest's dominant "society" have begun to rebuild, often consolidating several smaller kriels into larger ones and reclaiming lost Molgur artifacts and ruins wherever they can be found. This effort has led some trollkin to push up against the borders of the forest and into formerly contested areas such as Scarleforth Lake, the Bloodstone Marches, Drek Lake, and even the edges of the eerily quiet forests of Ios. Some of these incursions have resulted in conflicts with nearby settlements, but most of them have been handled peacefully, albeit sometimes only after a few initial skirmishes.

Not all the changes in the Glimmerwood have been driven by the sentient beings who have made it their home. The largely invisible upheaval within the borders of Ios has transformed the surrounding natural and magical ecosystems, and the soothsayers and shamans among the trolls see ominous portents flowing from that northern realm. Beasts unseen for decades have recently been spotted in the Glimmerwood, as have some never seen before.

As the elves who fled Ios prior to the events that recently reshaped it have settled in surrounding regions, some—especially among the Nyss, already driven from their northern homes to the country of their distant relations—have begun to settle in the Glimmerwood, seeing in its uncanny glades a reflection of their lost homeland. Several impromptu Nyss tribes have formed along the northern edges of the Glimmerwood, occasionally coming into conflict both with their trollkin neighbors and with Llaese border patrols. Even at a time when much of the Iron Kingdoms is enjoying a tentative peace, the Glimmerwood is a store of blasting powder waiting for a match to be dropped.

GNARLROOT CLAW

Somewhere deep in the heart of the Glimmerwood lies a vast tree known as the Gnarlroot Claw. Few outsiders know its exact location, and few of its residents will speak of it. Like most of the rest of the trees in the Glimmerwood, it doesn't grow particularly tall, but its innumerable branches fan out to create a massive canopy that spreads for hundreds of paces in all directions from its enormous trunk, which is too broad for even several dire trolls to wrap their arms around.

The origins and significance of the Gnarlroot are not only lost to history but also open to considerable debate. To the

CALANDRA TRUTHSAYER

Known as the Oracle of the Glimmerwood, Calandra Truthsayer is one of the most powerful trollkin to call this region home. Never one to stay in one place for long, Calandra is technically a member of the United Kriels, but her people hail from the Glimmerwood, and even though her immediate entourage may wander the land far and wide, many of the less restless members of her kriel have put down roots in the forest. They have established one of the most tenacious and prominent kriels in the region—and quite possibly the one most likely to trade with outsiders.

blackclads of the Circle Orboros, the tree sits on a confluence of ley lines, and its bark is carved with ancient runes of trollkin, Molgur, and other origins, all of which date back centuries. Some claim that the tree grows directly from the nightmare prison of the Defiers in Urcaen, and the unusually high number of grymkin that hang from its branches lends credence to the theory.

More recently, the Gnarlroot has drawn the attention of a ragged kriel of trollkin who follow a one-eyed albino chieftain by the name of Scarle. Originally hailing from the region around Scarleforth Lake, from which he takes his name, this enigmatic trollkin refuses to divulge any other details about his past, including whatever name he might have gone by previously. When pressed, he says only that he is the son of a murdered father, the chief of a slaughtered tribe, and the heir to stolen lands. Scarle and the trollkin who follow him see the Iron Kingdoms as untrustworthy enemies who have driven them to the edge of extinction. They are not necessarily inimical to humans, but they do not see a path forward among the "civilized" kingdoms. Instead, they search for an older path back to the ancient glory of the Molgur. Scarle believes that the way can be found through the Gnarlroot, and he has begun assembling krielstones around it in the hopes of tapping into its power. Although many sympathize with his pain, there are those, even among the other trollkin of the Glimmerwood, who look with alarm to his growing influence and his attempts to tap into the ancient tree and its mysterious energies.

SCARLEFORTH LAKE

Situated east of the Glimmerwood on the edges of the Bloodstone Marches, Scarleforth Lake has long been a contested region. Even though most consider it a part of the marches, many of the trollkin kriels who now call the Glimmerwood home first came together on the shores of this sulfurous and mineral-rich lake.

The waters that feed the lake are filled with mineral runoff from the nearby mountains, and these deposits give the flora and fauna around the lake their unmistakable coloration, which many of the Glimmerwood's trollkin still sport. To these kriels, the Scarleforth is their old homeland, and they long to return to the ruined villages that still dot much of the lake's western border, either to resettle the region or to reclaim the deserted krielstones that tell the stories of their people.

Some kriels have begun relocating back to the lakeside, but expeditions into the region remain dangerous. The land around Scarleforth Lake was decimated by the skorne, who used this area as a staging ground for breeding beasts of war, and rumors persist that skorne holdouts still remain in the area. More perilous, however, are the bandits, raiders, and strange creatures that have filled the vacuum left behind by the withdrawal of the skorne. Trollkin who hope to retake something of their former homeland here have an uphill battle ahead of them.

Adventure Hook

Tassar Firetongue is one of many trollkin who have attempted to relocate to the shores of Scarleforth Lake. His small kriel is attempting to rebuild but has recently been forced to contend with a series of nighttime raids. No trollkin have yet been harmed, but the raiders have made off with a great deal of livestock and have damaged several buildings the trollkin are in the process of repairing. Tassar followed the raiders' trail to the southern edge of the lake, where it ended in a series of strange underground burrows large enough for a human to walk through while standing upright. He intends to find what lies inside, but his kriel can't spare any warriors to accompany him, so he's looking for some sturdy adventurers to accompany him.

DREK LAKE

This generally unassuming body of water is one of the few points of interest between the Glimmerwood and the Llaelese capital of Merywyn. It is cloaked in mist throughout much of the morning and afternoon, rendering the region around it particularly picturesque. Although Drek Lake lies near the Black River, its only connection to that waterway is a stretch of swampy grasslands, and although the region has occasionally been fished by the Llaelese, the threat of interference from the Glimmerwood, Ios, or local tribes and bandits has been too great for any such industry to expand to larger scale.

As the people of Merywyn have rebuilt their city in the aftermath of the Claiming, Drek Lake has been left to its own devices, and newcomers to the region have moved in. Most notably, a tribe of bogrin drove off most of the local bog trogs and other inhabitants and now resides in floating encampments far out upon the lake. The tribe is said to venerate some great beast that lives on a misty isle in the middle of the lake, although few outsiders have seen it.

Adventure Hook

A tribe of rival bogrin believe that the great beast that the Drek bogrin venerate is actually a hoax cooked up by the tribe's chieftain, Rakgularakog. They plan to launch a midnight raid on the island to bring back proof. Trouble is, they're wrong—quite wrong.

WINDFALL

Prior to, during, and after the Khadoran occupation of Merywyn, one thing has remained constant: the capital city has required ready access to plenty of cheap, skilled labor for everything from engineering projects to industry to maintaining the city's infrastructure. Much of this work has fallen to gobbers, many of whom can't afford to live in the city itself, or opt not to, even now that large portions of Merywyn have fallen partly into disrepair and abandonment.

Before the occupation, Merywyn's gobbler population often made the trek from Windfall, a gobbler village of impressive size and predictably complicated infrastructure, given the gobblers' penchant for ingenious innovations in engineering. Built up from the riverside, Windfall's terraced houses lie just a couple of miles downriver from the capital and benefit greatly from trade along the river, not to mention a variety of clever inventions, such as waterwheels and lifts that can carry goods, jacks, and gobblers up and down the many layers of the bustling little metropolis.

Even though Windfall is considered part of Merywyn for tax purposes, it has its own local government, including an elected mayor, as well as its own town watch, which uses a series of call boxes stationed throughout the town to set up a loud klaxon if anything should go amiss. Despite having originally been built to house workers who hiked to and from the capital every day, the village has grown over the years to the point that it not only has industry and merchants of its own but also engages in its own trade. Some of these transactions are conducted with the bogrin of Drek Lake and the trollkin kriels of the Glimmerwood, who find the residents of Windfall easier and less judgmental trading partners than many of their human neighbors.

With Merywyn's return as the seat of government for a free and more cosmopolitan Llael, many of Windfall's gobblers have seized the opportunity to relocate to the capital city, but countless others have decided to stay in the home they have built, which is one of the few predominantly gobbler cities in all the Iron Kingdoms.





HYDDEN

Wind
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Issyrah

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Aeryth
Ellowyr

The forbidden
Temple

Mistbough

Iosan Peaks

Gate of Mists

Wood

Hawksmire

Mount
Shyleth Breen

Twilight
Gate

Scarleforth

Klokhor
fortress

Castle of
the Keys

Tyrrant's Lash

Lower's
Wood

TERNON
CRAG

NORTHERN
BLOODSTONE

Bloodstone
Marches

Greybranch
Gap

Balaash fortress

Sand Watch

St Souls

falk

Caerly's Crag

Kortar
fastness

Rotterhorn

FHARIN

Marchfells

Pillars of
Rotterhorn

KING'S
VINE

Tower Judgment

SOUTHERN
BLOODSTONE

all

Boar Hills

IMER

Erud Hills

LATS

Gelis

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BLOODSTONE MARCHES

There was a time when no one sought to claim the Bloodstone Marches, as it was an undesirable stretch of land with nothing but dirt and frequent opportunities for death. Only the druids of the Circle Orboros saw value in a few key locations—those that stood upon nodes within the network of ley lines that helped the blackclads keep the Devourer Wurm sated and distracted. Likewise, the Idrian tribes that made the southwest Bloodstone their home were accustomed to the travails of life in its harsh environment, and they have maintained their presence here despite their subjugation by the Sul-Menites of the Protectorate.

The Bloodstone Marches have weathered the boots of many advancing armies, not just those of the Protectorate. The largest hosts came from the east as the skorne invaded the west, first as part of Vinter IV's attempt to reclaim the throne of Cygnar, then purely for conquest after Supreme Archdomina Makeda ousted Vinter as ruler of the Skorne Empire. After being repulsed from Corvis and other Cygnaran objectives, the skorne turned upon the Protectorate to the south and the Iosans to the north. They established what was known as the Tor of the Western Reaches, whose fortresses served as their headquarters and strongholds throughout the Bloodstone.

The Bloodstone Marches and the desert beyond have not changed much since the skorne's defeat. This hostile area cannot be subdued, no matter how much any would-be conquerors believe themselves to be its masters. The Iosans control much of the region north of the Bitter Sea and Chalice Peaks, but the territory they hold consists of nothing but dry rocks and ornery predators and is almost entirely without value. The skorne themselves only "ruled" the Bloodstone Marches in the sense that they built roads and fortresses to serve as stepping stones toward the conquest of western Immoren, and the Iosans now rule the same land only to keep the skorne east of the Abyss. Given the current state of Ios, no one knows whether the living elves will maintain their military presence as far east as the Abyssal Fortress for long.

SKORNE REMNANTS

Even though the Iosans utterly defeated the skorne and threw them back across the Abyss, they did not entirely eradicate their foes from the west. Ever a reclusive people, the elves had never ventured so far from their homeland in such force, and a quick victory was their only objective. Consequently, they neglected to send troops toward Tower Judgement or anywhere south of Caerly's Crag. Many skorne forces stationed in the south were called north to fight



BLOOD POLYPS

Perhaps the most disturbing development of the Second Skorne-Iosan War was the rapid adaptation of a poisonous plant known simply as blood polyps. This flora has long been a part of the ecosystem of the Bloodstone Marches, having been used by Idrian tribes for ages to repel the deadly Bloodstone assassin fly. But the skorne practice of mortitheurgy, compounded by the vast quantities of blood spilled throughout the region, stained the land in a deep, metaphysical way.

Blood polyps are one of the clearest signs of this taint. The living plant is lethal when consumed, and the death it causes is horrifying. A creature that eats it or is pricked by its thorns experiences a choking madness akin to advanced rabies. Once the plant dies and shrivels, however, the dried remains can be ground and ingested in relative safety. This specially prepared version of blood polyps acts as a powerful stimulant when consumed, but it also overwhelms those who ingest it with an unquenchable desire for vengeance for a full twenty-four hours. This period is followed by a few days of unfathomable regret and yearning, a result of the pain and suffering that has soaked into the roots of the plant.

against the elves, but a large party remained as insurance against an attack by any humans. With Iosans controlling the Abyssal Fortress, these remnant forces are isolated with hardly any hope for reinforcements. Left to fend for themselves, they have become bandit companies, albeit much more intimidating because of their martial culture and the warbeasts that fight alongside them.

The Tor of the Western Reaches is now nothing but a shell that exists only as a name on skorne maps, and the handful of fortresses that remain under skorne control struggle to coordinate with each other. Too widely dispersed to marshal into any semblance of an army, these forgotten soldiers can only do as countless others have done before them: take every opportunity that presents itself in order to survive. Even though the skorne are used to the desert, the Bloodstone still tests the limits to which they will go to uphold the principles of their strict warrior code, the *hoksune*.

THE CULT OF PYROMALFIC

Few know it today, but the elves once worshipped a dragon of their own volition. Before it was destroyed by the Legion of Everbright—blighted Nyss forces and terrifying dragonspawn led by empowered warlocks—Pyromalfic was a slumbering dragon attended by hideously blighted Iosans who futilely fought or looked on while some of the world's greater powers clashed over their wounded god. Millennia ago, when the dragons of Immoren clashed in the War of the Athanc, Pyromalfic seized control of the accursed Castle of the Keys and established a lair underneath the ruins. Over centuries, the creature coaxed nearby Iosans into servitude. When the Orgoth invaded Immoren, they eventually expanded eastward, bringing conflict to the gates of the dragon's castle.

The invaders from across the ocean all but destroyed the draconic cult. Pyromalfic took flight and retaliated but was grievously wounded fighting the Orgoth. Despite its victory, the greatly weakened dragon was forced to retreat to its lair with its remaining cultists. When the blighted Nyss came, the cult could do little to protect their master. The dragon was slain, its athanc taken, and its body desecrated by Everbright's dragonspawn. The surviving cultists were driven deep underground into the vast and cavernous network of tunnels beneath the Castle of the Keys.

What little remained of the cult was rendered aimless by Pyromalfic's death. Some headed northwest in pursuit of Everbright's forces, convinced that Pyromalfic could somehow be restored despite not knowing where its remains had been taken. Others lingered beneath the ruin, not knowing where else to go. Few outsiders have seen these blighted Iosans, who have always taken great care to remain hidden, but those who have encountered them speak of creatures afflicted by the most horrific of mutations. Sightings of the cultists and Pyromalfic's dragonspawn have become more common since the Iosans' recent return to the nearby former skorne outpost at Klokhorr Fortress.

Adventure Hook

Ellyrna Rethyrri, a scholar from Iryss, is now one of the many settlers in Klokhorr Fortress. She claims to have seen a blighted creature on numerous occasions as she ventured toward the Castle of the Keys as part of her research efforts, and she strongly suspects that it is one of Pyromalfic's cultists. After narrowly avoiding a potentially deadly encounter with the creature and multiple dragonspawn, she is now rightly wary, albeit no less curious. She's looking for a few courageous adventurers willing to travel to the nearby ruins and help her discover whatever can be learned about the followers of the deceased dragon, but she's keeping a vital piece of information to herself: she believes that a recent ancestor may have been one of Pyromalfic's cultists, and the mere possibility is causing her a great deal of personal conflict despite her even-handed, scholarly demeanor.

PILLARS OF THE ROTTERHORN

The Pillars of the Rotterhorn sit in the shadow of the Bloodstone's single, imposing mountain. They were constructed millennia ago when the Circle Orboros was still young, and the location remains one of the blackclads' most important ritual sites. Built as a means of exploiting the ley lines that converge on their location, the pillars also form a powerful nexus for the druids. The Circle Orboros is fortunate that the Iosans and their myrmidons did not march this far south in their conquest of the skorne, for the Iosans undoubtedly would have identified the Pillars of the Rotterhorn as an ideal location for a military base, as the concentrated ley lines would have been of great use for recharging their warjacks.

The blackclads maintain several important outposts around the site, which is frequently visited by Devourer cultists on religious journeys of their own. When not attending to these stations, the druids keep watch for transgressors on their domain. Travelers who successfully negotiate the local fauna are usually watched only from afar, but suspicious behavior is always met with swift and decisive violence. The skorne who come and go from the nearby Kortar Fastness are ignorant of the Rotterhorn's importance to the Circle and are left alone, for they often unknowingly help the druids keep unwelcome guests away.

TERNON CRAG

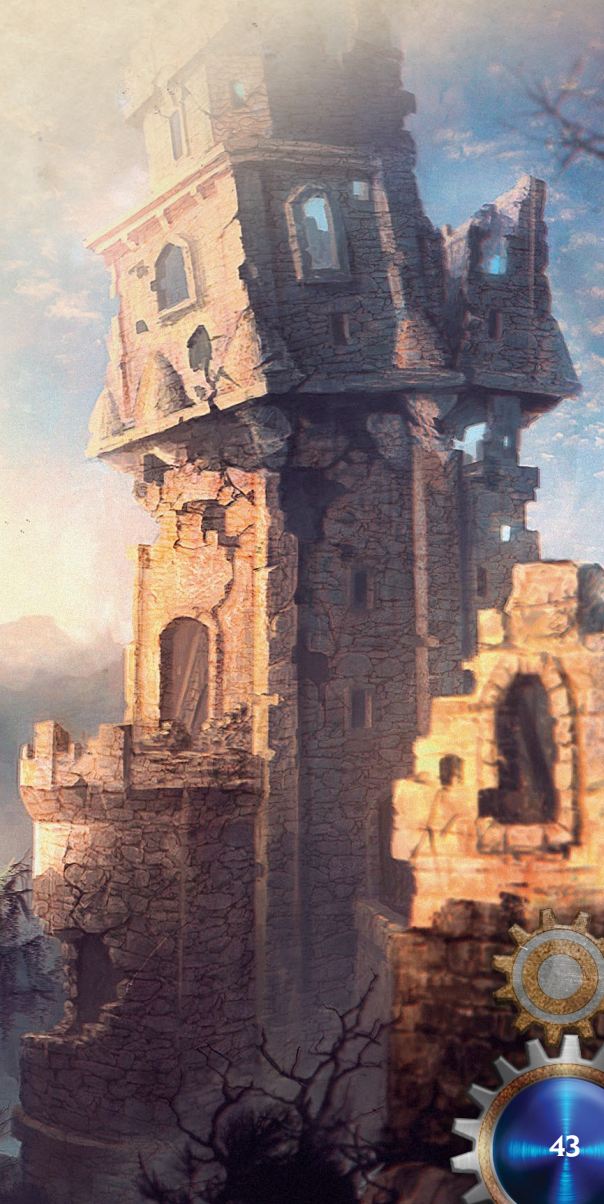
The long-lawless backwater of Ternon Crag seems even more so these days, with many survivors from throughout western Immoren having descended upon it in search of new opportunities. In an unlikely turn of events, mercenary companies operating out of Ternon Crag have taken on eclectic membership, including displaced elves and even a rare few skorne. Early on, animosity between these two groups regularly led to violent encounters that resulted in numerous deaths, but the more pragmatic among them eventually came to terms with their former enemies.

In Ternon Crag, it is paradoxically noteworthy yet mundane to see a skorne and an elf discussing the terms of a contract with perfect civility, whether as part of the same company or as client and mercenary. Even so, some employers err on the side of caution. Many humans, as well as some trollkin, are unwilling to stoke the ire of either of these fiercely martial races, and notices for work commonly feature a condition such as "No farrow!" or "No Iosans or Nyss!" at the bottom, depending on the advertiser's preferences. These prohibitions also extend to some taverns that were the unfortunate recipients of collateral damage from skirmishes between gangs of elves and skorne, and the owners of several local watering holes have banned both groups just to be sure. Ironically, this practice reduced violence throughout the town in an unexpected fashion, as it led enterprising trollkin mercenaries to open establishments that specifically

welcomed both elf and skorne, a move that eventually led to a partial reconciliation. Naturally, some on both sides refuse to associate with the other, but at least violence in Ternon Crag is little worse than it was before the Claiming, when elves and skorne were rarely seen around town.

Adventure Hook

Xizaar and Ilarya are a skorne and an losan in the middle of a dispute concerning a contract whose terms have changed repeatedly within the last few days. Although the disagreement has been respectful thus far, both parties are getting agitated with the contract's provider: Marius Stocker, a suspiciously wealthy Cygnaran trader of questionable repute. Stocker would like a mediator to calm the two rivals and their respective mercenary bands before things get bloody—or, if that fails, to help him escape to Corvis before Xizaar and Ilarya realize they've been duped.





BLACKICE MOUNTAINS

The peaks that flank Khador and Rhul to the north are known as the Blackice Mountains, and they are simply but aptly named. They glint darkly during the day, looming large in the distance no matter which direction one approaches from; at night, however, they turn nearly invisible, their presence revealed only when a traveler loses sight of the stars beyond them. The mountain range is almost as large as all of Rhul, and the chill wind that blows through it is enough to make intrepid explorers regret their curiosity. There is nothing to see here but the graves of those foolish enough to try exploring this wretched part of the world.

The only creatures that live here are the frost drakes that make their roosts at the fringes of the range, where they are better shielded from the violent winds that blow toward the Burningfrost Plains to the south. The plains' few inhabitants know better than to travel into the rough passes that intercut the mountains, for no campsite is safe from the drakes or the mountains themselves. The ice that forms at the peaks is often weak, and it is not unusual for large blocks to detach themselves and tumble to the valleys below, where they are whittled down over the years by the persistent wind. The only sounds in this accursed landscape are the crash of the ice, the howl of the wind, and the calls of frost drakes as they attack the weak and the isolated.

BURNINGFROST PLAINS

Few can survive in the inhospitable and aptly named region known as the Burningfrost Plains. Northern winds chilled by passing over the frigid Sea of Blackice funnel into this long, narrow valley to the north of Rhul, carrying frost that scours everything in its path. Anything exposed for more than a few minutes is quickly covered in a thick, white rime, while the near-constant winds—which can reach hurricane force—are capable of wearing away all but the hardest of rocks, trees, and scrub.

Aside from the blown frost, this northern waste receives little precipitation other than fine, powdery snow that rarely thaws, even during the warmest part of the year. A wicked wind whips across the endless drifts, perpetually covering the region with a blinding, freezing fog. Even though these plains are ostensibly part of Rhul, the dwarves see little of value here and generally have nothing to do with the valley tucked between the Blackice Mountains to the north and the more populous Borokuhn Mountains to the south.

Despite the hostile environment, the Burningfrost Plains are not uninhabited. Protected from the wind by rock overhangs and boulders, the tough scrub and lichens that grow here are eaten by wooly ulk, which are hunted in turn by the small tribes of humans and bogrin who make the plains their home. These nomadic hunter-gatherers make do with what little bounty nature provides in this inhospitable land, and several tribes have supplemented their diet of ulk and plants by mastering the art of ice fishing. These hardy survivors are hunted in turn by the arctic wolves, winter trolls, heavily furred dire trolls, and occasional frost drakes that count the icy valley as part of their territory.

Adventure Hook

Inspired (or so he claims) by encounters with bone grinders among the native tribes, a Rhulic trapper by the name of Admon Gherke has hit upon the bright idea that the hide of one of the unusual furry dire trolls that haunt the Burningfrost Plains could be crafted into a particularly impermeable defense against the frigid cold. The problem, of course, lies in acquiring one. Admon is hoping to set out from Griddenguard to do just that, but he needs some traveling companions.

HOWLING WASTES

Believed by most to be uninhabitable, the arctic wilderness known as the Howling Wastes lies north of the Glass Peaks, the Ayeres River, and the sheltered forest of Frostbracken. This seemingly featureless and extremely frigid plain draws its name from the constant winds that blow across it throughout the year. These frozen blasts reach their greatest intensity during the summer months, when they not only produce cyclones of ice that stretch for hundreds of miles but also give rise to the unusual meteorological phenomenon known as thundersnow—electrically charged blizzards that fill the air with stinging ice and bolts of deadly lightning.

Even when the weather is fine, this wasteland is frigid and uninviting. There aren't enough rocky outcroppings or other

geographical variation to create wind shadows where plants might grow, and the glare of sunlight off the snow reduces visibility to nearly zero. Little wonder, then, that the people of the south believe this region to be as desolate as it initially appears, for few would have the strength—or the desire—to claim such an inhospitable land. Indeed, life in the Howling Wastes is scarce. Along the eastern coastline, where Kohsar's Tears extend into the distant Kolrathe Ocean, a large breed of heavily blubbered seals preys on schools of cod and pike and is hunted in turn by a few breeds of shark that have adapted to life in the frigid waters.

Yet these creatures are not alone in these forsaken regions despite their distance from the safety of civilization and the warmth of the southern climes. Unknown to virtually all their southern neighbors, one of the last remnants of the true Molgur of ancient times still dwells here. Mixed tribes of humans, bogrin, trollkin, and ogrun worship the Devourer Wurm and live in accordance with the old ways, hunting what little game can be found across the frozen wastes and doing battle with one another atop enormous furred mammoths. Among their number are many particularly devout worshippers of the Wurm who act as analogues to the Tharn of the south. Like their southern equivalents, they change shape as part of their devotion to the Devourer, but their transformation is of a different quality, perhaps suggesting divergent evolution due to centuries of isolation. Scholars from the Iron Kingdoms would no doubt have a field day studying these unique societies were the civilized world ever to learn of their existence—right after those same scholars finished panicking at the thought of a vast tribe of true Molgur dwelling unknown in the far north all these years.

NYALOSS MOUNTAINS

A place all but unknown to any mortal of the Iron Kingdoms, the Nyaloss Mountains hide a secret of the legacy of the Empire of Lyoss. The sea that separates these imposing peaks from Kohsar's Tears was once a tundra of rolling hills. The mountains themselves and much of the western Suneater Peaks were once habitable land, and scattered remnants of the inhabitants' former homes litter both ranges.

Anyone brave enough to travel to the very end of the Lyveness River and into the seas beyond might discover scattered, submerged ruins that tell of a sophisticated society. It is not wise to tarry in this place, though, for the ruins are haunted by the immortal spirits of those who once lived there, almost more than four and a half millennia ago.

The two halves of this people's lands were dashed apart, and those cities that were not driven beneath the water were crushed upon the rocks as mountains erupted from the ground in the aftermath of the Cataclysm. Fragments of this lost civilization can be found in the Nyaloss Mountains: piles of rubbles that were once great pillars of stone lay strewn alongside the eroded facades of collapsed buildings that hint at a grandeur long lost. If the Lyossans had any records of these people, the Iosans did not inherit such lore.

The only indicators of life in the Nyaloss Mountains are

the maddened groans of the spirits, often mistaken for the howling winds that blow from Kohsar's Tears toward the Howling Wastes. The Cataclysm affected these people in a way that would horrify the Iosans. Unlike the elves who were protected by the Divine Court against the worst effects of the Cataclysm, none of those who lived in the Nyaloss Mountains survived the upheaval. Their homeland was devastated beyond all recognition as the ground shattered and the Abyss sprang into existence, destroying everything in a series of enormous tidal waves and landslides. The cosmic magnitude of the catastrophe warped the souls of the dead into grotesque mockeries, and these harbingers of torment and despair are now doomed to wander their old homes for eternity.

LOST FOREST OF RYOLYSE

In the years after the Cataclysm, the elven gods led the remnants of their people westward in search of a new land to settle. The Lyossans left the ruins of their empire by a northern route that took them close to the Mirror Lakes. Elven scouts reported forests beyond these shores to their noble leaders and the Divine Court, but the gods counseled against venturing into that place and warned the Lyossans that the perils within were too great. Heeding the gods, the elves continued westward without giving Ryolyse another look. For as long as they can remember, the Iosans have always regarded the Lost Forest of Ryolyse to be a mysterious and taboo place, almost to the same extent as the Forbidden Temple in Shaeross.

After the Divine Court departed from Ios for the Veld, rumors circulated of their attempts to return to Urcaen and their destination on Caen. These rumors varied, with some elves thinking back to legends of the Lost Forest. Such rumors became as myth in the years following Scyrah's return to her people and became forgotten entirely with the Sundering. But as the colony of Frostbracken grew, some Iosans, believing they had little to lose, eventually explored the nearby Lost Forest of Ryolyse. Many did not return, but a few came back with astounding stories of a tower at the forest's heart and arcanikal marvels beyond imagination. They also described ghostly guardians, simultaneously elven and yet not, that stood sentinel there and attacked all who drew too near.

Unknown to all, this tower was a temple whose foundations were constructed during the flight from the ruins of the Empire of Lyoss and whose interior the Divine Court had stockpiled with lore of the Bridge of Worlds in better days. The elven gods hoped that building a new bridge from this temple would allow them to return to their home in Urcaen. But they failed, for the bridge required simultaneous reconstruction from both Caen and the Veld, and the gods had no means to contact their servants who attended the Palace of Lyoss.

Bordered to the south by the three Mirror Lakes, the Lost Forest of Ryolyse is nestled within the southern peaks of the Nyaloss Mountains, another place whose legacy is lost to mortals. Despite having arable plains in a narrow band between the forest and the lakes, the forest evokes a sense of otherworldliness that discourages any from

approaching. Indeed, hundreds of years ago, the dwarves sent an expedition to explore the viability of establishing a lumberyard on the shore of North Mirror Lake but quickly abandoned the prospect. The official reason cited the difficulty of constructing a road to transport the lumber, but Rhulic engineers easily could have established a system of locks along the Ayeres River to circumvent this problem. The real reason was that every dwarf in the expedition, including a clan lord who stood to profit immensely, became greatly unsettled when they approached the forest and witnessed the extraordinary protectors who guarded its borders. Upon their return, it took a Moot Judge to get to the bottom of the expedition's reticence. In Rhulic records, the Lost Forest of Ryolyse merits but a small coda warning dwarves to stay well away from it, although no reason is given.

Today, a small hamlet sits at the forest's southwestern tip. Over time, this outpost has grown to include a small stone fort that serves as a rest stop for couriers and refugees who have heard of Frostbracken. Even so, few but the strongest-willed (or the mad) stay for much longer than a couple months at a stretch, thanks to the oppressive presence of the forest. Most of those who choose to linger here ventured into the forest and came out alive, but few of them can offer a cogent explanation of what they experienced among the trees.

The Divine Court invested a great deal of power in their attempts to not only build the foundations of a new Bridge of Worlds from the temple but also power the generators, which have long since been reclaimed by nature. Afterward, when the exhausted gods left the forest in search of other means to return to the Veld, the spiritual energy they expended seeped out from the temple into the ground, the trees, and even the air held in by the forest canopy. Despite being as far north as Ghord, the Lost Forest of Ryolyse is strangely temperate, and its trees do not lose their leaves or age as the seasons pass. This strange effect extends even to the animals, which bizarrely keep vigil over the temple alongside the automaton protectors left by the gods. The entire forest seems locked in time, a strange parody of life in the spiritual shadow of the Divine Court. The priests perceive this shadow when they are close by, and even this faint wisp—nothing but a mere ghostly and blurred image of the gods' former presence—is too much for them to bear.

FROSTBRACKEN

After the Sundering, all the soldiers of the Retribution of Scyrah, whether Dawnguard, Houseguard, mage hunters, or troops attached to the militaries of individual houses, found their way into Ios barred by the soulless. Tired by the relentless fighting—first against the infernals, then against the skorne—most of these soldiers had no appetite for further conflict, especially against their own kind. The presence of so many soulless, in addition to the all-too-recent trauma of the Rivening of the attending priests of Scyrah and Nyssor, shocked them into accepting circumstances they could not truly comprehend, and those who did not try to fight their way in gradually dispersed to other places close to the Iosan border.

At the time, the Iosan military consisted of three large divisions stationed in different corners of the Bloodstone Marches. One, a mixed force composed of fresh reinforcements who had fought least in the recent war against the skorne, stayed at the Abyssal Fortress to watch the border for signs of a skorne counterattack. The second force—by far the largest, consisting mostly of Homeguard Coalition soldiers and mage hunters—had made its way back along the road built by the skorne toward the Tyrant's Lash and attempted to return to Ios via the Twilight Gate. The third division, which consisted of most of the Dawnguard, took a more northerly route home, separating from the main force at one of the largest skorne fortresses and heading for their home and headquarters at Aeryth Dawnguard.

When they were turned away within sight of their fortress home, this third division, whose members were weary from fighting along a westward-moving front and making the long march back, did not need much cajoling from their officers to continue onward. Among these leaders was their commander in chief, Incissar Vyros Nyarr. Though disheartened as much as any of his soldiers, Nyarr convened with the hallytyr and Dawnguard senior command and examined the army's options. Despite dwindling supplies, the incissar refused to turn against his fellow Iosans as the traitor Goshade once had, resolving instead to lead this division to some safe haven. He settled at last on the northern forest of Frostbracken, which was still several days' march away and as far from Aeryth Dawnguard as Shyrr was. Without any road to follow, the Dawnguard set out the next day, with Nyarr at the head of the column. Taking a calculated risk, they crossed the border into Rhul but remained uncontested and untroubled as they passed through dwarven lands and left again, all under the looming shadows of the Nyaloss Mountains to the east.

In generations past, Frostbracken occasionally served as a retreat for Iosan nobles, many of whom took brief sojourns there to hunt the wildlife and forget, if only for a short time, the ailments that afflicted the elven people. Many noble houses had established hunting lodges in Frostbracken, but as the Great Malaise took hold in Ios, their trips grew infrequent. When the gods declared their intent to depart Caen, many nobles stopped taking their leave at Frostbracken, as doing so was becoming more and more of a political liability. The subsequent rise and fall of the Cult of Nyrro, followed by the horror of the Rivening, finally put an end to elven nobles engaging in leisure activities away from Ios. Hunting lodges, storehouses, and vacation quarters all fell into disrepair long before the Retribution was formed, and all anyone knew of the forest came from family stories and property records of long-dead ancestors.

Adventure Hook

Drazhyr Ysilyon, a former scyir of the Houseguard who now makes his living as a trader in Frostbracken, is convinced that during the last days before the Rivening, one of his ancestors hid some legendary family heirlooms—personalized weapons crafted by master artificers—among the cottages that once stood here. Several months of searching and investigation have turned up nothing except clues indicating that the items were taken (or rather, stolen) relatively recently, no doubt by a roving band of Molgur that happened upon the abandoned lodges. The former scyir would pay well for enterprising adventurers willing to investigate the whereabouts of these items and secure their return.

In the years since the end of the Second Skorne-Iosan War, Frostbracken has slowly risen to become the largest of the many Iosan colony-settlements. Its secluded location has protected its inhabitants from all foreign powers and local enemies except the fractious Molgur cultists to the northwest. Indeed, the dwarves of Farhollow have contributed in no small way to Frostbracken's prosperity. As a result, the elves have seen fit to establish a permanent presence for themselves in this small and out-of-the-way forest, which is marked by a simple dirt road leading south toward the Mirror Lakes and the Rhulic border. The forest colony itself contains all the amenities one would expect to find in a western Immorese city, as the elves have tried their best to conform to some semblance of daily life, however contrived it may seem. Built to quarter the soldiers of House Nyarr, the fort at the western tip of the forest commands a clear view of the lands to the north and south, and patrols stand ready to sally out against Molgur incursions, rare though they may be. A modest embassy greets visitors—mostly dwarven traders—upon their entry to the colony before the road leads to a town very much like Shyrr in miniature. There is no Great Fane here, however; rather, hidden alcoves are scattered throughout the colony, each bearing a shrine to all the Vanished. Even though these locations are not maintained by any priests, they are nevertheless kept clean and tidy by the despondent souls who worship there. The elves do not speak among themselves of visiting these shrines to pray, nor do they speak of others doing so, for the altars are so wretched that there is little for visitors to do but weep. Strangely, members of the Dawnguard are the most frequent visitors, for these places allow them to openly offer their quiet, mournful words of reverence to Nyrro for the first time since the heresy committed by the god's cult.

Numerous workshops and stores can be found elsewhere in Frostbracken, along with residential areas, a central market, a meeting hall, and an open-air theater, now more necessary than ever as a distraction from the elves' mortal struggles. A few Rhulfolk reside at the embassy, and they were the ones who passed word of Frostbracken to the elves of the freehold villages. Crews of elves and dwarves man the many canal boats that ferry goods along the Ayeres River and the haulage route to the nearby forest as part of a growing trade operation. These races are also working together to construct

INCISSAR VYROS NYARR

Even though Vyros Nyarr has every right to claim leadership of the Frostbracken colony, he has declined to do so, instead helping the community form a council of sorts drawn from the nobles of those houses who were here when the settlement was established. He continues to command the Dawnguard, and even though the fort provides him with chambers, he has never rested there for long. Instead, he often leads companies south in an attempt to cross the border to reach Aeryth Dawnguard, to seek out other Iosan colonies in the Bloodstone Marches, and to open talks with the dwarves.

a highway linking river and forest, but this collaboration is tinged with the bittersweet knowledge that they did not have such companionship before. Consequently, some elves from the colony have settled in Farhollow in turn, acting as agents for traders in Frostbracken or as diplomats, among other roles.

DAILY LIFE

IOS

To those not from Ios, daily life in the kingdom has always been a mystery. It is an even greater mystery now, when many would struggle to consider what takes place “life.” In the great cities of Shyrr, Iryss, and Lynshynal, life was much like it was in the other nations of western Immoren. Traders plied their industry, scholars taught their classes, farmers sold the bounty of their lands, vagabonds made their mischief, theologians debated matters of no importance to the common folk, soldiers enlisted and trained, the nobility conducted their affairs of governance, and the priests guided the people in worship. Life in an Iosan city would be familiar to a visitor—if that visitor were permitted to enter.

Iosans learned how to adjust and occasionally forget the tragic loss of their first empire, as attested by the Odeum of the Masque, the ornate theater in Shyrr’s city center that provided regular showings of dramatic plays. Shyrr was also home to the greatest monuments to the Divine Court, with the Fane of Lacyr as their focus. And in the shadow of the memorials to the Vanished stood the Consulariat and the Hallytyr Chambers, where the Consulate Court would gather to discuss matters of mortal government. Lynshynal, home to the workshops and manufactories of House Shyeel, was known for being the center of arcane education. The noble houses of Ios sent those who manifested the warcaster gift to Lynshynal to study and hone their skills; those who were not inclined toward the arcane were sent to Aeryth Ellowuyr to study the art of the sword at the feet of House Ellowuyr’s martial masters. Iryss, despite being second in size and population to Shyrr, had a much less militaristic culture than the other Iosan cities, an effort to shake off the legacy of Goshade in the years after the War of the Great Houses. Nevertheless, House Vyre maintained its myrmidon and arcanika production facilities and arcane training schools in Iryss, even if they were of lesser stature than those of House

Shyeel in Lynshynal. Iryss also hosted Ios’ most ancient and revered university, but fortunately, its disassociation from Goshade and his disdain for the institution ensured that the University of Iryss emerged from the War of the Great Houses having lost little of its reputation.

But Ios is much different now. Life is not lived in Ios any longer, for the sentient are either undead eldritch or soulless, and neither can be construed as “alive” in the sense that most people understand the word. Once-bustling promenades have been reclaimed by nature, monuments and the halls of the hallytyr have fallen into ruins after years of neglect, and all recognizable semblance of civilization is as much as gone. When Elara made her fateful decision to slay Scyrah and Nyssor, she did not understand the full impact of her act. Now that all those who walk the streets of Ios’ cities are soulless or eldritch, there is no need for many of the former everyday facets of elven society.

All soulless in Ios live under the instruction of those who have pretensions to command or ambition to rule. The immortal eldritch have no need for such mundanities as food and material luxuries. The soulless aid their undead masters by bringing them suitable guests upon whose lives the eldritch can feed to maintain their strength, or else offer up their own essence willingly. Armies of soulless stand sentinel at the elven nation’s borders to make sure that unwelcome visitors do not slip into the forests. They follow the orders of the eldritch without question. They see the eldritch as worthy rulers, even if such respect is not always reciprocated. They also look to Nayl, the notorious soulless mage hunter they consider first among their kind, for guidance.

Among the eldritch, however, bickering and quarreling about who should lead Ios is the norm. All of them insist on their own fitness to rule, while others continue to struggle with the realization of what they have become. As the first risen eldritch under Ghyrshyld, Elara immediately became a leading figure among those who fought in the Second Skorne-Iosan War alongside the forces of the Retribution. In the years after the Sundering, she led the risen eldritch of the Retribution at the ruins of Shaelvas, the City of Lyliss, where she once trained to be an assassin. Taking control of Shaelvas and the Hold, the mage hunters tried to unify the eldritch under Elara’s leadership, staking her claim on her position as both the successor of Ghyrshyld’s legacy and the commander of the soulless who guarded most of Ios’ borders. Unfortunately, hers was but one faction that arose to claim the heritage of the Consulate Court.

As the oldest of all the eldritch, the now-recognized Cult of Nyrrro under Lord Lothvyn quickly assumed a position counter to Elara and her allies, arguing that their centuries-long existence allowed them to better understand how to lead a nation of such creatures. In truth, this was not Lothvyn’s only reason for opposing Elara; his hatred of Ghyrshyld meant he would never cooperate with the dead elven lord’s successor. Elara and other leaders rebuffed Lothvyn’s claim, arguing that the Cult of Nyrrro had done nothing since their purported destruction at the hands of the Dawnguard centuries ago and that they had left their sanctuary under Eversael only because of the growing numbers of risen

eldritch. Indeed, the cult's history has caused friction within its own ranks, and several of its members have defected to other factions, whether to follow their leaders or to challenge them.

Other groups, with varying levels of zeal, disagree with both Elara and Lothvyn. These have coalesced mainly around the urban centers of Shyrr, Iryss, and Lynshynal. Even though they are much more numerous than either of the more prominent and powerful factions, they struggle with their inexperience with eldritch existence. The hallytyr and the remnants of the Consulate Court at Shyrr proclaimed the continuation of their government in undeath, but even they were not united in this declaration. Many high houses were torn apart by the Sundering, and all of them carried over their disagreements from life into undeath. In Iryss, a number of former occult scholars and arcanists took charge, believing that the combination of their knowledge and Ios' arcanika would deliver salvation to what was now a new nation. But their voice was drowned out by those of their peers, for Iryss was seen as the home of Goreshade, who had not only betrayed Ios twice and Cryx once but also set in motion the events that ultimately resulted in the current state of the elven people. At Lynshynal, the strongest of Ios' arcanists argued that only their technological contributions and myrmidons would keep the soulless and eldritch relevant in the world at large now that the Iosans were less numerous than they had been before the Sundering.

These factions and others continue to struggle for dominance, their arrogance preventing any of them from winning the others to their cause. In this way, as in so many others, undeath in some corners of urban Ios is aggravatingly similar to life before the Sundering. Scholars still attend to their studies, nobles still hone their martial skills, and arcanists still research new techniques, whether out of madness or a desire to return to something more familiar.

But not all eldritch threw in their lot with the more influential factions. Some migrated to one of the other abandoned cities and set themselves up as rulers. These petty lordlings now engage in skirmishes with other small-minded pretenders, frequently dispatching bands of sythyss to harass their rivals. Others, most of them former priests of Scyrah or Nyssor, retreated into the forests or to the mountains, unable to come to terms with having become eldritch, which had been everything they feared and dreaded as living elves. Without sythyss or soulless to attend to them, these isolated undead have gravitated toward the borderlands, where they prey upon bands of travelers whenever their thirst becomes too strong to bear. As a result, almost no living intruders—and even fewer rumors—escape the Mistbough. It is no surprise, then, that little is known about “life” within Ios, even among the living Iosans themselves.

BY THE IOSAN BORDERS

Frostbracken is to Ios what Ios was supposed to be to the Empire of Lyoss: a place where people could recover and regain their purpose within the world. These days, however, it is more like a living graveyard. Each of the small Iosan settlements that dot the borders of the Mistbough and the

Archenbough is populated by cheerless elves who feel the weight of their future extinction upon their hearts. Once their souls depart from their bodies and Caen, the Iosan race will be gone forever. What few children have been born since the end of the Second Skorne-Iosan War have been soulless without exception, and knowing that no other fate is better, their parents have taken nearly all these children and given them up at the Iosan border, where their fellow soulless come to collect them and spirit them away into the looming forests without a word.

The elves who live in Frostbracken, the refugee settlements of Llael and the Rhul freeholds, and the former skorne fortresses live day to day. Some have formed mercenary companies, hiring themselves out to local warlords now that the Retribution of Scyrah is an army with no purpose. The more nihilistic soldiers take out their frustrations over their fate on whatever poor souls they are contracted to hunt down or kill. This resentment is made worse by knowing that the souls of most of their targets will be safeguarded in Urcaen, but their souls will not.

Others look to preserve their numbers, holding on to a faint hope that the Divine Court will one day be resurrected and come back to save elvenkind. In a sense, they have become Seekers without a guiding philosophy. They wander the land trying to find anything that might suggest the gods' return, even if such a belief seems delusional. Many have fallen to doom and depression, accepting that they will be the last of their kind. Tragically, some elves who learned of the Sundering were overcome with so much grief that they willed themselves to die in its aftermath. In the years since, colony leaders have struggled mightily to maintain the spirits of their people. Even so, the refugees of the west, upon hearing news of family or friends who are still alive, or even out of a simple desire to be among elves once more, periodically assemble in small convoys and make the journey east to reunite with their fellow Iosans or Nyss, wishing only to be in a more familiar community as the death of their kind looms over them.

Such attitudes vary throughout the colonies, though never to the point of conflict. Even though some members of the hallytyr who were with the army now lead the scattered remains of the Retribution forces, there is little coordination or cooperation among the settlements, strewn as they are over a wide area from Frostbracken in the north to Klokhorr Fortress in the south. In an effort to give meaning to lives rendered bereft of direction by the Sundering, many Homeguard Coalition soldiers have formed companies of couriers to carry news throughout what remains of the living Iosan people. Several have also planned expeditions into the Iosan hinterlands in the hope of returning with information about what happened to their homeland. Many attempts resulted in the disappearance of such companies, with a handful of survivors bringing rumors of the rise of the eldritch to the colonies.

Without a doubt, Frostbracken now comprises the largest colony of living elves. It is almost a tribal state by itself, but without much of the technology of Ios' proper cities, its inhabitants live difficult lives. The Howling Wastes lie to the

north, and its beasts are neither gentle nor weak; in addition, the harsh winds that blow from the north are barely cushioned by the Frostbracken's forests. Elves from all walks of life dwell there now, and the Iosans almost resemble their Nyss cousins due to the need to adapt to a much more unforgiving land. Despite the lack of machinery to help manufacture the tools, weapons, and comforts the Iosans were once accustomed to, they do not lack for ingenuity, and the surviving arcanists and artificers have formed modest workshops in order to preserve the knowledge of their people for posterity. Their efforts have allowed the people of Frostbracken to maintain the myrmidons that accompanied them back from the war against the skorne, and they have needed only a few years to bring some small measure of civilization to what was once a barren forest. Hunting parties and farmers tend to the needs of Frostbracken's colonists, and craftsmen bring a modest dignity to the new home of the living elven people.

Such circumstances are reflected in the smaller colonies to the south, where the elves had the good fortune of inheriting the settlements from their former skorne occupants. These forts serve as large outposts for those who make a living closer to Ternon Crag and farther out into the Iron Kingdoms. The refugees who fled to Llael or Rhul are in similar surroundings, if accompanied by humans, trollkin, gobbers, and others rather than fellow elves. Although these settlements do not have any predictable structure, the daily lives of those who dwell there are much the same, as all of them focus on taking each day as it comes.

RHUL & THE FREEHOLDS

Although the dwarves of Rhul have never been as isolated as their elven counterparts, their mountains and the valleys they shelter are an intimidating place. Since the days when the Lords of Morrhd held sway over the land, mankind has known better than to test the strength of the Rhulic fortresses. Even so, the dwarves have never turned away diplomats or refugees and have enjoyed profitable trade deals with other nations of the Iron Kingdoms since the time of the Corvis Treaties. There was once a time when they had agreements with their neighbors, the Iosans, but such a time has long been forgotten. And within Rhul itself, the symbiotic cooperation between dwarf and ogrun stretches back so far that it is considered a fundamental part of Rhulic culture.

In contrast to their human counterparts, dwarves are ceremonious and meticulous in all matters. Having been brought up in accordance with the edicts and the writings of the Codex, they see little reason to disconnect from their history and roots. This dedication owes a great deal to the Codex's provision for debating its own contents. Despite being very strict and exacting, the Codex permits disagreement, provided that such disagreement is expressed in a restrained manner. Additions and amendments are rare and must pass through the Moot of the Hundred Houses, which is the center of all judicial and legislative discussion and the highest authority in Rhul.

As its name suggests, the Moot consists of representatives from exactly one hundred houses. It is led by the thirteen

Stone Lords, each one the head of one of Rhul's thirteen Great Clans. They are joined by an additional eighty-seven Moot Lords, who are the lords of the most influential clans of Rhul (other than the Great Clans, of course). The Stone Lords are assisted by the tribunes, who are counted among the Church of the Great Father's leading priests. But the greatest knowledge is held by the Moot Judges—eminent scholars and arbiters for whom the words of the Codex are their life's commitment. As an institution, the Moot serves as a regulatory, arbitration, and executive body within the kingdom for anything and everything related to Rhulic laws and the content and interpretation of the Codex. No dwarf is exempt from the Moot's oversight, including—and perhaps especially—its own members.

In this way, disputes among the dwarves remain among the dwarves, who fastidiously maintain the spirit of their laws so as not to concern external parties. Whenever a dwarf takes issue with another dwarf, it is not long before an arbiter shows up to ensure that others are not troubled by the quarrel. As for the arbiters themselves, they are known for their incorruptibility, and even if there are instances in which political influence might come to bear—no surprise, given that many of them are highly placed individuals within a particular clan lord's court—their neutrality is ensured by the scrutiny of the Moot Judges. Even aside from their quintessential adherence to legal forms, the Rhulfolk are so meticulous that everything they do conforms to the edicts and the Codex in some respect. This makes them an industrious people who find joy in the quality of their work, whether it relates to masonry, metalwork, architecture, or mutually agreeable judgments. But they are practical in all matters, and the superfluous is rarely a feature of dwarven life. The Rhulfolk's greatest luxuries are their shrines and temples to the Great Fathers and the Claywives, yet such places serve not only as forums for the clergy and judiciary, but also as sanctuaries. Whenever a clan feud erupts, many dwarves retreat to the local temple for safety, and Moot Judges are almost always willing to declare a temple to be inviolable ground where no dwarf under arms may set foot.

As a result of the establishment of the judiciary and clergy of the Church of the Great Fathers by the Claywives, the priesthood is intimately tied to the hierarchy of government, within which the justicars are to the tribunes as the Moot Lords are to the Stone Lords. Like the tribunes, the justicars serve as advisers to the Moot, albeit in a more junior capacity, but they are often seen in public courts as mediators in interclan conflicts alongside Moot Judges. Several priestly ranks exist beneath the justicars, including vigilators, assessors, and counselors. The latter of these deal with various matters of daily life among the dwarves, and it is to these priests that most Rhulfolk bring their grievances or concerns, depending on the nature and scope of the problem. Because the Claywives served as the very first judges and clerics, the priesthood was historically dominated by female dwarves, but just as worship of the Claywives is as much a part of Rhulic life as worship of the Great Fathers, male dwarves have had just as much of a stake in Rhulic justice as their female counterparts. For several millennia already,

the priesthood has been more or less equally split between males and females. Curiously, a few ogrun have risen through the ranks of the clergy, though their relatively shorter life expectancy has prevented any of them from serving long enough to reach the rank of justicar or tribune.

The priests' influence extends to the freeholds at the fringes of settled Rhul, but the dwarves and the many peoples of these settlements come to their compromises with no small amount of difficulty. Rhulic justice is a bizarre concept to even the most accepting humans. Large-scale violence is taken for granted in clan feuds, but to those who do not understand the level of control exerted over these skirmishes, these clashes can seem bewildering. And yet the Codex is particular in applying its precepts to the dwarves within Rhul; dwarves living abroad acknowledge the need to adhere to local laws, an allowance the edicts provide for. Guidelines for outsiders and how they should live in dwarven society, however, is something the Codex lacks. The ogrun, a possible precedent, adapted to life in Rhul easily enough, both because their culture had a similar outlook centered on the family or clan and because the ogrun were blessed with an assiduous work ethic. But the humans, gobbers, and elves who find themselves living in Rhul today are a different matter, and cultural differences among them have given rise to tensions that the dwarves have taken pains to soothe. In time, however, the dwarves will need to make a more permanent ruling concerning the matter of other races in Rhul, for there is only so much they can achieve simply by judging instances on a case-by-case basis. Change seems destined to come sooner rather than later, as evidenced by the handful of young humans who saw the strength that the Church of the Great Fathers and the Sect of the Claywives imparted to the kingdom and were inducted into the clergy as novices. It remains to be seen how this change (and others) will affect Rhul and its future standing in the Iron Kingdoms.

THE WILDS & THE MARCHES

If Ternon Crag's position on the edge of civilization is any indication, life in the marches and the wilds of the Glimmerwood is lawless and governed only by the strength of those willing to display it. The expulsion of the skorne from the Bloodstone Marches left a power vacuum that many vagabonds, newly arrived refugees, and local tribes have tried to fill, but whether any of them have the strength to keep their holdings remains to be seen. The foreboding forests of the Glimmerwood hold many hidden dangers. Some of these are controlled by the enigmatic druids of the Circle Orboros, but there are others even the blackclads do not wish to disturb. Nearly every community views the others as a threat, turning their rivals' territories into veritable badlands that few will willingly venture into, even when enticed by coin.

Some of the former skorne fortresses now inhabited by losans notwithstanding, countless clusters of small settlements dot the western parts of the Bloodstone Marches despite the perilous beasts that roam these wilds and the competing groups that vie for control of more populated corners. A few warlords have proclaimed their ownership of territory that holds little value to the civilized, given

its lack of resources and culture. Others, like the nomadic efaarit of the deserts in the east, come and go in cycles, selling their services along the way. A few communities have never known another home and know of nowhere else to go—or they simply refuse to, choosing instead to accept the danger that comes with remaining. And some stay simply because courting death in encounters against local rivals is as much a way of life as a normal tradesman's business in a Cygnaran city.

In the aggregate, the lands that border southern Ios are not for the weak-willed or the unprepared, and more than one convoy of refugees who risked the voyage east has been waylaid by violent local tribes or desperate bands of outlaws willing to do anything to survive. No matter where—or what—one is within the wilds and the marches, each day is a fight for survival; the wild creatures are not particular about what they catch and eat, and other inhabitants will eagerly attack first and ask questions later, if at all. Despite their differences, the humans, skorne, elves, trollkin, farrow, Tharn, and gatormen who dwell in these wilds have one thing in common: they regard everyone and everything they encounter with caution.

Factionalism runs high among these races, and "might makes right" is an important tenet when it comes to affairs in the borderlands. Resources are at a premium in these ungoverned lands, and many bandit leaders think nothing of stealing from or attacking those of their own race, doing so with the same enthusiasm they would muster against any other. Competition between the numerous rival groups that roam the Glimmerwood and the Bloodstone Marches is so strong that many bands have taken on vagabonds of any origin whatsoever in an ongoing effort to become strong enough to survive. Just as they have no compunction against violence toward those they perceive to be a threat, they freely welcome any and all who might give them an advantage against their rivals, no matter their race or religion. Naturally, most larger tribes—mostly of Tharn, trollkin, farrow, and gatormen—have a more familial structure and keep to their own kind, whether out of suspicion or plain hatred of outsiders.

The nomads who wander these areas are careful to avoid encounters with such tribes and for good reason. Repeated defenses of their homes, indiscriminate scrounging in a harsh environment, and deadly encounters with local fauna (and sometimes flora) have made these tribes just as dangerous as their less orderly counterparts. The list of parties trusted by each tribal chieftain or bandit leader is quite short, and as the months pass, it tends to shrink, if it changes at all. Their networks are undeniably large, and they might even be friends with a few of those they share these territories with, but knowing is hardly the same as trusting. As a means of defense, being familiar with as many of their neighbors as they can is nearly as good as having a band of strong sword arms at their disposal. If nothing else, this knowledge helps them understand how best to stab another group in the back if such treatment is warranted, as well as how to defend themselves from such plans if needed. Getting by in these harsh lands is as much about who one knows as it is about what one knows.

FACTIONS & SOCIETIES OF THE BORDERLANDS

Despite being far from the courts and intrigues of the Iron Kingdoms, the borderlands of western Immoren are not without politics of their own. From the ancient stone halls high in the mountains of Rhul to the silent forests of Ios to the blasted wastes of the Bloodstone Marches, wherever people gather, groups form and vie with one another to gain power, prestige, territory, or influence. Some of these factions are as old as civilization itself and can trace their roots back thousands of years to the earliest days of the Rhulic empire; others have appeared only in the scant handful of years since the Claiming. But all are intent upon carving out a place for themselves and leaving their mark on a changing Immoren.

THE BRAND OF ODOM

The only official arcane organization in Rhul is also the oldest in all of western Immoren: the ancient and secretive Brand of Odom. Founded in prehistory by the Great Father whose name it shares, the Brand of Odom is unique among arcane orders in that its oaths and bylaws were laid down by divine edict rather than formulated by mortal minds. As such, the Brand of Odom holds an equally unique position in Rhulic society, with several highly placed members serving the government of Rhul as Moot Judges and advisors to clan lords. The organization's knowledge and wisdom are highly valued by the Moot of the Hundred Houses, and even though members of the order do not serve on the Moot itself, they are often called upon to give testimony and offer insights. Furthermore, Rhul's intelligence services rely as heavily on the Brand of Odom as they do on more traditional methods of gathering information, and the organization's tactical arcanists are regularly seen alongside Rhulic soldiers.

Originally an organization of wizards like the Order of Wizardry in Ceryl to the south, the Brand of Odom strives to maintain what essentially amounts to a monopoly on arcane lore within Rhul. To this end, it inducts arcane mechaniks and dwarven sorcerers into its ranks as well, although such individuals have rarely reached the highest echelons of the order. The organization's strict rules are part of the edicts laid down by the Great Fathers in ancient times and are thus virtually impossible to change, which has caused the Brand of Odom to lag behind in certain areas of study. These include necromancy, which remains forbidden by the edicts even as it gains greater—if grudging—acceptance across the Iron Kingdoms.

Strict oaths of secrecy and loyalty bind the members of the Brand of Odom and restrict them from teaching their arts to outsiders, but nothing prevents a dwarf beyond the borders of Rhul from learning arcane secrets in other ways, and more than one aspiring dwarven arcanist has fled Rhul in order to study secrets forbidden by the order. The organization grants its members considerable leeway to pursue their own agendas, but all are expected to answer the call whenever a senior member of the order or the Moot of the Hundred Houses requires their service.

Outsiders are often surprised to learn that the order's name is quite literal. Upon advancing beyond the rank of apprentice and being fully inducted into the order, each member of the Brand of Odom is marked with an ancient dwarven rune associated with Great Father Odom. Aside from serving as a way of identifying other members of the order, the rune, which roughly translates to "that which is hidden," is enchanted when administered and can be used by high-ranking members to locate a Brand of Odom wizard at any time, regardless of the wizard's location on Caen.

THE CHURCH OF THE GREAT FATHERS

Even though the Rhulfolk are not as aggressively devout as the citizens of the now-depopulated Protectorate of Menoth to the south, worship of the Great Fathers and the Claywives is as inextricably tied to the politics of Rhul as veneration of the Lawgiver is to the Protectorate. Because the Great Fathers handed down the edicts that became the basis of the Codex, which still governs all laws throughout Rhul, the church and politics have always gone hand-in-glove in the dwarven nation. Unlike the Protectorate, Rhul never developed into a theocracy; instead, its clergy hold a vital advisory role at virtually every level of government, and the justicars of the Church of the Great Fathers are regularly seen in public courts throughout Rhul, advising Moot Judges and mediating conflicts between clans or even individuals.

The Claywives were the first clerics of the Church of the Great Fathers, so it is hardly surprising that female dwarves dominated both the clergy and the judiciary for centuries. Over time, however, the balance of power within the church has shifted, and all genders are now represented at every level of power. There are even ogrun and, more rarely, other peoples who have joined the clergy of the Great Fathers, although their shorter lifespans make them less likely to attain the highest ranks within the church.

Unlike the Moot of the Hundred Houses, which operates out of the Moot Hall, the Church of the Great Fathers does not have a specific headquarters. Most consider the Library of the Codex in Ghord the most sacred building in Rhul, for it is where the original edicts are still kept, along with records of every moot for the last six millennia. This also makes it one of the largest—and certainly the oldest—repositories of knowledge and history in all of western Immoren. The Library of the Codex is home to numerous senior members of the clergy at any given time, and countless scribes work diligently within its halls to preserve, copy, and restore antique texts. Even so, it is no more the operating center of the church than any of the other temples to the Great Fathers that are found in every Rhulic city. It is, however, an excellent illustration of the way in which other aspects of dwarven life are integrated into the church and vice versa. Despite being the church's domain, the library is guarded by members of the Rhulic military and protected by magical wards and spells placed there by the wizards of the Brand of Odom. These safeguards help ensure the safety of the dwarven sages, scholars, bureaucrats, and lawmakers who frequently make use of the extensive records kept within the library's walls.

The church's intimate integration into Rhulic life extends

far beyond the highest ranks of government. Every day, dwarves bring their problems and grievances to local members of the clergy, who often offer advice and mediate conflicts long before they require the intervention of the judiciary. Furthermore, the church acts as a safe haven in times of interclan feuds and other strife, offering sanctuary to any Rhulfolk who seek it—and woe to any dwarf foolish or impious enough to visit violence upon one of these temples or on the heads of those who have taken shelter within them.

THE GLOMRING

Those who hail from outside Rhul often struggle to understand the importance of clan in dwarven society. As such, they also have difficulty fully comprehending the complex, precarious, and unusual role played by the Glomring, an organization of spies and smugglers who operate both within and adjacent to Rhulic law.

The official intelligence operations of the Rhulic government are the province of Clan Jhord, and one of the scions of the current Stone Lord of that powerful clan is expected to master the arts of stealth and subterfuge in order to operate the intelligence networks of the Moot of the Hundred Houses. But even though Clan Jhord is more than capable of handling many of the more bureaucratic aspects of such operations, an organization as rigid and old-fashioned as a traditional dwarven clan cannot meet the demands involved in spying and conducting other covert operations in modern Immoren—a fact the Moot of the Hundred Houses appears to recognize, since they also grant official sanction to the Glomring. Yet sanction does not necessarily mean acceptance, and members of the Brotherhood of Lurkers, as they are sometimes called, are viewed with distrust and even outright hostility by much of Rhulic society and as a necessary evil even by many who use their services. Most who join the Glomring do so because they are clanless—either cast out by their families for crimes or some other dishonor or, especially in the wake of the Claiming, orphaned by conflict—and so they are faced with few honorable alternatives.

Despite its sometime sobriquet, the 'Ring, as it is commonly known, is an egalitarian affair that is willing to recruit members of any gender so long as they show promise in the skills necessary to succeed in the world of espionage and covert dealings. Indeed, as the freeholds along Rhul's borders have continued to grow, the Brotherhood of Lurkers has begun recruiting promising agents from among non-dwarf refugees, and so humans, ogrun, gobbers, and even the occasional Nyss are counted among their number. As such, many of the Glomring's inductees are young thieves who catch the eye of a more senior member of the organization and show the potential to be molded into effective spies and operatives.

Even though the Brotherhood of Lurkers often operates very differently than many of the other organizations in Rhul, it is quite similar in some ways. For members who are inducted into the Glomring, the organization becomes their only family, acting much as a clan would for any other dwarf. The Lurkers are also bound by codes as scrupulous as those of any other Rhulic organization, even if other dwarves

might find those codes distressingly pragmatic or open to interpretation. All those who pay for their services appreciate one in particular: that a contract entered into by a Lurker must always be executed as it was agreed upon, thereby making it less likely that a Glomring spy will suddenly switch sides on an employer. There's little compunction about taking advantage of any loopholes in said contracts for the betterment of the organization, however.

In the past, the Glomring operated primarily within Rhul, where it was hired by competing clans or business interests to dig up dirt or conduct industrial espionage on the competition. As conflicts rocked the Iron Kingdoms in the years leading up to the Claiming, the Glomring found their skills increasingly in demand beyond their own borders, where their rigorous adherence to the job was prized and where they could take full advantage of the fact that dwarves were uniquely welcome in most kingdoms across western Immoren.

The Claiming did little to decrease the need for the Glomring's services both within and outside of Rhul, and in the last few years, the various peoples of the freeholds have provided the Lurkers with a ripe crop of fresh recruits and a market eager for their skills.

THE HAMMERFALL HIGH SHIELD GUN CORPS

During the conflicts that shook the Iron Kingdoms in recent decades, the famed mercenaries of the Hammerfall High Shield Gun Corps became one of the most recognizable symbols of dwarven efficiency and reliability for those outside Rhul. Laying down unerring fire as they clustered in ranks behind their distinctive shields, the High Shields left their mark on every battlefield on which they set their sights, occasionally doing so alongside an efficient Rhulic 'jack or two.

Much of the High Shields' martial prowess can be laid at the feet of Pelgor Dhurg. A cousin of the current Stone Lord of Clan Dhurg, this dwarven champion worked as a mercenary in Llael during his youth and brought some of humanity's innovations back with him when he took charge of Hammerfall, perhaps the most imposing of all the Rhulic border forts. He combined these changes with typical Rhulic ingenuity and rigor to create the High Shield Gun Corps, one of the most sought-after mercenary companies in western Immoren.

Of course, the High Shields aren't just mercenaries. In fact, the primary duty of the indomitable company is to safeguard Hammerfall, and for those who have faced a single contingent of High Shields on the battlefield, the prospect of marching against a fortress garrisoned by hundreds of them is quite daunting. Hiring the highly trained soldiers out as mercenaries serves several purposes beyond filling Clan Dhurg's coffers. It not only provides the soldiers with valuable field experience but also allows Rhul to maintain a presence on the battlefields of western Immoren without openly engaging in war. Because the members of the High Shields take rotating shifts and spend months in the trenches as mercenaries before switching to the less dramatic and far less dangerous job of standing watch in Hammerfall, just

about every member of the corps has seen actual combat even though the walls of Hammerfall haven't been besieged since the Claiming—and hadn't seen an attack for centuries before that.

The most important role the High Shields play as mercenaries, however, is an unofficial one. Their presence among the armies of the Iron Kingdoms helps the members of Clan Dhurg—and, through them, the rest of the Moot of the Hundred Houses—keep a finger on the pulse of their neighbors to the south. After serving alongside their counterparts among the humans, elves, and other races, the High Shields rotate back to service at Hammerfall, bringing with them valuable intelligence about life and death beyond the borders of Rhul.

In the years of relative peace that have followed the Claiming, Hammerfall's soldiers have found themselves less and less in demand by the outside kingdoms, but experienced and reliable soldiers are never unemployed for long, and many High Shields now sell their considerable skills guarding everything from trade caravans to diplomatic envoys.

THE HORGENHOLD FORGE GUARD

Hammerfall may be Rhul's most imposing border fortress, but Horgenhold is the only one that can lay claim to having turned back the Orgoth invaders. It took only a single bloody campaign against the Rhulic soldiers who garrisoned this massive castle on the edge of the Black River for even the ruthless Orgoth to determine that conquering the lands of the dwarves would be too costly.

For those who travel up and down the Black River into Rhul, as well as those who travel from Rhul to the Llaesele city of Leryn to the south, Horgenhold's most visible armaments are the innumerable cannons that bristle from its surface, trained on the river and the road that snakes alongside it. As imposing as these weapons may be, however, they are far from the extent of Horgenhold's arsenal. After the Khadoran occupation of Llael, the famed Horgenhold Forge Guard took to the battlefields of the Iron Kingdoms for the first time since the coming of the Orgoth. Even though the Forge Guard have seen combat less often than their peers at Hammerfall, they are no less skilled in the art of waging battle, having drilled constantly in order to form a single, unbroken line that acts in near-perfect unison.

The Forge Guard's distinctive armor is considered by many Rhulfolk and outsiders alike to be among the best plate armor ever forged, but their heavy, piston-driven hammers strike fear into the hearts of all those unfortunate enough to oppose them on the battlefield. Traditionally, the Forge Guard served the purpose its name suggests: acting as a last bulwark between any outside aggressors and the forges that are so integral to the Rhulfolk's culture and martial supremacy. As long as the Forge Guard stood, the forge fires could continue burning, and dwarven smiths and mechaniks could continue producing weapons and armor. Even though the relationship between forge and guard became less direct over time, the name stuck through the centuries, and the Forge Guard bear it today with pride. In a tribute to the old days, they also have continued their order's long tradition of fighting with two-

handed hammers, though the weapons they wield these days are enhanced by dwarven technological know-how.

Even before the Claiming and the establishment of the freeholds, Horgenhold was no stranger to refugees from the south. Indeed, the massive border fortress housed hundreds of Llaesele during the Khadoran occupation, and many of Horgenhold's guardians lost friends and even loved ones to the forces of Khador and the Protectorate's Northern Crusade years before the infernals ever arrived in force. As a result of these losses, many Forge Guard developed a deep enmity toward Khador and refused to accept that kingdom's coin during the wars. Even though all such hostilities were ostensibly left behind in the subsequent years of peace, some of Horgenhold's defenders find it difficult to relinquish old grudges, especially those for whom the loss of friends, not to mention comrades-in-arms, still feels painfully fresh.

In addition to serving as the home for the justly famed Forge Guard themselves, Horgenhold also serves as the headquarters for a vast network of scouts and rangers who patrol the treacherous mountain peaks that surround the stronghold. Most of these troops spend weeks or even months at a time in the wilderness without ever returning to the relative civilization of the fort. Even while the rest of western Immoren has been enjoying a hard-won peace, these patrols have remained ever vigilant, especially with an ominous silence having descended over the neighboring forests of Ios.

THE SEARFORGE COMMISSION

Around 181 AR, the Rhulfolk aided western Immoren's embattled humans in their struggle against the Orgoth by helping construct the components of the first colossals. Once the Rhulfolk began manufacturing complex mechanika that required the cooperation of multiple groups, they found that their old traditions of assiduously separating one trade from another needed to change; without such evolution, Rhul was unlikely to remain competitive in a dynamic and ever-growing international market. Thus began the formation of dwarven conglomerates—groups of clans bound together by political alliances, carefully worded treaties, complex contracts, and binding oaths, all orchestrated with the intention of putting their collective expertise toward one shared goal. These multiclan associations dominated Rhulic trade in short order, but one rose to become the most powerful and most recognizable such organization, especially outside the borders of Rhul itself: the Searforge Commission.

The commission's purpose is simple enough: the conglomerate makes sure that Rhulic trading lanes stay open with the kingdoms beyond its borders. When it needs representatives to deal with the citizens of the Iron Kingdoms, it often dispatches the Searforge Traders, who combine business savvy with a kind of amateur statecraft. These agents act as unofficial envoys to the Rhulic empire while they negotiate profitable trade deals that line not only their own pockets but also those of their clans. Like most aspects of Rhulic society, however, matters are not as simple as they initially appear. Because the Searforge Commission has long been the primary contact between the

dwarves and those who dwell outside Rhul, it is also at least partly in charge of most of the Rhulic mercenary companies that operate throughout western Immoren. For example, members of the Hammerfall High Shield Gun Corps answer to Clan Dhurg and their superiors at Hammerfall, but the dwarf who negotiated their contract and handles disputes related to their charter is almost certainly a member of the Searforge Commission.

Unlike other dwarven organizations such as the Glomring, the Searforge Commission isn't a clan and doesn't function like one. Instead, it is purely a business enterprise made up of like-minded dwarves from many clans, all working toward a shared goal. Conflicts between clan loyalties and loyalties to the conglomerate come up from time to time, but these are considered part and parcel of the complex interlocking of Rhulic allegiances and oaths. They are not seen as a problem unless and until they become a problem, at which time they are usually solved with a lawful duel or by judicial intercession.

THE DAWNGUARD

Once one of the largest and most recognizable branches of the Iosan military, the Dawnguard were inextricably tied to House Nyarr, one of the five great military houses of Ios. Today, the Dawnguard are split in two, just as the Iosans outside the elven nation's borders have been utterly separated from their transformed former kinsfolk.

Within Ios, the Dawnguard still make their base of operations at the aeryth that bears their name, the northernmost of the major Iosan fortifications. Their numbers, however, have been depleted. Many of their former members were caught outside the borders of Ios when the Sundering occurred, and many of those within the nation perished as a result of that cataclysmic event. In the years since, those who remained have supplemented their numbers with soulless and even sythys recruits. Even though these new members are every bit as adept at the martial discipline needed to serve as any ensouled elf ever was, they are often unsatisfying as comrades-in-arms. Nevertheless, the Dawnguard persists within present-day Ios, albeit as eerily changed as everything else about the nation.

Outside the borders of the elven empire, the many Dawnguard who marched with Incissar Vyros Nyarr on the Abyssal Fortress as part of the Second Skorne-Iosan War eventually made their way to the northern settlement of Frostbracken. There, under the incissar's continued leadership, they gather and drill as they have always done, aching close to the fortress that was once their home yet cut off from it as irrevocably as if it were in another world. Their camaraderie has helped them to stay together through considerable hardships, and the Dawnlord continues to serve as an inspiration to his troops. For now, these Dawnguard protect the elves of Frostbracken, but their future is as uncertain as it is for all Iosans across western Immoren.

THE CULT OF NYRRO

Some three centuries after the initial exodus of their gods from Ios, the elves suddenly received glad tidings. The priests of the Fane of Nyrro declared that their god had returned to Eversael with messages for his people. For a time, the Iosans were animated with a joy and hope that had been absent for hundreds of years, but the truth would prove more devastating than their former uncertainty.

When the hoax was exposed, the Cult of Nyrro were revealed to have committed horrific blasphemies in the dungeons beneath their fane, including the slaying of countless innocent souls, whether as part of their dark rituals or to preserve their terrible secret. Most of the cultists were put to the sword by the Dawnguard, whose long association with the Arsy of Day meant that they took the betrayal of the god's priests as a personal affront. The surviving cultists vanished into the dungeons beneath the city and committed even darker deeds, eventually becoming some of the first eldritch. Eversael was abandoned, and its ruins were soon rumored to have become a haunted, accursed place.

The former members of the Cult of Nyrro languished underground for centuries, biding their time and waiting for the day they could return to the surface. That day finally came when Ghyrrshyld returned to the forests of Ios. Dubbed "the Forgiven," the former eldritch had been restored to life by the goddess Scyrah herself, and he eventually began turning other fallen Iosans into eldritch through his bond with a void archon. Emboldened by these new eldritch, the Cult of Nyrro slowly emerged from beneath Eversael and began returning to elven society.

When Elara slew Nyssor and Scyrah, the aftermath transformed every surviving living elf in Ios that possessed a soul into an eldritch. Creatures that had once been viewed as abominations were now all that remained other than the soulless, and the Cult of Nyrro found themselves in a position they had not enjoyed since their hoax against the Iosan people had been exposed. As the oldest surviving eldritch in Ios, they understood their condition in ways their newly transformed kin could not, and in the time since the Sundering, more and more eldritch have turned to the once-anathematized cult for guidance.

After hiding beneath the ruins of Eversael for centuries, the Cult of Nyrro has ascended once more. Several members are now counted among the most important advisors to the shaken Consulate Court, and many of them expect to one day hold a seat on this governing body, if not usurp it entirely. For now, however, the cultists bide their time, as they have done for so long, and watch their power grow day by day.

THE FRAGMENTS OF THE RETRIBUTION

When Scyrah and Nyssor died, the forces of the Retribution were scattered far and wide. Many had withdrawn to the borders of their homeland in an effort to drive back the skorne invaders who had briefly been their allies; others were still fighting skirmishes in distant lands or had dedicated their forces to aiding their erstwhile human enemies at the

Battle of Henge Hold. Like all their kin, those members of the Retribution of Scyrah who were in Ios at the time of the Sundering were either destroyed or transformed by the ensuing mystical backlash, while those outside their homeland found themselves cut off from both the presence of the gods and any knowledge of what had happened to their allies, friends, and families within Ios.

In the immediate aftermath, the leadership of this Sundered Retribution scrambled to ascertain what new calamity they faced, while those inside the elven nation struggled with different challenges. Two things quickly became clear to all of them: Scyrah was dead, and their mission to save her had ended in failure. Some gave in to despair, but others sought a new purpose in an uncertain future. Deprived of much of their leadership, cut off from their fellow elves, and without a unifying purpose, the members of the Retribution ultimately went their separate ways, permanently splintering the organization.

Of all the remnants of the Ios that was, the Retribution may have been uniquely poised to best survive such a devastating blow. Its members were accustomed to acting in isolated cells, being cut off from leadership for months or even years at a time, and working in secret without government sanction. Many could not face the prospect of a future without the presence of the last remaining elven gods, but others found new purpose, and several splinter factions have solidified in the years since the Sundering, both inside and outside the borders of Ios.

The Shadowed Path. One question presses upon the elves of the Shadowed Path more than any other: what happened to Ios? They know that Scyrah is no more and that they are suddenly no longer welcome in their own homeland, but they don't know why. Making their base of operations in the abandoned mines beneath the Rhulic freehold of Yrryrlyss, they are determined to launch reconnaissance missions into Ios and discover what has become of their kin. Even though most of the Shadowed Path's members are former members of the Retribution, they have recently found common cause with a somewhat unlikely ally: the Seekers, many of whom have joined the Shadowed Path out of a desperate desire to know what has become of their lost homeland.

The Crimson Dawn. For many in the Retribution, Scyrah's death was the end of their original mission, but the splinter group that became known as the Crimson Dawn refused to let go. Decorating their armor with red accents in memory of the fallen goddess, the members of the Crimson Dawn are focused on enacting a bloody and brutal revenge for her demise. Although they don't know precisely what happened to Scyrah, they know that she is gone, and they are as confident as ever that human arcanists and mechanika are to blame. Operating once more in isolated cells hidden from sight in cities and towns throughout the Iron Kingdoms and even among the freeholds of Rhul, the Crimson Dawn have but one goal: to slay as many human magic-users as possible before they themselves perish.

The Voice of Retribution. Many of the leaders of the Retribution were caught within the borders of Ios at the time of the Sundering. Those who survived did not always see eye

to eye about the Retribution's role in an Ios that was without its gods and now populated entirely by soulless and eldritch. Ultimately, the majority of the Retribution's former members united behind charismatic leaders such as Garryth, the Eye of Vengeance, in an attempt to restructure the government of this transformed Ios in accordance with the principles of the former Retribution, even if its goals are no longer what they once were.

THE SEEKERS

Prior to the Sundering, the Seekers, like the Retribution, were a secretive religious sect. Its members chose to live in exile from Ios in the hopes of solving the plights of both Scyrah and the elven people. The difference between the two groups was primarily one of outlook, for the Seekers believed in searching for answers rather than assigning blame, and they were willing to work alongside anyone—including human arcanists—to find the knowledge they sought.

Like all Iosans who were outside Ios at the time of the Sundering, the Seekers have found themselves unable to return to their homeland, cut off from both their kin and the goddess herself. Some among their number are unaware that Scyrah has perished; others are aware that she is gone but do not know what happened to her. Regardless of what they know, all Seekers still believe that knowledge is the key to moving forward, and more and more among their number are turning not outward but inward in search of that knowledge.

Something untoward happened within the borders of Ios—something that has changed the very future of the elven race. The secret signs and coded messages the Seekers have used for centuries, the group's members have begun gathering in human cities and Rhulic freeholds along the borders of their former nation, hoping to find some clue as to what has befallen those inside.

THE KRIEL OF THE STORMCHILDREN

Trollkin throughout western Immoren gather into groups known as kriels. These societies are remarkably diverse, with the trollkin of the Northkin being one notable example. During the wars that gripped much of the continent in the years leading up to the Claiming, many kriels throughout the Iron Kingdoms and beyond combined to form the United Kriels, led by Madrak Ironhide. These kriels sometimes fought alongside human allies who had repeatedly betrayed them; at other times, they battled against their former friends and neighbors. In the wake of the Claiming, however, most have settled into a peaceful, if not always easy, coexistence with the humans, dwarves, and other peoples who make up the Iron Kingdoms and their environs.

Not so the cult known as the Kriel of the Stormchildren. Beginning as a small kriel in southern Cygnar, the Stormchildren grew through the *kulgat*, an often-deadly bloodletting ritual by which trollkin bring new members into their kriel. Having come to share the cosmopolitan attitudes that have gripped much of the Iron Kingdoms in recent years, the trollkin of the United Kriels sometimes induct humans, gobbers, and others into their kriels as honorary members,

but such practices are rarer among the Stormchildren, though not necessarily out of any prejudice. So dangerous is the version of the kulgat practiced by the Stormchildren that not even every trollkin survives. As part of the process, the petitioner devours a poisonous beast—usually a serpent—alive and whole and then must survive a sleepless night with the creature inside the petitioner’s stomach. Those who endure then share their “poisonous” blood with the rest of the kriel and are embraced as one of the Stormchildren.

The leader of the cult is a pale trollkin who bears a heavy krielstone said to be the tip of one of the Devourer’s own scales. This mysterious prophet encourages the Stormchildren to throw down the walls of civilization and live as the Molgur once did, and his followers have found considerable success within the Bloodstone Marches, where they now conduct frequent raids against the remaining Menites of the badly depopulated Protectorate.

THE CULT OF PYROMALFIC

In the years before the Claiming, a battle at the Castle of the Keys in the Bloodstone Marches changed the fate of the world, though most people in western Immoren are unaware that it even happened. Forces from several armies clashed over the lair of the weakened dragon Pyromalfic, who, unbeknownst to most of the continent, had been slumbering beneath the ruined castle for centuries.

Ultimately, Pyromalfic’s athanc was devoured by the dragon Everblight, known to the elves as Ethrungal. This act alerted the other dragons to Everblight’s growing threat and led to the first major clash of dragonkind since Toruk’s progeny drove the Dragonfather from the continent in 1000 BR. Centuries before, however, when Pyromalfic had first taken refuge deep beneath the Castle of the Keys, the

dragon had brought with it a sect of blighted Iosans dedicated to its defense and protection. Most of these blighted elves were destroyed by an Orgoth incursion in 230 BR, which was itself devastated by a roused Pyromalfic. But a few of them survived in the depths beneath the castle, tending to their draconic master as it slumbered for centuries while its wounds slowly healed.

As has been the case almost anywhere dragons have interacted with the world of mortals, the elves of this sect eventually began to worship the dragon, and this devotion did not waver despite Pyromalfic’s debilitated condition. As the dragon slumbered, the sect expanded through an unlikely turn of events: elves from House Vyre had infiltrated the cult with the goal of studying the dragon’s blight, but they were eventually overcome with awe and ended up joining the ranks of the cultists.

Even after the armies of Everblight and others had departed the ruined castle, these blighted elves licked their wounds in the shadows beneath, waiting for the moment when their master commanded them to once more strike at the world above. Those among the blighted who are convinced that their master yet lives in some form await Pyromalfic’s return, while others—especially the remaining elves from House Vyre—simply believe in the power left behind by the dragon’s blighted remains and the soil around the castle, which was soaked with draconic blood during the battle with Everblight. Although the Cult of Pyromalfic has primarily been a threat to those who trespass in the ruins of the Castle of the Keys, this second group presents a great danger to the rest of western Immoren. Who knows what such ambitious minds might yet accomplish by combining the arcane secrets of their house with the blighted power of a fallen dragon?



2

CHARACTER OPTIONS



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

RACES

Humanoids of all kinds call the territories on the edge of the Iron Kingdoms their home. The playable races in this section are among the most common found in the borderlands.

Bogrin. These clever goblinoids are tougher and more ferocious than their gobbler cousins. Able to thrive in the harshest environments, they are a common sight in the Bloodstone Marches, mountains, and forests of the borderlands.

Farrow. Though the humans of the Iron Kingdoms think these boar-like humanoids to be simple creatures, the farrow are a complex people who thrive as opportunistic scavengers and mercenaries.

Marchfolk. The members of these Idrian tribes have preserved their way of life, despite many of their kind being forced under the yoke of Menite rule. These hardy and adaptable humans live across the Bloodstone Marches and Desert following traditions that stretch back thousands of years.

Pygs. Also called the pygmy trolls, they are cousins to the larger trollkin. The blood of trolls runs thick and undiluted through their veins, making them incredibly resilient and hardy. Pygs are cleverer than most true trolls and are a common part of trollkin kriels in the borderlands.

Soulless. The soulless are a strange byproduct of the decline of the elven gods. Born without souls, these beings are dispassionate and fearless and have an innate ability to muffle the power of magic in their presence.

BOGRIN

Some folk still tend to look disparagingly on gobblers, 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, astronomer
and follower of Cyrius*

Most citizens of the Iron Kingdoms are only aware of the diminutive people known collectively as gobblers. But the swampies that live in the wilderness beyond Corvis and the settlers in the Bloodstone Marches know there are, in

fact, two goblin species. Gobblers are the smaller of the two species. Sneaky and, by human standards, more civilized, gobblers are found throughout the Iron Kingdoms. Bogrin are stronger and much more aggressive but, nonetheless, just as opportunistic.

SMALL IS BIG FOR THE SMALLER

Bogrin, like many of Dhunia's children, form tribes and kriels in the wilderness, but some bogrin make a life within the cities of the Iron Kingdoms, most notably in the pirate city Five Fingers. While bogrin are the more aggressive goblin species, forming raiding parties to attack farmsteads and caravans, they will not look for a fight until the numbers are on their side. The centuries of preying on the early nations of humans and claiming lands populated by giant, ferocious beasts have instilled bogrin culture with tenaciousness, teamwork, loyalty, and a keen sense of deception and trickery. Rarely do they attack their targets and enemies head-on, choosing instead to lure them into well-laid traps, bottlenecks, and dead ends. These tribes are still led by the strongest and most devious members, who enjoy the best cuts of meat and have the first choice of the spoils of battle.

LITTLE THIEVES ARE HANGED, BUT GREAT ONES ESCAPE

While outsiders may think of bogrin as savage annoyances to traders traveling the roads of western Immoren, bogrin do have a well-developed society. They are practiced in bushcraft, alchemical arts, and skinning, and they happily trade their wares and trinkets with outsiders. Before the coming of the Orgoth, the bogrin tribes were part of the larger community of Molgur peoples, aiding their larger spiritual cousins in raids upon the Menite pilgrims who were invading the Molgur's ancestral lands. Despite the collapse of the Molgur alliance, the bogrin still follow their spoken traditions and myths, praying to the Devourer Wurm and



Dhunia and looking for their guidance and blessings in acts of bloodshed and healing, respectively. Such is their faith in the Great Mother that bogrin often establish settlements where their mystics find the strongest spiritual connection to the goddess—caves, waterfalls, mines, and natural rock formations. Here, upon stone altars, the bogrin offer up blood and flesh sacrifices to the Devourer Wurm and the Great Mother in raucous rites of fire and feasting.

BOGRIN NAMES

Like their gobber cousins, bogrin names are a single long name that combines a personal name with their parents' names and a final descriptive nickname. Bogrin use gobber names but often favor those with harsher consonants.



BOGRIN TRAITS

Your bogrin character has the following number of traits in common with other bogrin.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Like their gobber cousins, bogrin mature quickly and are short-lived, seldom living longer than 60 years.

Alignment. Because they respect might and cunning over the laws of other societies, bogrin tend toward neutral and chaotic alignments.

Size. Bogrin are between 3 and 4 feet tall and weigh between 40 and 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Beneath Notice. Bogrin are often overlooked due to their diminutive size, allowing them to sneak by unnoticed. You are proficient in the Stealth skill. Additionally, when you finish moving after taking the Disengage action, you can take the Hide action in an attempt to remain hidden from any creature you have concealment from.

Brave the Weather. You have advantage on Constitution saving throws to resist the effects of extreme temperatures or weather conditions.

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

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak Bogrinese, a language whose similarity to Gobberish allows gobbers and bogrin to speak with each other in their respective tongues with a bit of effort. You can also speak one other language, typically that of a neighboring nation.

Subrace. The two main kinds of bogrin, the children of Dhunia and the Wurm, are more like approaches to life than true subraces. Choose one of these subraces.

CHILD OF DHUNIA

As a child of Dhunia, you tend toward the role of a provider and healer. You are skilled in laying cunning traps to catch food for your tribe and have knowledge of the plants and herbs that the Great Mother offers to soothe ailments and mend wounds.

Ability Score Increase. Your Wisdom score increases by 1.

Poultice. During a short rest, you can fashion a poultice using appropriate materials on hand. As an action, you can use a poultice to stabilize a creature that has 0 hit points without needing to make a Wisdom (Medicine) check. A poultice you create retains its potency for 24 hours.

Wilderness Trapper. You double your proficiency bonus on checks made to detect and disarm traps. During a short rest, you can fashion a hunting trap using items on hand and in the local environment.

CHILD OF THE WURM

As a child of the Wurm, you typify the fast, aggressive nature of the Beast of All Shapes. Whether fighting as a lone wolf or as part of savage mob, you take advantage of any weaknesses in your prey's defense to land vicious strikes and bring your quarry low.

Ability Score Increase. Your Constitution score increases by 1.

Backstabber. You gain an extra 1d4 weapon damage on attacks against creatures that haven't taken an action this combat, as you dart about them to strike at their weak points.

Harrying Strike. When you take the Help action to aid an ally's attack, the creature you help deals an extra 1d4 weapon damage on a successful melee attack.

FARROW

Ornery and pugnacious, the farrow are a most successful breed of Dhunians. While they're not as hardy as the trollkin or as strong as the ogrun, the Great Mother seems to have blessed her tusked children with a tenacity that is second to none, along with the ability to thrive on castoffs and spoiled meat. Throw a farrow in a scrap heap or the trash pile behind a butcher shop, and you'll see that farrow live like a king.

Dunning Hoase, Cassian University Lecturer

A hardy species of a porcine nature, the farrow have existed at the fringes of the Iron Kingdoms and the more orderly civilizations beyond its borders. Many of their tribes are found in the Bloodstone Marches, where they eke out a life consuming the scraps left by other peoples of western Immoren and lead savage raids upon caravans and isolated communities. While they are hardy and brutal, they are also always looking for opportunity and an easy meal.

HAM FISTED

Even hunched over, farrow stand as tall, if not taller, than humans. Their faces are boar-like, ending in wet snouts from under which curl prominent tusks. Coarse, sparse fur lies flat along their skin and hide, growing longer and wirier at the crown of the head, tips of the ears, chin, and along the back of the neck to almost the middle of the back. With broad hands terminating in just three fingers and legs ending in cloven hoofs, they are built for physical exertion and endurance. These tough boar-men can live in places even trollkin would shy from.

GLOBE TROTTERS

While the farrow are not above eating carrion and rancid offcuts, they are also not just brutish animals (and are even seemingly excellent cooks). The farrow have a society, of sorts, dominated by strength and cunning. Like many of the other peoples in the wilds, the farrow are the children of Dhunia. And while Dhunian shamans exist among the farrow, the farrow have no written history or even oral traditions that explain their origins.

AS YOU SOW, SO SHALL YOU REAP

Farrow villages can be found from the heights of the Dragonspine Peaks to the depths of the Thornwood Forest and across the Bloodstone Marches. Their hovels, and nearly everything of farrow life, is made from the scraps and detritus that the farrow steal, plunder, and dig up. Nothing is wasted, not even their dead—farrow have no taboos regarding cannibalism. Such ingenuity even allows the farrow to fashion crude firearms, and artisans and craftsmen gain

elevated status for arming the tribal raiding parties. The very bottom of their society is thus composed of the weak, dim-witted, and ostracized, who toil away while being savagely beaten into submission. Much to the surprise of humans and Iosans, the farrow even have a language known as Grun. Cobbled together from words in ancient Caspian, the odd intelligible Cygnaran verbiage, Molgur-Trul, and even some Gobberish, the language sounds half-garbled, punctuated with grunts and squeals.

FARROW NAMES

Farrow typically have a singular name, with elders, warlords, and warlocks of renown being bestowed descriptive titles that reflect their wisdom, battle prowess, or acts of heroism.

Male Names: Augustus, Aurice, Carver, Cheehaw, Cluckle, Deckle, Duroc, Flank, Gible, Gordianus, Hortrill, Minchop, Olybrisket, Patribs, Rible, Scarf, Severmore, Snortillus (the snort being a literal snort), Thaddeus, Vetronius

Female Names: Aglie, Brodolce, Bucceli, Corilla, Crostia, Filatiere, Helga, Mortonia, Mufalla, Pantara, Peperch, Scotta, Slata, Tortonia, Trofiter, Trotto

Epithets: Broad Back, Bone Snapper, Curse Slinger, Flat Nose, Gristle Grinder, Long Legs, Mulch Monger, Throat Crusher

FARROW TRAITS

Your farrow character has the following traits in common with other farrow.



Ability Score Increases. Your Constitution score increases by 2, and your Intelligence score increases by 1.

Age. Farrow mature quickly and seldom live longer than 60 years.

Alignment. Because they respect might and force over the laws of other societies, farrow tend toward neutral and chaotic alignments.

Size. Farrow are between 5 and 6 feet tall and weigh between 120 and 260 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Disease Resistant. You have advantage on Constitution saving throws to resist diseases.

Heightened Olfactory Senses. You have advantage on Wisdom (Perception) checks that rely on smell.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Once you use this trait, you can't use it again until you finish a long rest.

Tusks. Your tusks are natural melee weapons that you can use to make unarmed strikes. On a hit, you deal piercing damage equal to 1d6 + your Strength modifier instead of the bludgeoning damage normally dealt by an unarmed strike.

Languages. You speak Grun and one other language, typically that of a neighboring nation.

IDRIAN MARCHFOLK

We follow the old ways. The way of sun and blood, as our people have done since the days when the skies were made of fire. We do not bow to the god that those living in the cities would have us worship. Their god does not know us. We do not know him. We worship the Great Mother and the hungry Wurm. Our gods are older than theirs and are more generous with their gifts.

*Abram of Zara,
Marchfolk shaman*

The Bloodstone Marches have always bred hardy folk but none more so than the nomadic tribes hidden deep in the Marches, beyond the reach of the Protectorate of Menoth. When Hierarch Luctine launched crusades across the Marches to convert the Idrian tribes, much blood was shed. Then, in 504 AR, a great earthquake decimated the Idrians while leaving the Sul-Menites untouched. Recognizing the hand of the divine, many Idrians converted, but far out across the Marches, other tribes adhered to their belief. Some continued in their traditional tribal worship of Dhunia, the Wurm, or their ancestors. For over a century, these tribes evaded the scrutators, allowing the priesthood to believe them extinct and letting themselves be forgotten by civilization. The tribes' only contact with Menite settlements was through lone Idrians sneaking into settlements to trade with their kin before vanishing once again into the wastes.

RETURNING WHENCE THEY CAME

After the Claiming and the subsequent decline of the Protectorate's power, Menite civilians of Idrian descent found themselves under the scrutiny of an increasingly paranoid priesthood. As the Exemplars and Cleansers became more heavy-handed in their purges, more and more Idrians stole away in the night to make the perilous journey east to their ancestral homelands, seeking sanctuary with those they had abandoned. The tribes of the Marches have welcomed the return of their kin and become bolder as their numbers grow. Some tribes have used their greater numbers to establish longer-term settlements deep in the Marches, re-establishing agricultural practices that were impossible

while constantly moving to avoid Menite patrols. Others see their increased ranks as an opportunity to seize territory from neighboring Tharn and farrow, reinforced by weapons and, in some rare cases, warjacks brought to them by their returning kin.

A PEOPLE ENDURING

Living in some of the harshest environments in Immoren, the Marchfolk are, above all else, survivors. Many generations, compelled to keep on the move to avoid Menite excursions into their lands, have adapted to a sparse, nomadic existence out of a degree of necessity. Aiding them in this are horsemen who ride as if born in the saddle. Their horses are a smaller breed than those elsewhere in the Iron Kingdoms, but as a result, they are faster and nimbler and thus are able to negotiate the shifting landscape of the Marches. Expert hunters and trackers swell their ranks, allowing the nomadic Marchfolk to endure in their environment with very few resources.

MARCHFOLK NAMES

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



be named Sahu Kehtmakha; if a girl's father is of Silmani blood, she may be named Saleha Tarsilmani.

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

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

MARCHFOLK TRAITS

Your Marchfolk character has the following traits in common with other Marchfolk.



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

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

Alignment. Marchfolk can be of any alignment, though most have neutral tendencies. Their observance of ritual sometimes clashes with the constant flux of their nomadic lifestyle, making for a blend of lawful and chaotic adherents in any tribe.

Size. Marchfolk vary widely in height and build, from barely 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

A Life of Caution. The Marches are a dangerous place, and every member of a tribe is expected to come to its defense

when it is threatened. Because Marchfolk are taught from a young age to react swiftly to threats and to defend the tribe, you can't be surprised. Additionally, you are proficient with the kopis and your choice of the longbow, hunting rifle, or military rifle.

People of the Land. The Marchfolk live a nomadic existence in harsh environs with limited resources. You have proficiency in the Nature and Survival skills. Additionally, nonmagical difficult terrain doesn't slow your travel.

Languages. You speak Idrian, a derivative of the Morridane tongue, and Sulese, which is becoming more and more common as your people return to the tribes of the March. You can read, write, and speak both these languages.



PYG

More commonly known as pygs, pygmy trolls are small—very small. Once, they lived on the fringe of the trollkin society, but the recent struggles of the trollkin kriels have allowed pygs to earn a larger place with the trollkin. Their natural talent for scavenging and knack with firearms has garnered them respect and even prestige within the United Kriels. Much like their larger kin, pygs tend toward pale gray skin tinged with blue and green. Pygs have four fingers and toes as well as the typical spiny protrusions on the backs of their heads and necks. Their adaptability and eagerness are allowing pygs to find their own place in the larger world.

Pygs have come a long way in a short time. These little ones used to be no more than a nuisance to us, more civilized trollkin. Some of us found uses for them, like the ones that carry my kegs of ale. Since Ironhide founded the United Kriels, pygs have really found their place with us. With their knack for using the smaller, human-made firearms and their natural gravitation toward our more primal cousins, pygs are no longer the savages they used to be.

—Borka Kegslayer

A NEW TRADITION

While the trollkin have often lived with their clans, called kith, and neighboring communities, called kriel, these concepts are relatively new to the pygmy trolls. Having lived on the fringes of trollkin society, the pygs had some rudimentary understanding of kith and kriel, but they now are rapidly learning how they fit into those social structures. The United Kriels have rapidly added the adaptable pygs to their armed forces, giving the pygs traditions of their own, such as the bushwhackers and the Northkin lookouts.

PYG NAMES

Pygmy trolls use some the same naming conventions as trollkin. Many were given nicknames by the trollkin, some of which may have started more as a joke, yet the simple pygs have embraced these names and made them their own. It



appears that many pygs have only a first name, but a growing number are adopting surnames from their associated kriel.

Optional Pyg Nicknames: Ace, Ant, Armrest, Biggie, Birdie, Boomer, Bug, Cookie, Drag, Fawn, Froggy, Gunner, Hawk, Hopper, Hunter, Keg, Krump, Muggs, Mush, Pest, Pet, Pockets, Pop, Pup, Rock, Slick, Slurp, Smigg, Snack, Snag, Splat, Spud, Tiny, Tip, Toots, Tot, Trapper, Trip

PYGMY TROLL TRAITS

Your pygmy troll has the following traits in common with other pygmy trolls.

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

Age. Pygmy trolls mature at the same rate as humans but do not live as long as their trollkin counterparts. Pygmy trolls live about 85 years on average.

Alignment. Pygmy trolls are mostly lawful, and most of their current society follows the trollkin kriel to which they belong. Pygmy trolls are often good-natured but can become cruel and unruly when their kriel is threatened.

Size. Pygmy trolls stand between 4 and 5 feet tall and average about 160 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

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

Ceaseless Stamina. Like their trollkin cousins, pygmy trolls do not tire easily and can undertake long marches or

perform grueling physical labor for far longer than most races. You ignore the effects of exhaustion until you have suffered three or more levels of exhaustion. When you finish a long rest, your exhaustion level is reduced by three levels instead of one.

Darkvision. Accustomed to life in the wilds and surviving in the dark of night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Regenerative. Pygmy trolls heal at a much faster rate than other races, especially when feasting and resting. When you roll a 1 or 2 when spending a Hit Die to regain hit points at the end of a short rest, you can reroll the die but must use the new roll, even if it is a 1 or 2. Given enough time and food, a pygmy troll can regenerate lost limbs.

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

Subrace. Pygmy trolls have physically adapted to their surroundings like their larger brethren. The two most common subraces of pygmy trolls are woodland pygmy trolls and Northkin pygmy trolls. Choose one of these subraces.

WOODLAND PYGMY

As a woodland pygmy troll, you came of age within one of the other forested areas of western Immoren. The woods can be unforgiving and dangerous places, but you are more comfortable sleeping alone beneath the trees of your homeland than resting within a city or township.

Ability Score Increase. Your Constitution score increases by 1.

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

NORTHKIN PYGMY

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

Ability Score Increase. Your Strength score increases by 1.

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

THE SOULLESS

Soulless? Yes, I've interacted with them. Creepy doesn't begin to describe the feeling I had being around one. At first, I tried talking with it, but the distant tone in its voice and complete lack of social etiquette made the situation even weirder, if that's possible. Eventually, I was called away to receive my orders and not a moment too soon. Any more awkward silence and I would have had to make an excuse to get away from it.

*Commander Shael
Elloth, mage hunter*

Much like their soul-having kin, soulless are similar to humans in build, reaching upward of six feet tall. Physically, the soulless are similar to the Iosans: willowy yet vigorous. Soulless generally don't live as long as their Iosan relatives, typically no more than 100 years. While rumors persist there have been soulless that have lived beyond of 200 years, that has yet to be seen. Soulless are pale like a common Iosan and may have various shades of hair color, but it is not uncommon for them to be bald. Tattoos that cover much of their body are a holdover from their time serving the Retribution of Scyrah. Since the Sundering, it is unknown if those traditions have persisted among the soulless. Unlike the Iosans, all soulless have eyes of pure black that appear as oily pools of nothingness, yet they see as normal Iosans would. The typical xenophobia and secret-keeping of the Iosans applies to the soulless as well. However, after the Sundering, these traits seem magnified or heightened.

A WELL-KEPT SECRET

No one in western Immoren has kept secrets better than the Iosans. They tightly patrol their borders and expel or outright kill any unwanted guests. Thus, little is known of the nation of Ios, much less of their people and ongoing plight. While once a rarity, the soulless are now the majority and one of the darkest secrets kept by the Iosan people. Starting not long after the Rivening and the return of the goddess Scyrah, Iosan births were marred with the unique circumstance of infants born without souls. With the death of the goddess Ayisla, Suzerain of the Fallen, Iosan souls could no longer be reincarnated into a new vessel. The result of which has finally come full circle with the Sundering: the assassination of the remaining Iosan gods, Nyssor and Scyrah. Partnered with their eldritch allies, the soulless are now the only living Iosans within the nation of Ios. Those coming to the edge of the borders of Ios—or worse, beyond its borders—are likely to find the last things they see are a pair of onyx eyes and a blade edge.

Prior to the Sundering, Iosans were rarely seen outside of their homeland. Soulless, by comparison, are nearly nonexistent outside of Ios. Those that are living abroad are either agents of the Retribution of Scyrah or former agents of the Retribution that never returned home. Since the Sundering, soulless have been seen more and more as they work tasks their eldritch allies cannot.



SOULLESS NAMES

Soulless follow much of the same naming conventions as the Iosans and Nyss. Soulless names also tend to be consonant-heavy with frequent use of the letter y as a long vowel.

SOULLESS TRAITS

Your soulless character has some traits similar to those of Iosans but several that set you apart from Iosans as well.

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

Age. Soulless mature around the same age as humans but live longer. Most soulless will live at least a century, with a rare few living to around 120 years old.

Alignment. The soulless have always run the gamut of alignments with a tendency toward neutrality, but recent events have shown their truer natures, which lean more toward chaos.

Size. Soulless are similar in height to humans but tend to be leaner. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Arcane Anathema. You can't cast spells, even if you have taken levels in a class that grants the spellcasting ability. In addition, when you are targeted by a spell, you have advantage on saving throws to resist the spell's effect. If you are subjected to a spell that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can use magical weapons as normal.



OPTIONAL FEAT: ARCANE VOID

A soulless character can choose the following feat instead of one granted by the character's essence.

Arcane Void

Prerequisite: Character must be soulless.

When a friendly creature within 5 feet of you is targeted by an arcane spell or a divine spell, you can use your reaction to take damage as you shunt the arcane energy into your own body and away from your ally. The allied creature is not affected by the spell. You take damage equal to the level of the spell + the spellcaster's proficiency bonus. If this damage reduces you to 0 hit points, the caster takes damage equal to the level of the spell + the spellcaster's proficiency bonus. Once you use this feat, you can't use it again until you finish a short or long rest.

Darkvision. As with Iosans, the soulless have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

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

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

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

WHERE ARE THE NYSS SOULLESS?

For a long time, the Nyss never gave birth to soulless children; the Sundering completely changed that. With Nyssor gone, the living Nyss, should they give birth, will have soulless children. With the majority of their race already decimated by their corruption at the hands of the dragon, Ethrunbal (commonly known as Everblight), the Nyss, like the Iosans, are now truly running out of time before they are no more.

CLASSES & SUBCLASSES

THE CLASSES TABLE AND THE SUBCLASSES TABLE identify new classes and subclasses for characters in *Iron Kingdoms: Requiem*. These classes and subclasses represent the people of the borderlands beyond the

Iron Kingdoms, but examples of them can be found within the kingdoms of humanity as well.

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor & Weapon Proficiencies
Bone Grinder	A feral alchemist who wrings power out of the tissue of dead creatures	d8	Intelligence	Constitution & Intelligence	Light armor, medium armor, simple weapons, bone grinder's kit, cook's utensils
Shaman	A follower who wields potent rites in service of one of the primal gods of Caen	d6	Wisdom	Wisdom & Charisma	Light armor, simple weapons
Warlock	A powerful battle mage with the ability to telepathically control a group of warbeasts	d8	Wisdom	Wisdom & Charisma	Light armor, medium armor, simple weapons

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Long Rider	3rd	A primal warrior who goes to battle astride a mount
Barbarian	Path of the Runeshaper	3rd	A mystic champion who wields elemental power
Barbarian	Path of the Warchief	3rd	A tribal champion who leads others in battle
Cleric	Judgment Domain	1st	A cleric who upholds and arbitrates laws and renders judgment as required
Cleric	Void Domain	1st	A priest of a dead or vanished god who draws power from a new, unknown source
Fighter	Ryssovass	3rd	A heavily armored warrior who defends the defenseless
Fighter	Trooper	3rd	A committed professional soldier who fights as part of a team
Gunfighter	Ghost Sniper	3rd	A stealthy sniper whose ability to shoot unseen is unrivaled
Mechanik	Arcanist Mechanik	3rd	A mechanik who blends magic and engineering
Mechanik	Rhulic Mechanik	3rd	A sturdy pragmatist who commands steamjacks
Monk	Way of Lys Healing	3rd	A practitioner of the mystical arts who heals the injured and aids those in need
Monk	Way of the Battle Mage	3rd	A martial artist who wields potent arcanikal weaponry
Monk	Way of the Gun	3rd	A gun-wielding warrior who channels energy into powerful weapons
Paladin	Oath of Edicts	3rd	A holy warrior who upholds the rule of divine law
Paladin	Oath of the Custodian	3rd	A defender sworn to protect holy sites and people from harm
Ranger	Nyss Hunter	3rd	A hunter of the enemies of the Nyss people, especially blighted creatures

SUBCLASSES

Class	Subclass	Level Available	Description
Rogue	Bushwhacker	3rd	A sneaky, gun-toting highway robber
Rogue	Mage Slayer	3rd	An assassin who specializes in destroying spellcasters
Sorcerer	Ice Forged	1st	A spellcaster touched by the spirit of Nyssor, the Grand Crafter and Scyir of Winter
Warcaster	Arcane Assassin	1st	A powerful battle wizard dedicated to slaying other spellcasters
Warcaster	Arcanika Adeptis	1st	A master of the arcanika of los
Warcaster	Rhulic Warcaster	1st	A commander of the exceptional steamjacks of Rhul
Warcaster	Void Touched	1st	A spellcaster touched by the strange energies that remain in the wake of the elven gods' departure from Caen
Wizard	Magister	2nd	A grim mage who acts on behalf of a sponsor
Wizard	Tactical Arcanist	2nd	A mage who blends magic with martial skill

BONE GRINDER

Arms dripping with gore, a farrow covered in grisly talismans of dried flesh and small bones wrests a gallstone free from the guts of the dead fog drake, squealing in pleasure at such a precious discovery.

Humming to herself, the gobber mixes a poultice of blood, spit, and hair until the concoction begins to bubble and smoke before she applies it to her companion's fresh wounds.

The trollkin draws back his arm before hurling the tusk of

a great beast at his target, letting the residual essence of the dead predator guide its path into the heart of his foe.

The bone grinders draw power from the immediate flow of life and death that surrounds them in nature. They craft totems and weapons from slain creatures by manipulating components in a twisted alchemy capable of powerful effects. Bone grinders can often be found on a battlefield, at first in the front lines using their strange and bloody weaponry and then, afterward, picking through the fallen for choice pieces.

THE BONE GRINDER

Level	Proficiency Bonus	Features	Talismans Known	Cantrips Known	—Spell Slots Per Spell Level—				
					1st	2nd	3rd	4th	5th
1st	+2	Bone Grinding, Favored Ingredient, Spellcasting	1	2	2	—	—	—	—
2nd	+2	Tool Expertise	2	2	2	—	—	—	—
3rd	+2	Bone Grinder Path, Cookbook	2	2	3	—	—	—	—
4th	+2	Ability Score Improvement	2	3	3	—	—	—	—
5th	+3	Path feature	4	3	4	2	—	—	—
6th	+3	Uncommon Talismans	4	3	4	2	—	—	—
7th	+3	Brew Master	4	3	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	4	3	—	—	—
9th	+4	Path feature	4	3	4	3	2	—	—
10th	+4	Preservative	4	4	4	3	2	—	—
11th	+4	Rare Talismans	6	4	4	3	3	—	—
12th	+4	Ability Score Improvement	6	4	4	3	3	—	—
13th	+5	—	6	4	4	3	3	1	—
14th	+5	Avid Recycler	6	4	4	3	3	1	—
15th	+5	Path feature	6	4	4	3	3	2	—
16th	+5	Ability Score Improvement	6	4	4	3	3	2	—
17th	+6	—	8	4	4	3	3	3	1
18th	+6	Legendary Talismans	8	4	4	3	3	3	1
19th	+6	Ability Score Improvement	8	4	4	3	3	3	2
20th	+6	Talisman Link	10	4	4	3	3	3	2



A STRANGE ALCHEMY

The bone grinder's art is a synthesis of alchemy and magic. They are as aware of the properties of the natural world as any alchemist would be of the properties of alchemical acid or blasting powder. With this knowledge, they mix a strange dark magic, unlike any studied by the mystics of the Iron Kingdoms. The results are a strange combination of magic and alchemy that combine the power of mysticism with the reliability and function of mechanika. The best minds of the Iron Kingdoms still cannot agree on how and why the fetishes and charms of the bone grinders can work, but their effectiveness is undeniable.

OUTSIDE THE FIRELIGHT

Bone grinders serve many functions within farrow society. They are generally treated with a mixture of respect and repulsion. As shamans, they exist slightly outside of farrow cultural norms and are thought to deal with forces that even the most bloody-tusked warriors often considered unclean. Some rise to prominence, becoming respected war leaders, but, more often, they serve as the left hand of a great chief, bringing glory to their clan while pursuing their own less-trusted motives. Farrow culture makes it more difficult for female farrow to become bone grinders, but those who do are viewed by their culture with even more awe than their male counterparts for being able to conquer both the challenges of their craft and their culture.

CALL OF THE WILD

Unlike priests or clerics, bone grinders do not call upon gods as they are usually thought of, but rather they work with the spirits inherent in the land and the creatures in it. At a certain point in their development, they generally begin to specialize in a path focusing on the sorts of powers that they find a particular resonance with. But all bone grinders can, to some extent, tap into the primal powers that flow throughout nature and bend them to their will.

CREATING A BONE GRINDER

When creating a bone grinder, consider how your character got into the grisly practice of meat wizardry. Depending on your bone grinder's culture, it might be seen as a normal practice, but for those who come from more developed communities, digging around in the guts of an animal to make talismans can earn one strange looks, or even suspicions of a more dire sort.

Does your bone grinder enjoy the work? Or is it something that is approached hesitantly? Does the smell of blood and guts bother your bone grinder, or is it all part and parcel of the job?

QUICK BUILD

You can make a bone grinder quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Constitution. Second, choose the barber-surgeon background. Third, choose the poison spray and spare the dying cantrips and the 1st-level spells *blood poisoning* and *poisoned gift*.

CLASS FEATURES

As a bone grinder, you gain the following class features.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bone grinder level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple melee weapons, simple ranged weapons, simple pistols

Tools: Bone grinder's kit, cook's utensils

Saving Throws: Constitution, Intelligence

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

EQUIPMENT

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

- (a) any simple melee weapon, (b) a staff, or (c) a sling
- Cook's utensils
- A bone grinder's kit and any one common bone grinder talisman
- Leather armor and an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.

BONE GRINDING

At 1st level, you learn how to wring magical power from the bones, blood, and tissues of creatures. To use this ability, you must have a bone grinder's kit or cook's utensils in hand and ingredients that you have harvested from a creature's body. The exact ingredients depend on the specific recipe but usually include a major organ or appendage, a pint of the creature's blood, and so on. You can use these ingredients to create talismans.

Unless otherwise stated, any creature that can stomach it, can use your talismans. If a talisman requires a save, use your spell save DC.

HARVESTING INGREDIENTS

Harvesting an ingredient requires the carcass of a Small or larger creature that has been dead no longer than a day, a bone grinder's kit or cook's utensils, and 10 minutes of work dissecting and processing the ingredient. Harvesting an ingredient from a creature requires a successful Wisdom (Survival) check with a DC equal to 10 + half the creature's challenge rating. If the check fails, any useful ingredients the creature could produce are destroyed.

Harvested ingredients remain useful for 2d4 days, rolled at the time of harvesting, after which they begin to decompose and lose their arcane power.

CREATING TALISMANS

Creating talismans is a subtle process, the difficulty of which varies based on the complexity of the work. In order to create a talisman, you need the relevant ingredients and tools. The description for each talisman identifies the necessary ingredients. For tools, a bone grinder's kit is optimal, but other tools, such as cook's utensils and sewing supplies, can be used instead. The difficulty of creating a talisman depends on its complexity, as explained in the "Talismans" section.

GMs are encouraged to allow players to develop their own talismans, using those presented later in this section as guidelines.

FAVORED INGREDIENT

Beginning at 1st level, you have significant experience studying, tracking, hunting, and processing a certain type of creature commonly encountered in the wilds.

Choose a type of favored creature: beasts, fey, giants, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored creatures, as well as on Intelligence checks to recall information about them.

You also learn how to more efficiently extract ingredients from your favored creatures. When you extract an ingredient from a favored creature, you receive two ingredients rather than one.

SPELLCASTING

You have studied the workings of magic and how to channel it through manipulated meat and bone. As a result, you have gained the ability to cast spells. To observers, you don't appear to be casting spells in a conventional way; you look as if you're using bone grinder totems to produce wonders.

TOOLS REQUIRED

You produce your bone grinder spell effects through your creations. You must have a spellcasting focus—specifically, a bone grinder talisman, bone grinder's kit, or cook's utensils—in hand when you cast any spell with this Spellcasting feature.

CANTRIPS

At 1st level, you know two cantrips of your choice from the bone grinder spell list. You learn additional bone grinder cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bone Grinder table.

Additionally, when you gain a level in this class, you can choose one of the bone grinder cantrips you know and replace it with another cantrip from the bone grinder spell list.

PREPARING AND CASTING SPELLS

The Bone Grinder table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of bone grinder spells that are available for you to cast, choosing from the bone grinder spell list. When you do so, choose a number of bone grinder spells equal to your Intelligence modifier + half your bone grinder level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level bone grinder, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *inflict wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of bone grinder spells requires time spent studying the flesh, bones, and organs you harvest as ingredients: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your bone grinder spells, so you use your Intelligence whenever a bone grinder spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a bone grinder spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a bone grinder spell as a ritual if that spell has the ritual tag and you have the spell prepared.

TOOL EXPERTISE

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gained from this class.

BONE GRINDER PATH

At 3rd level, you choose a path that shapes your practice of the bone grinding art. Choose the Way of Bile or the Way of Bone, both detailed at the end of the class description. Your choice grants you features at 5th level and again at 9th and 15th level.

COOKBOOK

At 3rd level, you have begun to record the formulas for talismans you have created in a cookbook so that you can refer to them rather than commit their fabrication to memory. Whenever you finish a long rest and consult your cookbook, you can choose one talisman you know and replace it with another talisman available to you.

ABILITY SCORE IMPROVEMENT

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

UNCOMMON TALISMANS

At 6th level, you gain the ability to craft uncommon talismans, detailed at the end of the class description.

BREW MASTER

At 7th level, if you fail a Wisdom (Survival) check to harvest an ingredient from a creature or to craft a bone grinder talisman, you can reroll the die and must use the new roll. Once you use this feature, you must finish a short rest before you can use it again.

PRESERVATIVE

At 10th level, you mystically increase the durability of the talismans you carry. While you are wearing or carrying a talisman, it takes twice as long to decay.

RARE TALISMANS

At 11th level, you gain the ability to craft rare talismans, detailed at the end of the class description.

AVID RECYCLER

At 14th level, you become skilled at repurposing the ingredients you use to create talismans. As an action, you can destroy a bone grinder talisman. If you do, you gain a number of ingredients equal to the number required to create the talisman.

LEGENDARY TALISMANS

At 18th level, you gain the ability to craft legendary talismans, detailed at the end of the class description.

TALISMAN LINK

At 20th level, you develop a mystical connection to your talismans, which you can draw on for protection. You gain a +1 bonus to all saving throws per magic item you are currently attuned to. In addition, if you're reduced to 0 hit points but not killed outright, you can use your reaction to destroy one of your talismans and drop to 1 hit point instead.

BONE GRINDER PATH: THE WAY OF BILE

A bone grinder who chooses the Way of Bile has developed an instinct for the toxins and poisons that fill the natural world and can use them to deadly effect.

MEAT FUELED

Starting at 3rd level, you learn to wring arcane power out of any creature's flesh. As a bonus action, you can destroy one or more of your ingredients in order to cast a spell of 1st level or higher that you have prepared. You must destroy a number of ingredients equal to the level of the spell you want to cast. Once you use this feature, you can't use it again until you finish a short or long rest.

WHAT DOESN'T KILL YOU

Starting at 5th level, you have developed a deep knowledge of many natural toxins through constant exposure to their biological and mystical natures. You are immune to the poisoned condition and have immunity to poison damage, and your body produces toxic sweat. A creature that grapples you or otherwise contacts your skin must succeed on a Constitution saving throw against your spell save DC or take 1d4 poison damage. The damage increases to 1d6 at 9th level, and 1d8 at 15th level.

MADE TO ORDER

At 9th level, you have become an expert in the subtle ways in which different types of toxins affect different creatures. When you roll poison damage for a spell you cast or an attack you make, you can reroll any roll of 1 on the poison damage die but must use the new roll, even if it is another 1. Additionally, as a bonus action, you can cause your attacks to ignore one creature's resistance to poison damage.

NAME YOUR POISON

At 15th level, your digestive system has become a bubbling brew of noxious bile that you can spew forth as a weapon. As a bonus action, you can consume one ingredient to cast *acid arrow* without expending a spell slot. You can cast *acid arrow* at higher levels by consuming additional ingredients at one ingredient per slot level above 2nd.

BONE GRINDER PATH: THE WAY OF BONE

The Way of Bone calls to bone grinders who embrace the primal energies of the wild. These fearsome warriors invest their weapons and bodies with the magic of their environment to defend their tribe, harvesting the vitality of creatures who walked the land before them in order to empower themselves in battle.

MIGHT OF BLOOD AND BONE

Starting at 3rd level, you can destroy one or more of your ingredients in order to increase the brutality of your strikes. As a bonus action, you can consume one ingredient to deal

an extra 1d4 weapon damage on your melee attacks for 1 minute. The extra damage increases to 1d6 at 9th level and 1d8 at 15th level.

EXTRA ATTACK

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

DISMEMBER

Starting at 9th level, when you hit a creature with a melee weapon attack, you can immediately gain one ingredient from the creature. This ability does not affect constructs. Once you use this feature, you must finish a long rest before you can use it again.

MEAT SHIELD

Starting at 15th level, when you are attacked by a ranged weapon or spell attack, you can choose any creature that you can see within 10 feet of you to take the damage dealt by that attack. Once you use this feature, you can't use it again until you finish a short or long rest.

TALISMANS

Talismans are objects into which a bone grinder has woven potent spells, working in concert with the qualities inherent in the flesh being used. Because the power of any given talisman is a function of emphasizing and tuning the qualities already inherent in the materials, the exact materials needed differ depending on the desired effect. Generally, creating talismans with more potent effects requires raw materials from more dangerous creatures, as well as more time due to the added complexity.

Being made out of organic material, talismans degrade over time. Unless stated otherwise, any talisman not used within 1 week of manufacture loses all potency. Talismans require fresh ingredients, preferably taken from a still-warm body. Except in very rare cases, preserved parts will not work—assuming such things can even be found at a market.

Creating a talisman is something a bone grinder can do during their downtime or, if need be, more quickly while in the field. Each level of talisman quality includes how long it takes to create a talisman of that level. As part of a rest, you may attempt to create one or more talismans. During a short rest, you can attempt to create a single common talisman. During a long rest, you can attempt to create two talismans, at least one of which must be a common talisman.

IMPROVISING BONE GRINDER TALISMANS

The talismans described here are some of the more well-known ones, but clever bone grinders are limited only by the materials available to them in their environment and their own imagination, making the possibilities effectively limitless. At the GM's discretion, talismans can be fabricated that replicate the effects of many spells, though they may require ingredients from rare creatures.

COMMON TALISMANS

Each talisman described below requires one ingredient, which must come from the type of creature identified in the talisman's description. Creating a common talisman requires the necessary ingredient, a bone grinder's kit or cook's utensils, and 10 minutes of labor. At the end of that time, you must make a DC 10 Intelligence check. If the check succeeds, you create the talisman. If the check fails, the ingredients are destroyed, and you must start over. If you are using a bone grinder's kit, you can add your proficiency bonus to the check.

ALEXIPHARMIC OINTMENT

This rank and greasy yellow paste is made from the rendered fat of powerful beasts. When smeared over a creature's flesh, alexipharmic ointment makes the creature immune to newly applied diseases and poisons and poison damage for 4 hours, after which the creature has advantage on all saving throws against disease and poison and resistance to poison damage for 2 hours. This ointment has no effect on diseases and poisons affecting the creature before it was applied. After that time, the ointment has no effect other than smelling bad.

FERAL CHARM

This talisman, which consists of an inscribed fragment of the bone of a wild beast bound with sinew and hide, grants its bearer the abilities of a feral hunter. A creature that wears a feral charm gains proficiency in the Nature and Survival skills for 24 hours. If the creature is a bone grinder, it also has advantage on all Intelligence (Nature) and Wisdom (Survival) checks for 24 hours.



GUT BOMB

The stomach of a beast still stuffed with its half-digested contents makes for an unpleasant but effective weapon. As an action, a creature can throw a gut bomb at a point it can see within 30 feet of it. Each creature within 15 feet of that point must make a Constitution saving throw. A creature takes 1d8 poison damage on a failed save, or half as much damage on a successful one. The talisman is destroyed after it is thrown. If at least two days have passed since this talisman was created, the damage increases to 2d8 due to the stewing of the stomach's contents over time.

Larger versions of this talisman can be crafted as uncommon, rare, or legendary talismans. A gut bomb deals an extra 1d8 poison damage for each rarity level above common.

SINEW STRIPS

This talisman is made from the dried sinews of a creature's limbs or tail and grants the consumer the ability to move like the creature from which the sinews were harvested. A creature that consumes sinew strips gains one movement speed from the creature whose ingredient was used to make the talisman. For example, consuming sinew strips from a crypt spider grants a climbing speed, while consuming those from a hull grinder's tail grants a swimming speed. This speed is the same as the consuming creature's walking speed and lasts for 1 hour. A creature cannot gain a flying speed with this talisman.



SPEAKER'S TONGUE

This talisman takes the form of a dry, leathery tongue. A creature that consumes this talisman gains the ability to speak and understand the languages known by the creature it was fashioned from for 1d4 + 2 hours.

TASTY SQUEEZINS

Bone grinders hate to let gristle, fat, marrow, and tendons go to waste, and squeezins are a slurry of these byproducts that is as nourishing as it is flavorful. A creature that consumes tasty squeezins regains 1d4 hit points. If the creature is not a bone grinder, it must succeed on a Constitution saving throw or be poisoned for 1 hour.

More potent versions of this talisman can be crafted as uncommon, rare, or legendary talismans. A creature that consumes such a talisman regains an additional 1d4 hit points for each rarity level above common.

The ingredients for this talisman can come from any creature.

THERIAC OF HEALTH

This talisman is made from the desiccated heart or liver of a creature known for its regenerative qualities, such as a troll or a warwolf, or a rune-marked piece of the creature's hide. When eaten, it greatly enhances the consumer's powers of recovery. As a bonus action, a character can consume a theriac of health to immediately regain a number of hit points equal to the level of the bone grinder who created it and to reduce its exhaustion level to 0.



UNCOMMON TALISMANS

Each talisman described below requires two ingredients, at least one of which must come from the type of creature identified in the talisman's description. Creating an uncommon talisman requires one of the necessary ingredients and one additional ingredient of any type, a bone grinder's kit or cook's utensils, and 20 minutes of labor. At the end of that time, you must make a DC 14 Intelligence check. If the check succeeds, you create the talisman. If the check fails, the ingredients are destroyed, and you must start over. If you are using a bone grinder's kit, you can add your proficiency bonus to the check.

FANG ARROW

Constructed from a long limb bone and a fang from a predator, this talisman is a deadly arrow that causes any creature it hits to begin bleeding. Treat this item like an arrow that deals an extra 1d6 damage. In addition, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find a creature you have hit with this weapon. This effect lasts for 1 hour.

PHYLACTERY OF VENOM

This talisman is made from the organs of a poisonous beast. A bone grinder who consumes a phylactery of venom gains immunity to the source creature's venom for 1d4 + 2 hours. The bone grinder also gains the ability to make an unarmed attack to bite a creature. On a hit, this attack deals damage as if the source creature had hit the target with any attack it has that deals poison damage. If that creature has multiple attacks that deal poison damage, the bone grinder must choose one of them.



PURULENT TOTEM

Constructed from pestilent strips of a diseased creature's carcass, this grisly charm allows a bone grinder to infect enemies with a wasting disease. When a bone grinder taps into the power of this talisman, the bone grinder's next successful melee attack deals an extra 3d6 necrotic damage to the target. The talisman is instantly destroyed and crumbles into dust once this damage has been dealt.

WATERLUNG

A waterlung is constructed from the gills and esophagus of a water-breathing creature of Medium size or larger. By wrapping part of the talisman around the neck and holding one end in the mouth, a bone grinder gains the ability to breathe underwater. This effect lasts for 1 hour or until the talisman is out of the water for more than 2 minutes after it is first used, at which point the talisman becomes inert.

WARDING FLESH

This talisman, which takes the form of a cloak or wrap fashioned from the tanned flesh of a creature with natural resistance to extreme conditions, renders a bone grinder safe from certain hazards. A creature wearing warding flesh gains a +1 bonus to AC and resistance to cold damage. If the creature is a bone grinder, it also gains resistance to one type of damage appropriate to the creature whose ingredients were used in the talisman's manufacture. If the source creature has multiple resistances, the bone grinder must choose one.



RARE TALISMANS

Each talisman described below requires three ingredients, at least one of which must come from the type of creature identified in the talisman's description. Creating a rare talisman requires one of the necessary ingredients and two additional ingredients of any type, a bone grinder's kit or cook's utensils, and 30 minutes of labor. At the end of that time, you must make a DC 16 Intelligence check. If the check succeeds, you create the talisman. If the check fails, the ingredients are destroyed, and you must start over. If you are using a bone grinder's kit, you can add your proficiency bonus to the check.

DRAKE LUNG

This terrifying talisman is made from the lung, esophagus, and tongue of a creature with a natural breath weapon. The essence of the creature's breath is trapped in the talisman. As an action, a bone grinder can deploy use the creature's breath weapon as though the bone grinder itself is the creature. The talisman can be used three times, after which it becomes inert meat.

HAND OF GLORY

This talisman is made from the severed hand of an intelligent creature. Wicks soaked in beeswax are threaded up through the fingers from the wrist, emerging beneath the fingernails. While these wicks are lit, the hand of glory burns like a candle and creates an aura of supernatural dread that can stop a man in his tracks.

A bone grinder can light a hand of glory as a bonus action. Once per round while the hand of glory is lit, the bone grinder can use a bonus action to choose a creature within 30 feet of it that can see the hand of glory. The target must succeed on a Wisdom saving throw or be paralyzed for 1 round. If the saving throw is successful, the creature is immune to any hand of glory for 24 hours.

In the hands of anyone other than a bone grinder, the hand of glory is simply a gruesome candle. Although the wick must be replaced occasionally, a hand of glory is not destroyed when used.



LEGENDARY TALISMANS

Each talisman described below requires four ingredients, at least one of which must come from the type of creature identified in the talisman's description. Creating a legendary talisman requires one of the necessary ingredients and three additional ingredients of any type, a bone grinder's kit or cook's utensils, and 40 minutes of labor. At the end of that time, you must make a DC 20 Intelligence check. If the check succeeds, you create the talisman. If the check fails, the ingredients are destroyed, and you must start over. If you are using a bone grinder's kit, you can add your proficiency bonus to the check.

ARCANE RELIC

This talisman is made from the desiccated flesh and bones of an arcanist, a sorcerer, a warbeast, a warlock, or another innately arcane creature. Many arcane relics are made from the limbs or petrified heart of such a creature. Bone grinders can call upon the power of this relic to extend their own arcane powers.

A creature wearing an arcane relic becomes a channeler for the bone grinder who created the talisman. While channeling a spell through the arcane relic, the bone grinder can destroy the relic to cast the spell as if using a spell slot two levels higher, to a maximum spell slot of 9th level spell slot.



BONE FETISH

This item is a fetish or charm made from the bones of a warbeast. The warbeast's essence is trapped within the bones. By ritually consuming or crushing them, a bone grinder can call upon the beast's power. Most bone grinders hoard as many bone fetishes as they can, and these devices are always among their most prized possessions.

When you create this talisman, choose a warbeast that was used as the source for one or more of the talisman's ingredients. A bone grinder can destroy the talisman as a bonus action to cast one of the animi available to the warbeast. Casting an animus in this way does not require a spell slot or any other components.



NECKLACE OF FEATHERS

Fashioned from the pinfeathers of a collection of flying creatures, this talisman grants a bone grinder the power of flight.

Its ingredients must be harvested from four different types of creatures with a flying speed. For example, a bone grinder can create a necklace of feathers by using feathers from a saqu and a griffon, a razorbat's wing, and the flesh of a griever.

A bone grinder can use a bonus action to gain a fly speed equal to the bone grinder's walking speed. This effect lasts for 4 minutes of flight, after which the talisman is destroyed. The minutes don't need to be consecutive but must be spent in 1-minute intervals.

RATTLESUIT

The greatest practitioners of the bone grinder arts can fashion powerful armor out of the bones and sinews of mighty beasts, mystically tapping into a slain creature's essence to grant the wearer exceptional protection. A rattlesuit requires the majority of a skeleton of an animal of approximately the bone grinder's size. Bears and large wild cats are popular sources, but oxen and even goat skeletons have been used. Only the creator of a rattlesuit can gain its benefits. When the rattlesuit is activated, the wearer's base AC becomes 16 + its Dexterity modifier. A rattlesuit takes 1 minute to put on or take off, and a single set can be worn over other armor. A rattlesuit is considered light armor.

Any creature that hears the approach of a creature wearing a rattlesuit must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature can't be frightened by same rattlesuit for 24 hours.

Any creature wearing a rattlesuit has disadvantage on Dexterity (Stealth) checks. The benefits of an activated rattlesuit lasts for 2 hours or until the bone grinder removes it. A rattlesuit that isn't activated provides only as much protection as bones hanging loosely about the body.

SCORN POST

This talisman is a pole made of bones lashed together with sinew and anointed in a potent combination of bile and fat, then topped with the skull of a horse or another beast of Large size or larger. When planted in the ground, a scorn post curses a 90-foot-radius sphere, causing all creatures in that area to have disadvantage on Wisdom or Intelligence checks against the bone grinder or the bone grinder's allies.

SHAMAN

Laying the old chieftain to rest on a bier of wood, the farrow shaman begins to chant an offering to the mother-goddess Dhunia. As she speaks, the gathered tribe takes comfort, feeling the blessings of the Mother stirring in their spirits.

Shouting a curse against his enemies, the ancient trollkin shaman takes savage glee in watching the wrath of Dhunia render their bodies withered and feeble as he wades into them with wide swings of his knotted wooden cudgel.

Slicing open her hand with a ritual blade, a human shaman feels the many eyes of the great Devourer Wurm fall upon her and grant her its blessing as her hands twist into the hooked talons of a great beast.

Shamans are mortals who have a link to the primal gods of western Immoren. Each manifests the aspects of their patron deity and becomes a mortal reflection of unfathomable divine power.

OLD GODS AND GREAT SPIRITS

Through a link to their gods, shamans interact with the world of spirits and the supernatural. They can manifest powerful magic and perform rites that bolster their allies or enfeeble their foes. Shamans of Dhunia look to both the mother-goddess' mercy and her wrath. Those who supplicate the Devourer Wurm are given dominion over the powers of great predatory beasts and unlock their own savage prowess. In other regions, shamans from cultures like the croaks practice their own rites to appease the spirits of the wilderness and the gods who hold dominion over them.

Shamans are commanding figures who wield their influence in battle and beyond. Through the empowerment of the gods, they can steer the fate of a whole tribe, and they often rise as savage champions and stalwart protectors of their people.

SERVANTS OF THE GODS

Shamans are the wild equivalent of the clergy in the domesticated world. Like priests and clerics, shamans perform sacred rites and see to the spiritual needs of their people. The beings they revere, in turn, grant them a measure of primal power in reward for their sacrifices and worship.

Shamans are among the oldest traditions of western Immoren. Through their worship, they were the first peoples in the land with the ability to wield spells. This early investiture of divine power allows even those not commonly known to wield magic, such as the bogrin and ogrun, to do so. Even before the Gift of Magic was bestowed upon humans, the barbarian men and women of the Molgur tribes were able to draw upon the power of the Devourer Wurm to incite storms and summon beasts.

Though most of humanity has turned to worship of the gods Morrow, Menoth, and Cyriss, there are still many dwelling at the fringe of civilization who preserve the worship of older, more primal gods. So, too, do the trollkin, farrow, and other tribes of the wild maintain reverence to the Great Mother Dhunia.

CREATING A SHAMAN

When making a shaman, consider why your character has such a close bond to a primordial god or spirit and how you embody that bond. What is the nature of your relationship with your guiding patron? Were you always a shaman, or did you undergo an experience that brought you close to your god? In what ways do you seek to venerate the source of your power? Are there any particular rites or practices that you feel you must uphold, and are there any you resent performing?

Shamans are also often influential figures in their communities. Does your character have a tribe or people who look to you for guidance? Are there any rivals who would seek your downfall?

QUICK BUILD

You can make a shaman quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the explorer background. Third, choose the *poison spray* and *spare the dying* cantrips, along with the 1st-level spells *balance of nature* and *guiding bolt*.



Level	Proficiency Bonus	Features	THE SHAMAN		—Spell Slots Per Spell Level—									
			Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1st	+2	Spellcasting, Shamanic Domain	2	2	—	—	—	—	—	—	—	—	—	—
2nd	+2	Shamanic Domain feature, Shamanic Rites (1/rest)	2	3	—	—	—	—	—	—	—	—	—	—
3rd	+2	—	2	4	2	—	—	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement, Shamanic Rites (2/rest)	3	4	3	—	—	—	—	—	—	—	—	—
5th	+3	—	3	4	3	2	—	—	—	—	—	—	—	—
6th	+3	Shamanic Domain feature, Ritual Protections	3	4	3	3	—	—	—	—	—	—	—	—
7th	+3	—	3	4	3	3	1	—	—	—	—	—	—	—
8th	+3	Ability Score Improvement, Rites of Magic, Shamanic Domain feature	3	4	3	3	2	—	—	—	—	—	—	—
9th	+4	—	3	4	3	3	3	1	—	—	—	—	—	—
10th	+4	Ritual Knowledge, Quick Rites, Ritual Wards	4	4	3	3	3	2	—	—	—	—	—	—
11th	+4	—	4	4	3	3	3	2	1	—	—	—	—	—
12th	+4	Ability Score Improvement, Shamanic Rites (3/rest)	4	4	3	3	3	2	1	—	—	—	—	—
13th	+5	—	4	4	3	3	3	2	1	1	—	—	—	—
14th	+5	Unbound Rituals	4	4	3	3	3	2	1	1	—	—	—	—
15th	+5	—	4	4	3	3	3	2	1	1	1	—	—	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—	—	—
17th	+6	Ritual Knowledge, Shamanic Domain feature	4	4	3	3	3	2	1	1	1	1	—	—
18th	+6	Ritual Knowledge	4	4	3	3	3	3	1	1	1	1	—	—
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1	—	—
20th	+6	Master of Rites	4	4	3	3	3	3	2	2	1	1	—	—

CLASS FEATURES

As a shaman, you gain the following class features.

HIT POINTS

Hit Dice: 1d6

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple melee weapons, simple ranged weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Insight, Medicine, Nature, Performance, Persuasion, Religion, and Survival

EQUIPMENT

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

- Any simple weapon
- Leather armor, an explorer's pack, and a divine focus

If you forgo this starting equipment, as well as the items offered by your background, you start with 2d4 x 10 gp to buy your equipment.

SPELLCASTING

Shamans draw on their faith and connection to the spirits of the world to cast spells. See chapter 3 for the shaman spell list.

CANTRIPS

You know two cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

PREPARING AND CASTING SPELLS

The Shaman table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of shaman spells that are available for you to cast, choosing from the shaman spell list. When you do so, choose a number of shaman spells equal to your Wisdom modifier + your shaman level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level shaman, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include five spells of 1st or 2nd level, in any combination. If you prepare a 1st-level spell, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of shaman spells requires time spent communing with the spirit that guides you: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your shaman spells. Your magic comes from your link to the spirits of the world. You use your Wisdom whenever a shaman spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a shaman spell as a ritual if that spell has a ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a divine focus as a spellcasting focus for your shaman spells.

SHAMANIC DOMAIN

Choose one domain related to your deity: Matron or Predator. Each domain is detailed at the end of the class description. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Shamanic Rites when you gain that feature at 2nd level and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the shaman levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the shaman spell list, the spell is nonetheless a shaman spell for you.

SHAMANIC RITES

At 2nd level, you learn to perform mystic rites to appease the spirit that guides you in order to shape magical effects. You start with two such effects: an effect determined by your domain and one you select from the options at the end of the class description. Some domains grant you additional effects, as noted in the domain description.

When you gain a level in this class, you can choose one of the rites you know and replace it with another rite.

When you use this feature, you choose which effect to create. You must then finish a short or long rest to use your Shamanic Rites again.

Some Shamanic Rites effects require saving throws. When you use such an effect from this class, the DC equals your shaman spell save DC.

A creature can only be affected by a single rite at one time. If you perform another rite, the effect of any previous rite ends and is replaced by the new rite.

Starting at 4th level, you can use your Shamanic Rites twice between rests, and beginning at 12th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

ABILITY SCORE IMPROVEMENT

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

RITUAL PROTECTIONS

Starting at 6th level, when you perform a Shamanic Rite, you gain a bonus to AC equal to your Wisdom modifier (minimum +1) until the start of your next turn.

RITES OF MAGIC

Starting at 8th level, you can expend one use of Shamanic Rites to cast a spell without expending a spell slot. The spell you cast in this way must be a spell you have prepared.

RITUAL KNOWLEDGE

At 10th level, you increase your shamanic knowledge and learn new rites. You gain a new Shamanic Rite effect of your choice. You gain another effect at 17th level and another one at 18th level.

QUICK RITES

Also at 10th level, when you use a Shamanic Rites that usually requires an action you can use a bonus action instead, or when you use a Shamanic Rites that uses a reaction, gain

an additional reaction until the start of your next turn. You may use this feature once per short or long rest.

RITUAL WARDS

Also at 10th level, when you use Shamanic Rites, you have advantage on saving throws against spells and other magical attacks until the start of your next turn.

UNBOUND RITUALS

Starting at 14th level, you can expend a spell slot of 6th level or higher to regain one use of Shamanic Rites.

MASTER OF RITES

At 20th level, you have mastered the practice of a shaman's rituals. As a bonus action, you can cause your next rite to have one of the following effects.

Extensive Rite. When you choose a Shamanic Rite effect that targets one creature, you can extend its effects to another creature within range.

Irrefutable Rite. Creatures have disadvantage on saving throws against your rites.

Prolonged Rite. You increase the duration of one of your rites to 1 minute.

SHAMANIC DOMAINS

The great gods or spirits worshipped by shamans shape their powers and beliefs. Each of the most powerful shamanic deities governs some aspect of life and death on Caen.

The two most significant such entities are Dhunia the Great Mother and the Devourer Wurm.

MATRON DOMAIN

Shamans of the matron domain look to the Great Mother, a spirit or goddess who represents both the nurturing and protection of the natural world and the wrath that is incurred by harming those she chooses to protect.

Among the peoples of the western Immoren wilderness, many revere the mother-goddess Dhunia. The majority of Dhunian races, including bogrin, gobbers, farrow, ogrun, and trollkin, worship her devoutly. Dhunian shamans are counselors and priests who serve their communities by aiding the sick and wounded and taking up arms in their defense. Though typically supportive, such shamans are both powerful and terrifying when angry. They do not fear battle, for death is simply a part of the cycle of life. Worship of Dhunia is largely a personal affair, but her shamans serve their tribes and families by conducting rites during equinox feasts, births, deaths, and other significant events.

DOMAIN SPELLS

You gain domain spells at the shaman levels listed in the Matron Domain Spells table. See the Shamanic Domain class feature for how domain spells work. The names of new spells described in chapter 3 are set in bold.

MATRON DOMAIN SPELLS

Shaman Level	Spells
1st	<i> blessing of health, earth's cradle</i>
3rd	<i> fortune, spring's abundance</i>
5th	<i> beacon of hope, counterspell</i>
7th	<i> death ward, stone shape</i>
9th	<i> autumn's decay, wrath of Dhunia</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn your choice of one of the following cantrips in addition to your chosen cantrips: *chill touch, fire bolt, ray of frost, or shocking grasp.*

MOTHER'S WHISPER

At 1st level, you gain proficiency with your choice of Animal Handling, Nature, or Persuasion. You gain advantage on skill checks made with the chosen skill.

SHAMANIC RITES:

ASPECT OF THE MOTHER

At 2nd level, you learn a new rite. Choose either The Mother's Balm or The Mother's Wrath.

The Mother's Balm. As a reaction when you or when another friendly creature within 60 feet of you regains hit points, you or that creature also gains temporary hit points equal to 5 + your proficiency bonus. These temporary hit points last for 1 minute.

The Mother's Wrath. As a reaction when a friendly creature hits another creature with a melee attack, the target takes extra cold, fire, or lightning damage (your choice) equal to 5 + your proficiency bonus.

MOTHER'S REBUKE

Starting at 6th level, your melee attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

HEALING AURA

Also at 6th level, whenever you cast a 1st level or higher spell you or a friendly creature within 60 feet of you regains hit points equal to 1d4 + your proficiency bonus.

POTENT CANTRIPS

Starting at 8th level, when you deal damage with a cantrip, you can add your Wisdom modifier to the damage.

MOTHER'S PROTECTION

Starting at 17th level, you extend the protection of Dhunia to all who fight by your side. As a bonus action, you can expend a spell slot of 1st level or higher to grant resistance to a damage type of your choice to one willing creature within 30 feet of you. You can expend a spell slot of 2nd level or higher to either affect another willing creature or grant an additional type of damage resistance for each spell slot over 1st level. This damage resistance lasts for 10 minutes.



PREDATOR DOMAIN

Shamans who revere great hunter spirits, such as those that prey on lesser or weaker beings, are common. The power of the predator is attractive, particularly to cultures that revere strength and settle disputes through violence, and shamans who serve the great predator spirit are expected to prove their worth in battle.

Among the wild peoples of western Immoren, worship of the Devourer Wurm is common. Human barbarians, many bogrin, ogrun, and others call upon the Beast of All Shapes to empower them and strengthen their tribes. Since the earliest days, there have been those who exult in the Devourer's savage glory, supplicating it with bloody rites and ritual sacrifice. Devourer shamans still worship in much the same manner as they always have in isolated wilderness communities.

Able to channel the predatory essence of their primitive god, Devourer shamans summon raw magical power that is both primal and terrifying. They often accompany the warriors of their tribes on hunts and raids, making sacrifices of bloodletting to the Devourer Wurm. Through sacrifice, ritual, and ordeal, shamans learn how to supplicate the Wurm and harness its unfathomable power.

Some of the swamp-dwelling peoples of western Immoren also tap into the predator's power through worship of Kossk, the god of the gatorman tribes.

DOMAIN SPELLS

You gain domain spells at the shaman levels listed in the Predator Domain Spells table. See the Shamanic Domain class feature for how domain spells work. The names of new spells described in chapter 3 are set in bold.

PREDATOR DOMAIN SPELLS

Shaman Level	Spells
1st	cloak of the predator , razor fangs
3rd	<i>barkskin</i> , blessing of the Devourer
5th	carnivore , <i>conjure animals</i>
7th	baleful howl , <i>freedom of movement</i>
9th	<i>hold monster</i> , Wurmtide

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with martial weapons, medium armor and shields.

DEVOURER'S HUNGER

Beginning at 1st level, your guiding spirit rewards you when you feast upon a defeated foe. When you reduce a creature other than a construct to 0 hit points, you can use your reaction to ritually consume its blood or flesh. If you do so, you gain temporary hit points equal to your shaman level + your Wisdom modifier.

Additionally, your hit point maximum increases by 2 and increases by 2 again whenever you gain a level in this class.

SHAMANIC RITES: BLOOD TRADE

Starting at 2nd level, you can use Shamanic Rites to sacrifice your own blood in return for power from your guiding spirit. As an action, you can deal 1d6 slashing damage to yourself to

regain an expended spell slot. The spell slot's level can be equal to or less than your Wisdom modifier. You must finish a short or long rest before you can use this feature again.

EXTRA ATTACK

Starting at 6th level, you can attack twice instead of once whenever you take the Attack action on your turn.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. When you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8. You can use this feature only once per turn.

GIFT OF THE BEAST

Starting at 17th level, your guiding spirit rewards you with a predator's natural defenses. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

SHAMANIC RITES

The following are rites you can learn as a shaman.

BLESSING OF FATE

As a reaction, when a creature within 30 feet of you makes an attack roll, saving throw, or skill check, you cause the creature to roll with advantage or disadvantage.

BLOOD LOSS

As an action, choose one creature within 30 feet that you can see to make a Constitution saving throw. On a failed save, each time the creature takes damage, it takes additional damage equal to 1d4 + your Wisdom modifier. This effect lasts until the end of your next turn.

This Rite becomes more powerful at 9th shaman level. The additional damage die becomes 1d8 instead of 1d4.

COAT OF THE STALKER

As an action, you bestow your allies with the stealth of a predatory beast. As a part of this action you can take the Hide action. Each friendly creature within 30 feet of you can use its reaction to immediately take the Hide action.

This Rite becomes more powerful at 9th shaman level. You and each friendly creature within 30 feet of you gain advantage when taking the hide action provided by this rite.

CONSUME THE SPIRIT

As an action, choose one creature within 30 feet that you can see to make a Wisdom saving throw. On a failed save, the creature takes necrotic damage equal to your Wisdom modifier + your Shaman level. One friendly creature you can see regains hit points equal to half the damage dealt.

DIVINE INSPIRATION

As an action, you call upon your guiding spirit to bless your companions. Each friendly creature within 30 feet of you that can see or hear you gains a bonus to weapon attack and damage rolls equal to your Wisdom Modifier (minimum +1). This bonus lasts until the start of your next turn.

This Rite becomes more powerful at 9th shaman level. It lasts until the end of your next turn instead of the start, and you can use a bonus action to extend the duration for one additional round. At the end of your next turn after you extended the rite the effect ends and cannot be extended further.

ENFEEBLE

As an action, choose one creature within 30 feet of you that you can see to make a Constitution saving throw. On a failed save, the creature gains vulnerability to your choice of bludgeoning, slashing, or piercing damage. This effect lasts until the start of your next turn.

This Rite becomes more powerful at 9th shaman level. It lasts until the end of your next turn instead of the start, and you can use a bonus action to extend the duration for one additional round. At the end of your next turn after you extended the rite the effect ends and cannot be extended further.

HOBBLE

As an action, choose one creature within 30 feet of you that you can see to make a Constitution saving throw. On a failed save, the affected creature takes necrotic damage equal to your 1d6 + your Wisdom modifier (minimum 1 damage) and its speed is reduced by 10 feet. On a successful save, a creature takes half damage and its speed is not reduced. This effect lasts until the end of your next turn.

This Rite becomes more powerful at 5th, 9th, and 13th shaman level. At each of those levels, this rite deals an additional 1d6 damage.

SANCTIFY WITH VENOM

As an action, choose one other friendly creature within 30 feet that you can see. Until the start of your next turn, if the chosen ally hits a creature with a melee weapon attack, the target of the attack must make a Constitution save. On a failed save a creature is poisoned until the end of its next turn.

This Rite becomes more powerful at 9th shaman level. The creature is poisoned for 1 minute instead.

UNRAVEL MAGIC

As an action, choose one creature within 30 feet of you that you can see to make a Constitution saving throw to maintain concentration of their spell as if they had suffered damage equal to 16 + your Wisdom modifier + your Shaman level.

WILD COMMUNION

As an action, choose a warbeast controlled by a friendly warlock within 30 feet of you that you can see. If the warbeast is currently frenzied you can make a Wisdom (Animal Handling) check to end its frenzy DC equal to 10 + the CR of the warbeast (minimum +1). Additionally, until the start of your next turn, the warbeast's controller gains a bonus to their check to end a frenzy or prevent a frenzy equal to your Wisdom modifier (minimum +1).



WARLOCK

As a trio of snarling, two-headed dogs emerge from the shadows, the young human in tribal garb smiles wickedly at the soldiers who trespassed on his people's lands. His beasts will feast tonight.

The husky trollkin carves off a hunk of roasting mutton and hands it up to her drooling troll companion, gently patting the large creature's chin as she rewards him for a successful hunt.

Snorting in anger, the farrow lashes out at his cowering warbeast with a hoof, goading it to a wide-eyed and foam-spattered frenzy.

Warlocks are powerful magic-users who wield primal power. Wringing the mystical energy produced by the rage of the warbeasts they control, warlocks are fearsome warriors who dominate the battlefields of the wilderness.

FURIOUS POWER

A warlock draws on the primal fury of beasts to shape spells and empower attacks. A warlock is defined by this telepathic link to a warbeast, which is a mystical bond that allows the warlock to not only siphon off fury but also to goad a creature into action. Warlocks are often influential figures in their communities due to the powers they command. More often, though, they are found on the field of battle, where the warlock and a pack of bonded warbeasts act in perfect concert to crush all who stand before them.

The magic a warlock wields is further enhanced by the animus of the creatures they command. Unlike the rote magic of arcanists, the animus is an innate mystical potential within a warbeast that can be coaxed forth. A warlock can draw on his or her connection to a beast to produce this animus as a spell or can force the warbeast to generate the magical effect itself.

RESONANT SPIRITS

A warlock's spirit is shaped by a mystical force known as a resonance, which dictates the nature of creatures the warlock can bond with and guides the shape of the warlock's own potential. These resonances take many forms, from the blood-bond common among trollkin and their pure-blooded cousins to the feral spirits who have undergone the wilding.

Not all who bear a resonant spirit are aware of it, and some might awaken to their true potential later in their lives. Others discover this innate talent early when they touch the minds and spirits of resonant creatures with their thoughts. Once one discovers this resonance, it becomes impossible to ignore.

CREATING A WARLOCK

As you make your warlock character, think about how you awoke to your abilities and how that has shaped your life. Was the discovery one of great joy for your tribe, or did it cause you to be exiled from others of your kind? What is the relationship between you and your bonded beasts? Are you a nurturing master who treats the beasts as beloved companions, or are they just organic weapons to be disposed of as you see fit? Did you have a master who guided you through the process of discovering your powers, or did you hone them in isolation?

QUICK BUILD

You can make a warlock quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the

WARLOCKS, WARLOCKS EVERYWHERE

The rules for the Iron Kingdoms use the term “warlock” even though 5e already includes a class with that name. Generally speaking, references to the Open Gaming License (OGL) version of the warlock class will be made clear by the surrounding text or by referring to it as an “OGL warlock.” Any references to warlocks without such clarifications refer specifically to the spellcasters that control warbeasts.

vagabond background. Third, choose the resistance cantrip, along with the 1st-level spell healing word.

CLASS FEATURES

As a warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple melee weapons, simple ranged weapons, martial melee weapons, longbows

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Animal Handling plus two of your choice of Athletics, Intimidation, Nature, Perception, Stealth, and Survival

THE WARLOCK

Level	Proficiency Bonus	Features	Fury Points	Cantrips Known	Spells Known	Maximum Spell Level
1st	+2	Spellcasting, Warbeast Bond, Warlock Resonance feature	2	1	1	1st
2nd	+2	Fury Manipulation	2	1	1	1st
3rd	+2	Awaken Animus	2	1	1	2nd
4th	+2	Ability Score Improvement	2	2	2	2nd
5th	+3	—	3	2	2	3rd
6th	+3	Warlock Resonance feature	3	2	2	3rd
7th	+3	—	4	2	2	4th
8th	+3	Ability Score Improvement	4	2	2	4th
9th	+4	—	5	2	2	5th
10th	+4	Warlock Resonance feature	5	4	3	5th
11th	+4	Enhanced Control, Transfer Damage	5	4	4	5th
12th	+4	Ability Score Improvement	6	4	4	5th
13th	+5	Reave Fury	6	4	4	5th
14th	+5	Warlock Resonance feature	7	4	4	5th
15th	+5	Spirit Healing	7	4	4	5th
16th	+5	Ability Score Improvement	7	4	4	5th
17th	+6	Stir the Spirit	8	4	5	5th
18th	+6	Warlock Resonance feature	8	4	5	5th
19th	+6	Ability Score Improvement	8	4	5	5th
20th	+6	Spirit Bond	8	4	5	5th

EQUIPMENT

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

- (a) two simple melee weapons or (b) a shortbow and a quiver of 20 arrows
- (a) leather armor or (b) hide armor
- (a) a dungeoneer's pack or (b) an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 4d4 x 10 gp to buy your equipment.

SPELLCASTING

At 1st level, you can harness the strength and fury of both yourself and the savage warbeasts that stalk the dark places of the Iron Kingdoms. You can weave this fury and transform its raw power into potent and dangerous spells.

CANTRIPS

At 1st level, you know one cantrip of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

FURY POINTS

Rather than spell slots, you use fury points to cast your spells. These points represent your innate ability to harness arcane energy. The Warlock table shows the maximum number of fury points you can have at one time. To cast one of your warlock spells of 1st level or higher, you must expend a number of fury points equal to the level of the spell that you are casting. You can increase a spell's level in this way but cannot exceed the level shown in the Maximum Spell Level column of the Warlock table.

For example, when you are 5th level, you have 3 fury points. You can cast one 2nd-level spell and one 1st-level spell, or three 1st-level spells, and so on.

REGAINING FURY

You regain spent fury points in one of three ways: dis severing, forcing, and completing a long rest. Whenever you regain fury points, you cannot exceed your maximum number of fury points. Any excess is lost.

Dis sever. When you dis sever, you draw on your own innate vitality to replenish your fury points. As a bonus action, you can spend a number of Hit Dice up to your Wisdom modifier (minimum 1), regaining fury points equal to the number of Hit Dice spent. After dis severing, you can't do so again until you finish a long rest.

Forcing. You are empowered by the inner rage of your warbeasts. When you force a warbeast that you share a bond with, you automatically gain fury points equal to the fury points the warbeast gained.

Long Rest. Each time you complete a long rest, you gain fury points equal to your maximum fury.

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know one 1st-level spell of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice. A spell you choose must be of a level no higher than what's shown in the table's Maximum Spell Level column for your level. When you reach 4th level, for example, you learn a new warlock spell, which can be 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list. The new spell must also be of a level equal to or less than the one shown in the Maximum Spell Level column for your level.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your warlock spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

CONTROL RANGE

Your control range is a measure of how far your arcane ability to interact with warbeasts can reach. When an ability refers to your control range, this number determines whether a warbeast is within range or beyond it.

Control range = your maximum fury points × 10 feet

SPELLCASTING FOCUS

You can use a rune-inscribed weapon or item as a spellcasting focus for your warlock spells.

WARLOCK RESONANCE

At 1st level, you choose the type of resonance you have from the types detailed at the end of the class' description. Your resonance not only determines which kinds of creatures you share an innate link to but the kinds of warbeasts you can command. In addition, your choice grants you features at 1st level and again at 6th, 10th, 14th, and 18th level.

RESONANCE SPELLS

Each resonance has a list of spells—its resonance spells—that you gain at the warlock levels noted in the resonance description. Once you gain a resonance spell, you always have it prepared, and it doesn't count against the number of spells you know.

If you gain a resonance spell that doesn't appear on the warlock spell list, the spell is nonetheless a warlock spell for you.

STARTING BONDS

Novice warlocks will quickly gain their first bond. When creating a character with one or more warlock levels, you should also begin the game with one warbeast you could be bonded to. Acquiring more powerful warbeasts should become a progressively more difficult process throughout a campaign. Warbeasts with a challenge rating of 1/2 or less should be routine to find and should typically require nothing more than returning to a village with a population that would commonly have interactions with that type of warbeast.

WARBEAST BOND

At 1st level, you gain the ability to mentally bond with certain creatures, allowing you to command them as warbeasts.

In combat, a warbeast under your control acts during your turn. It can move and use its reaction on its own but can normally only take the Dodge action or make a single attack.

A bonded warbeast is always considered a willing creature for the purpose of your spells unless it is frenzied.

BONDING

To forge a bond, you must touch a creature that you share a resonance with and make a Wisdom (Animal Handling) check contested by the warbeast's Wisdom check. If you win the contest, you can attune to the creature's spirit as if attuning to a magic item. If you lose the contest, the creature is immune to your attempts to bond with it for 24 hours.

Being bonded to a warbeast counts as being attuned to a magic item. At 1st level, you can attune to only one warbeast at a time. At 4th, 7th, and 10th level, you can attune to one additional warbeast at a time.

Your bond with a warbeast persists until the warbeast dies or you voluntarily sever the bond as an action.

If you are incapacitated in combat, each warbeast bonded to you acts according to its own instincts until you are no longer incapacitated, as determined by the GM.

The total challenge rating of all warbeasts you are bonded to can't exceed half your warlock level. Don't round this number.

FORCING WARBEASTS

You can force a warbeast you are bonded to that is currently within your control range. Each ability that forces a warbeast will specify when you can force the warbeast and what type of action it will require, if any. Each time a warbeast is forced, it gains at least 1 fury point, depending on the ability used. Each day, a warbeast can safely gain a number of fury points up to its threshold. After that, any further attempts to force a warbeast may result in losing control of your warbeast for a time. Complete rules for warbeasts are described in chapter 6.

FURY MANIPULATION

Starting at 2nd level, you can harness raw fury to boost your own combat abilities. You can spend fury points for one of the following effects.

Attack Bonus. Before you make an attack with a melee weapon, you can spend 1 fury point to make the attack roll with advantage.

Damage Bonus. After you make an attack with a melee weapon, you can spend any number of fury points to deal an extra 1d8 weapon damage per fury point.

Shake It Off. If you have a condition that can be ended with a successful saving throw or are under an effect that can be ended with a successful saving throw, you can spend 1 fury point to make the saving throw with advantage.

Warbeast Action. You can force your warbeast to gain fury points in order for it to use the Attack Bonus, Damage Bonus, or Shake It Off effect.

AWAKEN ANIMUS

At 3rd level, you learn to tap into and awaken the innate magical potential, or animus, of a warbeast that is bonded to you. While a bonded warbeast is within your control range, you can cast its animus as if it were a spell you know. The spell doesn't count against your number of spells known.

Additionally, you can force a warbeast to cast its own animus. When you do so, the warbeast gains fury points equal to the spell level of the animus. A warbeast can't cast its animus if doing so would cause the warbeast to exceed its threshold.

ABILITY SCORE IMPROVEMENT

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

ENHANCED CONTROL

When you reach 11th level, and again at 13th and 15th level, the maximum challenge rating of warbeasts you can bond to increases by 1.

TRANSFER DAMAGE

Starting at 11th level, you gain the ability to mystically transfer damage you take to one of your warbeasts. When you would take damage, you can use your reaction and spend 1 fury point to cause one of your warbeasts to take all the damage and resulting effects instead. If the amount of damage taken is greater than the warbeast's current hit points, any damage left over after the warbeast drops to 0 hit points is dealt to you.

REAVE FURY

Starting at 13th level, you can capture the fury of a warbeast even if it slips away into death. As a reaction, when a bonded warbeast within your control range drops to 0 hit points, you can gain fury points equal to the warbeast's current fury total. You must finish a short or long rest before you can use this feature again.

SPIRIT HEALING

Starting at 15th level, your ability to restore health to yourself and your warbeasts is expanded. Whenever you cast the spell *healing word* and target yourself or a warbeast you are bonded to, you cast the spell as if it were two spell levels higher than the level you cast it at.

STIR THE SPIRIT

Starting at 17th level, when you cast an animus from one of your warbeasts, you can reduce the cost of casting the animus by your Wisdom modifier (minimum 1). This can cause the spell to cost 0 fury. You must finish a long rest before you can use this feature again.

SPIRIT BOND

At 20th level, you can gain 1 fury point for each bonded warbeast within your control range at the start of your turn. Once you use this feature, you must finish a short or long rest before you can use it again.

WARLOCK RESONANCE

Resonances define the innate spiritual connection between a warlock and warbeasts and determine what creatures the warlock can form bonds with. Each resonance is an extension of the spirit of the people who possess it. The variance between warlocks can be subtle. For example, while both farrow and trollkin are Dhunian creatures who are linked by blood to their warbeasts, the powers of farrow warlocks often emphasize mistreatment of beasts to keep them in line, while trollkin view their bonds as something closer to a partnership between equals.

DEVOURER RESONANCE

When you choose this resonance at 1st level, you learn to bond with the spirits of the Devourer Wurm's creatures. The Devourer Wurm is the origin of all the horned, fanged, taloned, and predatory creatures of Caen. Human warlocks of the Devourer are those born with the wilding, which grants



WILD THINGS

Becoming a warlock who is able to bond with predatory beasts traditionally requires a character to have undergone the wilding, thought to be an innate connection to the Devourer Wurm that develops in childhood. In most instances, the wilding is only seen in human children, especially those living in a wilderness community, but with the GM's approval a character of a different race can manifest the wilding and become a Devourer warlock.

them a special connection to the natural forces of the world. They share a particularly strong bond with the predatory beasts of western Immoren. This expression of the wilding represents a powerful but unpredictable link to the wild that requires years of training and refinement to harness.

DOMAIN SPELLS

You gain domain spells at the warlock levels listed in the Devourer Resonance Spells table. See the Warlock Resonance class feature for how resonance spells work. The names of new spells described in chapter 3 are set in bold.

DEVOURER RESONANCE SPELLS

Warlock Level	Spells
1st	<i>poison spray</i>
3rd	razor fangs
5th	 blessing of the Devourer
10th	carnivore
13th	baleful howl
17th	Wurmtide

BESTIAL CONNECTION

At 1st level, the *animal friendship* and *speak with animals* spells are added to your known spells but can't be replaced when you gain a level in this class. You can cast *animal friendship*, *speak with animals*, and *animal messenger* without spending fury points, but you can only target animals, beasts, and warbeasts with a predatory nature with them. At 3rd level, the *animal messenger* spell is added to your known spells but can't be replaced when you gain a level in this class.

Additionally, you can bond to one Devourer warbeast without counting the bond against the number of items you can attune to.

EYES OF THE PREDATOR

Starting at 1st level, you gain the ability to see through the eyes of a beast within your control range as a bonus action. While looking through a creature's eyes, you see whatever it sees and gain the benefit of any senses the beast possesses. You can only see through the eyes of a warbeast to which you are bonded or a creature of the beast type with a challenge rating of half your warlock level or lower. You can see through a creature's eyes for 1 minute or end the effect early as a bonus action.

PRIMAL HUNTER

Starting at 6th level, when you or another creature in your battlegroup hits with an attack, the attacking creature can use its reaction to take the Help action targeting you or a creature in your battlegroup. The target has advantage on the next attack roll it makes this turn.

FLURRY OF TALONS

Starting at 10th level, when you force a warbeast to take the Multiattack action, you can spend 1 additional fury point to force the warbeast to make one additional attack during the action.

WURM'S FANGS AND TALONS

Starting at 14th level, as a bonus action, you can spend 1 fury point to cause the attacks of each warbeast you control to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage and to deal an extra die of weapon damage. This effect lasts until the end of your next turn.

CALM THE BEAST

Starting at 18th level, you have learned how to dull your warbeasts' fury. The threshold of each warbeast you control increases by 1.

FARROW RESONANCE

Warlocks who possess a resonance with the porcine creatures that accompany the farrow people invariably rise to prominence within their tribes by using their powers and their beasts to usurp leadership and mount ambitious campaigns against neighboring rivals. Such warlocks can simply take what they desire from weaker farrow. Most of the mightiest warlords among the farrow are warlocks, each having forced obedience from numerous lesser chiefs in their territories.

Some farrow warlocks have different ambitions, eschewing the headaches and responsibilities of leadership to become notorious brigands. They use the beasts they control to crush the defenders of caravans or military patrols. These outlaw warlocks prefer working with small groups of allies, each with skills to complement their own—the fewer their numbers, the more each gets when the loot is divided. Frequently earning extra income from bartering their services as mercenaries, they demonstrate a typical farrow disregard for collateral damage left in the path of their attacks.

DOMAIN SPELLS

You gain domain spells at the warlock levels listed in the Farrow Resonance Spells table. See the Warlock Resonance class feature for how resonance spells work. The names of new spells described in chapter 3 are set in bold.

FARROW RESONANCE SPELLS

Warlock Level	Spells
1st	<i>thorn whip</i>
3rd	earth's cradle
5th	wallow
10th	whip snap
13th	stranglehold
17th	wrath of Dhunia

PIGS-ONLY CLUB

Traditionally, only farrow characters are able to become farrow warlocks, as their bond relies on common origins between the farrow and their beasts. However, with the GM's approval, characters of different types may select this resonance. A non-farrow character might have spent an entire lifetime among such creatures or lived among a farrow tribe and eventually discovered a bond with the beasts, for example.

BESTIAL CONNECTION

At 1st level, the *animal friendship* and *speak with animals* spells are added to your known spells but can't be replaced when you gain a level in this class. You can cast *animal friendship*, *speak with animals*, and *animal messenger* without spending fury, but you can only target farrow beasts, hogs, boars, or pigs with them. At 3rd level, the *animal messenger* spell is added to your known spells but can't be replaced when you gain a level in this class.

Additionally, you can bond to one farrow warbeast without counting the bond against the number of items you can attune to.

MALTREATMENT

Starting at 1st level, at any time during your turn, you can deal 2d6 necrotic damage to a bonded warbeast within your control range. If you do so, you gain 1 fury point. You must finish a long rest before you can use this feature again.

Maltreatment does not require an action.



GO HOG WILD

At 6th level, you learn to incite your warbeasts into a wild, frenzied charge. You can spend any number of fury points. For each fury point spent, one bonded warbeast within your control range can use its reaction to move up to its speed toward an enemy it can see. After the movement ends, for each affected warbeast roll a Wisdom (Animal Handling) skill check with a DC equal to 10 + the warbeast's CR (minimum +1). On a failure the affected warbeast immediately frenzies.

SAVE YOUR BACON

Beginning at 10th level, you can draw on the essence of your warbeasts to reinvigorate yourself. As a reaction or bonus action, you can spend 1 fury point and choose a bonded warbeast within your control range. The warbeast takes your choice of 1d10, 2d10, or 3d10 necrotic damage, and you gain temporary hit points equal to the damage dealt.

PIG OUT

Starting at 14th level, the weapons of your warbeasts count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, when one of your warbeasts scores a critical hit, you can spend 1 fury point to force the warbeast to immediately make an additional melee weapon attack.

SQUEAL IT OUT

At 18th level, you can goad your warbeasts into releasing their animus without fury. When you use this feature, one bonded warbeast within your control range immediately casts its animus without gaining fury points and then takes 1d10 necrotic damage per level of the animus. Once you use this feature, you must finish a long rest before you can use it again.

TROLLBLOOD RESONANCE

At 1st level, you are blessed by the Divine Mother with the potency of the bloodline of trolls. It is through this shared bloodline that trollkin warlocks can bind the spirits of their full-blood cousins and shape them into powerful warbeasts.

DOMAIN SPELLS

You gain domain spells at the warlock levels listed in the Trollblood Resonance Spells table. See the Warlock Resonance class feature for how resonance spells work. The names of new spells described in chapter 3 are set in bold.

TROLLBLOOD RESONANCE SPELLS

Warlock Level	Spells
1st	<i>spare the dying</i>
3rd	<i>earth's cradle</i>
5th	<i>spring's abundance</i>
10th	<i>befuddle</i>
13th	<i>Mother's embrace</i>
17th	<i>autumn's decay</i>

TROLLKIN AND CHOSEN KIN

Traditionally, only trollkin and pygmy trolls can establish a bond with full-blood trolls, but, in rare cases, others who have been chosen to undertake the kulgat oath can manifest such abilities. However, with the GM's approval, even a character of a different race who has not undergone the oath can select this resonance.

BESTIAL CONNECTION

At 1st level, the *animal friendship* and *speak with animals* spells are added to your known spells but can't be replaced when you gain a level in this class. You can cast *animal friendship*, *speak with animals*, and *animal messenger* without spending fury, but you can only target trolls or Tiny creatures with them. At 3rd level, the *animal messenger* spell is added to your known spells but can't be replaced when you gain a level in this class.

Additionally, you can bond to one trollblood warbeast without counting the bond against the number of items you can attune to.

BLOOD OF TROLLS

At 1st level, your bond with your full-blood troll cousins awakens in you the revitalizing power of regeneration. When you force a bonded warbeast within your control range, you immediately regain hit points equal to your proficiency bonus.

HARMONIZED ATTACK

Starting at 6th level, when one of your warbeasts hits a creature with an attack, you can spend 1 fury point to force the warbeast. If you do so, you and other creatures in your battlegroup make attacks on that same target creature with advantage until the end of your next turn.

FORCED REGENERATION

At 10th level, you learn to tap into the fury of your bonded warbeasts to empower their natural regeneration. You can force each bonded warbeast within your control range to immediately regenerate hit points equal to its Regeneration trait. If a bonded warbeast doesn't have the Regeneration trait or can't regenerate due to necrotic damage or another effect, the warbeast regains hit points equal to your proficiency bonus instead.

MISERABLE MEAT MOUNTAIN

Starting at 14th level, all your bonded warbeasts gain a +2 bonus to AC against melee weapon attacks, and their attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ATTUNED SPIRIT

Beginning at 18th level, you can cast the animus of one of your bonded warbeasts within your control range without spending fury points. Once you use this feature, you can't use it again until you finish a long rest.

SUBCLASS OPTIONS

BARBARIAN

There is a long tradition of barbarian warriors in western Immoren. Thousands of years ago, the Molgur tribes dominated the land, and their greatest warriors were able to tap into a primal savagery that made them a match for the greatest champions of the armies of the Priest-Kings.

While the Molgur have been long defeated, there still exist many who follow the path of the barbarian. These warriors are common in the lands beyond the borders of the Iron Kingdoms. In the Glimmerwood, trollkin warriors hew through their foes with oversized axes, while out in the Bloodstone Marches, farrow with pole-cleavers face off against Idrian Marchfolk wielding heavy chopping swords.

PRIMAL PATHS

At 3rd level, a barbarian takes on a path and gains the Primal Path feature. The following options are available to a barbarian: the Path of the Long Rider, the Path of the Runeshaper, and the Path of the Warchief.

PATH OF THE LONG RIDER

For centuries, the Molgur tribes tamed and rode into battle atop massive bison or stags that matched their savagery. While the mounted warriors of the Iron Kingdoms form orderly units that sweep across the battlefield, bearing lances and plate armor, Long Riders, their wild equivalents, rely on mass and momentum to slam through enemy lines, sending warriors flying as if they are nothing more than ragdolls.

PATH OF THE LONG RIDER FEATURES

Barbarian Level	Feature
3rd	Goad the Beast, Out of My Way!
6th	Ride-By Attack
10th	Bone Crusher
14th	Mortar and Pestle

GOAD THE BEAST

Starting at 3rd level, while raging, you can use your bonus action to have a mount you are riding make an attack.

OUT OF MY WAY!

Also starting at 3rd level, while raging, if you move at least 20 feet straight toward a target and then you or your mount hit it with a melee attack on the same turn, the target must make a Strength saving throw with a DC of 8 + your Strength modifier + your proficiency bonus. On a failed save, the target is pushed up to 10 feet away from you and knocked prone. If this movement causes the target to enter a space occupied by another creature, that creature takes damage equal to your Strength modifier + rage damage.

RIDE-BY ATTACK

At 6th level, you become skilled at performing brutal attacks on the charge. If you hit a creature with a melee attack while raging, the creature can't target you with opportunity attacks until the start of your next turn. You can use this feature as many times as you can rage per day, and you regain all expended uses when you finish a short or long rest.

BONE CRUSHER

At 10th level, you master the art of crushing your enemies beneath your mount. While mounted, you can move through a space occupied by Large or smaller creatures if all those creatures are prone. When you enter a prone creature's space, your mount can make an opportunity attack against the prone creature. If the attack hits, the target takes extra bludgeoning damage equal to your proficiency bonus.

If your mount would end its movement in a space occupied by another creature, it stops before entering that space, and you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it.

MORTAR AND PESTLE

Starting at 14th level, your size and ferociousness force your enemies to the ground, holding them beneath you as you batter them with a flurry of blows. You can make an opportunity attack against any creature that moves at least 5 feet while within your reach. On a hit, a Medium or smaller creature is knocked prone.



PATH OF THE RUNESHAPER

Runeshapers are among the most formidable trollkin sorcerers, having learned to manipulate stone by the power of their will. At a runeshaper's call, rune-carved rocks rise into the air around them. These stones fly at the trollkin's foes with deadly force while the earth itself trembles, bringing would-be attackers to their knees.

PATH OF THE RUNESHAPER FEATURES

Barbarian Level	Feature
3rd	Spellcasting
6th	Ruthless Casting
10th	Dauntless Smash, Rock Steady
14th	Earthen Master, Earthen Rage

SPELLCASTING

When you reach 3rd level, your path grants you the ability to cast spells. Unlike other barbarians, you can cast and concentrate on spells from the runeshaper spell list while you are raging.

Cantrips. You know two cantrips of your choice from the runeshaper spell list. You learn an additional runeshaper cantrip of your choice at 10th level.

Spell Slots. The Runeshaper Spellcasting table shows how many spell slots you have to cast your runeshaper spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell rock hammer and have a 1st-level and a 2nd-level spell slot available, you can cast rock hammer using either slot.

Spells Known of 1st Level and Higher. You know two 1st-level runeshaper spells of your choice from the runeshaper spell list.

The Spells Known column of the Runeshaper Spellcasting table shows when you learn more runeshaper spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the runeshaper spells you know and replace it with another spell from the runeshaper spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your runeshaper spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a runeshaper spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RUNESHAPER SPELLCASTING

Runeshaper Level	Cantrips Known	Spells Known	—Spell Slots Per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	2	2	—	—	—
4th	2	2	3	—	—	—
5th	2	3	3	—	—	—
6th	2	3	3	—	—	—
7th	2	4	4	2	—	—
8th	2	4	4	2	—	—
9th	2	4	4	2	—	—
10th	3	4	4	3	—	—
11th	3	4	4	3	—	—
12th	3	5	4	3	2	—
13th	3	5	4	3	2	—
14th	3	5	4	3	2	—
15th	3	5	4	3	2	—
16th	3	5	4	3	3	—
17th	3	5	4	3	3	—
18th	3	5	4	3	3	—
19th	3	6	4	3	3	1
20th	3	6	4	3	3	1



RUTHLESS CASTING

At 6th level, you gain the ability to entwine your brutal attacks with magic. If you hit a creature with your first attack while raging, you can cast a cantrip or 1st-level spell from the runeshaper spell list instead of making your second attack. At 12th level, you can cast a 2nd-level runeshaper spell with this feature, and at 16th level, you can cast any runeshaper spell.

DAUNTLESS SMASH

Starting at 10th level, whenever you use the Reckless Attack feature while wielding a weapon that deals bludgeoning damage, attacks rolls against you do not gain advantage from the Reckless Attack feature until your next turn. Once you use this feature, you can't use it again until you finish a short rest.

ROCK STEADY

At 10th level, you gain advantage on saving throws against all effects that can knock you prone or push you.

EARTHEN MASTER

Beginning at 14th level, you gain limited control over natural earth and stone features. As an action or by replacing an attack as if you were casting a 1st-level spell with the Ruthless Casting feature, you can use one of the following effects. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

Raise or Lower Earth. Raise or lower the earth or natural stone within 5 feet of you up to 10 feet from ground level.

Tectonic Shift. Each creature standing on natural earth or stone within 5 feet of you must succeed on a Strength saving throw with a DC equal to your spell save or be pushed 10 feet in the direction of your choice. You can choose whether to be affected by this feature but do not need to make a Strength saving throw in any case.

Create Spikes. Choose a 15-foot-square area made up mostly of natural earth or stone within 30 feet of you. That area becomes filled with deadly spikes. The area becomes difficult terrain, and any creature that is knocked prone or falls 10 or more feet onto the spikes takes 3d6 piercing damage even if it did not take any damage from falling.

EARTHEN RAGE

At 14th level, your spell save DC increases by 2 while you are raging.

PATH OF THE WARCHIEF

Among the tribes of the bogrin, humans, trollkin, and ogrun, mighty individuals rise to prominence and power, leading their people into battle. They fight for their ancestral homes. They fight for their faith. They fight for their very survival. They have survived bloodshed and cheated death. Bellowing over the cacophony of gunfire and clashing steel, they call their kin to arms. With a stern gaze, they survey the battlefield and send forth their warriors with rousing words invoking their ancestors in order to steel their resolve.

Brandishing weapons handed down through their tribe and wearing armor inscribed with the tales and lore of their

people, warchiefs proudly display their trophies. They are impressive figures acting as a focal point of the tribe, and they carry on their shoulders the burdens of their people. Warchiefs wield power and respect, but to maintain their grip upon it, they must exert it. To appear strong means crushing their enemies and putting their advisors and captains in their place. If they fail to maintain this appearance of command and domination, all too soon enemies from without and within the tribe begin to sharpen their knives.

Warchiefs are skilled fighters and cunning strategists. Being a warchief requires more than just bearing arms into battle and rushing headlong into the enemy. A warchief must also be wise, poring over maps scratched in the dirt to plan the next bloody engagement. Furthermore, even the most savage warchiefs are short lived if they lack some sense of diplomacy. A warchief looking for endless battles soon finds the end of an opponent's sword or a knife lodged in the back. Among the people of the Iron Kingdoms, they are savage tribal leaders, uncouth and lacking in decorum. Among the other tribes of the Bloodstone Marches and in the wilderness, warchiefs are characters of legend and rivals to be despised and envied.

PATH OF THE WARCHIEF FEATURES

Barbarian Level	Feature
3rd	Inspiring Charge
6th	Bravado
10th	Warrior's Cry
14th	It's Just You and Me

INSPIRING CHARGE

Beginning at 3rd level, while raging, your successful attacks can inspire one ally who has a clear line of sight to you. When you make a successful melee attack roll against an enemy creature, choose a creature that you can see within 30 feet of you. Until the start of your next turn, that creature's next melee attack deals extra damage equal to your rage damage.



BRAVADO

At 6th level, your ability to recite the tales of your people and legends of past battles, along with grandiose tales of your own victories, invokes respect in your allies and inspires fear in your enemies. You gain advantage on Charisma (Intimidation) checks and Charisma (Persuasion) checks to sway the opinions of others. While you are raging, friendly creatures that can see or hear you have advantage on saving throws to avoid being frightened.

WARRIOR'S CRY

By 10th level, you have faced numerous battles and countless hordes encroaching upon your lands. While raging, you can issue one of the following commands as a bonus action. Your command affects only friendly creatures that can see, hear, and understand you. You can use this feature as many times as you can rage per day, and you regain all expended uses when you finish a long rest.

Strike Them Down! Each friendly creature affected by this command can use its reaction to make a melee attack with a melee weapon after it is attacked by an enemy creature. This attack must target the attacking creature.

Fall Back! Each friendly creature affected by this command can immediately move up to its current speed. This movement does not provoke opportunity attacks.

Charge! Until the start of next turn, each friendly creature affected by this command can move an additional 10 feet. When an affected creature makes a successful melee attack, it can use its reaction to deal extra damage equal to your rage damage.

IT'S JUST YOU AND ME

At 14th level, you dominate the battlefield, leading by example at the head of the charge. While raging, you can issue a challenge to an enemy creature within 60 feet of you that can see and hear you. The targeted enemy creature becomes marked. If the creature accepts the challenge, it has disadvantage on attacks that do not target you, and all other enemy creatures have disadvantage on attacks against you. If the marked enemy doesn't accept the challenge, it becomes frightened for 1 minute. If you incapacitate a marked creature, enemy creatures that can see you must make a Wisdom saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus. On a failed save, the creature becomes frightened for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

CLERIC

Though many in the lands beyond the Iron Kingdoms follow a shamanistic approach to the divine, revering Dhunia or the Devourer Wurm, there are more organized religions as well. Within Rhul, the worship of the Great Fathers and Claywives is a central component to life, and precise rituals are observed as outlined by the Codex.

In Ios, faith was once a similarly central concept, but, with the murder of the two remaining members of the Divine Court, something new and terrifying has risen to fill the void of faith left by the elven gods.

DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those offered in *Iron Kingdoms: Requiem*: Judgment and Void.

OTHER RHULIC DOMAINS

The Great Fathers, while almost always worshiped as a unit, have a wealth of personalities, and worshipers might follow other paths that exemplify their qualities. In addition to the domains listed here, any domain that involves steadfastness, honor, or craftsmanship would be appropriate for a priest of the Great Fathers.

JUDGMENT DOMAIN

The law is a sacred thing to the Rhulfolk. It is neither only the will of the people nor even that of the Great Fathers. It is, indeed, a living, growing map of reality. When a law comes into being, the Rhulic mystics argue, it is a mirror of the truth. Is it not possible, then, those same scholars ask, that a law can change the truth? The clerics who choose the domain of Judgment spend many years studying Rhulic law, a long and arduous task in and of itself. In time, they come to embody the force of that law, and reality itself changes in accordance. These clerics are warrior-scholars, capable of wielding weapon and word alike in the service of the Great Fathers.

JUDGMENT DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Focus of the Scholar, Universal Wisdom
2nd	Channel Divinity: Liturgy of Judgment
6th	Sanction of the Fathers
8th	Divine Strikes
17th	Vigilance and Voice of the Law



DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Judgment Domain Spells table. See the Divine Domain class feature for how domain spells work. The names of new spells described in chapter 3 are set in bold.

JUDGMENT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, sanctuary</i>
3rd	word of law , <i>zone of truth</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>locate creature</i> , wall of decrees
9th	axiomatic spear , <i>dominate person</i>

FOCUS OF THE SCHOLAR

The study of Rhulic law requires immense concentration and focus. At 1st level, when you must make a saving throw to maintain concentration on a spell, you can choose to automatically succeed on the saving throw. Once you use this feature, you can't use it again until you finish a long rest.

UNIVERSAL WISDOM

Beginning at 1st level, you gain proficiency in one of the following Religion, History, or Investigation. When dealing in matters related to Rhulic law or religion add your proficiency bonus to Religion, History, and Investigations checks an additional time. In addition, your study has steeped you in the roots of meaning that underlie all languages, and you have advantage on any check made to translate a document written in any language.

CHANNEL DIVINITY: LITURGY OF JUDGMENT

Starting at 2nd level, you can use your channel divinity to speak with the gravity of divine law. Each humanoid that can hear you within 30 feet of you must succeed on a Wisdom saving throw or be rebuked for 1 minute or until it takes damage. While rebuked, a creature can't speak and can't cast any spells that require a verbal component.

SANCTION OF THE FATHERS

Starting at 6th level, you can utter the Sanction of the Fathers to a group of dwarves, ogrun, or anyone who worships your god. This group must contain at least three creatures and may contain a number of creatures up to your cleric level. This group receives a +1 bonus to attack, damage, and saving throws while carrying out your orders to enforce Rhulic law. This effect lasts for a number of hours equal to your Wisdom modifier and can be used once per day.

DIVINE STRIKES

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. When you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon. When you reach 14th level, the extra damage increases to 2d8. You can use this feature only once per turn.

VIGILANCE AND VOICE OF THE LAW

Starting at 17th level, your deep knowledge of the law allows you to speak with the full authority of the Codex, the law, and the gods after you spend at least 1 minute in meditation. When you arbitrate a dispute, negotiate between parties, or otherwise act as an official in pursuit of the law and proper judgment, you can cause each creature that is affected by the arbitration and can understand you to be bound to the terms of your decision. Each creature affected by this feature must make a Wisdom saving throw with disadvantage against your spell save DC. On a failed save, the creature takes 5d10 psychic damage each time it voluntarily acts counter to the agreement, but no more than once each day, and its hit point maximum is reduced by 10 each time it takes this damage until it takes steps to reveal and rectify the actions that ran counter to the agreement.

Only a *wish* spell can end this effect early.

Once you use this feature, you can't use it again until you finish a long rest.

VOID DOMAIN

Since the deaths of the Iosan gods, the clerics who once served them have been faced with a terrible truth. The gods from whom they drew their power are undeniably dead, yet their prayers are still answered—but by what, no one knows. When Iosan priests now call upon the same powers they did before, the answers come as shadowy and warped echoes of what they once called blessings.

The power that comes through seems to itself defy understanding: magic is nullified, the minds of enemies are twisted to such despair and confusion that they cannot act, or there are glimpses of a place as dark and cold as the spaces between the stars. For lack of a better understanding, the Iosans have begun to refer to this unknown source of power as the Void.

Clerics who once served Scyrah and Nyssor have been affected in various ways by these developments. Some have had their minds twisted to the point of madness by bizarre justifications for their powers continuing despite a seeming lack of a knowable source. Others seem to accept the Void as a natural force of the universe hitherto unknown, and, in fact, some scholars hail these events as the discovery of a force that will lead to radical new theories of natural law. Still others turn away from the use of Void energy entirely, believing its arrival to be a symbol, if not a manifestation, of the death of their gods. Never before has the world seen gods die and have their power replaced so utterly by something completely unknown. No one who studies these events can fail to be shaken in their beliefs, whatever they may be, and most agree that, whatever the Void truly is, its manifestation can only bode ill for all of Caen.

CLERICS OF THE VOID

In the Iron Kingdoms setting, clerics of the Void domain are Iosans and Nyss who were formerly priests of their respective gods. This restriction reflects the story of clerics in the Iron Kingdoms, but your GM can lift it if it doesn't apply to your campaign setting or your GM's version of the Iron Kingdoms.

VOID DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Emptiness
2nd	Channel Divinity: Absence
6th	Awakening
8th	Potent Spellcasting
17th	Aura of Nullification

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Void Domain Spells table. See the Divine Domain class feature for how domain spells work. The names of new spells described in chapter 3 are set in bold.

VOID DOMAIN SPELLS

Cleric Level	Spells
1st	doubt , <i>false life</i>
3rd	<i>calm emotions</i> , glimpse of the void
5th	commune with nothingness , <i>fear</i>
7th	<i>black tentacles</i> , <i>phantasmal killer</i>
9th	crushing void , <i>dispel evil and good</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, the yawning void touching your soul has an unsettling effect on most creatures. You gain proficiency in the Intimidation skill.

EMPTINESS

At 1st level, you can use a bonus action to touch a willing creature and instill in it a fragment of the emptiness that has taken the place of your gods. The chosen creature's next successful weapon attack deals an extra 1d6 psychic damage until the start of your next turn. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

The extra damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

CHANNEL DIVINITY: ABSENCE

Starting at 2nd level, as an action, you can call upon the raw power of the ragged hole in reality where your gods used to be. Each hostile creature within 30 feet of you that can see or hear you must make a Wisdom saving throw. On a failed save, the creature glimpses the primordial terror of the Void and becomes frightened for a number of rounds equal to your cleric level. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

AWAKENING

Beginning at 6th level, your very presence can throw others into a state of doubt. One hostile creature of your choice within 30 feet of you has disadvantage on Wisdom checks and saving throws. This effect lasts until the creature moves

out of range or you make a successful attack roll against it. Awakening does not require an action, but you must be aware of a creature to use it. Once you use this feature, you can't use it again until you finish a short or long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

AURA OF NULLIFICATION

At 17th level, your link to the absence of the divine develops to the point that magic can't operate normally around you. As a reaction, you can cause spells cast within 30 feet of you with a level equal to or lower than your Wisdom modifier to have no effect. A spellcaster affected by this feature must make a Wisdom saving throw against your spell save DC. If the save is successful, the spell is cast normally. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.



FIGHTER

All manner of people within and beyond the Iron Kingdoms make professional soldiering their life. Beyond the national militaries of the human, dwarven, and elven kingdoms, fighters are found in numerous mercenary companies and martial traditions across the civilized world and wilderness communities.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in *Iron Kingdoms: Requiem*: the Ryssovass and the Trooper.

RYSSOVASS

The ryssovass were once the defenders of the Nyss homeland in the Shard Spires. They stood as stalwart guardians of the mountain passes, ensuring that none threatened the nomadic tribes. When the Nyss were driven from their lands, they protected their people as best they could across all the refugee encampments in the Iron Kingdoms. For a time, the ryssovass defenders thought they had found a purpose and a home back in the forests of Ios, but that land, too, was stolen from them.

These defenders have returned to their former itinerant ways. With the Nyss once again living as refugees among the Iron Kingdoms, the ryssovass have begun something that would once have been unthinkable: teaching their unique martial practice to non-Nyss. If the Nyss people are as doomed as seems to be the case, these warriors would see the practice of their art outlive them.

RYSSOVASS FEATURES

Fighter Level	Feature
3rd	Precision Strike
7th	Armored Expertise
10th	Blade Shield
15th	Warden
18th	Dying Breath

PRECISION STRIKE

Beginning when you select this archetype at 3rd level, you can strike with unerring accuracy. When you attack using a weapon with the finesse property and miss, you can use your reaction to reroll the attack roll. If you hit on the second roll, the target takes extra weapon damage equal to your proficiency modifier.

You can use this feature three times. You regain all expended uses when you finish a long rest.





ARMORED EXPERTISE

Starting at 7th level, you maintain your agility even while clad in heavy armor. Your speed is not reduced while wearing heavy armor even if you lack the Strength requirement for it, and you don't have disadvantage on Dexterity (Stealth) checks while wearing heavy armor. Additionally, you treat heavy armor as medium armor for donning and doffing.

BLADE SHIELD

At 10th level, you become adept at striking enemy projectiles from the sky. When a creature that you can see targets you or a friendly creature within 5 feet of you with a ranged weapon attack and you are wielding a weapon with the finesse property, you can use your reaction to make the attacker roll with disadvantage.

WARDEN

Starting at 15th level, when a hostile creature you can see hits a creature within 5 feet of you with an attack, you can use your reaction to move up to your speed toward the attacker. If you end this movement with the attacker within range of your melee weapon, you can attack that creature.

DYING BREATH

At 18th level, you commit yourself to fight until your very last breath. When an attack reduces you to 0 hit points but doesn't kill you outright, you can use your reaction to move

up to your speed and take the Attack action before falling unconscious. If you deal damage to a hostile creature, you delay falling unconscious until the end of your next turn. While you have 0 hit points, taking damage causes death saving throw failures as normal, and three death saving throw failures will still kill you.

Once you use this feature, you can't use it again until you finish a long rest.

TROOPER

For some, duty is a calling. This commitment to duty and the bonds formed with comrades-in-arms drive and define those who swear their allegiance, be it to a nation, a credo, or a contract. Trained to coordinate their efforts when attacking or defending, these soldiers are formidable independently and devastating when fighting side by side.

TROOPER FEATURES

Fighter Level	Feature
3rd	Focused Fire
7th	Form Ranks
10th	Combined Arms
15th	Vengeful Retaliation
18th	Spearhead

FOCUSED FIRE

By the time you choose this archetype at 3rd level, you have undergone rigorous training with your firearm, and countless rifle drills have taught you how to concentrate your shots in coordination with your fellows. Beginning at 3rd level, you gain proficiency with simple and martial firearms, and when you make a ranged attack against a target that has been the target of a friendly creature's ranged attack since your last turn and you hit the target, you can add your proficiency bonus to the damage roll.

Additionally, your training has taught you how to improve your accuracy by shutting out distractions as you line up a target. When you make a ranged attack, you can reroll the attack roll if you miss. Once you use this ability, you can't use it again until you finish a short or long rest.

FORM RANKS

Beginning at 7th level, your training allows you to coordinate defenses with your allies. When a friendly creature is within 5 feet of you, you and each friendly creature within 5 feet of you gain a +1 bonus to AC.

COMBINED ARMS

At 10th level, your training with both melee and ranged weapons is such that you can rapidly switch armaments from ranged to melee in response to an incoming threat. As a reaction, when an enemy creature moves within 10 feet and you have a ranged weapon equipped, you can immediately make a ranged attack targeting that enemy and then stow your ranged weapon and draw a melee weapon before the enemy creature makes an attack roll. If your ranged attack hits, the target has disadvantage on its next attack roll. Once you use this feature, you can't use it again until you finish a short or long rest.

In addition, you gain the Great Weapon Fighting fighting style if you don't already have it.

VENGEFUL RETALIATION

At 15th level, you begin to instinctively bond with your comrades-in-arms and fight for them as surely as they fight for you. When an enemy attack damages a friendly creature within 10 feet of you, as a reaction, you can move up to 10 feet and make a melee weapon attack against that enemy creature. You gain a +1 bonus to attack and damage rolls for this attack, and this movement doesn't provoke opportunity attacks. Once you use this feature, you can't use it again until you finish a short or long rest.

SPEARHEAD

Starting at 18th level, you are first into the fray, eager to drive into enemy lines in a brutal assault. If your first attack during the first round of combat is a ranged attack, you can immediately take the Dash action before making your second attack. If you move at least 10 feet straight toward a target and then hit it with that attack, the target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

GUNFIGHTER

Since the advent of blasting powder and the first firearms used to repel the Orgoth, people throughout western Immoren have trained in firearms. Whether scavenging firearms from old battlefields like the farrow do or creating unique models of the weapons like the people of Ios, there is not a major civilization in western Immoren that does not make use of these weapons.

GUNFIGHTER ARCHETYPE

At 3rd level, the gunfighter chooses an archetype. The following Ghost Sniper option is available to a gunfighter, in addition to the options offered in *Iron Kingdoms: Requiem*.

GHOST SNIPER

Ghost snipers are more than just traditional sharpshooters: they are specialized and secretive hunters that dedicate themselves utterly to their deadly craft. Relying on stealth and subterfuge, these snipers seek concealed places from which to launch an attack and utilize uncanny techniques to slip away after shooting down a target. They are extremely difficult to pin down in combat, and they are seldom seen by those who witness the mark they leave on the world.



GHOST SNIPER FEATURES

Gunfighter Level Feature

3rd	Fire and Fade, Longshot
6th	Trick Shot: Ghost Shot, Trick Shot: Snipe
11th	Silenced Shots
17th	Unseen Assassin

FIRE AND FADE

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

LONGSHOT

Starting at 3rd level, you can snipe enemies at incredible distances. The normal range of any rifle you wield increases by a number of feet equal to $15 \times$ your gunfighter class level, up to the weapon's long range.

ADDITIONAL TRICK SHOTS

At 6th level, you learn the Ghost Shot and Snipe trick shots.

Ghost Shot. As part of an attack, you fire an ethereal bullet that passes through solid matter and arcane protection before striking its target. This attack ignores half cover and three quarters cover, additionally if the target is wearing armor or its AC is being increased by a spell you gain +2 to your attack roll.

Snipe. As part of an attack, when you attack a creature beyond normal range, you do not have disadvantage on the attack roll imposed by long range.

SILENCED SHOTS

Starting at 11th level, you are adept at timing your shots to mask their sounds with noises in the environment. Your ranged weapon attacks with firearms produce no sound. If you make a ranged weapon attack with a firearm from a hidden position, you only give away your position to creatures that can see your muzzle flash.

UNSEEN ASSASSIN

Beginning at 17th level, you are nearly impossible to see when hidden. While hiding, you are invisible to any creature more than 100 feet away from you.

MECHANIK

As the technologies of the human kingdoms spread east into Rhul and Ios, they were modified and adapted by those cultures. New approaches led to traditions unique to the dwarves and ogrun of Rhul and to the people of Ios. Each group's approaches to mechanical engineering, crafting, and repair are an extension of the character of the people.

MECHANIK ARCHETYPES

At 3rd level, a mechanik gains the Mechanik Archetype feature. The following options are available to a mechanik, in addition to those offered in *Iron Kingdoms: Requiem*: the Arcanist Mechanik and the Rhulic Mechanik.

ARCANIST MECHANIK

Even the most masterfully crafted myrmidon requires repair and support, particularly after the rigors of battle. Arcanists are seasoned mechaniks with a broad working knowledge of arcanika that allows them to piece together shattered and broken hardware to get even a mostly ruined myrmidon working again. Their expertise also allows them to lend subtle arcane power to push these machines past their normal operational limits.

ARCANIST MECHANIK FEATURES

Mechanik Level	Feature
3rd	Bonus Proficiencies, Spellcasting
7th	Energize
10th	Concentrated Power
15th	Arcanist Ace
18th	Grace under Fire

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Arcana skill and proficiency with an arcanist's multitool.

SPELLCASTING

When you reach 3rd level, you augment your mechanical skill with the ability to cast wizard spells.

Cantrips. Choose two cantrips from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

When you gain a level in this class, you can choose one of the wizard cantrips you know and replace it with another cantrip from the wizard spell list.

Spell Slots. The Arcanist Mechanik Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these wizard spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.



For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which must come from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Arcanist Mechanik Spellcasting table shows when you learn more wizard spells of your choice. Each of these spells must be an abjuration or evocation spell and must be of a level for which you have spell slots. For example, when you reach 7th level in this class, you can learn one new spell of 1st level and two new spells of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Additionally, when you gain a level in this class, you can choose one of the wizard spells you know and replace it with another spell from the wizard spell list. The new spell

must be of a level for which you have spell slots, and it must be an abjuration or evocation spell unless you're replacing the spell you gained at 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

ARCANIST MECHANIK SPELLCASTING

Mechanik Level	Cantrips Known	Spells Known	—Spell Slots Per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	2	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

ENERGIZE

Starting at 7th level, you can use your arcane abilities to give myrmidons or steamjacks a surge of energy. As a bonus action, you can expend any level of spell slot and choose a friendly myrmidon or steamjack that you can see within 100 feet of you. The chosen myrmidon or steamjack gains one of the following benefits of your choice.

Emergency Power. If the target has an arcane condenser, it replenishes a number of charges equal to the expended slot's level × your Intelligence modifier. Any charges replenished in excess of the arcane condenser's maximum are lost.

Focus. The target gains focus points equal to the expended slot's level. Any focus points gained in excess of the cortex's limit are lost.

Shield Reinforcement. If the target has a force field, it replenishes 1d6 hit points plus a number of hit points equal to the expended slot's level × your Intelligence modifier. Any hit points replenished in excess of the force field's maximum are lost.

CONCENTRATED POWER

Starting at 10th level, when you expend a spell slot to use your Energize feature, the target gains advantage on melee attack rolls and deals extra damage equal to your Intelligence modifier (minimum of 1) until the end of your next turn.

ARCANIST ACE

At 15th level, you further refine your arcane prowess. When you cause damage or restore hit points with a spell, the target takes additional damage or regains additional hit points equal to your Intelligence modifier (minimum of 1).

GRACE UNDER FIRE

At 18th level, you are so accustomed to making repairs on the front line that enemy barrages no longer faze you. You have resistance to damage caused by ranged weapon attacks. In addition, when you are within 5 feet of a friendly construct, it gains resistance to damage caused by ranged attacks.

RHULIC MECHANIK

Rhulic mechaniks are pragmatic individuals who rely heavily on the power of their unique laborjacks. Whether delving into a shaft wight-infested mine or as part of a mercenary company, the mechaniks of Rhul learn how to coax extra effectiveness out of their machines.

Traditionally, only Rhulfolk and Rhulic ogrun worked as Rhulic mechaniks, but since the advent of the freeholds in the dwarven kingdom, people of all backgrounds have learned how to interact with these special steamjacks.

RHULIC MECHANIK FEATURES

Mechanik Level	Feature
3rd	Bonus Drive, Bonus Language
7th	Hull Reinforcement
10th	Push It to the Limit
15th	Steamjack Coordinator
18th	Tune Up



BONUS DRIVE

Starting at 3rd level when you choose this archetype, you learn an additional jack marshal drive.

Reposition. If the steamjack takes the Attack action on its next turn, after making the attack, it can move up to its speed. This movement does not provoke opportunity attacks.

BONUS LANGUAGE

Starting at 3rd level, you learn the Rhulic language if you don't already know it.

HULL REINFORCEMENT

Starting at 7th level, you can adjust the function of armor to further enhance its protective ability. As a reaction when you or a friendly construct within 5 feet of you is hit by an attack, you can expend and roll any number of Tinkering dice and reduce the damage by the amount rolled.

PUSH IT TO THE LIMIT

Starting at 10th level, the steamjacks you command work with enhanced vigor. When you issue a drive to a steamjack, it gains a bonus to attack rolls and Strength (Athletics) checks equal to your Intelligence modifier (minimum of 1).

STEAMJACK COORDINATOR

At 15th level, you become adept at working in concert with steamjacks and guiding them in battle. As a bonus action, you can take the Help action to assist a steamjack. When you take the Help action to assist a steamjack in targeting a creature, the steamjack's attacks deal bonus damage equal to your Tinkering die.

TUNE UP

Starting at 18th level, as an action or part of an Attack action, you can tune up your weapons or the weapons of a friendly creature or steamjack within 5 feet. The weapons you tune up have the following benefits:

- The first attack roll made with the weapon is made with advantage.
- The first attack made with this weapon that hits deals extra weapon damage equal to your Tinkering die.
- The weapon loses the Misfire property.

These effects last for 1 round.

MONK

The Iron Kingdoms does not have what many would traditionally consider monastic traditions. While it is true that some have emerged, such as the Order of the Fist out of the Protectorate of Menoth or the Order of Keeping within the Church of Morrow, such monastic orders are few and far between. Particularly beyond the borders of the human kingdoms, such a way of life is not commonplace.

However, there are still a few whose philosophy and way of life align with the traditional concept of monks.

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in *Iron Kingdoms: Requiem*: the Way of Lys Healing, the Way of the Battle Mage, and the Way of the Gun.

WAY OF LYS HEALING

When an Iosan or Nyss feels a pull to heal others, the path of the Lys healer becomes open to them. They learn to focus their ki in ways that allow them to perform healing feats comparable to or even stronger than most clerical orders.



NON-ELVEN LYS HEALERS

The Way of Lys Healing was once the solitary purview of House Lys of Ios. With the scattering of the Iosan people, some of those who follow this path have started to introduce other cultures to their healing art. Although the majority of Lys healers are Iosan or Nyss, any character can choose this monastic tradition.

THE HEALING PATH

When you choose this tradition at 3rd level, you learn that channeling your ki to heal or hurt others. The healing disciplines of Lys require you to spend ki points each time you use them.

You know the Ayisla's Cleansing discipline and one other discipline of your choice, which are detailed in the "Healing Disciplines of Lys" section below. You learn one additional healing discipline of your choice at 6th, 11th, and 17th level.

Whenever you learn a new healing discipline, you can choose one healing discipline you know and replace it with another discipline.

Casting Spells. Some of the healing disciplines allow you to cast spells. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. Once you reach 5th level in this class, you can spend additional ki points to increase the level of a healing discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *cure wounds* does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level monk and use Truth of Ossyris to cast *healing word*, you can spend 2 ki points to cast it as a 2nd-level spell (the discipline's base cost of 1 ki point plus 1).

The maximum number of ki points you can spend to cast a spell this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

SPELLS AND KI POINTS

Monk Levels	Maximum Ki Points for a Spell
5th–8th	3
9th–12th	4
13th–16th	5
17th–20th	6

HEALING DISCIPLINES OF LYS

The healing disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

Ayisla's Blessing. You can spend 1 ki point to cast *bless*.

Ayisla's Caress. You can spend 1 ki point to cast *cure wounds*.

Ayisla's Cleansing. You can control your flow of ki to cause one of the following effects of your choice:

- Use your reaction to cast *spare the dying* on a friendly creature within 5 feet of you.
- Breathe deeply, distill your ki into its purest form, and cast *purify food and drink*.
- Touch pressure points on a friendly creature trained in the healing disciplines of Lys and use an action to transfer 1 ki point from yourself to that creature.
- Use your action to channel your ki into the environment around you and cast *detect poisons and diseases*.

Ayisla's Embrace (17th Level Required). You can spend 6 ki points to cast *mass cure wounds*.

Ayisla's Recovery (17th Level Required). You can spend 6 ki points to cast *greater restoration*.

Kiss of Lylliss. You can spend 1 ki point to cast *inflict wounds*.

Lacyr's Domain (6th Level Required). You can spend 3 ki points to cast *aid*.

Lacyr's Recovery (6th Level Required). You can spend 3 ki points to cast *lesser restoration*.

Lurysar's Doom (11th Level Required). You can spend 4 ki points to cast *blight*.

Lurysar's Guise (11th Level Required). You can spend 4 ki points to cast *death ward*, targeting yourself or one friendly creature within 5 feet of you.

Lyliss' Caress (17th Level Required). You can spend 6 ki points to cast *contagion*.

Serenity of Ossyris (6th Level Required). You can spend 3 ki points to cast *calm emotions*.

Truth of Ossyris. You can spend 1 ki point to cast *healing word*.

Waters of Ossyris (6th Level Required). You can spend 3 ki points to cast *beacon of hope*.

WAY OF THE BATTLE MAGE

An Iosan or Nyss who has embraced the martial training of their order may train and become a battle mage. Battle mages are masters of their power gauntlets, which can amplify and channel their ki to cause devastating effects.

WAY OF THE BATTLE MAGE FEATURES

Monk Level Feature

3rd	Powering Up, Force Barrier, Forceful Adept
6th	Force Multiplier
11th	Improved Force Barrier
17th	Force Mastery

NON-ELVEN BATTLE MAGES

Battle mages were once a discipline exclusive to House Shyeel, but that is no longer strictly the case. While an Iosan from Shyeel would despise parting ways with the arcanikal power gauntlets that define this monastic tradition, some such devices have made their way into the hands of those not of House Shyeel—sold off in desperation or plucked from the battlefield, in most cases. Non-elven characters may choose this monastic tradition.

POWERING UP

Starting when you choose this tradition at 3rd level, you gain proficiency with the signature weapons of a battle mage: power gauntlets. These weapons, which have been employed extensively by House Shyeel and the Retribution of Scyrach, provide a battle mage with powerful abilities by combining arcanika with the battle mage's ability to harness ki.

Power gauntlets are monk weapons for you. Power Gauntlet attacks are not unarmed attacks.

POWER GAUNTLETS

Name: Power gauntlets

Cost: 500 gp

Damage: 2d4 bludgeoning

Weight: 6 lb.

Properties: Light, special



POWER GAUNTLETS

Rune Points 3, Condenser (Small arcane condenser)

These paired arcanikal gauntlets, used primarily by Iosan battle mages, appear as oversized arcanikal gauntlets. They are remarkably light despite their size and contain a modified arcane condenser developed by an arcanist from House Shyeel who also trained as a monk within Ios. This arcanist theorized that ki was similar to the energies used in magic and arcanika but came from an internal source as opposed to an external one, such as the magic employed by Iosans and other nations. These unique devices combine arcanika and ki to devastating effect.

While they are active, power gauntlets require 3 charges from their arcane condenser for 5 minutes of operation.

Casting Spells. Using power gauntlets allows you to cast certain spells. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material spell components, and the spell does not produce spell runes.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a spell that you cast, provided that the spell has an enhanced effect at a higher level, such as *force bolt* does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level monk and cast *force bolt*, you can spend 3 ki points to cast it as a 2nd-level spell (the discipline's base cost of 2 ki point plus 1).

The maximum number of ki points you can spend to cast a spell this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

SPELLS AND KI POINTS

Monk Levels	Maximum Ki Points for a Spell
5th–8th	3
9th–12th	4
13th–16th	5
17th–20th	6

FORCE BARRIER

Starting at 3rd level, you can use your ki to create a protective barrier around you, making it harder for weapons to hit you. As a reaction, you can spend 1 ki point to cast *shield*. Additionally, you only take half damage from weapons with the AOE property that directly hit you until the start of your next turn.

FORCEFUL ADEPT

At 3rd level, you learn to channel your ki through your power gauntlets to push enemies away from you. As an action, you can spend 2 ki points to cast *force bolt*. In addition to the effect of the spell, a creature hit is knocked prone.

FORCE MULTIPLIER

At 6th level, your ability to manipulate the energies flowing through your gauntlets grows. When casting *force bolt*, you can spend up to 3 additional ki points. Additionally,

when you hit a creature with your power gauntlets, you can spend up to 3 ki points. For each ki point you spend, the enemy creature or object is pushed an additional 5 feet away from you.

IMPROVED FORCE BARRIER

Starting at 11th level, your ability to shield yourself from incoming attacks makes you impervious to certain types of weapons. When you use the Force Barrier feature, you can spend an additional 4 ki points to become immune to damage from weapons with the AOE property until the start of your next turn.

FORCE MASTERY

When you reach 17th level, you master the abilities of your power gauntlets. You can spend 6 ki points to increase the damage of your power gauntlets to 2d10 until the start of your next turn. Additionally, you can spend 6 ki points to increase the damage of the *force bolt* spell from 2d6 force damage to 3d8 force damage. When you spend additional ki points to cast *force bolt* at 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

WAY OF THE GUN

While pistoleers and duelists are commonplace in the Iron Kingdoms, there are some whose bond with a firearm extends deeper. Such individuals are comparable to gun mages, though rather than weaving their will to empower rune-inscribed bullets, their art is one of deep calm and mental stillness. In this state, those who follow the Way of the Gun wield a firearm as an extension of themselves rather than as a crude killing implement.

WAY OF THE GUN FEATURES

Monk Level	Feature
3rd	Bonus Proficiencies, Trigger Finger Technique
6th	Fistful of Blasting Powder, Iron Robe
11th	Singular Focus
17th	Fateful Shot

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency with your choice of either simple pistols and martial pistols or simple rifles and martial rifles.

TRIGGER FINGER TECHNIQUE

Also at 3rd level, you learn to manipulate your ki to enhance the firearms you wield. Firearms are considered monk weapons when you wield them. When you make an attack granted by your Flurry of Blows, you can replace one unarmed attack with an attack using a firearm with the light property.

FISTFUL OF BLASTING POWDER

Starting at 6th level, the first time you deal damage with a firearm during each of your turns you add your Martial Arts damage die to the damage dice rolled.



IRON ROBE

At 6th level, you learn to channel your ki to either absorb or redirect the force of enemy bullets. When you use your Step of the Wind, ranged attack rolls against you have disadvantage until the start of your next turn. In addition, when you use your Patient Defense, you gain resistance to piercing damage until the start of your next turn.

SINGULAR FOCUS

At 11th level, you learn to enter a stillness that excludes everything from your mind but yourself and the trajectory of your targeted shot. As a bonus action, you can choose to ignore half-cover, three-quarters cover, and disadvantage due to long range on your next firearm attack roll.

Once you use this feature, you can't use it again until you finish a long rest unless you expend 4 ki points to use it again.

FATEFUL SHOT

Starting at 17th level, you can influence the trajectory of a bullet as if it were an extension of your own body. When you hit a creature with a firearm attack, you can spend 3 ki points to cause one of the following effects.

- You guide the bullet on a path that weaves through all of the creature's vital organs. The attack is treated as a critical hit, and the creature must succeed on a Constitution saving throw or be stunned until the end of your next turn.
- You guide the bullet out of the creature and through the bodies of others nearby. Each hostile creature within 10 feet of the original target must make a Dexterity saving throw. On a failed save, the creature takes half the damage taken by the original target.

PALADIN

The inhabitants of Ios and Rhul define themselves by their relationships to their gods. It is therefore no surprise that they have their own paladin orders whose oaths are as deep and unyielding as any found among humanity. The nature of these oaths is quite different, however. The dwarves see the paladin's role as an upholder of the laws given down by the Great Fathers. The nature of Iosan paladins is even stranger, as it was their honor and duty to protect the very bodies of the last members of the Divine Court.

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those offered in *Iron Kingdoms: Requiem*: the Oath of Edicts and the Oath of the Custodian.

OATH OF EDICTS

Paladins who vow the Oath of Edicts are enforcers of the ancient laws, codes, and protocols decreed by their deity. These divine warriors burden themselves neither with interpretation of the law nor its ethical or moral disposition. Whether a code is “good” or “evil” or “right” or “wrong” is of little consequence to them because they focus solely on ensuring that the ancient law is enforced. Modern laws change with new kings, queens, and nations; as such, these paladins do not hold them in as high regard. To them, the ancient laws are immutable and a sacred connection to their deity that must be preserved at all costs.

The largest collection of paladins sworn to this oath are the Moot Judges of Rhul. The original laws of dwarven society, known as Edicts, were set down by the Great Fathers, the ancient progenitors who have risen to become demigods of the dwarven people. These Edicts are interpreted by laws that have been collected in a massive series of documents known as the Codex. The Rhulic Moot spends much of its time in discussion and negotiation, creating laws to interpret the various Edicts into more detailed and situational judgments. These laws are revised and amended with the times, but whenever there is a conflict, the original Edict always takes precedence. It is these original Edicts that the Moot Judges preserve and enforce at all costs.

TENETS OF EDICTS

Paladins who commit to the Oath of Edicts swear to uphold and enforce the ancient laws of their deity. They share the following tenets.

Authority. Your actions are irrefutable. You do not protect or harm others for personal gain or a fleeting mortal agenda. You simply act in harmony with divine decrees and ensure that others live their lives by the same standard.

Law. You understand the difference between the laws of mortals and the laws of gods. Mortal laws that conflict with divine laws are to be disregarded. When a divine law

is broken, the individuals responsible should be punished as decreed by the divine law for such transgressions.

OATH OF EDICTS FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Rigor (10 ft.)
15th	Decree of Judgment
18th	Aura of Rigor (30 ft.)
20th	Final Word

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Edicts Spells table. See the Sacred Oath class feature for how oath spells work. The names of new spells described in chapter 3 are set in bold.

OATH OF EDICTS SPELLS

Paladin Level	Spells
3rd	<i>identify</i> , parole
5th	<i>arcane lock</i> , confess
9th	entrapment , <i>tongues</i>
13th	<i>faithful hound</i> , wall of decrees
17th	axiomatic spear , <i>scrying</i>



CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Divine Intuition. As a bonus action, you imbue your Divine Sense with magic capable of detecting criminal activity for 1 hour. When you use Divine Sense, in addition to the normal creatures you detect, you also know the location of any sentient creature that has broken a law within the last 24 hours. You know the type of crime that was committed, which laws were broken, and the full text of those laws, but you do not know the identity of the lawbreaker. Within your Divine Sense radius, you also detect the presence of any objects used in the crime, such as a murder weapon or thieves' tools.

Shackles of Penance. As an action, you can manifest chains of divine energy to ensnare a creature within 30 feet of you that you can see. The creature must succeed on a Wisdom saving throw or be restrained by the chains for 1 minute. A creature restrained by the chains can use its action to make a Wisdom check against your spell save DC, freeing itself on a success. Creatures that have broken one of your deity's laws within the last 24 hours have disadvantage on Wisdom saving throws and Wisdom checks against this effect.

AURA OF RIGOR

Starting at 7th level, you and friendly creatures within 10 feet of you have advantage on grapple checks. Additionally, when you or a friendly creature within 10 feet of you casts a spell that would restrain a hostile creature, the spell save DC increases by 2.

At 18th level, the range of this aura increases to 30 feet.

DECREE OF JUDGMENT

At 15th level, as an action, you can condemn a hostile creature within 60 feet of you that you can see. The target must succeed on a Wisdom saving throw against your spell save DC or be affected by the chosen effect for its duration.

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

When you condemn a creature, choose one of the following effects.

Condemn Actions. The target takes a -2 penalty to attack rolls and damage rolls. Additionally, the target has disadvantage on Strength and Dexterity saving throws. This effect lasts for 1 minute.

Condemn Thoughts. The target can't take reactions for 1 minute. Additionally, the target is frightened of you for 1 minute or until it ends its turn more than 100 feet away from you.

Condemn Words. The target takes a -2 penalty to its spell save DC for 1 minute. Additionally, for 24 hours, the target forgets how to speak, read, and write the language it last spoke.

FINAL WORD

At 20th level, you can quote holy law to rebuke criminals with enough divine force to crush their spirits. When a creature breaks one of your deity's laws, is in the act of breaking such a law, or debates the enforcement and interpretation of such a law with you, you can use your reaction to cast *power word stun* targeting that creature.

If the law broken or being broken is heretical to your deity, such as burning down one of the deity's temples or killing a high-ranking member of the deity's clergy, you can cast *power word kill* instead. You can't use this feature to cast *power word kill* during a debate, no matter how heretical an argument may be.

Once you use this feature, you can't use it again until you finish a long rest.

OATH OF THE CUSTODIAN

Some things are too pure, too precious, too important, or too dangerous to leave unguarded. A paladin who takes the Oath of the Custodian swears to stand in defense of their charge until the very end. Fully aware of the price that will be paid should they fail in their duty, these guardian orders are often tasked with the defense of the most sacred of places, but they can also be found safeguarding a particular soul or item of significant import.

TENETS OF THE CUSTODIAN

Custodians are duty bound to defend their charges at all costs. They will not willingly endanger their charges and will sacrifice themselves—and anyone else necessary—to ensure the safety of those they are sworn to protect. All those who swear themselves to the Oath of the Custodian share these tenets.

Duty. Be responsible for your actions and their consequences, protect your charge, and obey those who have just authority over you.

Vigilance. The threats to your charge are cunning, powerful, and subversive. Be ever alert for their corruption.

Courage. You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will?

OATH OF THE CUSTODIAN FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Defense (10 ft.)
15th	Unwavering Resolve
18th	Aura of Defense (30 ft.)
20th	Inexorable

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Custodian Spells table. See the Sacred Oath class feature for how oath spells work. The names of new spells described in chapter 3 are set in bold.

OATH OF THE CUSTODIAN SPELLS

Paladin Level Spells

3rd	<i>alarm, shield</i>
5th	<i>locate object, spiritual weapon</i>
9th	<i>glyph of warding, summon warden</i>
13th	<i>faithful hound, freedom of movement</i>
17th	<i>hallow, steel wind strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Strength of Conviction. Nothing will sway you from your duty. As a bonus action, you can use your Channel Divinity to strengthen your resolve or that of your allies. For 1 minute, you and any allies within 15 feet have advantage on your choice of Wisdom, Intelligence, or Charisma saving throws.

The Last Line. Your conviction sustains you and inspires nearby allies to stand firm. As a reaction, when you or a friendly creature within 10 feet of you is reduced to 0 hit points by an enemy attack but not killed outright, you can use your Channel Divinity to have that creature drop to 1 hit point instead. Until the start of its next turn, that creature also gains a bonus to AC equal to your Charisma modifier (minimum of 1).

AURA OF DEFENSE

Starting at 7th level, your training drills have taught you how to ward yourself and your allies against a variety of attacks and how to coordinate your efforts with your allies. As a bonus action, you can choose one friendly creature within 10 feet of you. You and the chosen creature gain resistance to bludgeoning, piercing, or slashing damage (your choice) from nonmagical attacks. This effect lasts for 1 minute or until you and the chosen creature are no longer within 10 feet of each other. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

At 18th level, the range of this aura increases to 30 feet. Additionally, you no longer need to choose a damage type. You and the chosen creature gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

UNWAVERING RESOLVE

Starting at 15th level, your dedication to duty is unassailable. You can't be charmed, and magic can't put you to sleep. You also have advantage on Wisdom saving throws.

INEXORABLE

At 20th level, the strength of your conviction is such that the idea of your opponent resisting your assault is completely unthinkable. As a bonus action, you can choose one creature you can see. When you hit that creature with a melee attack, any damage immunities are treated as damage resistances, and any damage resistances are ignored. Once you use this feature, you can't use it again until you finish a long rest.



RANGER

Rangers are commonplace in the lands outside the Iron Kingdoms. Within the kingdoms, rangers are most often found within the militaries of the great human nations, acting as scouts in dense wilderness like the Thornwood Forest. Those on the edges of human civilization fulfill a much more traditional role, acting as guides and hunters for their tribes.

RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following Nyss Hunter option is available to a ranger, in addition to the options offered in *Iron Kingdoms: Requiem*.

NYSS HUNTER

The Nyss hunters who escaped the Shard Spires and the dragon Everblight's throngs of blighted legions have lived difficult lives. Beyond their homeland, they have evolved into hardened killers who use their traditional bow and claymore to swiftly dispatch their enemies. The Nyss hunters have taught people of other cultures about their traditional hunting techniques and told stories of the abominations that nearly wiped out their race in order to preserve a part of their own culture.

NYSS HUNTER FEATURES

Ranger Level Features

3rd	Endless Animosity, Pinning
7th	Volley Fire
11th	Improved Critical
15th	Hunter's Eye

ENDLESS ANIMOSITY

Starting at 3rd level, when you choose this archetype, you gain a new favored enemy: blighted. Additionally, you add your Wisdom modifier (minimum 1) to damage dealt with Nyss bows and Nyss claymores.

PINNING

At 3rd level, you learn how to pin your prey in place with precisely aimed shots. When you make a ranged weapon attack, before making the attack roll, you can choose to attempt to pin down the target. If your attack hits, the target

takes an extra 1d8 damage of the weapon's type. The creature must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Dexterity modifier or have its speed reduced to 0 until the end of your next turn. You have advantage on attacks targeting a creature while its speed is 0. Once you use this feature, you can't use it again until you finish a short or long rest.

When you reach 11th level in this class, the extra damage increases to 2d8.

VOLLEY FIRE

At 7th level, you become skilled at unleashing a rapid volley of arrows upon your prey. When you make a ranged weapon attack, you can make another ranged weapon attack as part of the same action. You can use this feature only once per turn. You can use this feature once each short or long rest.

IMPROVED CRITICAL

At 11th level, your weapon attacks score a critical hit on a roll of 19 or 20.

HUNTER'S EYE

At 15th level, your knowledge of the prey you hunt gives you insight into how best to slay it. When you attack a favored enemy, you can make a Wisdom (Perception) check contested by your target's Charisma (Deception) check. If you win the contest, your attacks ignore the creature's damage resistances for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.



“NYSS” HUNTERS

Despite the name, not every character who chooses this archetype needs to be a Nyss elf. Indeed, in the years following the Claiming and the events that befell Ios, many who live near the Nyss in Rhulic freeholds or other refugee towns have studied this hunting art.

ROGUE

Rogues are found everywhere, and the borderlands are no exception. Many bogrin and farrow treat raids on their neighbors as a simple fact of life. Idrian Marchfolk also have a history including stealthy raiders who survive by plundering more settled communities. Rogues can be found among every major people in western Immoren, be they rifle-toting bushwhackers who make a living by raiding caravans or the more organized thieves and spies of the Glomring.

ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in *Iron Kingdoms: Requiem*: the Bushwhacker and the Mage Slayer.

BUSHWHACKER

Bushwhackers are outstanding wilderness hunters, snipers, and forward scouts. They are the expert ambushers of the wilds, both valued and feared for their deadly skill with long arms. Talented bushwhackers are often hired as mercenaries or inducted into criminal bands. Their ability to mount sudden ambushes makes them extremely important to the raiding parties who take on the better-armed caravans and military patrols of the Iron Kingdoms. An experienced bushwhacker can name their price despite the brigands for hire who litter the remote roads of western Immoren.

Blasting powder is rare in the wilds, and bushwhackers occasionally must go to great lengths to secure a supply. This might mean venturing into frontier border towns like Ternon Crag to find an agent who can freely enter the cities of the Iron Kingdoms, or it might mean robbing a storehouse, riverboat, or merchant convoy.

BUSHWHACKER FEATURES

Rogue Level	Feature
3rd	Crackshot, Silent Survivor
9th	Go to Ground
13th	Slip Away
17th	Shootist

CRACKSHOT

Starting at 3rd level, you are skilled at lining up the perfect shot against a target. If you move no more than half your movement speed, you can use a bonus action to aim a ranged weapon attack. If you do so, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll but not if you have disadvantage on it. Once you use this feature, you can't use it again until you finish a short or long rest.

SILENT SURVIVOR

Starting at 3rd level when you choose this archetype, you gain proficiency in the Survival skill. You also gain proficiency with your choice of martial pistols or martial rifles.

Additionally, you learn a signal language of coded gestures that allows you to communicate silently with others. You can instruct other intelligent creatures to interpret your signal language with 1 minute of instruction. Any creature you instruct can understand your signal language but can't communicate with it.

GO TO GROUND

Starting at 9th level, you make the most of any cover available to you. When you use your Cunning Action to hide, you gain the benefit of three-quarters cover if you don't already have it. This cover lasts until you move from your hiding spot. This cover is not effective against creatures within 10 feet of you.

SLIP AWAY

At 13th level, you can move up to your speed immediately after you use your Uncanny Dodge. You must finish a short or long rest before you can use this feature again.

SHOOTIST

Starting at 17th level, the attacks you make from hiding reliably put down your targets. When you use your Crackshot feature on a creature, you can reroll any Sneak Attack damage dice but must use the new roll.





MAGE SLAYER

The shadows are often home to those who would wield magic for dark purposes. The shadows are home to many, however, including those who specialize in removing such threats. The assassin's blade is a potent tool, but sometimes you need a specialist, someone who can slip past the wizardly defenses and counter magic with more than just cold steel.

MAGE SLAYER FEATURES

Rogue Level	Feature
3rd	Arcane Sensitivity, Muzzling Strike
9th	Arcane Awareness
13th	Spellhound
17th	Arcane Static

ARCANE SENSITIVITY

Beginning at 3rd level, you are able to cast detect magic as a ritual, and you gain proficiency in the Arcane skill if you do not already have it.

Additionally, if a hostile creature that you can see casts a spell within 60 feet of you, you can use your Cunning Action to take the Dodge action on your next turn. You can use this ability a number of times equal to your proficiency bonus. You regain all spent uses after a long rest.

MUZZLING STRIKE

Starting at 3rd level, you can strike blows that render the target speechless. When you hit a creature and cause sneak attack damage, the creature takes a Constitution saving throw your Dexterity modifier. If it fails the target can't speak, cast spells with verbal components, or take any other action that requires speech for 1d4 turns.

ARCANE AWARENESS

At 9th level, your sensitivity to the arcane has become reflexive, and you twist away from magical attacks without thinking. You can use your reaction to give a spellcaster disadvantage on a spell attack targeting you or to give you advantage on saving throws against an enemy spell.

SPELLHOUND

Every spellcaster has a signature—a spoor. Starting at 13th level, you are able to attune your senses to your targets' arcane emanations and sense their presence even through solid walls.

As long as you have previously witnessed a creature casting a spell, you sense the direction of the creature's location as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. You can detect the creature even if it is in a different form, such as being under the effects of a polymorph spell, but you can't see an invisible target. In addition, this feature can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Once you use this feature, you can't use it again until you finish a long rest.

ARCANE STATIC

Once you reach 17th level, your mere presence can confound the efforts of nearby spellcasters. When a creature within 60 feet of you attempts to cast a spell, you can use your reaction to interrupt the spell. If the creature is casting a spell of 3rd level or lower, the spell fails and has no effect. If it is casting a spell of 4th level or higher, make an Intelligence check with a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect. You can use this feature three times between long rests.

SORCERER

The sorcerer is a vessel for potent elemental magic. When awakened to this frightening gift, the sorcerer gains command over a primal element—fire, ice, stone, or wind. A sorcerer has likely had no formal training in the use of magic and hones these abilities through painful trial and error. Sorcerers are shunned and hunted in some parts of the Iron Kingdoms, and a sorcerer's skill set might reflect the hardships the sorcerer has encountered because of this ability.

Sorcery carries less of a stigma among non-humans, and races such as the Nyss and trollkin view these individuals as valued members of their communities. Human sorcerers, however, have often endured persecution and might be labeled witches and heretics, particularly in remote areas.

SORCEROUS ORIGIN

At 1st level, a sorcerer chooses a source for their innate magical power. The following Iced Forged option is available to a sorcerer, in addition to the options offered in *Iron Kingdoms: Requiem*.

ICE FORGED

The Nyss' god, Nyssor, was known primarily as the Scyir of Winter to most outsiders. However, to the Nyss and, to a lesser extent, the Iosans, Nyssor is also the Grand Crafter. Nyssor's ability to forge and create was equal to or greater than his affinity and skill with cold. Some who have shown natural ability with cold or the ability to create are thought to be touched by Nyssor in some way. A very rare few are able to harness these gifts in unison in such a way that they become something more than the sum of their parts. Known as Ice Forged, their abilities echo those of their departed god. How these abilities persist in the face of Nyssor's murder is unknown. It's as if these abilities have crystallized and frozen themselves within the chosen vessel, or, perhaps, they are not from their god, but the Nyss have somehow ascended toward godhood themselves through these skills. Whatever the reason may be, the Ice Forged can create masterpieces for their people while honoring their fallen deity.

ICE FORGED FEATURES

Sorcerer Level Features

1st	Expanded Spell List, Tools of the Trade
6th	Shaped by Winter
14th	Forging Tempest
18th	Nyssor's Chosen

EXPANDED SPELL LIST

Your connection to Nyssor has given you a unique relationship to both cold and creation. The following spells are added to the sorcerer spell list for you. The names of new spells described in chapter 3 are set in bold.

ICE FORGED EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud</i> , <i>razor wind</i>
2nd	<i>branding smite</i> , <i>cold forging flame</i>
3rd	<i>magic circle</i> , <i>nondetection</i>
4th	<i>divination</i> , <i>fabricate</i>
5th	<i>greater restoration</i> , <i>winter's wrath</i>

TOOLS OF THE TRADE

As an Ice Forged, your natural skills at creating are hammered and shaped like the materials you work with. At 1st level, you gain proficiency with your choice of smith's tools or leatherworker's tools. Additionally, when crafting, the amount of total market value crafted is doubled.

SHAPED BY WINTER

Starting at 6th level, you can spend 1 sorcery point to change a spell's damage type to cold. Additionally, when you cast a spell that deals cold damage, you can add your Charisma modifier to one damage roll of that spell.

FORGING TEMPEST

Starting at 14th level, your divinely inspired skills for forging and fabricating can be channeled into the items you create. You can use an action to either add an additional 3D8 cold damage on weapons allied creatures have that you have created or grant a +5 bonus to the AC of any allied creature wearing armor you created. The chosen effect lasts until the end of your next turn. You can affect a number of allied creatures equal to your Charisma modifier. You can't do this again until you complete a long rest.

NYSSOR'S CHOSEN

Beginning at 18th level, any weapons or armor forged by you are connected to you through your divine bond. As a bonus action, you can immediately attune to any weapon or armor you have personally created. This does not count against the total number of items you can have attuned. You may cast spells in armor you have personally created. Additionally, as a bonus action, you gain advantage on your next attack roll with a weapon you have personally created. Each of these features can be used once and can be regained after a short or long rest. Any armor you are attuned to that you have personally created grants you immunity to cold damage.



WARCASTER

Warcasters have spread beyond the human nations in the Iron Kingdoms. Ios and Rhul, for example, have developed their own longstanding traditions. While they are based on the mechanika of humanity, both cultures have adapted mechanika and steamjacks to their own inclinations. When warcasters arose in the dwarven and elven populations, their link to these machines was similarly shaped by the aspects of their differing designs and further refined through their cultural approaches to warfare and the magic of their people.

WARCASTER TRADITIONS

At 1st level, a warcaster gains the Warcaster Tradition feature. The following options are available to a warcaster, in addition to those offered in *Iron Kingdoms: Requiem*: the Arcane Assassin, the Arcanika Adeptis, the Rhulic Warcaster, and the Void Touched.

ARCANE ASSASSIN

Your skills are particularly suited to tracking and killing arcane and divine spellcasters. There is nowhere they can hide that you cannot find, and their spells are no match for your counters. The mage hunters of the Retribution of Scyrah have taught you their tricks for manipulating and dissipating arcane energies.

ARCANE ASSASSIN FEATURES

Warcaster Level	Features
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1st	Expanded Spell List, Bonus Proficiencies, Arcane Tracking
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6th	Disruptor Bolt
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10th	Superior Disruptor Bolt
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14th	Capacitor/Arcane Condenser Drain
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18th	Arcane Assassination
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EXPANDED SPELL LIST

This subclass lets you choose from an expanded list of spells when you learn a warcaster spell. The following spells are added to the warcaster spell list for you. The names of new spells described in chapter 3 are set in bold.

ARCANE ASSASSIN EXPANDED SPELLS

Spell Level	Spells
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1st	<i>bleed</i> , <i>guided blade</i>
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2nd	<i>silence</i> , <i>spellpiercer</i>
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3rd	<i>heightened reflexes</i> , <i>mortality</i>
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4th	<i>blackout</i> , <i>lamentation</i>
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5th	<i>chasten</i> , <i>mislead</i>
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BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Survival skill if you don't already have it.

ARCANE TRACKING

Starting at 1st level, you can spend 1 focus point to double your proficiency bonus when using the Survival skill to track arcane or divine spellcasters.

DISRUPTOR BOLT

Starting at 6th level, when you hit a creature within your control range with a weapon attack, you can use your reaction and spend 1 focus point to mark your target. If you do, when the target attempts to cast a spell of 1st level or higher, it must make a Wisdom saving throw against your spell save DC. On a failed save, the spell isn't cast and the spell slot is considered to be spent.

The mark lasts for 1 minute, until the mark causes a spell to fail to cast, or until the marked creature dies. Once you use this feature, you can't use it again until you finish a short or long rest.

SUPERIOR DISRUPTOR BOLT

At 10th level, your mastery over the use of the Disruptor Bolt feature has greatly increased. You can use Disruptor Bolt two additional times between each rest. Additionally you can spend 2 additional focus points to increase the duration of your mark to 10 minutes, until the mark causes a two spells to fail to cast, the creature dies, or you choose to mark another creature with this feature.

CAPACITOR/ARCANE CONDENSER DRAIN

Starting at 14th level, your ability to change the flow of arcane energy extends to mechanika and arcanika. When you hit a creature, you can target one of its mechanical or arcanikal items. Instead of doing damage to the creature, you can spend any number of focus points. For each focus point you spend, the mechanical or arcanikal item's capacitor or arcane condenser loses 1 charge.

If a mechanical or arcanikal weapon is reduced to 0 charges, attacks with the weapon are made with disadvantage until the capacitor or arcane condenser has been recharged or replaced. If a suit of mechanical or arcanikal armor is reduced to 0 charges, the wearer takes a -2 penalty to AC until the capacitor or arcane condenser has been recharged or replaced.

Once you use this feature, you can't use it again until you finish a short or long rest.

ARCANE ASSASSINATION

At 18th level, you have mastered the art of killing arcane and divine spellcasters. When you attack and hit a spellcaster, you can spend 6 focus points to automatically make the attack roll a critical hit. If the critical hit reduces the target's hit points to 0, the target is killed instantly.

ARCANIKA ADEPTIS

Your ability to wield arcanika goes beyond what the other warcasters of Ios can do. Your insight into and knowledge of how arcanika functions allows you to manipulate it with an efficiency that only a few can understand. As such, you're able to not only get the most out of your arcanika, but you can push it beyond its normal limits.

ARCANIKA ADEPTIS FEATURES

Warcaster Level Features

Warcaster Level	Features
1st	Expanded Spell List, Bonus Proficiencies, Bond
6th	Arcantrik Redistribution
10th	Improved Bond
14th	Arcanikal Refinement
18th	Peak Power Field Performance

EXPANDED SPELL LIST

This subclass lets you choose from an expanded list of spells when you learn a warcaster spell. The following spells are added to the warcaster spell list for you. The names of new spells described in chapter 3 are set in bold.



ARCANIKA ADEPTIS EXPANDED SPELLS

Spell Level	Spells
1st	<i>arcantrik bolt, power siphon</i>
2nd	<i>polarity shield, redline</i>
3rd	full throttle, velocity
4th	accumulator drain, blackout
5th	gear bombardment, phantom barrage

BONUS PROFICIENCIES

At 1st level, you gain proficiency with a mechanic's toolkit.

BOND

At 1st level, you refine your ability to bond with arcanikal weapons and armor. Choose one arcanikal weapon or suit of warcaster armor in your possession that you are proficient with. You bond with that item. Your bond with that item doesn't count toward the total number of items you can be attuned to. Additionally, when you gain a level in this class, you can sever your bond with one of your bonded items and bond with another arcanikal weapon or suit of warcaster armor instead.

ARCANTRIK REDISTRIBUTION

Starting at 6th level, if you have 0 focus points, you can expend up to 3 charges from the arcane condenser in your warcaster armor or in your arcanikal weapon as a bonus action to immediately gain 2 focus points, and you can immediately allocate 1 focus point to a bonded myrmidon within your control range. You can use this feature twice between long rests, but if you use it twice during a single combat encounter, you gain one level of exhaustion.

IMPROVED BOND

At 10th level, you strengthen your ability to use arcanika. You can bond with one additional arcanikal weapon or suit of warcaster armor in your possession that you are proficient with. Your bond with that item does not count toward the total number of items you can be attuned to. When you gain a level in this class, you can sever your bond with your bonded item and replace it with another arcanikal weapon or suit of warcaster armor instead.

ARCANIKAL REFINEMENT

Starting at 14th level, you learn how to use your focus to further augment your attacks. As a bonus action, you can spend 1 focus point to touch one of your bonded arcanikal weapons and grant it a bonus when you attack with it. While affected by this bonus, the weapon scores a critical hit on a roll of 19 or 20. This bonus lasts for 1 minute or until you use this feature again.

PEAK POWER FIELD PERFORMANCE

Starting at 18th level, you can push your warcaster armor to its utmost limit. When a creature attacks you or allies within your control range, you can use your reaction to spend up to your current number of focus points. You and a number of allies up to the number of focus points you spend are affected by the Focus Manipulation effect Reduce Damage. This effect

lasts until the end of the current round. Once you use this feature, you can't use it again until you finish a long rest and your arcane condenser is completely recharged.

RHULIC WARCASTER

The people of Rhul are blessed with adepts of arcane mechanika and the materials they use. Their lands are rich in rare ores and minerals that are critical to the production of high-quality steels and alloys and the fabrication of high-grade steamjack cortexes. Furthermore, Rhulic ingenuity led them to find many novel applications for steamjacks and discover crafting solutions that have hindered other kingdoms in their production of these weapons of war. Rhulic warjacks are not one-trick ponies but, rather, are armed with equipment and weapons that serve dual purposes. On the battlefield, such machines rend flesh and crush bone, yet, at home, the same warjacks are used for mining, construction, and labor.

Understandably then, Rhulic warcasters hold a prominent position in society. They defend the borders of Rhul, fight for their clans, and control 'jacks working in mines or on construction sites. They fill the coffers of their clan through their domestic labors or as mercenaries for hire in the wars between the peoples of the Iron Kingdoms.



Rhulic warcasters' roles changed dramatically as the Claiming began. While the infernals were focused on reaping the souls of humans, that did not stop them from turning their gaze to the other peoples of Immoren. Twisted creatures born from nightmares invaded Rhul, driven by the need to destroy and steal souls. Standing between the people of Rhul and the demons were their warcasters. The heroes of the clans wielded magic and advanced weaponry as a hammer blow to the infernal invaders. Rock hammers, pulverizing drills, and the very squat stature of the Rhulic 'jacks suited the battles in the tunnels, mines, and cities of Rhul, but the adaptability of the Rhulic warjacks also allowed their warcasters to turn the tables no matter the arena of war.

Just like the warcasters of the Iron Kingdoms, Rhulic warcasters are the beating heart of an army, as they direct arcane energies into their weapons, warjacks, and spells to tilt the fight in their favor. This ability to direct arcane forces into their warjacks, coupled with the quality of Rhulic cortexes and weapons, allows Rhulic warcasters to achieve victories that warcasters of other kingdoms would be hard pressed to achieve.

RHULIC WARCASTER FEATURES

Warcaster Level	Features
1st	Expanded Spell List, Bonus Proficiency, Bond, Bunker, Utility 'Jack
6th	Focus Manipulation: Solid Shell
10th	Revitalizing Focus
14th	Avalanche
18th	Retaliatory Fire

EXPANDED SPELL LIST

This subclass lets you choose from an expanded list of spells when you learn a warcaster spell. The following spells are added to the warcaster spell list for you. The names of new spells described in chapter 3 are set in bold.

RHULIC WARCASTER EXPANDED SPELLS

Spell Level	Spells
1st	ensnaring earth, explosivo
2nd	<i>arcane lock, heat metal</i>
3rd	full throttle, velocity
4th	<i>staggering smite, star fire</i>
5th	gear bombardment, wall of stone

BONUS PROFICIENCY

At 1st level, you gain proficiency with a mechanic's toolkit.

BOND

When you choose this tradition at 1st level, you refine your ability to bond with steamjacks. You can sever your bond with a mechanical weapon and replace it with a steamjack bond instead, which works as described in the Steamjack Bond feature. Your bond with that steamjack does not count

toward the total number of items you can be attuned to.

Additionally, when you gain a level in this class, you can sever your bond with one of your bonded steamjacks and bond with another steamjack instead.

BUNKER

At 1st level, you are adept at focusing your arcane power into your armor and power field. When you spend 1 focus point to use the Focus Manipulation effect Reduce Damage, you reduce the damage by an additional 2 points.

GRUNDBACK SNAPPER

Medium construct (steamjack), unaligned

Armor Class 13 (natural armor)

Hit Points 28 (3d8 + 15)

Speed 25 ft.

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

Saving Throws Str +5, Con +6

Skills Athletics +6, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages understands the language of its manufacturer but can't speak

Challenge 1/2 (100 XP)

Cortex. The Snapper's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Snapper will carry out these commands with no regard for its own safety.

Heavy Metal. The Snapper's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

Steam Powered. The Snapper requires coal and water to function. When not in combat, it can function for 10 hours with a full fuel load of 150 pounds of coal and fresh water in its boiler. While in combat, the Snapper can function for 1 hour with a full fuel load. If the Snapper's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Snapper has disadvantage on Dexterity (Stealth) checks.

Weapon Hard Points. The Grundback Snapper does not have arms. Instead, it was designed to house a single grasping claw. A Grundback Snapper can have only one of these weapon systems. This weapon can be replaced with a martial pistol.

ACTIONS

Multiattack. The Snapper makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Snap, Snap! *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

UTILITY 'JACK

When you choose this tradition at 1st level, you acquire a Grundback Snapper—a small utility 'jack that can carry items, pull cargo, and engage enemies in battle if necessary. This utility 'jack uses a similar chassis to the Grundback Blaster and Grundback Gunner, but with lighter armor and a smaller furnace. It replaces the gun on the hard point with a small rock-crushing arm that can also lift and pull payloads.

FOCUS MANIPULATION: SOLID SHELL

At 6th level, you learn how to spend focus to further enhance your power field. When using the Reduce Damage focus manipulation, you can spend 1 extra focus to reduce damage equal to 3 times your proficiency bonus instead of double.

REVITALIZING FOCUS

Starting at 10th level, you can draw on your focus to replenish your strength and stamina. On your turn, you can use a bonus action to spend 1 focus point and regain hit points equal to 1d10 + your warcaster level. Once you use this feature, you must finish a long rest before you can use it again.

AVALANCHE

Beginning at 14th level, when a warjack you control uses focus for the Focus Manipulation effect Damage Bonus, it rolls a second d8 and uses the higher result.

RETALIATORY FIRE

Starting at 18th level, when you take damage from a creature's ranged attack, you can use your reaction to make a ranged attack against that creature.

VOID TOUCHED

You were inside of Ios when the Sundering fell upon your people. For some inexplicable reason, you were spared the choices of becoming an eldritch or obliteration. However, the Sundering left you altered. Within days, you realized that your connection to magic had become different, as if it were coming from a different source now. You have been able to use your magic through effort and force of will, and, as you do so, you are becoming more in touch with what you can only describe as a void.

VOID TOUCHED FEATURES

Warcaster Level	Features
1st	Expanded Spell List, Accessing the Void, Focused Nihilism
6th	Void Manipulation
10th	Aura of Oblivion
14th	Void Efficacy
18th	Dark Metamorphosis

EXPANDED SPELL LIST

This subclass lets you choose from an expanded list of spells when you learn a warcaster spell. The following spells are added to the warcaster spell list for you. The names of new spells described in chapter 3 are set in bold.

VOID TOUCHED EXPANDED SPELLS

Spell Level	Spells
1st	bolt of darkness , <i>cloak of fear</i>
2nd	<i>spellpiercer</i> , <i>venom</i>
3rd	<i>black spot</i> , <i>dark fire</i>
4th	<i>hellmouth</i> , <i>stygian abyss</i>
5th	<i>inky tendril</i> , oblivion sphere

ACCESSING THE VOID

At 1st level you can select 1 spell from the Cleric Void Domain archetype domain spell list to add to your warcaster spell list. Each time you gain a level in this class you can change the spell you have selected with this feature. Additionally for the purposes of other features all spells added to the warcaster spell list from the Void Touched Expanded Spells feature count as Void domain spells.

FOCUSED NIHILISM

Starting at 1st level, your connection to the Void has altered how magical energy flows through you. You now count as your own spellcasting focus. Additionally, your spellcasting runes slowly change color over time until they are permanently a deep violet that is almost black.

VOID MANIPULATION

Starting at 6th level, you learn how to manipulate the Void to empower your magic and weaken your enemies. Once per round, you can spend focus points for one of the following effects.

Enhanced Damage. When you roll damage for a spell, you can spend 1 focus point to reroll a number of damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

Reduced Saving Throw. When a creature within your control range makes a Wisdom or Charisma saving throw, you can spend 1 focus point to cause the creature to have disadvantage on the roll.

Void Walking. After a creature damages you, you can use your reaction and spend 2 focus points to cast invisibility on yourself. Additionally, you can immediately move up to 15 feet in any direction.

AURA OF OBLIVION

Starting at 10th level, your connection to the Void now makes creatures uncomfortable around you and makes it harder for creatures to heal themselves. Each living creature within 10 feet of you has disadvantage on Charisma checks and Charisma saving throws. Additionally, when a living creature, other than yourself, within 10 feet of you regains hit points, the number of hit points it regains is reduced by your proficiency bonus. While you are unconscious this effect is suppressed.

VOID EFFICACY

At 14th level, you become more efficient at casting spells from the Void domain. When casting a Void domain spell, you can reduce the number of focus points required to cast the spell by 1 (minimum 1 focus point).

DARK METAMORPHOSIS

At 18th level, your communion with the Void provides you with unique benefits as it continues to slowly change you. Choose one of the following benefits.

Fear Incarnate. Your eyes still function normally but are now completely black. As an action, you can spend 2 focus points to force a creature within your control range to make a Wisdom saving throw with disadvantage against your spell save DC. On a failed save, the creature is frightened of you for 1 minute. A frightened creature can repeat the saving throw without the added disadvantage at the end of each of its turns, ending the effect on itself on a success.

Touch of Death. Your skin is permanently cold to the touch. As a bonus action, you can spend 1 focus point to immediately cast inflict wounds at 1st level. You can use this feature three times. You regain expended uses when you finish a short or long rest.

WIZARD

Beyond the magical traditions of the Order of Wizardry, Greylords Covenant, and similar groups found in the Iron Kingdoms, the people of Rhul and Ios have, for many thousands of years, studied and refined the art of magic. Indeed, these groups possessed a capacity for magic granted by their gods for countless years before humanity's ill-fated bargain for the Gift of Magic, and so their arcane traditions predate their human equivalents by an equally long span.

ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. The following options are available to wizards, in addition to those offered in *Iron Kingdoms: Requiem*: the Magister and the Tactical Arcanist.

MAGISTER

Masters of kinetic field technology, the Magisters of Shyeel speak with the authority of one of Ios' most powerful houses. Even Dawnguard scyirs will present their orders more as requests than demands. Trained to manipulate those same forces that allow their myrmidons to function, magisters defend Shyeel's interests and deliver its edicts with bone-shattering authority.

Houses of nobility, mercantile interests, guilds, and societies often have a reach stretching across borders and even continents. While they may have spies and diplomatic envoys in court, it is the magisters who speak with the full weight and authority of their sponsors, which they support by their mastery of kinetic forces.

Magisters wear regalia clearly identifying their allegiance, lest there be any question whom they represent. These regalia are not merely decorative; they generate a protective field that the magister can manipulate. While some may consider it uncivilized, magisters will not shy away from enforcing an edict by means of a closed fist wrapped in a kinetic field.

MAGISTER FEATURES

Wizard Level	Feature
2nd	Mantle of Authority, Force of Law
6th	Field Battery
10th	Field Discharge
14th	Judgmental Decree

MANTLE OF AUTHORITY

Upon your induction into the role of a magister at 2nd level, you are awarded an arcantrik harness—a symbol of your authority and a means to focus the energies you manipulate. Each harness is unique and must be attuned to the wearer. If you lose your harness, you must procure a new one from your sponsor.

You can use an arcantrik harness as an arcane focus. While wearing an arcantrik harness, you can ignore the verbal requirements of any spell that has somatic components. This does not affect the spell's casting time. If your hands are bound, you can't use this feature.

In addition, you gain proficiency in the Intimidation skill if you don't already have it.

NEW ITEM

Arcantrik Harness

Wondrous item, uncommon (requires attunement)

This item has 3 charges and regains 1d3 expended charges daily at dawn. A piece worn on the chest paired with matching gauntlets, the arcantrik harness generates an arcane field that protects its wearer from physical harm. When you take bludgeoning, force, piercing, or slashing damage from an attack, you can use your reaction and expend 1 charge to reduce that damage by 2d6 + your proficiency bonus.

FORCE OF LAW

At 2nd level, you learn how to manipulate the field generated by your arcantrik harness to reinforce your blows. When connected to the harness, each gauntlet counts as a simple melee weapon that deals 1d6 force damage on a hit. A Medium or smaller creature hit by your unarmed strike must succeed on a Strength saving throw with a DC of 10 + your proficiency bonus or be pushed up to 5 feet away from you. If the saving throw fails by 5 or more, the target is also knocked prone.

In addition, you learn the *magnetic bond* cantrip, which doesn't count against the number of wizard cantrips you know.

FIELD BATTERY

At 6th level, manipulating your harness' field has become second nature to you. You can inherently sense when it is weakening and can reinforce it with your own arcane power. As a bonus action, you can use your spell slots to recharge your harness at a cost of 1 spell level per charge. You can also reverse the flow, drawing from your field's strength to replenish spell slots at a rate of 1 charge per spell level.

In addition, you learn the *whip snap* spell, which doesn't count against the number of wizard spells you know.

FIELD DISCHARGE

At 10th level, you learn how to discharge your harness' field in a blast of kinetic force in order to drive back your opponents. You can expend 1 charge from your arcantrik harness to project kinetic force in a 15-foot cone as a bonus action. Each creature in the area must make a Strength saving throw with a DC equal to 10 + your proficiency bonus. A creature takes 3d6 force damage on a failed save, or half as much damage on a successful one. Additionally, a Large or smaller creature that fails the saving throw is pushed 5 feet away from you and knocked prone.

JUDGMENTAL DECREE

Starting at 14th level, you can bring the full weight of your authority to bear by issuing an irrefutable decree of judgment. Choose one humanoid that you can see within 60 feet of you. The target has disadvantage on saving throws against effects originating from you. Once you use this feature, you can't use it again until you finish a short or long rest.

TACTICAL ARCANIST

Tactical arcanists are wizards who dedicate themselves to wielding magic on the battlefield. Protected by steam-powered armor, these arcanists are as capable in the front lines of battle as they are at unleashing spells to eradicate enemy armies. Rhul has a long tradition of training tactical arcanists, and they are common among the mercenary companies of the Iron Kingdoms, such as the notorious Steelhead mercenaries found throughout the human nations.

TACTICAL ARCANIST FEATURES

Wizard Level	Feature
2nd	Arcane Soldier, Battle Wizard
6th	Extra Attack
10th	Destructive Synchronicity
14th	Arcane Commander

ARCANE SOLDIER

When you choose this tradition at 2nd level, you gain proficiency with steam armor and one type of melee weapon of your choice.

BATTLE WIZARD

Starting at 2nd level, when you reduce a creature to 0 hit points with a melee attack, you can use your reaction to cast a spell with a casting time of 1 action or 1 bonus action.

EXTRA ATTACK

Starting at 6th level, you can attack twice instead of once whenever you take the Attack action on your turn. In addition, you can cast one of your cantrips in place of one of those attacks.

DESTRUCTIVE SYNCHRONICITY

At 10th level, you understand the chaos of battle and can sense opportunities to gain an advantage on beleaguered enemies. When a friendly creature deals damage to a creature you can use your reaction to gain advantage on melee attack

rolls against that creature until the end of your next turn. In addition, during your next turn if you damage that creature with a spell, the first attack of each of up to 4 friendly creatures within 30 feet of you targeting the damaged creature gains +2 to melee and ranged weapon attack and damage rolls until the start of your next turn.

You can use this feature three times. You regain expended uses when you finish a long rest.

ARCANE COMMANDER

At 14th level, your battlefield experience allows you to provide insightful guidance and commands to allies, ensuring that each enemy is met with an unrelenting barrage of arcane might. When you cast a spell that damages a creature, after the spell is resolved, you can use a bonus action to choose one of the following benefits.

Arcane Beacon. When a friendly creature casts a spell that targets a creature damaged by your spell, the range of the friendly creature's spell is doubled until the start of your next turn.

Coordinated Blast. Friendly creatures have advantage on their spell attack rolls against a creature damaged by your spell until the start of your next turn.

Show of Force. Choose a friendly creature within 30 feet of you. The creature can immediately use its reaction to cast a spell with a casting time of 1 action or 1 bonus action. The spell cast must target and affect only the spellcaster and/or the creature damaged by your spell.



MULTICLASSING

Players can follow the normal multiclassing rules to multiclass into any of the new classes introduced in this book. The specific rules for multiclassing in the Iron Kingdoms are presented below.

ABILITY SCORE PREREQUISITES

Remember that in order to qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Bone Grinder	Wisdom 13
Shaman	Wisdom 13
Warlock	Wisdom 13 and Charisma 13 Additionally, if you want to multiclass into the warlock class, you must have been aided or attacked by a creature that has a resonance with your desired warlock resonance during a previous hostile encounter.

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of that class' starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Bone Grinder	Light armor, medium armor, simple weapons, bone grinder's kit, cook's utensils, one skill from the class' skill list
Shaman	Light armor, simple weapons, one skill from the class' skill list
Warlock	Light armor, medium armor, simple weapons, Animal Handling

BACKGROUNDS

The following section provides new backgrounds and adventuring companies for characters in an Iron Kingdoms game.

ABILITY SCORE INCREASES

The ability score increases in this section are intended to be used with the essence rules introduced in *Iron Kingdoms: Requiem*. Do not use the increases associated with these backgrounds if your campaign uses the standard rules for determining ability score increases.

OTHER BACKGROUNDS

If you are using the essence rules but want to use a background not included in this book, you and your GM should discuss which ability score increases would be most appropriate for that background. For example, a character who spent many years as an acolyte of a religious order would likely receive a +1 bonus to Wisdom or Charisma.

BARBER-SURGEON

People on the borderlands are hardy, and many are subject to life in harsh conditions. The ability to withstand brutal injuries and deadly environments means that some in the borderlands, particularly among the farrow, have an approach to medicine that is pragmatic—but not delicate. Barber-surgeons, with some glee, saw off limbs, drill holes in skulls to relieve hematomas, and use medications that are almost as deadly as the injuries and diseases they are trying to cure. Amongst the trollkin, such surgeons are common, thanks to the regenerative ability of the trollkin race. Limb removal and invasive procedures can be performed without the worry of the patient dying. Amongst the human populations of the Iron Kingdoms, barber-surgeons are also common and considered distinct from doctors. While a doctor has studied at a university and practiced their profession on cadavers, barber-surgeons learn out in the field, acting as apprentices to their mentors, holding down patients as they watch a bone saw driven through yet another limb. Barber-surgeons are likely to be found amongst the itinerant human populations, villages, and military forces and onboard ships.

Ability Score Increase: Your Dexterity or Wisdom score increases by 1.

Skill Proficiencies: Medicine, Nature

Languages: One of your choice

Equipment: Traveler's clothes, poultices, surgery tools, bandages, alcohol for medicinal purposes, and a pouch containing 15 gp

FEATURE: IS IT SAFE?

Sometimes a limb just needs to be removed or a fever is best dealt with using a lot of leeches. Your methods typically do harm before the patient recovers. You have advantage on Wisdom (Medicine) checks made to stabilize a creature. In addition, when you stabilize a creature, you can remove any

severe injury the creature has sustained. Any creature you stabilize regains 1d6 hit points but has its hit point maximum reduced by 1d4. This reduction lasts until the creature finishes a long rest.

SUGGESTED CHARACTERISTICS

Barber-surgeons lack a bedside manner, and their clothing is stained with blood and viscera. They have a belt or satchel containing their bone saws, scalpels, and jars of leeches. Some are grim faced, doing all that they can to save their patient, while others almost take a gleeful satisfaction in their job as they remove limbs, cauterize wounds, and crudely stitch up the wounded.

d8 Personality Trait

- 1 A good job done is something to be enjoyed.
- 2 I have a terrible habit of regaling others about surgeries that went wrong.
- 3 I've seen a lot of bloodshed, so it takes a lot to shock me.
- 4 There's nothing like a good song to lift me up.
- 5 A well-prepared satchel of remedies and tools allows me to save as many lives as possible.
- 6 Every death is just something destined to happen.
- 7 Even saving just one life can make a difference.
- 8 The mortal body is fascinating.

d6 Ideal

- 1 Torture. Pain is life, and your life is in my hands. (Evil)
- 2 Fate. Life or death, I get a chance to try out new techniques. (Chaotic)
- 3 Savior. No one will die on me. (Good)
- 4 Healer. I save lives even if they belong to my enemies. (Lawful)
- 5 Loyalty. The company I belong to is like family, and I do my duty. (Neutral)
- 6 Judgment. Some lives don't deserve a second chance. (Evil)

d6 Bond

- 1 I have saved many of my company, and they would do anything for me.
- 2 I let a person die because I was intoxicated.
- 3 In my possession is the badge of a hero who died in my arms.
- 4 I brought a child into this world, and I hope to see them grow up.
- 5 An enemy slew my mentor on the field of battle, and I will have my revenge.
- 6 The reference books on medicine in my possession come from the University of Caspia.

d6 Flaw

- 1 I drink to dispel my demons.
- 2 I rush surgeries and have left tools in the patient.
- 3 Pride in my work has led to fist fights when my skill has been questioned.
- 4 I've allowed people to die when they could not afford treatment.
- 5 Deserting my duty has led to people losing their lives.
- 6 Everything needs to be in its place or else I can't concentrate.



DESERT GUIDE

Some, such as the Idrians, various tribes of desert-dwelling bogrin, and trollkin, know the Bloodstone Marches intimately. These people understand every track, trail, and clue that is left upon the desert sands. Those with such skills travel far and wide and live for extended periods in the desert, where others would die of thirst in a matter of days, thus making them desirable as guides for caravans and armies traversing the scorching plains.

Ability Score Increase: Your Constitution or Wisdom score increases by 1.

Weapon Proficiencies: Shortbows, spears, simple rifles, martial rifles

Skill Proficiencies: Nature, Survival

Languages: Two of your choice

Equipment: A spear, a gourd filled with water, desert goggles and a dust mask, traveler's clothes, and a pouch containing 10 gp

FEATURE: BADLANDS EXPLORER

You were brought up in the harsh and hostile environment of the Bloodstone Marches. Desert living is second nature to you, and coping with the baking heat, lack of water, and scouring winds is inherent to your upbringing. You have advantage on Constitution checks made to resist heat or bright light and Wisdom (Survival) checks made to find a water source.

SUGGESTED CHARACTERISTICS

Desert guides are proficient in skills to cope with the harsh climate of the deserts, often carrying just enough to survive the challenges of the Bloodstone Marches. Their skin, tanned by the relentless sun, is often marked with tattoos that speak of the legends of Dhunia and the Wurm. When the sun sets, their mood changes as they relax, and, before the campfire, they will recite the old tales and legends of the desert. Ultimately, these guides wish nothing more than to find lands where their people might flourish and be safe from the warring kingdoms and religious crusades.

d8 Personality Trait

- 1 The sun cleanses everyone, regardless of their faith.
- 2 My anger is like the constant thunder of the Bloodstone Marches.
- 3 Eventually, everything becomes sand and dust under the scorching winds.
- 4 By understanding a new language, you know how a society thinks and feels.
- 5 When Calder is bright, I recite the songs of my people.
- 6 Hunting big game gives me a thrill.
- 7 Under the tribal elders, I have learned all the names of the beasts that roam the deserts.
- 8 I will be like the desert wind: quiet but deadly. Like the shadows cast by the midday sun, I am unseen but ready to appear again.

d6 Ideal

- 1 Nature. All we do is part of the cycle of nature. (Lawful)
- 2 Self-Sufficiency. If you fall, you are a danger to others. We must stand on our own feet. (Chaotic)
- 3 Precision. Even the biggest beast can be felled by a splinter. (Any)
- 4 Glory. Others will know my prowess as a hunter of unequalled skill. (Any)
- 5 Exploration. I am driven to seek out new horizons and search out the clues that may aid my people. (Neutral)
- 6 Community. We must help each other through hardship. (Good)

d6 Bond

- 1 This tooth from a crag lion was taken from my first kill.
- 2 My sibling lived among the people of the Protectorate of Menoth and I have not seen them since the Claiming.
- 3 I have discovered cave paintings made by my people thousands of years ago that tell of the first hunt.
- 4 I took my weapon from the grip of a soldier whom I was leading through the desert. That soldier was in pain, and I eased their passing.
- 5 I carry a token that has been passed down through the tribe and is important to our rites and prayers.
- 6 The song I sing when I am down was taught to me by my mother.

d6 Flaw

- 1 I don't take other people's feelings into consideration.
- 2 Justice must always be pursued.
- 3 I feel I am closer to the gods than others.
- 4 I only trust my own instincts over all else.
- 5 Maintaining my weapons uses up all my focus.
- 6 Some foods don't agree with me well.



FENNBLADE

Marching forward, swinging massive cleaving blades in wide arcs, Fennblades are a force of nature that hacks through soldiers and warjacks alike. Wielding hooked greatswords, Fennblades are mighty warriors of the kriels who often stand ready at the front of battle lines, prepared to take the brunt of a charge, even from thunderous heavy cavalry. The origin of the Fennblade fighting art comes from the First Trollkin War, when the kriels of the Fenn Marsh banded together bearing their brutal hooked swords. And while the skill to fight with such swords takes many hours of training, the fighting art has been adopted by kriels across western Immoren.

Ability Score Increase: Your Strength or Dexterity score increases by 1.

Weapon Proficiencies: Greatswords

Skill Proficiencies: Acrobatics, Athletics

Languages: One of your choice

Equipment: A keg of ale, a runestone pendant, and a pouch containing 10 gp

FEATURE: DRIVE THEM BACK

You have been trained to fight shoulder to shoulder with your kin. When an enemy attack damages one or more friendly creatures within 10 feet of you, you can use your reaction to move up to 15 feet toward the attacker and make a single melee attack. Once you use this feature, you can't use it again until you finish a short or long rest.

SUGGESTED CHARACTERISTICS

Fennblades are towering warriors, rippling with muscle and brimming with explosive power. They stand ready to defend their kin and march forward, slaying their opponents with discipline. No matter if one of their kin falls by their side, Fennblades stand their ground and press the attack.

d8 Personality Trait

- 1 I stand firm in the face of danger, even if it means more harm comes to me.
- 2 Some compare me to a raging dire troll on the field of battle.
- 3 Blades do not lie, and neither do I.
- 4 Showing others compassion means a stronger family.
- 5 I march on my stomach, and hunger turns me sour.
- 6 I honor the ancestors and my fallen comrades who shall never be forgotten.
- 7 I will laugh and sing the old songs, even as the world comes to an end.
- 8 People tend to view me as rough and without manners.

d6 Ideal

- 1 Might. On the battlefield, others will witness my strength. (Any)
- 2 Comradeship. Only by standing together can we win. (Good)
- 3 Guardian. Fighting means more than victory—it means survival of my kin. (Good)
- 4 Brute Force. Only through crushing my enemies do I feel alive. (Evil)
- 5 Vendetta. Any who taint the ancestral homelands must be cleaved in two. (Evil)
- 6 Faith. Dhunia has a destiny for us all in the cycle of nature. (Neutral)

d6 Bond

- 1 Corvis, while a human city, is not without its delights.
- 2 My family harbors a secret that would tear the kriel apart.
- 3 I am hunted by a family of Khadoran hunters because I killed one of their own for threatening a trollkin child.
- 4 During the Claiming, I lost a family heirloom, and I will travel to find it when possible.
- 5 I helped to found the kriel and have lived here for many years.
- 6 A fellow trollkin in the Cygnaran army is a friendly rival, and we have faced each other a few times on the field of battle.

d6 Flaw

- 1 I hope to take a seat on the council of my kriel.
- 2 Never have I run from a fight, and that often gets me into trouble.
- 3 Calling out liars to their face is important to me.
- 4 Money never lasts me long, as I buy too much food and drink.
- 5 It takes my friends' tremendous effort and calming words to break me out of a mindless rage.
- 6 North, south, east, west—these are no help to me, as I lose my bearings all the time.



GUTTERSNIPE

Living within the cities of the Iron Kingdoms can be difficult for those outside the dominant culture. This is particularly true for gobbers and some of the bogrin who try to make a living in these cities. Prejudice and outright hostility push these outsiders to the cities' fringes, where they eke out a life amongst the vagrants or form small collectives in the ghettos and undercities of these metropolises. Unwanted for respectable jobs, many enter a life of crime, and, in the case of gobbers, their natural aptitude for stealth and dexterity makes them perfect purse-snatchers and pickpockets. Guttersnipes refine these talents to excel at burglary, espionage, and shadowing others. Many can even anticipate the needs of their buyers, acquiring information and items before others even know they need what the guttersnipe has just stolen.

Ability Score Increase: Your Dexterity or Wisdom score increases by 1.

Weapon Proficiencies: Daggers

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Thieves' tools, disguise kit

Languages: Two of your choice

Equipment: A small knife, caltrops, a disguise kit or thieves' tools, common clothes in ragged condition, and a pouch containing 10 gp

FEATURE: CONTORTIONIST

You are slim, gangly, or double-jointed and can squeeze through narrow gaps with ease. You don't have disadvantage on attack rolls or Dexterity saving throws while squeezing, and squeezing doesn't cost you extra movement. You also have advantage on checks to wriggle free of bonds and restraints.

SUGGESTED CHARACTERISTICS

Guttersnipes tend to wear rags that disguise them and hide their tools. They will also try to ensure their appearance is such that it is beneath notice because either they blend in with the vagrants of the city or they are so vile to look upon that the upper classes avert their gaze. Masks and goggles allow them to hide their identity and endure the smog and foul gases in the factories and sewers.

d8 Personality Trait

- 1 If it isn't nailed down, it's mine.
- 2 I have a little rhyme I like to repeat to myself when I pilfer unattended coins.
- 3 Everyone has a tale to tell, and those stories are worth money to the right person.
- 4 I'm just doing what you don't have the guts to do for yourself.
- 5 Some people deserve to be hoodwinked.
- 6 I'll score big one day and leave this stinking city behind.
- 7 I try to give back to my people because if we can't trust each other, who can we trust?
- 8 Often the best thing to do is sell stuff back to the very people you have stolen it from.

d6 Ideal

- 1 Self-Possession. Take what you can, give nothing back. (Chaotic)
- 2 Survival. Better them than me. (Evil)
- 3 Family. You can always rely on family, and they rely on you. (Lawful)
- 4 Daring. You must take chances to score big. (Chaotic)
- 5 Trickster. Speak fast enough, distract them, and they will never realize what they are missing. (Neutral)
- 6 Honor. I might be a thief, but I'm not a killer. (Good)

d6 Bond

- 1 I carry a pocket watch I stole from a famous actor.
- 2 Under the layers of rags, a pendant made by a sibling out of scrap hangs around my neck.
- 3 The home where my fraternity makes camp is deep within the Undercity.
- 4 I keep a scratched gold crown at the bottom of my pack. It has always brought me luck.
- 5 An alchemist is hunting me down for the schematics I stole.
- 6 I'm loyal to the fence who knows how to quickly get a reasonable price for what I lift.

d6 Flaw

- 1 I whistle the same tune to amuse myself.
- 2 I have a nervous twitch in one eye.
- 3 I lie, even to my own family.
- 4 Sometimes I don't know when to shut my mouth, especially when I am with someone I dislike.
- 5 I always want a second helping of food.
- 6 I don't take lightly being made a fool of.



NORTHKIN FIRE EATERS

Trollkin are renowned for the alcohol they brew, some of which have such high alcohol content or contain narcotic herbs that they would prove deadly to many of the peoples of western Immoren. Those trollkin who make their homes far to the north of Khador, deep within the snow-blanketed forests, ferment potent liquors that warm the body and chase away the chills. These trollkin both drink this alcohol and weaponize it, spitting gouts of the volatile liquids at the enemies while igniting it. Such fire-breathing skills make fire eaters formidable opponents as well as popular performers in other kriels.

Ability Score Increase: Your Strength or Constitution score increases by 1.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Brewer's supplies

Languages: One of your choice

Equipment: Brewer's supplies, a tinderbox, two kegs of liquor, and a pouch containing 10 gp

FEATURE: FIRE BREATHING

Each keg of liquor has 3 charges. Drinking from a keg takes an action and expends 1 charge. After drinking, you can spray forth the alcohol and ignite it. As a bonus action, you can exhale fire at a target within 10 feet of you that you can see. The target must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. You can't exhale fire unless you have a lit torch in hand or another source of open flame.

This damage increases by 1d6 at 5th level, 10th level, and 15th level.

SUGGESTED CHARACTERISTICS

Like the rest of their kin, fire eaters travel some of the most treacherous terrain and survive the biting cold. When they make camp with their kriels, they sit around the campfires, boiling cauldrons, sipping and tasting their drinks, and adding herbs and spices to tweak the taste. When they are satisfied, they pour the noxious drink into drums to ferment. Fire eaters are performers and goad each other to tell tall tales and engage in tests of skill. Their bravado matches the very plumes of flames they expel.

d8 Personality Trait

- 1 I love good food and show my appreciation with bellowing belches.
- 2 I have on my person a salted fungus that tastes of licorice and that others can smell if I am near.
- 3 Studying the types of trees around me and learning which birds make homes in those trees is how I stay calm.
- 4 I love a good arm-wrestling.
- 5 I enjoy drinking from a horn passed down within my family.
- 6 I can't help but tell exaggerated tales of my victories when sitting around a campfire.
- 7 I am proud of my brews and don't take criticism well.
- 8 I sing, even if I am told I am tone deaf.

d6 Ideal

- 1 Profession. I love my job, and I enjoy others enjoying my work. (Any)
- 2 Respect. If you honor me and my kin, I will return the favor. (Neutral)
- 3 Fun Loving. Drink and song are what fills life with meaning. (Chaotic)
- 4 Brute Force. I am bigger and tougher, and that makes what I say law. (Evil)
- 5 Experimentation. Sometimes inspiration and taking risks is how you create new things. (Chaotic)
- 6 Kinship. Threaten my family, my kriel, and you threaten me. (Good)

d6 Bond

- 1 I may have moved to another kriel, but I still miss my family in the north.
- 2 I got very, very drunk in Corvis, and I am banned from the city limits.
- 3 A rival blamed me for an accident and fled after I revealed them as a liar.
- 4 A cousin is the warchief of a related kriel and is seeking to destroy his enemies.
- 5 My alcohol was presented to a chieftain, who still speaks of it with pride.
- 6 I've a reputation as being a pyromaniac.

d6 Flaw

- 1 I have a short temper and will take to smashing things up around me.
- 2 I'm clumsy, even for a trollkin.
- 3 Everyone comments on how lazy I am. They are right.
- 4 I don't follow orders, which gets me and my friends into trouble.
- 5 I won't back down from a challenge, no matter the risk.
- 6 If you can't hold your liquor, I won't show you respect.



SEARFORGE TRADER

Throughout western Immoren, some of the finest weapons and sturdiest armor can be bought from Rhulic traders. This market for high-quality goods has allowed the Searforge Commission to make vast sums of money by trading with the human kingdoms, and they have invested that profit wisely in the manufacture of arms, steamjacks, and research into new alloys and alchemical explosives. These traders are savvy merchants with an eye for details and minds for politics, since what they sell can turn the tide of a battle elsewhere in the kingdoms. While traditionally only Rhulfolk were welcome among the Searforge Traders, others now act in this role since the advent of the freeholds.

Ability Score Increase: Your Intelligence or Charisma score increases by 1.

Skill Proficiencies: Insight, Investigation

Languages: Two of your choice

Equipment: A set of traveler's clothes, a clockwork calculator, an ink pen, 5 sheets of parchment, and a lockbox containing 20 gp

FEATURE: SAVVY MAGNATE

Life in the Searforge Commission means being brought up educated in the industry. Although you may not be a master engineer, alchemist, or blacksmith, you know good work when you see it. Just by ringing a sword or testing the weight of a coin, you can tell the quality, determine the value, and figure out whether someone is trying to pull a fast one on you. You have advantage on Intelligence checks when determining the true value of an item or picking out the best item from a collection. You can requisition passage with a fellow member of the Searforge Commission in exchange for work or information about trade in the region or city you are traveling to. At the GM's discretion, at the start of a significant journey, you can purchase any one type of basic weapon or alchemical resource to sell for a profit at a known destination. The profit margin is determined by the GM.

SUGGESTED CHARACTERISTICS

Searforge traders are well-traveled and have an eye for quality. The trinkets and clothing they wear are not cheap and display their lineage proudly as Commission members. They are at home on the road or in the factories, overseeing the goods they will sell abroad. While they may be traders, the nature of their cargo makes them prime targets for bandits, so members of the clan are always ready for a fight or if some fool tries to double-cross them on a deal.

d8 Personality Trait

- 1 Every city I visit is a new adventure. I enjoy learning about the local history and seeing the sights.
- 2 No one will ever stiff me on a deal. I always get what I paid for.
- 3 I always take the time to compliment people on their craftsmanship.
- 4 There is always some new local delicacy to try out.

- 5 In my travels, I calm my nerves by singing the traditional songs of my clan, which tell the tales of the history of my ancestors.
- 6 I have a collection of trinkets I have picked up over my many journeys.
- 7 I like to be direct and straight to point, to the extent that others think I am rude.
- 8 Money means more than feelings, and I often don't care about the impact of the deals I make, so long as they benefit me first.

d6 Ideal

- 1 Faith. I follow the precedence as recorded in the Codex of the Great Fathers. (Lawful)
- 2 Daring. Taking risks and investing in opportunities lead to a lot of profit. (Chaotic)
- 3 Investor. Good people and good businesses need to be supported to reap benefits in the future. (Good)
- 4 Vulture. Some businesses need to be stripped of every asset they have. (Evil)
- 5 Knowledge. Only by documenting all things can you best understand the world. (Neutral)
- 6 Innovation. Opportunities and industry must be nurtured. (Neutral)

d6 Bond

- 1 I wear a family signet ring that I use to seal contracts.
- 2 I'm on the lookout for a rival who cheated me out of a lucrative contract.
- 3 I keep the gold crown from the first sale I ever made in a place of honor.
- 4 My sibling is also a trader, and sometimes our paths cross in major cities.
- 5 I have invested in a small business that produces small arms. I am building a market for weapons in other territories.
- 6 Honoring the clan is the most important thing to me.

d6 Flaw

- 1 I break out in sweats at the sight of blood.
- 2 If I can lounge about and still make money, then all the better.
- 3 I have nightmares every night about the horrors I witnessed during the Claiming.
- 4 My crew must work to the best of their abilities, and I won't stand for any mistakes.
- 5 Everyone can be bribed, and I don't trust those who claim otherwise.
- 6 I'm a violent drunk. And I often drink, especially after sealing a significant contract.

STORMFALL ARCHER

Archery is not just a skill for hunting. The powerful bows used by the Iosan Stormfall archers launch arrows high into the air. When the arrows return, they detonate on impact. Such archers combine the destructive might of cannons and rockets with the mobility of skirmishers. These fast-moving troops can quickly redeploy and pepper the enemy lines with explosions, sowing discord through the ranks.

Ability Score Increase: Your Strength or Dexterity score increases by 1.

Weapon Proficiencies: Martial ranged weapons, shortswords

Skill Proficiencies: Athletics, Survival

Languages: One of your choice

Equipment: An Iosan-made shortsword, a pendant featuring the emblem of the Retribution of Scyrah, traveler's clothes, and a pouch containing 10 gp

FEATURE: BOMBARDMENT

Stormfall archers can draw back powerful compound bows and launch explosive-tipped arrows of considerable mass. Because of the strength and training required to perform such a feat, you double the normal range of any bow you use.

FEATURE: SKIRMISHERS

After you make a ranged attack, you can use your reaction to move up to half your speed without provoking opportunity attacks.

SUGGESTED CHARACTERISTICS

Stormfall archers are strong and stoic, standing still and ignoring all distractions to make a killing shot. They have well-developed arm muscles and can move quickly and silently to gain an advantage on their enemy. They often carry several different alchemical ammunition types to attach to the end of their arrows.

d8 *Personality Trait*

- 1 A well-executed plan is critical to success.
- 2 I watch emotionlessly as my arrows obliterate my enemies from afar.
- 3 Victory requires committing to your orders, no matter the risk.
- 4 I must stay at the top of my training to best support my people.
- 5 Elders and superiors must always be shown respect.
- 6 I am at home in the wilderness.
- 7 I assume nothing, and I prepare for the worst.
- 8 I don't let people get close to me for fear of losing them.



d6 *Ideal*

- 1 Honesty. I speak my mind and do not lie. (Lawful)
- 2 Destruction. I send my enemies running for cover. (Chaotic)
- 3 Quiet. Only those who have something to hide speak the loudest. (Neutral)
- 4 Immolation. My enemies will be purged by fire and obliterated. (Evil)
- 5 Exploration. I am driven to seek out new horizons and search out the clues that may aid my people. (Neutral)
- 6 Charity. There are those in need, and I do what I can to help. (Good)

d6 *Bond*

- 1 My bow has been passed down through my family.
- 2 I have a sibling who has been missing since the Claiming, and I know they did not return to our homelands.
- 3 I carry a dog-eared Iosan novel that I read whenever I have the chance, and I take comfort from its familiar passages.
- 4 A rival of mine is a Nyss, and we compete to see who is the best archer.
- 5 My unit was destroyed in battle, and I am the last of them. I must live for all of them in these uncertain times.
- 6 A skorne warlock seeks revenge on me for killing his prize warbeast.

d6 *Flaw*

- 1 I solve even the most delicate things without any form of subtlety.
- 2 I am driven by the fear that my people are destined for extinction.
- 3 I approach every task with precision, no matter how small.
- 4 Traitors cannot be abided.
- 5 Memories of Ios distract me often.
- 6 Jokes often go over my head.

URBAN NOMAD

Like the Nyss, the Iosans are a people without a homeland. Both peoples are on the brink of extinction, but some have found a life within the Iron Kingdoms and the cities of Rhul. Living within the cities of the Iron Kingdoms requires these nomads to adjust to their new lives and environs, as they cope with culture shock, exclusion, and distrust. However, nomads are often people with particular skills and knowledge that are rare to find within the Iron Kingdoms, and so nomads find easy employment in gangs, local militia, and the offices of private investigators.

Ability Score Increase: Your Dexterity or Charisma score increases by 1.

Weapon Proficiencies: Simple ranged weapons, shortswords

Skill Proficiencies: Acrobatics, Intimidation

Tool Proficiencies: Thieves' tools

Languages: Two of your choice

Equipment: A shortsword, thieves' tools, a ring made by a jeweler from your homeland, traveler's clothes, and a pouch containing 15 gp

FEATURE: FREE RUNNER

The cities of the Iron Kingdoms are cramped, full of tall buildings, and heaving with people. Rather than just walk the streets, you often take to the rooftops, navigating the city with dexterous, death-defying leaps. As others wind their way through difficult streets and alleyways, encountering masses of people who are slow to move out the way, you can cover ground much more quickly despite relying on a more circuitous route. You can move through non-magical difficult terrain in urban environments provided it is made up of crowds, rubble, structures, and similar items.

SUGGESTED CHARACTERISTICS

Urban nomads appear out of place if you observe them long enough. It is either how they dress, move, or talk. Their body language betrays them as foreign to the city. Such nomads, over time, begin to blend in better and collect trinkets from the Iron Kingdoms. However, they are always outsiders, no matter what trust they have built up with gangs and companies.

d8 *Personality Trait*

- 1 There are so many interesting foods to try in the cities of Cygnar.
- 2 Sometimes I just want to sit and watch the world go by.
- 3 I amuse myself reading the lurid tales of city life. Hardly the prose of my homeland, but amusing nonetheless.
- 4 I try as much as I can to blend in and not betray my heritage, even adopting much of the local slang.

- 5 When I meet others like myself, I try my best to be as friendly as I can.
- 6 I always have an escape route planned.
- 7 I trust only myself in these strange cities.
- 8 I love to discover the hidden artistic gems of the city.

d6 *Ideal*

- 1 Insight. I cannot help but piece together puzzles and mysteries. (Neutral)
- 2 Cutthroat. My enemies will never see me coming. (Evil)
- 3 Self-Sufficiency. I have survived alone in the city so long that I can't rely on others. (Chaotic)
- 4 Homeland. My lands are barred to me, and so I must make a home here. (Any)
- 5 Privacy. Few know my true name, where I am from, or where I sleep at night. (Chaotic)
- 6 Daredevil. Sometimes you must just leap and have faith. (Neutral)

d6 *Bond*

- 1 I have fallen in love with someone in this strange city, and I fear if I commit that I will lose a sense of where I came from.
- 2 To secure my future, I must score big for my gang.
- 3 Enemies from my past hunt me within the city.
- 4 A noble from whom I stole a painting wants it back and is trying to have me imprisoned.
- 5 There is a ghetto with more of my people living there, and I try to give them food and money when I can.
- 6 Each night I gaze out from the rooftop. Through one window, I watch a local family sitting down together for a meal.

d6 *Flaw*

- 1 I have a habit of leaving without paying.
- 2 My sense of humor is not the same as that of the people of this kingdom.
- 3 I end up insulting people by simply telling the truth.
- 4 I can't swim, and so I panic if I am in a body of water.
- 5 It takes me a long time to calm down after being angered.
- 6 I forgive no one for their transgressions.

WASTELAND COMMANDO

Among the Farrow raiding parties, skorne remnants, and Idrian tribes of the Bloodstone Marches are a breed of cunning and murderous commandos. Unlike common brigands, they tend to be armed with various weapons taken as spoils on the field of battle. Furthermore, these commandos are not just mindless savages or opportunistic bandits but are calculating tacticians, planning attacks deep behind enemy lines or laying punishing ambushes.

Ability Score Increase: Your Dexterity or Wisdom score increases by 1.

Weapon Proficiencies: Simple rifles, martial rifles, grenades

Skill Proficiencies: Perception, Stealth

Languages: One of your choice

Equipment: Clothing cobbled together from bits and pieces you have recovered, a trophy weapon from an enemy (a dagger or a broken pistol), and a pouch containing 10 gp

FEATURE: GUERRILLA TACTICS

You sow chaos and destruction deep behind enemy lines as you destroy ammo caches and fuel depots and sabotage equipment and weapons. You gain a +2 bonus on initiative rolls, and you can't be surprised by humanoids in wilderness environments.

SUGGESTED CHARACTERISTICS

Commandos are often clad in ramshackle armor and bear the scars of battle. They demand respect from those beneath them in the tribe because the higher up they are, the more times they have beaten the odds and cheated death. They are driven by glory and coin and care not for parleying with their enemies.

d8 **Personality Trait**

- 1 I take what I want and damn the consequences.
- 2 Amongst the tribe, I am a perfect specimen.
- 3 I enjoy trying new dishes using new meats and vegetables.
- 4 I take great efforts to maintain the firearms and weapons I recover.
- 5 My snoring keeps up the camp, and I could sleep through a war.
- 6 I get so excited that I can't sit still.
- 7 You can find me just sitting and watching the world go by.
- 8 I enjoy winding up others with my pranks.

d6 **Ideal**

- 1 Wrath. I will slaughter those who get in my way. (Evil)
- 2 Anarchy. Lawlessness will reign thanks to me. (Chaotic)
- 3 Loyalty. Traitors to the tribe must be dealt with harshly. (Lawful)
- 4 Opportunity. A good fight is always worth it. Especially if you get some loot. (Chaotic)
- 5 Oathbound. I uphold a bond to another, just as I expect them to uphold their end of the bargain. (Lawful)
- 6 Force of Nature. I look to the Wurm and its myths for direction in life. (Neutral)

d6 **Bond**

- 1 The ornate blade I carry was recovered during a momentous victory.
- 2 I was exiled from my old tribe for making a grievous error.
- 3 My crew and I are bound by a blood oath that we have upheld for years.
- 4 I desire to be respected by my tribe for my martial skills.
- 5 Revenge for my murdered sibling drives me.
- 6 A relic from my family was stolen, and I have made it my life goal to recover it and so honor my family.

d6 **Flaw**

- 1 I flee the moment a fight is not in my favor.
- 2 When it comes to food, I come first.
- 3 I put my foot in my mouth all the time.
- 4 Coin is all that matters to me.
- 5 I have a bad habit of misplacing things.
- 6 If I get woken up too soon, I will lash out.



ADVENTURING COMPANIES

The following adventuring companies are available to adventurers, in addition to those offered in *Iron Kingdoms: Requiem*.

BADLANDS RAIDERS

A traveling caravan of traders has much to fear in their journeys as they plow a course from settlement to settlement. Out in the wilderness, roving bands of raiders prey on the weak, the foolhardy, and the naive. These brutal parties of opportunistic marauders stalk their quarry and launch surprise attacks that use the landscape to their advantage. Some raiding parties travel on steeds, riding animals of all varieties. Druidic peoples and their Tharn allies burst forth from the forests armed with bow and spear and mounted on slaving duskwolves. Farrow emerge from well-hidden bolt-holes, blasting crude firearms and riding grunting razor boars. From a distance, Nyss hunters assail their targets with arrows and blasts of arcane energies. Each company of raiders uses different methods, which they have refined over many escapades. Their motivations also differ: some attack to protect their traditional lands while others do so for money. Some raiders may even just do it for glory and pride.

PREREQUISITES

Any character can belong to a Badlands Raiders company, but it must include at least one character proficient in Survival.

THIS IS A STICK UP

Caravans and traders make for worthwhile sport and even worthier targets, as do scouts from rival tribes. As a downtime activity, any number of members from your company can set out to ambush travelers and locals on the roads. Each member of your company that goes out raiding chooses and rolls a d4, d6, d8, or d10. Each roll of 1 and each roll that is greater than the character's Wisdom modifier + proficiency bonus is considered a failure. The company gains 10 gp × the sum of the successful rolls. If the total number of failures is greater than the maximum Wisdom modifier + proficiency bonus among all the company's members, the raid results in a conflict with a well-armed force consisting of 3d4 creatures with a challenge rating of 1. These creatures can be an immediate encounter, as guards, or can arrive at a later inconvenient time, at the GM's discretion.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you carve out your hunting territory and prove your ability through acts such as the following:

- Hijacking a caravan, train, or steamboat
- Destroying a rival tribe or company of raiders
- Breaking someone out of prison
- Stealing an item worth at least 1,000 gp
- Capturing and selling 1,000 gp worth of livestock

TIER 1: CATTLE RUSTLERS

At this tier, your company is a small number of armed warriors who make a living raiding farms and small holdings, along with any small group of traveling merchants. At this tier, your marks are usually farmers and caravans with herds or goods with a total worth of no more than 100 gp. You might operate as a small party of some larger group of bandits or outriders for a tribe.

BENEFITS

Your company gains the following benefits at this tier.

Hideout. You maintain a small camp somewhere in the scrubland or in a cave in the shadow of the mountains. Here you tend to whatever steeds and animals you have captured. You have tents for sleeping and a place where you stash your ill-gotten gains.

Lay of the Land. You can scout the lands around you and gather information from other locals and travelers about potential marks. You might gain the information through small bribes or while drinking at taverns and villages. Spending downtime to gather such information requires an expenditure of 1d4 gp, which goes toward bribes and drinks. Gathering information takes 1d4 days.

Martial Hand Signals. You can learn martial hand signals, which allows you and other members of your company to communicate silently, thereby allowing you to plan attacks without revealing your position via speech.

TIER 2: HIGHWAY BANDITS

At this tier, your company is a small number of armed warriors who make a living raiding farms and small holdings, along with any small group of traveling merchants. You might operate as a small party of some larger group of bandits or outriders for a tribe.

BENEFITS

Your company gains the following benefits at this tier.

Bandits. Novices and new recruits seek out your group to learn your ways and make a life for themselves. You gain 1d4 hirelings with a challenge rating of 1/4 or lower.

Improved Steeds. Your company has invested in its steeds and mounts, improving both their quality and their tack. While you are riding your steed, attack rolls targeting your mount are made with disadvantage.

Loyal Informants. Your network of contacts throughout the lands is such that you receive tips on valuable cargo being transported by caravans and on steamboats. You now have leads on targets carrying 200 gp of valuables or the movement of herds of an equivalent value. Your awareness of the movements of the groups allows you to plan better ambushes.

TIER 3: FEARED RAIDERS

Your band of raiders is now feared for many leagues around and spoken about in hushed tones in taverns and towns. Other bandits fear you and stay out of your territory, and tribal leaders come to you when they need extra muscle.

BENEFITS

Your company gains the following benefits at this tier.

Additional Camps. Your company contains no fools and therefore maintains 1d4 extra campsites where supplies are stashed in case you need to flee your regular camp.

Bandit Kings. Your company gains 2d8 hirelings with a challenge rating of 1/2 or lower. Half these new recruits have mounts with a challenge rating of 1/4 or lower.

Battle Steeds. Your steeds and mounts have been trained to deal lethal attacks with their hooves, claws, and tusks. As a bonus action, you can direct your mount to make one attack with one of its weapons.

TIER 4: LORDS OF THE BADLANDS

By the time your company has reached this tier, it has become renowned among raiders, feared by travelers and merchants, and wanted by the law across many of the surrounding areas. Your influence and notoriety are such that no caravan or merchant passes through your territory without employing guards and mercenaries. Lords and ladies curse your name and your impact on their citizens.

BENEFITS

Your company gains the following benefits at this tier.

Hardened Killers. Your company consists of trained killers. The number of hirelings you can have increases by 2d4, and your hirelings can have a challenge rating of 1 or lower. These new recruits ride on mounts with a challenge rating of 1/2 or lower.

Tithes. You claim a tithe of 200 gp a month from groups of raiders engaging in smaller actions.



QUIRKS

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

d10 Quirk

- 1 Your company will only raid merchants on certain trade routes and protects those farms that fall within your territory.
- 2 Members of your company have alternate identities as simple, law-abiding farmers. Some locals will even vouch for you and how caring and kind you are.
- 3 Your gang of bandits is part of a larger organization of raiders, and while you seek your own fortunes, you must send tithes to your superiors and respond to their requests for support when required.
- 4 Your main hideout is hidden in an old mine, a farmstead, or an old temple. Interlopers would be hard-pressed to spot any captured herds, carriages, or hostages.
- 5 Your company's founding members are all veterans of a conflict in which your tribes were destroyed, and you have banded together with a shared desire to one day enact your revenge.
- 6 Your company robs from the rich and gives to the poor. Your group initially formed to send a message to the local nobility who exploit the people of the lands.
- 7 Your company makes camp in a village that has been devoid of life since the Claiming.
- 8 You dress up like creatures of myth and folklore when you ride out on your raids.
- 9 Your company includes former tribal leaders who were ousted from their positions of authority.
- 10 Your company's original founder languishes, chained up working in some mine or quarry. If your leader were to escape, they likely would seek revenge for being left behind.

CARAVANNERS OF THE IRON ROADS

While many of the people of western Immoren consider themselves citizens of the Iron Kingdoms and others claim kinship only to the societies and tribes on a kingdom's edges, some claim neither as their own. These extended families travel the length and breadth of western Immoren, transporting cargo and goods to settlements not easily reached by river or by railroad. These trade routes are known as the Iron Roads and hold together the edges of the kingdoms with its center. Some of these families of traders are merchant families of Ord, and these families' wealth allows them to command multiple wagons and laborjacks in each of their numerous caravans across the kingdoms. Other caravans consist of an entire family of merchants who are barely kept alive by the goods they trade. These family units are tied by age-old traditions born of centuries traveling these roads. They have their own cant and their own merchant glyphs, and their customs and rituals mark them out as a people not part of the Iron Kingdoms.

PREREQUISITES

Anyone can be a member of a Caravanners of the Iron Roads company, as a multitude of skills are required to travel the Iron Roads. Draft animals must be cared for and heavy cargo moved. Laborjacks need direction and upkeep, and bandits and brigands must be repelled with sword and gunfire.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases and the caravan grows in size whenever you demonstrate your mastery of the Iron Roads through acts such as the following:

- Establishing a new trade contract with a significant settlement worth at least 500 gp in traded goods
- Establishing a new trade route that enables a settlement to grow more prosperous
- Putting a rival caravan out of business
- Trading a single item for at least 1,000 gp
- Defeating a much-reviled band of brigands

TIER 1: OSTLERS

At this tier, your company is a small collection of wagons plying the Iron Roads. You own only what you bring with you, and so your cargo is precious to you. Your company travels a few local roads around a major city or a collection of significant towns, and you have a few debts to warehouses and large merchant companies.

BENEFITS

Your company gains the following benefits at this tier.

Caravan. You have 2d3 wagons that are large enough to carry goods or, at most, a single laborjack. You have enough draft animals to pull these wagons and a third of that number as spares. Alternatively, instead of wagons, you have 3d6 mules and draft animals to carry your cargo.

QUIRKS

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

d10 Quirk

- 1 Your company crest is that of a fallen noble family.
- 2 Your caravan sings ancient songs dating back to the first travelers who left their homelands in the time of the Molgur tribes and the rise of the priest-kings of Menoth.
- 3 Your caravan is part of a more prominent extended family, and when you meet up under the summer solstice outside Corvis, a great festival begins.
- 4 The caravan is hunted by a notorious crime lord from Khador for an item a thief planted in your cargo, implicating you in the crime.
- 5 The caravan travels the Stormlands and uses unusual beasts to pull your wagons.
- 6 As travelers, your caravan has collected many myths and legends, making the wise elders of your company respected sages regarding the grymkin.
- 7 The safety of the caravan has been ensured with an ancient pledge to the infernals. However, despite the Claiming, your souls are still all forfeit at some point.
- 8 A former member of the caravan has joined a band of raiders and waits for the chance to seek revenge upon you.
- 9 You carry a seal of friendship with the Rhulic dwarves that allows you safe passage into their realm, so long as you follow their laws while within their lands.
- 10 Since the Claiming, a debt owed to a merchant in Llael has been made null and void, and you now must move quickly to lay claim to the riches you are now entitled to inherit.

Iron Road Tongue. You can replace one language you gain from your race or background with Iron Road Tongue. You learn Iron Road Cant, which you can use to pass along secret messages by speaking them aloud in code or carving them into surfaces as runes. Runes are typically used for warnings or to otherwise guide those passing through. A creature that doesn't know Iron Road Cant can notice the cant or spot the runes with a successful DC 15 Wisdom (Perception) check, but deciphering the cant or the runes requires other tools or magic.

Life in the Saddle. Living on the road, you are quite skilled in maintaining your wagons and draft animals and are a savvy trader. You can replace one proficiency you gain from your race or background with proficiency the Animal Handling skill or the Persuasion skill.

TIER 2: SEASONED TRADERS

Your company has grown in reputation and therefore is trusted with more valuable goods and welcomed by more settlements. You travel farther forth and so can demand more gold, and your wagons are in better condition.

BENEFITS

Your company gains the following benefits at this tier.

Laborers. You have much more cargo to move but can afford to hire roustabouts—or perhaps even a battered laborjack—to unload your wares. You gain your choice of 2d4 hirelings with a challenge rating of 1/4 or lower or a clapped-out steamjack (see *Iron Kingdoms: Requiem*) and a carriage and fuel for it.

Regular Income. Thanks in part to the growth of your company and the value of the goods you trade, you can claim a steady income of 100 gp after taxes and can buy new stock to trade at the next town.

TIER 3: MERCHANTS OF THE IRON ROADS

At this tier, the company now controls a couple of caravans that trade along multiple routes simultaneously and return to a caravanserai to distribute funds, exchange goods, sign contracts, and engage in community activities such as weddings, naming ceremonies, and honoring the dead.

BENEFITS

Your company gains the following benefits at this tier.

Caravanserai. You know the location of 1d4 caravanserai—places along the main trade routes you travel that provide stables, accommodations, and protection to all traders. You can easily take long rests at these locations and can withdraw money owed to you or even take out up to 200 gp in credit.

Heavy Metal Merchants. No matter how you approach life on the road, some things are just too heavy to load into a wagon by hand. You gain a light laborjack—a Forager class jack with a cupernum-grade cortex.

TIER 4: GRAND CARAVAN

When you reach this tier, your merchant company or family has grown to such a size that you have a number of caravans along different routes in different kingdoms that are trading goods, moving cargo and livestock, and ferrying messages and wealth. Many lords are jealous of the influence and wealth you hold, and you must work hard to protect your valuable cargo from brigands and bandits.

BENEFITS

Your company gains the following benefits at this tier.

Greasing the Gears. The arrival of your visibly wealthy caravan is accompanied by awe and celebration, but the

presence of your company also worries local businessmen who fear being exploited. You gain a +2 bonus on Wisdom (Insight) checks and Charisma (Persuasion) checks.

Money Makes the World Go Round. You are dripping in money, and you have a regular monthly income after taxes of 500 gp, which is best invested in more stock to trade but can be used to hire guards and service laborjacks, bribe officials, and so on.

GLIMMERWOOD KRIEL

Your company is a tribe that lives deep in the Glimmerwood. Here, within the dense forests and far from civilization and interlopers from the Iron Kingdoms, your tribe is able to live off the land and conduct life in the traditional way of your people. You tend to ancient holy sites and hunt the beasts that call the woods home. The Ryn, who live nearby, consider the woods haunted and cursed, allowing the people of the woods to live in seclusion and peace. Since the Claiming and the departure of the skorne, the Glimmerwood is once again free to be explored and resettled. However, the Glimmerwood is also more dangerous than ever, as it borders the mysterious elven Kingdom of Ios, which has fallen disturbingly quiet.

While trollkin typically form the kriels of the Glimmerwood, the ritual sharing of blood with the kulgat oath allows non-trollkin to join the kriel. In ages past, this ritual was rarely performed with outsiders, but, since the Claiming, attitudes have changed as lands are reclaimed, returning a seeming peace to the lands.

PREREQUISITES

At least one member of a Glimmerwood Kriel company must be a trollkin. The other members of the company ideally should be trollkin, but they can instead be members of other races that claim kinship with the trollkin and make their homes within the woods.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you grow the kriel, claim territory, and become a prominent society within the Glimmerwood through acts such as the following:

- Driving off a rival tribe or company from your people's ancestral land
- Rediscovering a lost holy site or krielstone
- Slaying a dangerous beast
- Reclaiming an ancient Molgur relic worth at least 1,000 gp
- Binding a large, monstrous troll to your kriel

TIER 1: TRIBAL WOODSMEN

At this tier, your company is a small enclave, building its first camp and permanent structures. At the center of the camp is the first krielstone, upon which you record your ancestral tales and your own escapades.

BENEFITS

Your company gains the following benefits at this tier.

Encampment. You have a well-built collection of shacks where you can rest, house your mounts, and store food, equipment, and livestock.

The Kulgat Oath. All members of your kriel are assumed to have formed around this blood ritual, which consists of slicing their hands open and sharing blood. This ritual can be performed when new members are trusted to join the kriel. You have advantage on ability checks related to social situations when you meet a stranger who is related by blood or oath to the kriel's trollkin.

Voice of the Ancestors. You can consult your company's krielstones and scrolls for lore regarding the local lands and the creatures and spirits that call it home. You can replace one proficiency you gain from your race or background with proficiency in your choice of the Religion skill or the History skill.

TIER 2: CLANSMEN

Your company has established itself fully within the Glimmerwood and has built up the enclave into a small community, now home to families, skilled workers, and farmers. It is truly the beginnings of a tightly knit kriel, and you now wear your own unique quitari—the tartan pattern that signifies membership in this collective.

BENEFITS

Your company gains the following benefits at this tier.

Shrine. Your company has built its first shrine to Dhunia, where your spiritual leader consults with ancestor spirits, pores over scrolls, and reads the runes of fate. You can

research the temple scrolls as a downtime activity. To do so, you must spend at least 8 hours in the shrine meditating and reading. After this time, you can choose one 1st-level spell you know and replace it with another one from the appropriate spell list. Fell callers who engage in this downtime activity gain a bonus use of their Fell Call feature for the next 24 hours.

Tribe. As your kriel's reputation grows, more and more individuals attempt to join it. You gain 1d4 hirelings willing to defend your home and take action against those who would take your land. Hirelings obtained by this benefit must have a challenge rating of 1/4 or lower. These hirelings do not represent the kriel's entire population; instead, they represent those who are best able to fight.

TIER 3: KRIEL WARRIORS

Upon reaching this tier, your company has established many smaller villages, as well as a fortified main settlement. Even your homes are now made of cut stone rather than wattle and mud. Your kriel boasts a large kuar—a central raised platform used for duels, meetings of elders, rituals, and the teaching of the kriel's younger members. The center of the settlement is now dominated by a massive menhir upon which all the rituals and history of the settlement and your people are engraved.

BENEFITS

Your company gains the following benefits at this tier.

Kuar. The presence of this ritual site enhances your magic and connection with the spirits and Dhunia. A druid who spends time here in contemplation and communion with nature and the elements can replace one known spell of 3rd



level or lower with another one from the druid spell list and can produce a 1st-level spell scroll. Additionally, a character who spends 1d6 days of training and 50 gp of material can attempt an animus shaping on a warbeast with an animus already present.

Warriors of the Land. A healthy tribe gives birth to healthy warriors who are trained in your ancient arts and bound by a kinship of blood and tradition. You gain 1d6 hirelings with a challenge rating of 1 or lower.

TIER 4: LEGENDS WRIT UPON THE STONES

At this tier, your kriel is known far and wide as a respected settlement within the Glimmerwood. You are often called upon to send aid to others or to settle border disputes between smaller kriels. Your settlement is also a hub of trade and civilization in one of the most dangerous forests of western Immoren.

BENEFITS

Your company gains the following benefits at this tier.

Masters of the Beasts. Your company now breeds warbeasts. You can bond with one additional warbeast you share a resonance with.

A Song of Stone and Thunder. Songs are sung of your exploits, and tales are told of your might in battle against those who would seek to make the Glimmerwood their own. Fell callers bellow your praises and write poems of your adventures. When interacting with others, you can replace Charisma (Persuasion) and Charisma (Intimidation) checks with Strength (Athletics) checks. In addition, you can perform a number of extra fell calls equal to your Strength modifier.

QUIRKS

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

d10 Quirk

- 1 Your settlement includes an ancient tree where rituals are made in the name of Dhunia.
- 2 The quitari of your kriel is that of an older kriel, once thought lost, to which you are related by blood.
- 3 Your settlement sits on a locus of ley lines and is suffused with energy.
- 4 A band of raiders that harasses your lands is led by a former member of the kriel who was ousted due to a crime.
- 5 The krielstone and scrolls in your settlement belong to a more ancient Molgur tribe and both tell of the wars against the humans and contain partial directions to an ancient ritual site.
- 6 Your settlement is renowned for the ale or spirits it brews.
- 7 Your settlement is a small offshoot of a larger kriel, and you must respond to calls for aid and the call to war.
- 8 Your kriel is made up of members of a number of fallen kriels, as reflected in the mishmash of traditions and clothing you wear.
- 9 A strange beast stalks your territory, and you have yet to capture this dangerous interloper.
- 10 Your settlement adheres to a strict code of honor, and it will never cheat others or kill those who surrender.



OCCULT BUSHWHACKERS

Living on the fringes of civilization means subsistence drawn from the land. For many of the cultures and peoples living within the forests, deserts, and badlands of western Immoren, the lands that they forage and hunt upon have been the home to their kin for many centuries. Through the oral history and traditional rituals of the former Molgur tribes and druidic peoples, bushcraft skills, hunting arts, and folk medicine are passed down from generation to generation.

A band of bushwhackers is a collection of hunters, bone grinders, trappers, explorers, and mystics who learn all they can from the land and carve out a territory from which they can gather resources. They then trade or fashion these resources into weapons, alchemical serums, and fetishes.

PREREQUISITES

Any character can belong to an Occult Bushwhackers company, but it must include at least one bone grinder. Rangers, barbarians, and characters capable of spellcasting or alchemy can become full members of the collective, as all of them have skills that can be turned to hunting, magic, and wilderness survival. Characters of other classes are considered either temporary members who are spending time learning these traditional arts or guards and fighters who are protecting the camp and the goods they trade.

RITUAL WORKINGS

If you are an alchemist, you spend your time modifying and testing variations of alchemical potions and serums. You can make use of one formula or talisman that you don't currently know a number of times equal to your Intelligence modifier (a minimum of once).

COMPANY ACCOMPLISHMENTS

Your company's prestige increases when you carve out your hunting territory and prove your ability through acts such as the following:

- Discovering an ancient Molgur relic or ritual site
- Capturing or killing a dangerous creature
- Fashioning a powerful fetish worth at least 1,500 gp and trading it to a local tribe or kingdom
- Discovering a rare or exotic plant or creature and presenting it to a notable chieftain or lord
- Developing a powerful new alchemical formula or fetish

TIER 1: POACHERS

At this tier, either your company is small and only just claiming a portion of the wilderness for themselves, or it consists of wandering hunters who move with the herds they hunt or with the seasons. Your company might be made up of rangers and hunters from a larger tribe that expects you to return after a couple of months laden with furs, meats, and trinkets.

BENEFITS

Your company gains the following benefits at this tier.

Camp. Your company has access to regular hunting grounds, as well as the equipment and pack animals you need to set up camp every night. Your camp consists of tents, a large cauldron for cooking and brewing, and a modest collection of ingredients for your alchemical potions, tonics, and talismans. You can craft an extra alchemical item during a short or long rest.

Hunting Grounds. Your company has laid claim to a small part of the wilderness and has learned the comings and goings of the beasts that call it home and what plants and flowers grow within its borders. You can replace one proficiency you gain from your race or background with proficiency in the Survival skill.

TIER 2: SKILLED HUNTERS

At this tier, your company has extended the range of its hunting grounds, perfected a number of alchemical formulas, and gained some notoriety locally as hunters of larger beasts and traders in skins, meats, and other traditionally crafted items. Your skill and renown have attracted others who wish to learn under your guidance or to live within your territory and establish a small tribal camp.

BENEFITS

Your company gains the following benefits at this tier.

Well-Stocked Provisions. Thanks to the hunting grounds you have claimed and tended to and the aid of your followers, your camp is now stocked with many provisions that you can use to fashion fetishes and concoct potions. Even if the camp must be moved to a different location or is itinerant in nature, this benefit represents the provisions your company has gathered from previous hunting grounds. These provisions are useful to anyone who engages in research and crafting as a downtime activity and can help any member of the company create new formulas and talismans.

If you spend at least 8 hours in camp using these provisions to research a formula or to experiment with various potions and serums, you can choose one common formula you know and replace it with another or choose one 1st-level spell you know and replace it with another spell from your spell list. Additionally, after you finish a long rest at your camp, you regain two uses of your field alchemy kit.

Whipper-In and Kenneler. Your company attracts a number of followers who aid your hunts while learning your trade. You gain 1d8 hirelings who act as kennelers and whipper-ins on hunts while also protecting the camp and hunting and gathering to replenish the stocks of your camp. Hirelings obtained by this benefit must have a challenge rating of 1/4 or lower. Hirelings with any training in practicing alchemy or crafting fetishes are new members of the company, while other hirelings fill more mundane positions.

TIER 3: BIG GAME HUNTERS

When your company reaches this tier, you have become known throughout the land for your excellent hunting skills, for your expertise in traditional medicine and alchemy, and for producing some of the finest art, clothing, weapons, and magical items. If your company is part of a larger tribe, you are considered some of its most courageous rangers and mystics. If you are an independent organization, you have a strong reputation with the local tribes, who will turn to you to hunt animals and are willing to trade with you on a regular basis.

BENEFITS

Your company gains the following benefits at this tier.

Improved Provisions. Thanks to your plethora of alchemical ingredients, all harvested from the creatures and plants within your camp, you can prepare much more complex formulas and fetishes. As a downtime activity, a member of the company who spends time researching while in camp can choose one known uncommon formula/talisman and replace it with one uncommon formula/talisman or two common formulas/talismans. Additionally, after you finish a long rest at your camp, you regain five uses of your field alchemy kit.

Trophy Hunters. Your prestige as hunters of some of the largest and most dangerous beasts in the lands has brought you significant renown. You gain a +2 bonus to Charisma (Persuasion) checks when dealing with other alchemists and bone grinders.

TIER 4: MONSTER SLAYERS

At this tier, your company is known across the land for its skilled hunters and monster slayers. Whenever a beast ravages the area, the locals seek you out to slay the foul creature. Nobles and chieftains value your skills and company, and you provide sage advice regarding the wilderness, the savage beasts that inhabit it, and matters of the alchemical arts.

BENEFITS

Your company gains the following benefits at this tier.

Master Alchemists. Your skill in the alchemical arts and the fashioning of magical fetishes precedes you. When interacting with others, you can replace Charisma (Intimidation) and Charisma (Persuasion) checks with Intelligence (Arcana) checks, using your knowledge of folklore, myths, and oral history to sway or terrify others.

Monster Slayers. You are skilled in fighting Large creatures and even those larger than that. Once per turn, you can add your Wisdom modifier to your attack roll against a Large or larger creatures. In addition, you have advantage on saving throws against being frightened by Large or larger creatures.

QUIRKS

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

d10 Quirk

- 1 Your company is a ragtag collection of hunters and bone grinders from other tribes and bands of bushwhackers.
- 2 Your company was founded after you defeated a savage beast that was raiding a village. Defeating it required a combination of skills, bushcraft, and expertise in alchemy.
- 3 Your company was originally formed to be outriders and scouts for your tribe, but you returned to find many of your people dead at the hands of some unknown assailants.
- 4 Your company was formed by a notable patron who at inopportune moments calls upon you for your services.
- 5 One of your founding members left after you discovered that they were stealing and poaching. They are now a sworn enemy and work against you in the service of your rivals.
- 6 Your company follows a peculiar tradition and wears a unique pendant that echoes ancient tales not heard since time of the Molgur.
- 7 Your company is followed by a small, harmless, but annoying creature that steals items and food and disturbs your work. Yet it acts as a good early warning signal if your camp is about to be attacked.
- 8 Your company has existed for many decades. Your hunting grounds have been passed down through family bloodlines.
- 9 Your company was founded during a great ritual meal held by one of the local tribes. You enjoy your food and have trouble turning down a good meal.
- 10 The fleeing skorne forces have left vast swathes of land unclaimed, creating the perfect opportunity for your new company to claim prime hunting grounds and uncover ancient sites.

RETRIBUTION REMNANT

The Claiming came and, with it, the end of your gods. You were far from the forests of Ios, having driven the skorne back into the west. But soon victory turned to madness as the priests within your ranks were driven wild by the death of the gods and lashed out against their friends and kin. Ultimately, those few priests who remained were left only with a deep sense of loss within their souls. The journey back to Ios would bring you all to a home unlike the one you had left: a kingdom of the dead ruled by eldritch and filled with the soulless. With the road ahead uncertain, the only option was back, out into the badlands and on to make some sort of life as soldiers with no kingdom or gods.

PREREQUISITES

All members of a Retribution Remnant company are presumed to be Iosans, with most being former members of the Retribution of Scyrah. Given the itinerant life of these companies and the pragmatism required to survive, however, such companies may have accepted members from other races and kingdoms, especially those who were once temporary allies against the infernals.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases when you help create a refuge for the living Iosans through acts such as the following:

- Recovering an Iosan myrmidon
- Recovering an Iosan cortex
- Finding some sign of the elven gods' return
- Defeating a major raiding party that is attacking a camp of Iosan refugees
- Negotiating a favorable mercenary contract

TIER 1: ECHOES OF SCYRAH

Your company is a small traveling band of guns for hire. The Retribution is gone, and your people outside of the borders of Ios need protection and, perhaps, a glimmer of hope. You task yourself with their defense and holding on to what memories of your old kingdom that you can.

BENEFITS

Your company gains the following benefits at this tier.

Arcanist Armorer. You have connections to one of the few arcanist weaponsmiths remaining outside of the Iosan borders. This relationship allows you to repair some of your weapons and to maintain what few myrmidons you have. You receive a 10 percent discount on costs to repair your weapons and gear with this trusted armorer.

Mercenary Charter. Your company holds a mercenary charter that allows you to legally fight within the borders of the Iron Kingdoms. The charter is prescriptive, detailing how you must act with civilians and distribute recovered loot and defining what constitutes a breach of contract.

QUIRKS

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

d10 Quirk

- 1 You have a few books from the city of Shyrr, detailing operas you once saw within the city.
- 2 Your company is made up of members from numerous houses of Ios who are bound together by your shared existence as refugees.
- 3 You have skorne artifacts, including an oculus, in your collection of loot.
- 4 Members of your company all wears small slivers of white marble with blue veins cut from a stone taken from the very walls of the Great Fane of Lacyr.
- 5 You have a patron who funds your company in return for your loyalty and aid, one who often asks for assistance when you least expect it.
- 6 Your company resides in an Iosan outpost that is haunted by one of the riven. Since the Claiming, this spirit has become less antagonistic and more of a morbid presence.
- 7 The last of a noble bloodline died in battle while leading some members of your company. Your company has taken on the name of this Retribution leader out of respect.
- 8 Your company includes some Nyss elves. Your two peoples exchange culture and expertise in an effort to survive this new reality.
- 9 The loss of your gods has turned you toward more terrestrial deities, and, thanks to ogrun, trollkin, and others either within your company or the communities where you live, you have begun to worship Dhunia or the Wurm.
- 10 You have a contact within the borders of Ios and are awaiting the right time to venture in to claim a cache of weapons and devices.

The charter thus includes some of the following limitations and regulations:

- Civilians must be treated fairly and not harmed.
- Loot recovered from enemy warbands is to be returned to its rightful owners if possible, after which any remaining

value is to be distributed among the company's members equally.

- The company doesn't have to follow any law that violates either natural law or the laws of the company's home kingdom.
- The company is beholden to an employer for the duration of its contract with that employer. Following the completion of a contract, the company can't contract with the employer's enemies for at least 30 days.
- An employer's violation of a contract renders all terms void.

Sellswords. You can go looking for contracts as a downtime activity. Gathering such information costs 1d4 gp per day for 1d4 days. These funds are spent mostly on bribes and drinks. At this tier, contracts are worth no more than 200 gp, with compensation sometimes paid in goods and weapons rather than just gold crowns.

TIER 2: SHADOWS OF SCYRAH

Your company grows as it continues to travel the lands fighting for your people, recovering what relics you can, and pursuing the rumors surrounding your gods. The faithful and hopeful have gathered to your banner.

BENEFITS

Your company gains the following benefits at this tier.

Forgotten of Scyrah. Your company has attracted or hired a number of warriors and seekers determined to aid you in your quest. You gain your choice of 1d6 hirelings with a challenge rating of 1/2 or lower or a myrmidon with a challenge rating of 4 or lower that will require some time and money to bring up to full working order.

Mementos of Scyrah. In its journeys, your company has discovered old outposts, come across numerous fallen arcanists and warcasters on the battlefields, and explored ancient sites of power. All these discoveries have provided you with relics, mementos, and a tiny connection to your dead gods. Could they still live? Could they come back? Whatever the truth may be, these items hold some

connection to a larger power and help you focus your will and faith. An Iosan arcanist who finishes a long rest at camp and meditates in the presence of the relics can choose one spell of 1st or 2nd level and replace it with another spell of the same level from the warcaster spell list or can produce a spell engine that can generate 1d4 2nd-level spells.

TIER 3: WRAITHS OF SCYRAH

At this tier, your company has grown in size and influence and likely commands a number of smaller companies. Your forces have a number of myrmidons and have recovered many other weapons. Grateful arcanists in refugee camps have reinforced your armory. Your banners and colors are well known throughout the kingdom, and you have rivals who are jealous of your victories and resources.

BENEFITS

Your company gains the following benefits at this tier.

Eyes of Lacyr. Your company has recovered relics or has been otherwise blessed with insight regarding the fate of your gods. Your arcanists contemplate upon this and have a greater sense of the possible futures of your people. When you make a death saving throw at the start of your turn, you have advantage on roll. You can't use this effect again until you finish a short or long rest.

Trained Soldiers. Your company attracts several well-trained troops. You gain 1d10 hirelings with a challenge rating of 1 or lower who act as privates in your company and 1d4 hirelings with a challenge rating of 2 or lower who act as sergeants and command staff.

TIER 4: REMEMBRANCE OF SCYRAH

At this tier, your company now commands many smaller companies operating across the kingdom. You have a number of Iosans in your employment, and warriors from other races and peoples have joined you purely for money and glory. You are sought out by lords and merchants for your military prowess. You have recovered significant amounts of technology and weapons from old battlefields as well as hidden caches, and you harbor the faint hope that Ios as you once knew it could exist again.

BENEFITS

Your company gains the following benefits at this tier.

Beacon of Ios. You command great respect among your fellow Iosan refugees and mercenary companies. When interacting with others, you can replace Charisma (Persuasion) and Charisma (Intimidation) checks with Intelligence (Religion) checks.

Militant Order. Your large company employs highly trained soldiers. You gain 1d10 hirelings with a challenge rating of 2 or lower and 1d4 hirelings with a challenge rating of 4 or lower who work as your command staff. In place of half the hirelings obtained this way, you can choose to gain a myrmidon with a challenge rating of 4 or lower instead.



THE BRAND OF ODOM

Rhul's long history with magic predates that of the arcanists of Ios and those of the Iron Kingdoms. Through the centuries, the conclaves of the Brand of Odom have passed down their traditions, indoctrinating all Rhulic wizards into the Brand. Many of the members go on after their training to work in the arcane forges of Rhul or as scribes within the vast libraries hidden in the mountain fortresses. However, some of these Rhulic arcanists are tasked with affairs of state, such as trials, trade negotiations, and war. These arcanists

QUIRKS

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

d10 Quirk

- 1 You have an anvil that dates back to the rebellion and the creation of the colossals.
- 2 You have inherited the company after the passing of a friend who once was leader of the lodge.
- 3 You gained control of the lodge after winning an arcane duel. The former leader of the lodge has left vowing revenge.
- 4 You have recently discovered a vein of precious ore in a forgotten mine and must work hard to keep control over this valuable site.
- 5 Your company has a long history with an ogrun tribe, and you often call upon each other for aid.
- 6 Your lodge sits upon a haunted mine from which spirits sometimes wander up and cause strife.
- 7 Your company was founded after you were witnesses in a trial and the defendant was executed, and their kin now work against you.
- 8 Your lodge hides a secret: one of its founding members was a traitor and sold secrets to another kingdom. You do what you can to stop this scandal from becoming public knowledge.
- 9 Your lodge is an extension of a larger lodge, and you are tasked with representing its interests in the region.
- 10 Your lodge has the bones of some ancient beast rumored to have been slain by a legendary master of the Brand of Odom.

also venture forth on behalf of the Brand to root out heretics, traitors, and arcane secrets.

PREREQUISITES

Members of a Brand of Odom company are citizens of Rhul, and at least one member should be a Rhulic arcanist. This arcanist is a member of the Brand and follows the oaths and laws laid down by Great Father Odom. Other members of the company are also citizens of Rhul, and, while they may be fellow arcanists and masters of mechanika, they can also be warriors, artificers, explorers, and nobles. Rhul, of course, is not only home to dwarves but also to ogrun, humans, elves, and many more since the Claiming. All of these characters are employed by the Brand and overseen by the Rhulic arcanists.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases when you increase both your arcane prowess and the influence of the Brand throughout western Immoren through acts such as the following:

- Negotiating a contract for rare minerals
- Discovering a unique magical device
- Discovering and destroying rogue Rhulic arcanists
- Fabricating a mechanical item worth at least 1,500 gp
- Defeating an arcane threat to Rhul, such as infernal demons, grymkin, or a powerful undead

TIER 1: THE BRANDED

Your company is a small band of recent initiates into the Brand, and you are often tasked with conducting menial tasks, such as protecting senior members of the Brand, acting as couriers, spying within the Iron Kingdoms, and recovering or eliminating magical lore stolen from the Brand.

BENEFITS

Your company gains the following benefits at this tier.

Arcane Lodge. Your company maintains a modest lodge, which has a common room, guest quarters, workshops, laboratories, a library, a kitchen, and stables. You can stay at the lodge and maintain a modest lifestyle at no expense. In addition, you gain a single hireling with a challenge rating of 1/4 or lower to act as the butler.

Scholars of Magic. You can replace one proficiency that you gain from your race or background with proficiency in the Arcana skill. If you are a spellcaster, you learn one additional cantrip from your spell lists.

TIER 2: ADEPTS OF THE ARCANE

Your company has garnered the respect of the Brand of Odom and is charged with more important missions. You are also sought out locally to tackle more dangerous foes as well as for advising local lords on matters of the arcane.

BENEFITS

Your company gains the following benefits at this tier.

Arcane Forge. Your company has built up the lodge's resources and equipment—in particular, the forge—enabling you to fashion new mechanical devices. As a downtime activity, you can produce 1d3 1st-level spell engines or learn a new mechanika rune with a rune point cost of 2 or lower. In addition, the cost of crafting components for mechanical items is reduced by 20 percent.

Muscle and Metal. Your company has drawn initiates seeking to join the Brand of Odom and others just looking for employment. You gain your choice of 1d6 hirelings with a challenge rating of 1/4 or lower to act as guards, servants, and apprentices, one Grundback Snapper steamjack with a challenge rating of 1 or lower, or an ogrun master-at-arms with a challenge rating of 1 or lower.

TIER 3: MYSTICS-AT-ARMS

At this tier, your company has grown more and has experience in various matters of state. You have stolen arcane secrets, discovered ancient Orgoth sites, and supported armies with your magical might across countless battlefields. The respect you command locally means you are not just viewed as wizards for hire but are also considered respected intellectuals and ambassadors.

BENEFITS

Your company gains the following benefits at this tier.

Full Metal Arcanist. Your company has been through numerous battles and knows how to prepare for such activities. As a downtime activity before an upcoming combat

engagement, your company's spellcasters can choose any two spells they know of 2nd level or lower and replace them with two different spells, both of which must be used primarily as magical attacks. Characters who are not spellcasters can spend their downtime preparing mechanika by changing runeplates and charging capacitors.

Law and Order. Your company's reputation as scholars and keepers of lore means you are often called upon to settle disputes, act as judges, and either represent defendants or serve as the prosecution in trials. When interacting with others, you can replace Wisdom (Insight) checks with Intelligence (Arcana) checks.

TIER 4: ELDERS OF ODOM

At this tier, your company is one of the most respected lodges within Rhul. You induct new arcanists into the order, enforce the oaths and laws of Odom, and direct the agenda of the arcane order. Lords and ladies of the clans seek your advice, and you lead Rhulic forces on the field of battle.

BENEFITS

Your company gains the following benefits at this tier.

Company of Iron. Your company has grown considerably in both size and influence and gains your choice of 1d6 hirelings with a challenge rating of 1 or lower to act as guards, servants, and apprentices, or 1d4 Ogrun with a challenge rating of 2 or lower.

Foundry of Odom. Your company has further expanded its workshop and lodge. When you use your downtime to craft mechanical items at your lodge, you receive a 30 percent discount on materials and reduce the time needed to craft the items by 20 percent.



HOUSES & CLANS

As the oldest empires in western Immoren, elves and dwarves demonstrate some perhaps unsurprising similarities in how their nations are structured. After all, both the dwarven empire of Rhul and the elven nations of Lyoss and later Ios were built with the gods working side-by-side with their people and have changed little—at least when it comes to the form and role of government—in the centuries since.

Among the dwarves, the clan is the backbone of life. Extended families that are connected by byzantine webs of treaty, alliance, and oath, clans dominate everything from politics to trade, and an individual dwarf's clan shapes their life. In Ios, a similar role is played by the houses. Though built around certain highborn bloodlines, houses are less familial than dwarven clans. Instead, each house extends outward from that core family to encompass a vast network of subordinates, hirelings, functionaries, soldiers, and so on, all of whom are bound to the house they serve.

In both cases, however, it is the oldest and most established of these organizations that govern the nation. The Rhulfolk have the Moot of the Hundred Houses, led by the thirteen Great Clans, descended from the gods of the dwarves themselves. In Ios, the hallytyr, or high houses, form the Consulate Court, which rules in the stead of the absent—and now assassinated—gods.

CLANS OF RHUL

Among the dwarves of Rhul, the clan is, first and foremost, a familial unit. You are born into your clan, and very little can ever change it. Sometimes an individual will be formally adopted into a new clan. Most frequently, this occurs when an ogrun swears fealty to a dwarven korune, becoming a part of the dwarf's clan in the process. More rarely, a dwarf will be cast out of their clan for committing some particularly heinous crime or other dishonorable deed.

Occasionally, new clans are formed as young dwarves strike out on their own to attempt to make a name for themselves in a trade or industry with which their parent clan is not associated. These upstart clans rarely have as much power as the more established ones, though some have found significant success in an increasingly cosmopolitan Immoren.

At the same time, the clan is also at the heart of most Rhulic commerce and government. Clans hold virtual monopolies on specific trades, manufacturing concerns, and other aspects of daily life. Similarly, the Rhulic system of governance is structured around the Moot of the Hundred Houses, which is presided over by the lords of the most influential clans in the nation.

To the surprise of most outsiders, however, Rhulic hierarchies are often far more complex than this expression of clan as family would suggest. In addition to endless minor hierarchies within each clan itself, all of the most prominent clans in Rhul have countless less-powerful clans with whom they have brokered treaties, sworn oaths, and entered into (ostensibly) mutually beneficial agreements.

These complex internecine politics often spill over into bloody clan feuds or lawful duels between individual dwarves. Sometimes, these feuds last for years, or even decades, and cost numerous lives. Other times, they are little more than good-natured competition between clans who are feuding over a particularly lucrative trading partner, building contract, or vein of ore. In all cases, the resolution of duels and feuds is carefully governed by the laws of the Codex, and those who stray from them run the risk of drawing the ire of the Moot Judges.

Industry and trade with surrounding kingdoms are vital to the dwarven way of life, and the growth of increasingly complex industries has obliged the dwarven clans to become more flexible in their relationship to work and trade over the years. In recent centuries, this has led to the formation of multi-clan conglomerates that specialize in everything from trade to the manufacture of steamjacks and includes any other undertakings that require individuals across multiple disciplines working in tandem. Of these, the one most often seen outside of Rhul is the Searforge Commission, which handles the vast majority of the many officially sanctioned Rhulic mercenary charters operating outside the borders of the dwarven nation at any given time.

DESCENDED FROM THE GODS

The Stone Lords of the thirteen most prominent clans trace their lineage directly to the Great Fathers and Claywives, and it is from these dwarven deities that the so-called Great Clans take their names. A dwarf of Clan Sigmur, however minor their position within the clan, is descended directly from Great Father Sigmur himself.

This lineage, along with millennia of dominance in the field over which their progenitor claimed patronage, helps to ensure that the Great Clans stay at the top of the Rhulic hierarchy. Yet over the years, plenty of offshoot clans have risen to prominence in many fields, especially those that did not yet exist when the gods originally held dominion. Today the names of clans like Ghordson, Wroughthammer, and Grundback are as well known within Rhul as any of the Great Clans (and perhaps even more so beyond its borders).

USING CLAN & HOUSE AFFILIATIONS

Clan and house affiliations are a character option you can add into your games of *Iron Kingdoms: Requiem*. Think of them as a mid-point between backgrounds and adventuring companies. One character might wish to have affiliation with a Rhulic clan or an Iosan house, or the whole party could be members of the same house or clan, working together to advance the interests of their parent organization. Alternatively, characters might be members of disparate or even rival houses or clans who were pushed into a perhaps uneasy alliance to achieve some shared goal.

Compared to the volatile human kingdoms to the south, however, the hierarchy of the clans within Rhul has stayed relatively stable for the more than six thousand years of the nation's history, and the Stone Lords who sit atop the Moot of the Hundred Houses are still those at the head of the original thirteen clans. These Stone Lords are the most powerful individuals in Rhul. Besides absolute dominion over their own clans, the Stone Lords are entrusted with decisions that affect the entire nation. In events where the Moot is divided, it is the Stone Lords who make the final call.

THE GREAT CLANS

Each directly descended from one of the Great Fathers, the Stone Lords of the thirteen Great Clans remain the most powerful political figures in Rhul, though countless other clans of varying significance make up the rest of the Moot of the Hundred Houses and the balance of Rhulic society. Each of these thirteen clans has innumerable offshoot clans who are allied with them through blood relation or complex oaths and treaties.

Clan Dhurg. One of the three great martial clans, Clan Dhurg is descended from the Patron of Battle and Master of Axes, and they have direct charge of one of Rhul's most important defenses, the fortress of Hammerfall, which is commanded by Pelgor Dhurg, an elder cousin of the Stone Lord and a champion of his clan. While dwarves from all over Rhul serve at Hammerfall, Clan Dhurg is charged with its defense, and many dwarves from Dhurg and allied clans join the Hammerfall High Shield Gun Corps.

Clan Dohl. Great Father Dohl is the Patron of Mining, and those descended from him have continued that tradition. Great Clan Dohl and its various offshoots oversee many of the largest and most lucrative mines in Rhul. Many stonecarvers also hail from this clan and its branches.

Clan Dovur. Just as their namesake is the Patron of Weaponsmithing, the dwarves of Clan Dovur monopolize much of the weapon trade in Rhul, and masterwork weapons throughout the land are still stamped with the rune of Great Father Dovur. However, the development of mechanika and other composite technologies has led other clans to take new positions of prominence in the manufacture of Rhulic arms, and numerous conglomerates have formed to manufacture mechanika weapons.

Clan Ghrd. The clan of the Patron of Wealth, Clan Ghrd, numbers among its members many of the bankers and moneylenders in Rhul, certainly, but also accountants and mathematicians, jewelers and goldsmiths, to name but a few. The clan is responsible for the Rhulic treasury and provides banking services for the Moot of the Hundred Houses. Naturally, it is also one of the wealthiest of all the Great Clans.

Clan Godor. Clan Godor, named for the Great Father who compiled the Edicts into a single volume and passed it down to the dwarves, includes some of the greatest orators and diplomats among the Rhulfolk, not to mention more Moot Judges than any other clan.

Clan Hrord. Another of the great martial clans, Clan Hrord contributes as many soldiers to the Rhulic defense forces as

any of the other martial clans. However, their most famed contribution to Rhul's military strength actually comes from outside the clan. When his own clan was stripped of its titles for banditry, a dwarf named Pulgar was taken in by Clan Hrord. In later years, he petitioned to start his own clan, and took the name Ghordson, founding Ghordson Heavy Armaments, one of the nation's best and most successful producers of firearms, steam drills, and even jacks.

Clan Jhord. Among the Moot of the Hundred Houses, Clan Jhord has the official role of operating Rhul's intelligence services and spy networks. This means that Jhord and its subordinate houses count among their number not only spies and covert operatives but also plenty of less secretive bureaucrats and diplomats.

Clan Lodhul. Bakers and chefs often belong to the clan of the Patron of Cooking and Feasts but so do many midwives, surgeons, healers, and others. Even caterers, event planners, and just about any trade that involves large gatherings are a part of the traditions of the most varied of the Great Clans. Lodhul retains its strength within the Moot despite not controlling any one aspect of daily life quite as assiduously as some of its peers (and it also doesn't hurt that they're the official caterers of Moot gatherings).

Clan Odom. Inextricably linked with the Brand of Odom, which is the only officially sanctioned arcane organization in Rhul, the members of Clan Odom keep a strong hand in just about every aspect of the arcane, meaning they and their branches are also involved in the manufacture of mechanika and steamjack cortexes. As the descendants of the Keeper of Secrets, the dwarves of this clan can also often be found working in covert fields alongside members of Clan Jhord.

Clan Orm. Though less well known to outsiders than some of the other Great Clans, Clan Orm is nevertheless one with which every Rhulic citizen is intimately familiar. Indeed, masons and builders from Clan Orm or one of its subsidiary clans probably built their home or place of business or, at least, cut the stones from which it was made. As master builders, the dwarves of Clan Orm are more often than not likely to officially induct ogrun to their ranks, both for their strong backs and their knack for stonecutting.

Clan Sigmur. Recordkeepers, academics, clerks, bureaucrats, librarians, and even tax collectors are often numbered among the scions of Clan Sigmur, who trace their lineage to the Patron of Lorekeepers and the historian of the Great Fathers. For generations, Clan Sigmur also counted most dwarves involved in funerary professions among their number. More recently, that duty has become more evenly split with Clan Udo.

Clan Udo. The last of the great martial clans, Clan Udo is named for the Great Father who was Master of Hammers, and many members of this clan serve in the garrisons at the Horgenhold. Because Udo lost his wife in battle after founding the clan, the dwarves of Clan Udo are also often involved in funerary practices and many turn to the clergy or become battle chaplains.

Clan Uldar. Great Father Uldar was known for his fierce rivalry with Dovur, the other great smith, and that rivalry remains between the two clans to this day. While Clan Dovur

is most associated with weapons, Clan Uldar is best known for its armor and shields, including the ingenious steam armor that has been developed in recent centuries. Clans bound to Uldar by blood or oaths also produce many of the nation's steamjack chassis.

CLAN AFFILIATION

Virtually all Rhulfolk are members of a clan, though some have closer ties than others. Among those dwarves who live in enclaves throughout the Iron Kingdoms and those who have struck out on their own in search of fortune and adventure, clan affiliation is sometimes less paramount than among their kinfolk back in Rhul. Regardless, just about any dwarf will drop anything to come to the aid of kith and homeland if the call should come.

At one time, clan affiliation was reserved only for dwarves, but recent years have seen a gradual shift. It began with the relationship between ogrun and Rhulfolk. Today, most Rhulic ogrun are members in full standing of a clan, having sworn an oath to the clan lord or other high-ranking member as their korune. As Rhul has become more cosmopolitan, especially with the establishment of the freeholds, more and more non-dwarves have been officially adopted into clans, which always requires several members of the clan to vouch for them.

Younger or less established clans find value in inducting outsiders to their ranks, as those who initially hail from beyond the dwarven empire bring new innovations and different ways of thinking to a Rhul that is growing increasingly involved in the world beyond its borders.

Not all members of a clan necessarily enjoy the benefits of clan affiliation, especially those who operate outside the borders of Rhul. This does not make them any less members of that clan; it simply means that those ties are not as assiduously maintained. Perhaps those dwarves have chosen to pursue a career that lies well outside any area in which their clans hold dominion or they simply don't keep in touch as well as they might. Dwarves (and others who have been inducted into dwarven clans) who actively participate in their clan affiliation, however, find that clan membership brings with it numerous benefits—and sometimes significant limitations.

NEW ADVANTAGE: CLAN AFFILIATION

You are a member of one of the many Rhulic clans, great or small. If you are a dwarf or an ogrun, you were probably born into this clan, though you may have been adopted after your parent clan was dishonored or wiped out by some calamity. If you are from the freeholds or even from outside the borders of Rhul, you were officially adopted into the clan as a result of a close relationship you or your family had cultivated with the Rhulfolk or because you performed some great service for the clan or one of its members.

Whatever the conditions of your membership, you are considered a part of the clan in good standing, with all the rights and responsibilities that come along with it. This means that the clan will sometimes call upon you to act in its interests, either within the boundaries of Rhul or in

other nations, depending on your location and capabilities. Moreover, it means that when the clan does call, you will be expected to answer.

The sorts of duties you may be called upon to perform vary wildly and depend on the needs of your clan and your own skills. You may be expected to act as an ambassador, an envoy, or a spy or to lend your talents as soldier, guard, or explorer. If you hail from Clan Dohl or one of the countless other mining clans in Rhul, they may ask you to safeguard a remote mining operation or seek out new veins of precious ore. A dignitary of Clan Sigmur or Godor may need an escort while that dignitary studies ancient texts at a library or temple in some distant kingdom. If you are a member of some less notable clan, you may simply be expected to add your muscle, magic, or mastery to one of their operations from time to time.

Even if you are not expressly representing your clan, you are expected to always place the clan's interests above your own and to comport yourself in such a way that you bring no dishonor upon your association. That said, dwarven clans do not expect their own members to give without getting something in return, and when called upon to aid your clan, you can rely on the financial and material resources that the clan lords (or their various underlings) believe you'll need to perform your duty in a satisfactory manner, so long as they feel that you're ultimately adding value to the clan's coffers rather than merely depleting them.

CLAN BENEFITS & LIMITATIONS

While stripping a dwarf or other member of their standing within the clan is a rare and extraordinary step, it certainly has been done to those who break the laws of the Codex or who otherwise risk dishonoring their clan. Even if repercussions do not extend to expulsion, you cannot expect to continue to enjoy the benefits of clan affiliation if you don't stay within your clan's good graces. For as long as you are a member in good standing, you gain the following perks and limitations.

Counsel. Laws within Rhul are sacrosanct, and immunity to prosecution is something not enjoyed even by those in the highest echelons of government. Even so, should you get into any legal trouble while representing the interests of your clan—whether within Rhul or a neighboring kingdom—you can request representation from your clan, who will advocate for you in court . . . assuming the local authorities are willing to wait long enough for a Rhulic barrister to arrive, of course.

Resources. Whatever your clan's specialties, those resources are available to you—within reason. If you are part of a military clan, you might have access to weapons, armor, or even jacks or other gear. If yours is a clan of scholars, you might be able to buy spellbooks or components at a reduced rate. Whatever the case, you can purchase items from your clan at a 20 percent discount. This offer also extends to hirelings who work within the clan's areas of specialization, whether you are hiring the services of an artisan or gem crafter or picking up some extra muscle for a job.

Tradecraft. From the Great Clans all the way down to the most recent upstarts, every dwarven clan specializes in

certain areas of trade, craft, or day-to-day life. Whatever your clan's particular area of expertise, you have been exposed to it far more than anyone not directly apprenticed in that trade could possibly expect. As such, even if you don't practice a particular skill set, you are surprisingly adept at its ins and outs. Choose one skill or tool that represents one of your clan's areas of expertise; you have advantage when making an ability check related to that skill or tool, even if you don't have proficiency in it.

Limitation: Clan Obligations. Rhulfolk take their oaths seriously, and no oath is more serious or binding than the one that ties a dwarf to a clan. So great is this bond that it imposes an existential weight upon even those who might desire to break it. As long as you remain a member in good standing with your clan, you have disadvantage on any roll you make while undertaking an action that goes directly against your clan's wishes or goals.

CLAN TYPES

The thirteen Great Clans of Rhul each dominate specific trades and fields within the empire, but they also have other needs and interests, and each one boasts numerous lesser clans that operate beneath and adjacent to them. Among these, clans are constantly vying for position, jockeying for the most profitable or beneficial trading rights, forming coalitions and conglomerates with other clans, and even engaging in outright feuds that look, from an outsider's perspective, like minor civil wars. While the outside world has entered more and more upon daily life within Rhul, offering new opportunities for advancement to formerly minor clans, most clans remain strongly associated with a specific field or trade.

Patrons of Battle. Though Rhul has remained neutral in the many wars that have rocked the Iron Kingdoms, their soldiers have never stood idle. From acting as mercenaries in other nations to fighting in the many clan feuds that are common among the Rhulfolk, plenty of clans specialize in producing and training soldiers. Great Clans Dhurg, Hrrord, and Udo are examples of these clans.

Patrons of Craft. The Great Fathers were made by Ghor to be builders, and they passed their aptitude for craftwork onto their children. The vast majority of the dwarven clans specialize in some sort of craft, from weaponsmithing to masonry to baking, and these clans count among their number some of the greatest artisans in western Immoren. Great Clans Dovur, Lodhul, Orm, and Uldar are examples of these clans, as are clans that have risen to recent prominence through the manufacture of warjacks and mechanika, such as Clan Ghordson and Grundback.

Patrons of Trade. Superb artistry and mastery of manufacturing go only so far within a closed economy, but the Rhulfolk have a long and proud tradition of trade with outside kingdoms. Many clans have prospered thanks to this trade. These clans also help to ensure that trade lines stay open and are the ones most likely to send envoys to neighboring kingdoms, thus making them the ones outsiders have the most immediate contact with. Clans dealing in wealth and resources, such as Great Clans Ghrd and Dohl, are

included in these clans.

Patrons of Knowledge. As much as the Rhulfolk are renowned for their skill and craft, they hold in esteem knowledge as highly as they do hard work. Clans who prioritize knowledge may have members who become clergy of the Church of the Great Fathers or wizards in the Brand of Odom, and they also include many librarians, booksellers, and barristers. Great Clans Sigmur and Odom could be examples of these clans.

Patrons of Statecraft. From ruling within the empire to negotiating with foreign powers, each of the clans has a place within the government of Rhul, but some clans specialize in such activities more than others. The spies and intelligence operatives of Great Clan Jhord are an example, as are the orators and diplomats of Great Clan Godor.

Rising Clans. Not all clans in Rhul are created equal, and while the preeminence of the thirteen Great Clans may be largely untouchable, the standing and influence of other clans rise and fall throughout the years. With new opportunities provided for in the freeholds and a dramatically changed world beyond their borders, many clans are looking to improve their fortunes, often seeking out promising agents to represent their interests at home and abroad.

CLAN CONTACTS

Few are those who have the ear of the clan lords of even the less-notable clans within Rhul; fewer still can boast access to the Stone Lords of the Great Clans. Yet those who continue to enjoy the perks and responsibilities of clan affiliation often stay in close connection with their clan, either through direct family ties or simply by interacting with intermediaries or outside influences such as the Church of the Great Fathers. Whether your point of contact is a lesser scion of the clan or a highly placed hireling, there is someone specific within the clan to whom you reach out when you need assistance and from whom you hear when the clan has need of you.

Clan Lord. Whether by dint of direct familial relationship or military service or because you simply caught their eye, you have access to the head of your clan.

Arbiter. The Moot Judges of the Moot of the Hundred Houses are among the most important individuals in Rhulic governance, and they are served by countless arbiters from numberless clans, who specialize in their knowledge of the Codex. An arbiter from your clan acts as your point of contact.

Cleric of the Church of the Great Father. Every clan, no matter how big or small, counts among their number members of the priesthood or at least those who aspire to such a position. A member of the clergy serves as your contact with your clan, passing along tasks that need doing and bending the ear of those more highly placed on your behalf.

Clan Lord's Relation. Perhaps the next best thing to knowing the clan lord personally is knowing that lord's nephew, aunt, or cousin. Luckily for you, you've made such an acquaintance, possibly saving their life or serving with them in the trenches, and now they act as your advocate and connection within the clan's hierarchy.

Functionary. From bureaucrats to seneschals, every clan has a variety of hirelings and other functionaries working at various levels throughout its many holdings. One of these acts as your primary contact.

House Guard. Even the smallest clans maintain a modest private military in the form of a House Guard. An officer of your clan's House Guard is your contact to those more highly placed within the clan.

CLAN MISSIONS

A busy Rhulic clan has to keep many plates spinning all at once, and sometimes you're called upon to help ensure they continue to spin. Whether it's dealing with trade negotiations or ensuring lucrative contracts, acting as an envoy to foreign lands, spying on a rival clan, or even fighting in one of Rhul's sporadic clan feuds, you are expected to look out for your clan's interests in whatever way is required of you.

The following missions represent just a few of those you might be called upon to perform for your clan.

Trade Contacts. Your clan is hoping to break into a new market, and they need your help in doing so. Maybe you're simply negotiating a deal with a rival clan, or maybe you've been asked to travel abroad in order to secure a contract with foreign merchants. Whatever the case may be, there's bound to be some who would like to see your project fail.

House Secrets. A feud is brewing between your clan and a rival, but the clan lord would like to see it stop short of spilling over into actual bloodshed. To that end, you've been asked to infiltrate the rival clan's holdings and find information beneficial to your own clan's position.

Diplomatic Ties. Hoping to strengthen connections with an outside government, your clan has sent you as an envoy—or to escort some diplomats—to make contact and hopefully provide a favorable impression.

New Lands. There is only so much of Rhul, and much of it is dominated by inhospitable mountains. Nevertheless, your clan is hoping to find new territories that they can add to their holdings, and as such you've been tasked to undertake an expedition.

Glittering Prizes. Whether it's a new vein of valuable ore or a lost storehouse of forgotten treasure, your clan has received word of a potentially lucrative opportunity and has sent you to locate it and retrieve or claim it on behalf of the clan.

Precious Cargoes. Your clan is moving a particularly valuable shipment through treacherous territory. They need trustworthy and stalwart guards to ensure that it reaches its destination safe and sound. That's where you come in.

HOUSES OF IOS

On the rare occasion that outsiders have been privy to the inner workings of the Iosan government, the parallels between the houses of Ios and the clans of Rhul is striking, at least at first glance. Digging deeper, however, reveals distinctions as sharp as the differences between the two peoples themselves.

Where Rhulic clans are essentially massive extended families, an Iosan house more closely resembles the sorts of government one might find in most of the Iron Kingdoms.

Control of the house may most often be passed along a central noble bloodline, but the vast majority of the individuals who make up the house are bound to it not by birth but by oath and duty. Serving the highest-ranking families within the houses are numberless subordinates and allies, and the leaders of the houses are advised by representatives from military, trade, arcane organizations, and, until recently, the fanes of the gods.

At the heart of Iosan society are the hallytyr, or high houses. In all the centuries since the founding of Ios, the high houses have remained largely the same, tracing their lineage to noble families from the ancient elven empire of Lyoss. When the elves and their gods fled that devastated nation to build anew in the forests of Ios, these high houses were already among them, and intervening centuries have done little to sway or reduce their influence. Beneath the hallytyr, countless lesser houses, the fallytyr, are caught up in a complex web of loyalties and rivalries defined by their relationship with the high houses.

These fifteen high houses make up the Consulate Court. When Ios was first founded, the gods walked among the elves and governed their people. Among their number, the gods had established their own hierarchy and division of roles and called themselves the Divine Court. The Consulate Court was modeled on this example, formed to serve as a governing body subordinate to the gods themselves. While the gods concerned themselves with the weightiest issues affecting their people, the Consulate Court handled the day-to-day running of the nation. When the gods vanished, the Consulate Court, already in place, became the de facto leaders of their people, filling a role they had already largely been performing for centuries.

These fifteen hallytyr each have a specific role within elven society, just as the gods each had their own domains. However, the high houses also have countless other requirements, duties, and fields of interest, often served by the innumerable fallytyr, lesser houses that represent the rest of Iosan nobility. While these other houses have voices in Iosan government, it is the Consulate Court that rules in place of the missing gods. The fallytyr have no vote in the passage of laws or settling of disputes. Instead, they must wage campaigns of influence and lobby to have the hallytyr take up their causes.

THE CONSULATE COURT

The fifteen hallytyr that make up the Consulate Court were, until the Sundering, comprised of the rulers of Ios in the absence of the gods. Ostensibly they still are, though some have been devastated to the point of all but nonexistence, and the Consulate Court now struggles to govern a vastly changed nation. Tracing their lineage back to the days of Lyoss, each of the high houses was broadly in charge of one aspect of Iosan society. In addition to the five Great Military Houses, ten others were in charge of everything from trade and commerce to construction and agriculture.

The political leader of each house received the title consul and served on the Consulate Court, representing not just the interests of the house itself but all of Ios. Each house also had

a narcissar, though after the War of the Houses, most started using the humbler title of incissar instead—taken from the titles of the gods Lacyr and Ossyris, respectively, who were in charge of the house's military assets. These roles were usually separate from the consul, though each house has reacted to the events of the Sundering in different ways, with some political leaders also taking direct control of what remains of the house's standing army.

Aiesyn. Since the days when the first stones were laid in the Forbidden Temple, the earliest building in all of Ios, House Aiesyn has been responsible for the civil architecture of the empire as well as the quarries of salt and stone that supply the cities. More so than many of the other houses, the skills of these master builders have been in high demand since the Sundering. Structures already in decline suffered under the invasion of the skorne, and many depopulated cities have since fallen into ruin. Today, Aiesyn does little actual building, but those masons and architects who remain are busy nonetheless, tending to those structures that haven't yet been abandoned.

Ellowuyr. The soldiers of House Ellowuyr are renowned throughout Ios as masters of the sword. Practicing a unique fighting style using distinctive Iosan greatswords, these unparalleled warriors can cleave a foe in two without breaking stride and deflect bullets from the air with their blades. Garrisoned in the largest of Ios' interior fortresses, House Ellowuyr weathered the Sundering better than many of their peers. Some believe that this was because of the rigorous training its soldiers undergo, which forges in them a loyalty to and reliance on one another that few others can match. Indeed, soldiers of House Ellowuyr were expected to serve for a minimum of forty years, and they took vows to neither marry nor raise children during that time. This close kinship served them well in the aftermath of the Sundering, and today the sword masters of House Ellowuyr guard the capital and the Consulariat.

Eyvreyrn. The house of lore masters, Eyvreyn has long had a close relationship with the arcane scholars of House Vyre. This closeness pained them in the years following the War of the Houses, but it has served them well in the aftermath of the Sundering, as House Vyre has shown itself uniquely well poised to adapt to an irrevocably changed Ios. As the keepers of the history of the nation, the members of House Eyvreyn are particularly concerned with the many libraries and repositories of lore that have fallen into disuse or been abandoned since the Sundering, and they often dispatch teams to recover what records they can.

Issyen. One of the five Great Military Houses, Issyen is tasked with the defense of the Gate of Storms, which guards the borders between Ios and Rhul. One might think that this means their soldiers—known for their skill at fighting from horseback, even in close quarters—have seen less combat than the other Great Military Houses, but the jagged steel heads of their spears have tasted the blood of many a strange creature that ventured down from the Silvertip Peaks over the centuries.

Lys. For centuries, the elves of House Lys have been the healers of their people as well as those in charge of packing

bodies in salt and conducting funerary rites when an Iosan passes away. Their traditional services are less often required in the aftermath of the Sundering due to the small number of living elves who remain, but those elves who remain in House Lys have found new roles to fill in a changed Ios. Today, these former healers spend much of their time and energy in preparing the ritual killings that every surviving eldritch must complete each year in order to prolong their unnatural existence. Often drawn from soulless "volunteers" or unwary outsiders snatched from border settlements, these sacrifices are necessary for the continuation of the Iosan eldritch, and the members of House Lys have taken it as their duty to see that this ritual slaughter is carried out as painlessly as possible.

Nyarr. The Dawnguard are perhaps the most renowned—and, thanks to House Nyarr's early support of the Retribution, easily the most recognizable outside the empire—of all the defenders of Ios. As such, House Nyarr has always been one of the most powerful of the Great Military Houses, and it remains so even after the Sundering. While their numbers were drastically reduced during that catastrophe, and more of their number were trapped beyond the borders of their nation than any of the other military houses, they have continued their steadfast defense of the nation and begun to train soulless in the arts of the Dawnguard to bolster their remaining numbers.

Rhyslyrr. Were it not for the Dawnguard and their support of the Retribution, the archers and snipers of House Rhyslyrr, one of the Great Military Houses, would be the only Iosan soldiers most outsiders had ever seen. Tasked with guarding the Gate of Mists, which is largely considered the primary entrance to Ios, they have, since the Sundering, heavily supplemented their ranks with soulless. Silent and implacable, these soulless are now the first line of defense encountered by anyone attempting to enter Ios from the Iron Kingdoms.

Ryvrese. Dedicated to any number of skilled trades from carpentry to metalsmithing, House Ryvrese has long trained the majority of the craftspeople in Ios. Today, they induct more soulless into their ranks than any of the other hallytyr save for the Great Military Houses, training them to perform the countless tasks necessary to keep even this shadow empire running.

Shyeel. Unofficially considered the "sixth" Great Military House, Shyeel has long been in charge of the creation of most arcanika and myrmidons in Ios, and their close association with the Dawnguard of House Nyarr means they were also early supporters of the Retribution. In the aftermath of the Sundering, they continue to specialize in the production of myrmidons and arcanika, though today they work closely with members of their longtime rivals, House Vyre, to pool resources, even if that alliance is often uneasy.

Silowuyr. Formerly one of the five Great Military Houses, Silowuyr had perhaps the most sacred duty of them all. Its soldiers, who pledged binding oaths to die in defense of the city if need be, were the last line of defense for the nation's capital, and within it, the fane of their last surviving gods. Perhaps this is why House Silowuyr, more so than almost

any other of the hallytyr, was broken by the Sundering. The majority of the house perished with the last of the gods, and those who remained did so as shells of what they had once been, shattered by the knowledge that they had failed when their gods and their people needed them most. Today, the seat once occupied by Silowuyr at the Consulariat stands empty, and soldiers drawn from the other Great Military Houses guard the capital city in their stead.

Syllrynal. The great agricultural house, Syllrynal is responsible for growing the food that still feeds the many living soulless who inhabit Ios. Their base of operations is in Iryss, where the Sylgarden grows innumerable plants found nowhere else in Immoren. Vast orchards and fields stretch along the outskirts of the city and provide the food much of the nation relies on. A cousin of the incissar sits upon the house's seat in the Consulate Court, but few even among that august body know of the grim fate that has befallen the incissar herself, who wanders deranged and disfigured among the greenhouses of her domain.

Uithuyr. If House Silowuyr was broken by the Sundering, Uithuyr was destroyed by it. While the house did not lose as many of its members as some other hallytyr, that is to the shame of those who survived, for they have found themselves with no remaining purpose. At one time, Uithuyr was the house of learning and theology, dedicated to training the fane priests of the gods. With no gods left, however, the house fell into disarray and eventually dissolution. Their consul survived the Sundering but not the year that followed, and before he perished, he dissolved the house entirely. Today, its seat at the Consulariat sits empty, and the surviving members of House Uithuyr have spread out to other houses, primarily Eyvreyr, Lys, Shyeel, and Vyre.

Vyre. Most of the hallytyr suffered as a result of the Sundering; House Vyre alone may have emerged stronger than it went in. The standing of the house was severely damaged when its narcissar, Ghyrshyld, initiated the War of the Houses, an event the house had not recovered from before the Sundering. As the masters of arcane lore, however, those of House Vyre were uniquely poised to help navigate a new existence for those Iosans who had been transformed into eldritch by the death of the gods, and they have since consolidated considerable power even while ideological differences within the leadership of the house threaten to undermine its success.

Wyshnalyrr. Masters of natural philosophies and mathematics, members of House Wyshnalyrr were involved in the long-ago creation of the Bridge of Worlds, and exiled members of this house are even said to have consulted on the construction of the gateway to Cyriss that saved so many during the Claiming. Today, House Wyshnalyrr is as divided and embattled as any of the hallytyr. However, many of the great thinkers and scholars of this house have devoted themselves, often in secret, to trying to understand the ramifications of the death of the gods and of their own eldritch condition, with some even hoping to find a cure.

Yrryel. Like many of the Iosan houses, Yrryel was devastated by the Sundering. Certainly this was because of the souls that were lost to it, but in the case of House Yrryel,

they also lost much of their purpose for existing. Holding dominion over commerce and the coffers of the nation, House Yrryel had already seen its political position weakened when Ios closed its borders to what little trade it had performed with outsiders, but the Sundering ground virtually all commerce, even within the nation, nearly to a halt. Still, the house holds onto its seat of power in the Consulariat, and there are those within its leadership who scheme to find new ways to rebuild the house in a changed Ios.

HOUSES IN RUIN

Such was the state of things in Ios for centuries since before the fall of the ancient elven empire of Lyoss. Change came slowly and reluctantly to the elves, and even massive schisms such as the War of the Houses or the acceptance of the Retribution of Scyrah as a legitimate political power were only minor disruptions to the way the nation had been run since the time when the gods still walked among them.

It took the assassination of the last remaining elven gods to change Ios. When Scyrah and Nyssor were slain, a metaphysical change gripped the entire nation, transforming every ensouled Iosan within its borders into one of the eldritch, which were formerly regarded as anathema and accursed. Those who weren't changed perished, reduced to nothing. Even those who endured the transformation did not all survive the grisly obligations of their new state and wasted away because they could not bring themselves to commit the ritualistic murders necessary to sustain their undead state. Those slain by this arcane death shriek or unable to acclimate to their new existence as eldritch came from all walks of life. None were spared, from the narcissars of the high houses to hermits, vagabonds, and soldiers.

The elves had endured countless calamities in their many years on Caen, but even the destruction of Lyoss had not altered the fabric of elven society so fundamentally. Bloodlines that had endured since the dawn of recorded history were broken, cities abandoned to creeping vines, and the Consulate Court was devastated.

For centuries, eight onyx seats had stood empty above the chambers of the Consulariat to represent the eight vanished gods. Now, for the first time since the gods had disappeared, other seats in the chamber were vacant.

Elves have never been quick to adapt. Half a decade has passed since the last of their gods were slain, yet in many ways, Ios is still reeling from the blow. The nation is more divided than it has ever been, even considering the War of the Houses. Some struggle to return to the old ways, attempting to keep alive the Consulate Court and the original high houses while their numbers are sorely diminished, and the balance of power has irrevocably shifted. Others embrace their eldritch nature and see it as an opportunity to change systems that, for more than a thousand years, had seemed inviolate.

Who will ultimately control this changed Ios and what that control will look like remains yet to be seen.

NEW ADVANTAGE: HOUSE AFFILIATION

In a nation wracked with change and devastated by the loss of its gods, the houses of Ios struggle to put the pieces back together. Whether you are a scion of one of the fifteen high houses or a soldier serving some lesser fallytyr or you are a member of the remaining Iosan nobility or one of their many adjuncts and functionaries. Your house may be standing strong, even in the wake of the Sundering, or it may barely be hanging on to what little political, social, and military might it can still muster. You may trace your unbroken lineage to the days of Lyoss, or your new house may have been reconstructed from the pieces of several fallytyr broken by the devastation that has gripped your people.

From the lowliest soulless soldier to the consul of a hallytyr, every member of an Iosan house has duties and responsibilities to perform, and that has never been truer than now, when there are fewer elves in Ios than ever before. The Great Military Houses continue to guard the borders of the nation, and other houses pursue what industry and agriculture remain in a nation populated by the dead and the soulless.

Some among the houses embrace their new nature while others seek ways to reverse it, and sometimes these schisms exist within the membership of a single house. New factions vie for power alongside the old houses, and political affiliations shift and change. Your work for your house may be obvious and overt: keeping watch over one of the aeryths that guard the borders of Ios or delving into ruins lost since the Sundering to search for lore or lost treasures that might help secure your house's position or even the future of your people. However, the tasks that houses ask of their members are becoming increasingly covert in nature. The future of Ios is more uncertain than it has ever been, and there are numberless visions of how best to navigate it. As houses contend against one another and schisms take shape within house leadership, the call for those who can act with subterfuge has never been greater. You may be tasked with spying on neighboring kingdoms, on rival houses, or on other members of your own.

Loyalty has become one of the dearest coins in the realm, and while the soulless have it in excess, they often lack the flexibility necessary for these sorts of covert or clandestine operations. For those whose houses come out on top, the future has possibilities that it never offered before, especially for the numerous fallytyr who suddenly have roads to greater political and social clout. For those who fail, the price could be truly high, indeed.

Even before the Sundering, Ios was an isolationist nation, its borders largely impervious to outsiders. Today, even Nyss and former Iosans who were outside the borders of the empire at the time of the Sundering are no longer welcome here, meaning that it is only eldritch, their sythyss servants, and the soulless who populate Ios. Yet the eldritch grow more aware each day that these resources may not be enough, and the possibilities of inducting carefully selected outsiders into the secrets of the Iosan houses is one that has been carefully considered, although almost always in private.

HOUSE BENEFITS & LIMITATIONS

At one time, the role and place of each house and each member within that house was well established. In the years since the Sundering, that has proven to no longer be the case. While you remain in the good graces of your superiors within the house, you enjoy the following perks and limitations. Should they decide that your usefulness is at an end, however, you may find yourself on the outside looking in—or even the target of the machinations of your own house.

Arcane Defenses. Regardless of its role before the Sundering, each house in present-day Ios has become versed in arcane lore. Having enjoyed the gift of magic for centuries, the elves had long counted their arcane scholars among the most knowledgeable in Immoren, but their unique condition as transformed eldritch has obliged them to learn how to incorporate magic into their lives in ways never required of them before. You have advantage on saving throws against spells or effects that would charm you or put you to sleep. You can cast *alarm* and *detect magic* once each day as a ritual, using Intelligence as your spellcasting ability. You regain the use of these spells after you finish a short or long rest.

Boundless History. The houses of Ios have access to a wide array of lore and records dating back hundreds or even thousands of years. Even though the numerous calamities that have befallen the elves over the centuries have prevented all of it from being perfectly preserved, much of it is still available to those who desire to look, especially now that there are so few competing for the privilege. When making an ability check with the Arcana, History, or Religion skill, you can treat a d20 roll of 9 or lower as a 10.

Support. So long as you are within the borders of Ios and engaging in activities that the members of your house feel they can officially sanction, you can rely on your house's support. This may mean anything from loaning arcanika for a particular mission to providing troops, political support, or even simply room and board. The amount of influence your house has in a particular area of Ios will vary, however, and being able to rely on support may not mean much when you're far from home.

Limitation: Shifting Allegiances. Trust is hard to come by in modern-day Ios, and just because you've placed your faith in your house and they in you doesn't mean that one or both of those won't change tomorrow. Elves of different ideologies are constantly vying even within a single house, and schisms, power grabs, and even outright assassinations are not unheard of. It's hard to know whom to trust or to have much confidence in them. When interacting with other Iosans or Nyss, you have disadvantage on Wisdom (Insight) checks.

HOUSE STATUS

Even the hallytyr, or high houses, have not all survived the Sundering intact, and the same is true for the countless fallytyr that support them. The future is uncertain for all of Ios right now, and the status of your house in this rapidly changing time may have a significant impact on what resources your house can bring to bear on your behalf, the

sorts of tasks you may be called upon to do, and even what voice you have in Iosan government.

High House. You hail from one of the hallytyr, and the leader of your house has a seat upon the Consulate Court. The power of your house may be on the wane, as with Yrryel, or growing in strength every day, as with House Vyre. Regardless, you enjoy the highest status within even this changed Iosan society. However, even the members of the hallytyr are all too aware of the precariousness of their newfound situation, and they may be called upon to do desperate things in order to retain their position.

Rising House. One of the numberless fallytyr that once made up the vast tapestry of Iosan nobility, your house sees an opportunity in this changed political landscape. Your fortunes are on the rise even as the nation around you teeters on the brink, and the incissar of your house may have aspirations to sit upon the Consulate Court one day. Such ambitions seem possible in ways that they never have before, but they will require bold and potentially dangerous action in order to come to pass.

Waning House. Like most of Ios, your house has seen better days. Perhaps it lost much of its numbers to the Sundering, or maybe your particular field of expertise is no longer required in a closed structure of soulless and the living dead. For whatever reason, the fortunes of your house are fading, and the time will soon come that a decision will have to be made: let your once great house fall or perform some desperate gamble to reclaim something of what you've lost.

Military House. The military houses of Ios have long held a unique position within the nation's culture. Where the other houses exert near complete dominion over specific fields or specialties, the military houses, including the Great Military Houses of the Consulate Court and numerous subordinate fallytyr, are tasked with the security of the nation from threats both external and internal. Each one has their own areas of expertise, but all are expected to work together and contribute to the defense of the nation, even while individual military houses may have their own goals and ambitions in an Ios where the future has never been more uncertain.

Broken House. The house to which you once belonged is no more. Perhaps it was one of the numerous fallytyr that were depopulated by the Sundering, or perhaps you once hailed from one of the high houses devastated in its wake, such as Silowuyr or Uithuyr. The leaders of your former house are dead or absent, and those who once belonged to it, yourself included, have been absorbed into other houses or have found themselves at loose ends. The bad news is that you have lost much of the prestige and power you once possessed; the good news is that the opportunities for personal advancement are considerable for those bold enough to reach out and take them.

Houseless. Your house is no more, and perhaps it has been so since before the Sundering. Maybe you were a vagabond or even a criminal in the Ios-that-was, or perhaps you were a member of a renegade sect like the Cult of Nyrrro. But having no house doesn't mean not having a support structure, and over the years you found others like yourself who provided much the same hierarchy that a house would have done. In

any case, those old social structures have broken down, and there is nothing left to stand between you and carving out a place for yourself in this new Iosan society.

NEW ADVANTAGE: HOUSES IN EXILE

While the vast majority of Iosan nobility was within the borders of Ios when the Sundering occurred, this was not the case for everyone. Whether they were serving in the vanguard of a Retribution army, pursuing secret knowledge as a Seeker, or attempting the rare diplomatic mission beyond the borders of their realm, a scattered handful of Iosan nobles survived the Sundering unchanged only to find themselves exiles from their homeland.

Unable to return to an Ios that has been gripped by some calamity they do not yet understand, these scattered and fragmented houses have attempted, in various ways, to form governments-in-exile. From the freeholds of Rhul to isolated or secret safe houses in the Iron Kingdoms, these displaced nobles struggle to lead what remains of their people and to find out what has become of the rest.

The living elves with souls who remain in Immoren account for only a tiny fraction of what they once were, and these are scattered far and wide. Those nobles who have attempted to piece together something of what was lost no longer represent the houses they once did, for those houses are broken or still within the borders of Ios, which are now closed to these living elves as surely as they once were to the peoples of the Iron Kingdoms. So, they build miniature fiefdoms of those elves still loyal to the old ways, no matter what their former rank or what house they once called their own.

Splintered and broken though they may be, these houses-in-exile are as close as many can come to the homeland that is now lost to them. They lack the resources they might once have commanded within the borders of Ios, but they do what they can to support one another and to find a way forward for themselves and their people. For some, this means penetrating the borders of their former nation to find out what has transpired within. For others, it means once more leaving an empire in ruins and forging ahead to build something new.

Whatever their ambitions, these shattered houses struggle on, and you have bound yourself to one of them. You might be a scion of a noble line from old Ios, caught outside its borders by the Sundering and now denied your birthright as a result. Or you might have been a simple Seeker or soldier of the Retribution or just an elf who had been living among the Iron Kingdoms for decades for your own reasons who now finds a calling back to a nation that needs you more than ever.

While the Iosans find it difficult to place their trust in outsiders, the events of the past few years have demonstrated to many the necessity of doing so, and there are those among the exiled houses who have granted honorary membership to non-elves.

EXILED HOUSE BENEFITS & LIMITATIONS

The structure of a house-in-exile is necessarily much less formal than it would have been in the old days of Ios. Thrust into an unfamiliar land and cut off from the resources of your nation, you must all make do with what you have and learn to rely on one another in ways you never needed to before. As a member of a house-in-exile, your station is of less import than what you can do for the group, and so long as you work for the good of the house, you will receive its full support, even if that support is not nearly what it once was. While you are a part of an exiled house, you receive the following benefits and limitations.

Shoulder to Shoulder. Exiled in a strange land and with few others to turn to, members of exiled houses learn to rely on one another. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Speak with the Locals. Wherever you are, you're no longer in the homeland you once knew, and you've had to learn how to navigate unfamiliar surroundings, which includes knowing at least enough of a foreign language to get by. You learn one extra language of your choice, usually one of the common languages spoken in whatever part of western Immoren your house is based in.

Trust Is Hard to Come By. Survival is difficult for elves who find themselves outside of Ios, and the members of exiled houses often have difficulty opening up to anyone except other members of their own close-knit community. You gain proficiency in the Deception skill. If you already have proficiency in Deception, then your proficiency bonus in it is doubled.

Limitation: Hounded by Despair. The Iosans have suffered greatly, and their people have been in decline for centuries. Despair has long been a constant companion of the elves, and for those who now find themselves exiles from their own homeland, which shows every indication of having been grimly transformed, the future often seems hopeless. Even though the members of these exiled houses struggle to persevere, setbacks often send them tumbling into a seemingly bottomless melancholy. When you roll a 1 on an ability check or saving throw, you are temporarily beset by despair and have disadvantage on the next roll you make.

HOUSE ORIGINS

Likely made of up of both noble and common-born elves from a variety of houses, these exiled courts have banded together to survive in an often hostile and always unfamiliar world. They have constructed rudimentary hierarchies based on a combination of the old ways and a new camaraderie born out of necessity and danger. Though the elves in these patchwork courts can tell you which house they might once have belonged to back home, that is of less importance to them day-to-day than the company in which they find themselves now, and these gatherings are scattered all over western Immoren.

Freehold. It was only in one of the Rhulic freeholds that you began to find others of your own kind. Over time, you

all built a community of exiled Iosans and Nyss, structured around nobles from high-born families or simply those who had an aptitude for leadership. Life in the freehold has been good, but it is nothing like your old home, and the desire for something that feels more permanent is always there.

Llaelese Refugees. In the midst of the Claiming, even before the Sundering and the doom that followed, Ios was already beset. You were among the refugees who were driven from your forest home by conflict, and found a new—and, you thought, temporary—home in Llael, a nation that had, until recently, experienced its own considerable upheavals. When the borders of your former nation were suddenly closed to you, you had to make do, but with the forests of Ios so close, it's only a matter of time before you try to return.

Frostbracken. While the fact isn't known by many within the forest itself, the Frostbracken is the largest elven community outside the borders of Ios and is therefore the largest collection of living elves in western Immoren. Many elves led by the Dawnguard settled in the Frostbracken when they found their way back into Ios barred after the end of the Second Skorne-Iosan War. As such, this house-in-exile most closely resembles the Consulate Court as it existed in Ios, formed from the highest-ranking nobles of the houses who first settled this northern forest.

Nyss Holdouts. No strangers to exile, the Nyss are better prepared for the rigors of surviving without a nation than are their Iosan kin. Yet they are also devastated by the loss of so many of their people, already blighted and slain in huge numbers by the forces of the dragon Ethrunbal. Your house has joined forces with a Nyss tribe, creating an awkward but hopefully sustainable community somewhere in the wilds of western Immoren. Of course, such wilds seldom stay unexplored for long, and there is always the mystery of what waits beyond the silent borders of Ios still to be solved.

The Lost. Scattered among the Iron Kingdoms, from as far south as Mercir to the frozen reaches of northern Khador, there have always been elves who traveled among the nations of humans and dwarves. Some were Seekers, looking for a cure for their ailing people, while others were Retribution agents or simply those who had struck out for their own reasons. In the years since the Sundering, most have become aware that something is terribly wrong in their homeland and that the gods are well and truly gone. Among these, some have continued on as best they could in the ways they had before while others find themselves drawn to their own kind, seeking out enclaves of exiled Iosans and building makeshift communities in the towns and cities of Cygnar, Ord, and beyond.

The Abyssal Fortress. You were among the elves who were engaged in battle with the skorne at the Abyssal Fortress when the death knell of the gods changed everything. By the time you found your way back to Twilight Gate, your former homeland had closed to you. With others—mostly fellow disillusioned former soldiers—you have made a new community along the edges of the Bloodstone Marches, in the shadow of Mount Shyleth Breen, on the shores of Scarleforth Lake, or near the Castle of the Keys.

3

SPELLS



Andrea Ciarro

ANIMUS SPELLS

1st Level

Acidic Touch
Bane
Bear Hands
Detect Poison and Disease
Earth's Blessing
Elasticity
Elusive
Flaming Fists

Grease
Icy Breath
Inflict Wounds
Jump
Lightning Strike
Longstrider
Ornery
Rage
Still as Death

2nd Level

Aid
Alter Self
Blur
Boiling Blood
Darkvision
Devourer's Fury
Gust of Wind
Pyg Farm

Primal
Rush
Shatter
Swarm
Winter Coat

ANIMUS SPELL DESCRIPTIONS

Because of the unique way in which they are sometimes acquired, animus spells have the animus tag. The list that follows each animus spell's description indicates which warbeasts can receive the animus.

Note that some preexisting spells are also available as animi. Those spells are listed under the specific resonances of the warbeasts in chapter 6.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACCELERATE ROT

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, R

Duration: Instantaneous

You invoke the forces of decay that fuel the magic of all bone grinders. Any organic material you touch that is not being worn or carried begins to decay rapidly. Meat spoils, plants wither, and objects made of organic matter take 4d10 necrotic damage. If you touch a living creature, it must succeed on a Constitution saving throw or take 2d10 necrotic damage and have disadvantage on Strength and Constitution saving throws for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACCUMULATOR DRAIN

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: S, R

Duration: Instantaneous

You reach out with your hand, targeting a creature that you can see within range. The creature must make a Constitution saving throw. On a failed save, one mechanical or arcanikal item worn or carried by the creature loses all remaining charges from its accumulator or condenser. If the creature is wearing or carrying more than one mechanical or arcanikal item, the GM randomly determines which one is affected.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional mechanical or arcanikal item for each slot level above 4th.

ACIDIC TOUCH

1st-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

Your hands drip with corrosive fluid. For the duration, you are immune to acid damage, and your melee weapon attacks deal an extra 2d6 acid damage.

Warbeasts: Slag troll

AFFLICTION

2nd-level transformation

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You hex one creature within range, causing strikes against it to bite deeper until the spell ends. The target must make a Charisma saving throw. On a failed save, when an attack targeting the creature deals less than 8 damage, the creature takes 8 damage instead. The damage dealt is the same as the type caused by the attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the minimum amount of damage required to trigger the spell and the damage the target creature takes increase by 2 for each slot level above 2nd.

AUTUMN'S DECAY

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, R

Duration: Concentration, up to 1 minute

You advance the natural cycle of life in a target creature you touch, causing it to feel the burden of age. The target must make a Constitution saving throw, rolling with disadvantage if it is a plant creature. On a failed save, the creature takes 6d6 necrotic damage, it has disadvantage on Strength and Dexterity checks for the duration of the spell, and its speed is halved for the duration of the spell. On a successful save, the creature takes half as much damage, doesn't have disadvantage on Strength and Dexterity checks, and doesn't have its speed reduced.

AXIOMATIC SPEAR

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Instantaneous

You throw a spear infused with lawful power at a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 10d6 force damage, and if it is chaotic, it is knocked prone and is stunned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell's range increases by 20 feet for each slot level above 5th. In addition, the force damage increases by 1d6 for each slot level above 5th.

BALANCE OF NATURE

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, R

Duration: Instantaneous

Choose one willing creature within range. The chosen creature takes 2d8 necrotic damage, and one other friendly creature within range regains hit points equal to the damage dealt. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BALEFUL HOWL

4th-level transmutation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, R

Duration: Instantaneous

You let loose a thunderous howl that shatters both the flesh and the convictions of those nearby. Each creature in a 20-foot-radius sphere centered on you must make a Strength saving throw. On a failed save, a creature takes 5d8 thunder damage and is frightened for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

BEAR HANDS

1st-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

You instill raw primal force into the power of your strikes. For the duration of the spell, when you hit a Large or smaller creature with a melee attack, you can push the target up to 15 feet away from you. After a creature is pushed in this way, it must succeed on a Strength saving throw or be knocked prone.

Warbeasts: Widow bear

BEFUDDLE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: R

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or become incapacitated for the duration. While a creature is incapacitated, you can cause the creature to move up to 15 feet in a direction of your choice at the end of your turn. The creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success. This spell has no effect on undead or constructs.

BLACK SPOT

3rd-level necromancy

Casting Time: 1 action

Range: 40 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You choose a creature you can see within range and mark it with a black spot that weakens its defenses, allowing attackers to strike at it more accurately until the spell ends. Make a ranged spell attack against the target. On a hit, the creature takes a -2 penalty to AC, and attacks against it are made with advantage.

BLESSING OF THE DEVOURER

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, R

Duration: Concentration, up to 1 hour

You touch a creature and bestow a magical enhancement upon it. Choose one of the following effects; the target gains that effect until the spell ends.

Eyes and Ears of the Beast. The target has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Fangs and Talons. The target grows sharp claws and oversized fangs. As a bonus action, the target can make an unarmed strike that deals piercing damage or slashing damage equal to 1d6 + the target's Strength modifier. The target can choose the damage type before each attack.

Flesh of the Predator. The target has advantage on Strength (Athletics) checks, and it gains a +2 bonus to AC.

Move as a Beast. The target gains your choice of a climbing or swimming speed equal to its walking speed.

Wurm's Resolve. The target has advantage on Wisdom and Charisma saving throws.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

BLOOD POISONING

1st-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: S, V, R

Duration: Concentration, up to 1 minute

You cause a creature's organs to turn against the creature itself. Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or take 2d6 poison damage and be poisoned for the spell's duration. This spell has no effect on undead or constructs.

BOILING BLOOD

2nd-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: R

Duration: 1 round

You cause your blood to boil with arcane fury upon contact with the air. When a hostile creature hits you with a melee weapon attack, you can use your reaction to end this spell. If you do, you emit a 30-foot cone of boiling blood from the wound. Each creature in the cone must make a Dexterity saving throw. A creature takes 3d8 acid damage or 3d8 fire damage (your choice) on a failed save, or half as much damage on a successful one.

Warbeasts: Pyre troll, slag troll

BOLT OF DARKNESS

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, R

Duration: 1 round

Dark energy streaks toward a creature of your choice within range, chilling its flesh and causing its muscles and joints to lock. Make a ranged spell attack against the target. On a hit, the target takes 4d6 cold damage, and the next attack roll made by the target before the end of your next turn is made with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

CARNIVORE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, R

Duration: Concentration, up to 1 minute

You bestow the flesh-hungry craving of a predator upon a willing creature you touch. Until the spell ends, the target's unarmed strikes deal slashing damage equal to 2d6 + the target's Strength modifier, and it has advantage on unarmed strikes against humanoids. If the target damages a humanoid with a melee attack before the spell ends, the target regains hit points equal to half the amount of slashing, piercing, or bludgeoning damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can increase the duration of the spell by 1 minute for each slot level above 3rd.

CLOAK OF THE PREDATOR

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, R

Duration: Concentration, up to 10 minutes

You touch a willing creature and shroud it with a predator's natural stealth. Until the spell ends, the creature makes no sound while moving, and it becomes invisible while it is in a lightly obscured area. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

COLD FORGING FLAME

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S, R

Duration: 8 hours

You create a blue and white magical flame within range that fits within a 5-foot cube. This flame creates no heat, doesn't use oxygen, and is extremely cold. You can use the flame as a substitute for a real fire within a forge. The flame is still cold but will heat objects that are being forged as if they were heated by a regular flame. A weapon forged with this flame is a magical weapon. Armor forged with this flame is magical and grants the wearer resistance to cold damage.

COMMUNE WITH NOTHINGNESS

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, R

Duration: Concentration, up to 1 minute

You open yourself to the divine emptiness that entwines your soul, allowing yourself to slip into a liminal space between the physical world and nothingness. Until the spell ends, you are immune to being restrained, can't be targeted by opportunity attacks, can enter and occupy the space of another creature, have resistance to nonmagical damage, and have advantage on Dexterity (Stealth) checks.

While under the effects of this spell, you can't talk or manipulate objects, and any objects you are carrying or holding can't be dropped, used, or otherwise interacted with. In addition, you can't attack or cast spells.

CONFESS

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 hour

You compel a sentient creature that you can see within range to confess its wrongdoings for the duration. The target must succeed on a Wisdom saving throw or begin truthfully confessing any acts it has performed within the last week that it either believes were wrong or knows are against local laws and traditions. The target can still take actions normally, but it takes a -2 penalty to its save DC if it casts a spell that includes a verbal component or uses an ability that requires it to use its voice (such as singing or performing a fell call) while it is confessing.

Once the target has confessed all its wrongdoings, the spell ends.

CRIPPLING GRASP

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, R

Duration: 1 minute

A horrific, decaying phantom hand bursts up from the ground, grabs a creature you can see within range, and drains away its vitality. Make a ranged spell attack against the target. On a hit, the target has disadvantage on Strength, Constitution, and Dexterity checks for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. This spell has no effect on creatures that are immune to poison.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. Make separate attack rolls against each target.

CRUSHING VOID

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, R

Duration: Instantaneous

You rip open a hole to the cosmic nullity where your gods' spirits once resided. Choose a point that you can see within range. Any object that is within 20 feet of the point and isn't being worn or carried is attracted to the point as if the object were falling. Each Medium or smaller creature within 20 feet of the point must make a Strength saving throw. On a failed save, the creature is pulled to within 5 feet of the point. On a successful save, the creature is knocked prone but isn't pulled. After all creatures and objects are pulled toward the point, anything within 5 feet of the point takes 8d6 bludgeoning damage, and any creature within 5 feet of the point is knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the area of effect increases by 5 feet for each slot level above 5th.

DEVOURER'S FURY

2nd-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: R

Duration: 1 minute

The blessing of the Devourer Wurm causes you to fly into a fury, allowing you to make several frenzied attacks. For the duration of the spell, if you have the Multiattack action, you can use it without being forced; otherwise, you gain the Extra Attack trait described below if you do not already have it.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Warbeasts: Spine ripper, Thornwood mauler, widow bear



DIRGE OF MISTS

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, R

Duration: Concentration, up to 1 minute

You cloak a willing creature in a supernatural mist that conceals it and flickers with horrifying visages of half-seen, monstrous faces. For the spell's duration, the area immediately around the creature is considered to be lightly obscured. A creature that attempts to attack the spell's target must succeed on a Wisdom saving throw or make the attack roll with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration of the spell increases by 1 minute for each slot level above 1st.

DOUBT

1st-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You whisper the truth of the emptiness you have witnessed to a creature that you can see within range, attempting to fill it with crippling doubt. The creature must succeed on a Wisdom saving throw or have disadvantage on attack rolls and ability checks for the spell's duration. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This spell has no effect on undead, constructs, or creatures that are immune to being frightened.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

EARTH'S BLESSING

1st-level evocation (animus)

Casting Time: 1 action

Range: Self

Components: R

Duration: 1 minute

The earth rises up to firmly grip your feet and legs, granting you supernatural stability. For the spell's duration, you can't be pushed, pulled, knocked prone, or petrified.

Warbeasts: Common troll

EARTH'S CRADLE

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, R

Duration: 1 round

In response to an enemy attack, the earth draws you into its protective grip. Until the end of your next turn, you gain 5 temporary hit points and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 1st.

ELASTICITY

1st-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

Your limbs become flexible and elastic. Until the spell ends, your reach with melee weapons increases by 10 feet.

Warbeasts: Swamp troll

ELUSIVE

1st-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: R

Duration: 1 round

You enhance your speed and dexterity. Until the spell ends, you can take the Disengage action as a bonus action on each of your turns. You can also spend 5 feet of movement on each of your turns to gain a +2 bonus to AC against ranged weapon attacks and ranged spell attacks until the start of your next turn.

Warbeasts: Duskwolf

ENSNARING EARTH

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, jaws of solid stone erupt from the ground and clutch at the creature. The target must succeed on a Strength saving throw or have its speed reduced to 0 until the spell ends. A Large or larger creature has advantage on this saving throw. In addition, a target that fails its saving throw takes 1d6 bludgeoning damage at the start of each of its turns. A creature can use its action to make a Strength check against your spell save DC, freeing itself or another creature within its reach on a success, ending the spell's effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ENTRAPMENT

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You place glowing runes on up to eight creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, and it can't take the Disengage, Dash, Dodge, or Hide action. If an affected target ends its turn more than 100 feet from you, it takes 21 (6d6) radiant damage and is knocked prone.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

ENTROPIC TOUCH

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Instantaneous

You send necrotic energy surging through a creature that you can see within range, causing it intense pain. The target must make a Constitution saving throw. It takes 7d8 + 20 necrotic damage on a failed save, or half as much damage on a successful one.

Any creature killed by this spell is pulled into the Void, which feeds on the creature's energy and life force. The creature is completely destroyed, and its soul, if it has one, is also destroyed.



EXPLOSIVO

1st-level enchantment

Casting Time: 1 action

Range: 50 feet

Components: V, S, R

Duration: 1 minute or until triggered

You empower the attack of one of your allies with explosive force. Choose a willing creature within range. That creature's next ranged weapon attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If the weapon doesn't have the AOE property, it gains AOE (5). Otherwise, the weapon's AOE increases by 5. Creatures in the AOE other than the creature directly hit by this ranged attack take damage as described in the AOE rule but aren't otherwise affected by the attack. The spell expires immediately after the affected creature's next ranged attack.

FLAMING FISTS

1st-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

Your hands become coated with unquenchable flames. Until the spell ends, your hands emit bright light like a torch, you gain immunity to fire damage, and your attacks deal an extra 2d6 fire damage.

Warbeasts: Pyre troll

FORCE BOLT

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Instantaneous

A magical bolt of energy darts toward an enemy creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 force damage. In addition, the target is automatically pushed 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

FORTUNE

2nd-level divination (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: S, R

Duration: 10 minutes

You bless one willing creature you can see within range with an abundance of good fortune. When the chosen creature fails an attack roll, an ability check, or a saving throw before the spell ends, it can dismiss this spell on itself to reroll the attack roll, ability check, or saving throw. Alternatively, when the chosen creature is hit with an attack roll, it can dismiss this spell on itself to force the attacker to reroll the d20.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FULL THROTTLE

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, R

Duration: Concentration, up to 1 minute

Using the connection with your battlegroup, you concentrate on making your steamjacks function at peak efficiency for the duration. During its turn, each bonded steamjack in your control range can use the Attack Bonus, Damage Bonus, or Shake It Off effect described in the warcaster's Focus Manipulation feature without spending a focus point. Additionally, the next attack roll made by a bonded steamjack in your control range has advantage.

GEAR BOMBARDMENT

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: S, R, M (a handful of mundane gears)

Duration: Instantaneous

You throw a handful of gears into the air and choose a point you can see within range. Thousands of duplicate gears appear in the air above that point, spinning quickly before falling in a volley and then disappearing. Each creature in a 40-foot-radius, 30-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 slashing damage on a failed save, or half as much damage on a successful one.

GLIMPSE OF THE VOID

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Instantaneous

You choose a creature within range and show it a glimpse of infinite emptiness. The creature must make a Wisdom saving throw. On a failed save, the creature takes 2d6 psychic damage and becomes frightened for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

GUARDIAN BEAST

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: R

Duration: 10 minutes

Choose one willing warbeast within your control range. If a hostile creature moves within 30 feet of you before the spell ends, the chosen creature can dismiss this spell on itself to use its reaction to move its current speed and make one melee attack against the hostile creature with advantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional warbeast for each slot level above 3rd.

HAND OF FATE

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Concentration, up to 10 minutes

Your spell subtly tweaks the weave of destiny in one willing creature you can see within range. For the duration of the spell, the creature can roll a d4 and add the number rolled to any attack roll or skill check, and the creature's attacks deal an extra 1d4 damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d4 for each slot level above 2nd.

HELLMOUTH

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Instantaneous

A hole of pure blackness opens at a point you choose within range and unleashes the forces of the endless Void upon any nearby creatures. Each creature in a 15-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 6d8 force damage on a failed save, or half as much damage on a successful one.

HEX HAMMER

3rd-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S, R

Duration: Instantaneous

You create a blast of arcane force in an attempt to punish a creature in the process of casting a spell. The target must make a Wisdom saving throw. The target takes 3d10 psychic damage on a failed save, or half as much damage on a successful one. If the damage reduces the target to 0 hit points, the target's spell is not cast.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

ICY BREATH

1st-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: R

Duration: Instantaneous

You open your mouth and spew a blast of freezing breath. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 2d6 cold damage, and its speed is reduced by 5 feet for one round. On a successful save, the creature takes half as much damage, and its speed is not reduced.

Warbeasts: Winter troll

INKY TENDRIL

5th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. A shadowy tendril comes out of the darkness and entwines itself around the target. The target must succeed on a Wisdom saving throw or take 4d10 necrotic damage and be paralyzed for the duration. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th level. The creatures must be within 30 feet of each other when you target them.

LIGHTNING STRIKE

1st-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: Instantaneous

You enhance your speed to blinding levels. When you cast this spell, you immediately take the Disengage action followed by the Dash action.

Warbeasts: Duskwolf

MAGNETIC BOND

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 minute

You speak a word that creates a bond between two metallic objects. If you target an object held or worn by a hostile creature, that creature must succeed on a Strength saving throw to avoid the spell. Until the spell ends, separating the two objects requires a successful Strength check against your spell save DC.

MORTALITY

3rd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You encase a creature in pure entropy, weakening it and drawing it slowly into oblivion. Choose a creature you can see within range. The creature must make a Constitution saving throw. On a failed save, the creature takes a -3 penalty to AC and can't be healed by any means until the spell ends.

MOTHER'S EMBRACE

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, R

Duration: Concentration, up to 1 hour

You create a magical layer of protection around a willing creature you touch. Until the spell ends, the creature gains 20 temporary hit points and resistance to acid, cold, fire, or lightning damage (your choice).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the creature gains an additional 5 temporary hit points and gains an additional resistance for each slot level above 4th.

MUZZLE

3rd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, R

Duration: Instantaneous

You target a hostile warbeast you can see within range and quash its aggression with psychic force. The creature must make a Wisdom saving throw. On a failed save, the creature takes 4d8 psychic damage and becomes frightened of you until the start of your next turn. On a successful save, the creature takes half as much damage and doesn't become frightened.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

OBLIVION SPHERE

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, R

Duration: 1 round

An orb of pure darkness streaks from your fingers to a point you choose within range and then silently blooms into a sphere of absolute blackness. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. A creature takes 5d6 cold damage and 5d6 psychic damage on a failed save, or half as much damage on a successful one. Each creature in the sphere has its vision reduced to 5 feet and is deafened until it leaves the sphere.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage (both cold and psychic) increases by 1d6 for each slot level above 5th.

ORNERY

1st-level enchantment (animus)

Casting Time: 1 action

Range: Self

Components: R

Duration: 1 round

You stoke your irascible nature. For the duration of the spell, if a hostile creature within reach hits you with a melee attack, you can use your reaction to make a melee attack against the hostile creature.

Warbeasts: Burrow-mawg, dust hog, gorax



PARASITE

2nd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You lash out with a parasitic bolt of energy at one creature you can see within range. The target creature must make a Constitution saving throw. On a failed save, the creature takes a -2 penalty to AC and you gain a +2 bonus to AC for the duration of the spell.

PAROLE

1st-level evocation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, R

Duration: 1 week

You place an invisible ward onto a willing or restrained creature and name up to three laws. If the target breaks any of these laws, a mental alarm alerts you if you are within 10 miles of the warded creature. This alert awakens you if you are sleeping. You know which warded creature caused the alert, but not which law it has broken.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can either name two additional laws for each slot level above 1st or extend this spell's duration by 1 week for each slot level above 1st.

PHANTASM

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You create two illusory duplicates of a target creature within range. Until the spell ends, the duplicates move with the creature and mimic its actions, shifting position so as to make it impossible to tell the illusions from the creature.

Whenever any creature targets the target creature with an attack or a harmful spell while a duplicate remains, the attacking creature rolls randomly to determine whether it targets the target creature or one of the duplicates. A creature is unaffected by this magical effect if it can't see, if it relies on senses other than sight (such as blindsight), or if it can perceive illusions as false (as with truesight).

A duplicate has the target creature's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional duplicate for each slot level above 4th.

PYG FARM

2nd-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

You enhance your attacks with a supernatural hunger that greedily devours the flesh of your opponents in battle. Until the spell ends, you deal an extra 2d6 necrotic damage when you hit a target with a melee attack. If the target is not a construct, you regain hit points equal to half the necrotic damage dealt.

Warbeasts: Biboar, giant farrow

POISONED GIFT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of raw meat)

Duration: 1 minute

You magically taint a piece of meat that instills a carnivorous creature with unbridled, feral rage. Upon consuming it, a creature immediately becomes wildly aggressive and will attack any creature it can perceive other than you and your allies for the duration of the spell. When the spell ends, the creature gains one level of exhaustion and becomes hostile to you.

POISON VORTEX

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, R

Duration: Instantaneous

A vile green liquid appears at a point you choose within range and begins rotating in a vortex. Each creature in a 30-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 8d6 poison damage and becomes poisoned for 1 minute. On a successful save, the creature takes half as much damage and doesn't become poisoned.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

PRIMAL

2nd-level enchantment (animus)

Casting Time: 1 bonus action

Range: 30 feet

Components: R

Duration: 1 round

You incite a primal rage in one friendly creature you can see within range. Until the spell ends, the creature has advantage on Strength checks and Strength saving throws and rolls one additional weapon damage die when determining damage for a hit with a melee attack. If the creature is a warbeast, it automatically frenzies at the start of its next turn.

Warbeasts: Farrow brute, gorax

RAGE

1st-level enchantment (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

You allow unbridled fury to fill you with strength. Until the spell ends, you have advantage on Strength checks and Strength saving throws and your melee weapon attacks deal an extra 1d10 weapon damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d10 for each slot level above 1st.

Warbeasts: Common troll, giant farrow, goliath hog, spine ripper, Thornwood mauler

RAZOR FANGS

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, R

Duration: Concentration, up to 1 minute

You touch a friendly creature and enhance the killing power of its natural weapons. For the duration of the spell, the creature's natural weapons, such as fangs, claws, and horns, count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and the creature rolls one additional weapon damage die when it hits a target with such a weapon. This spell has no effect on humanoids.

ROCK HAMMER

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, R

Duration: Instantaneous

You gesture at a creature you can see within range, summoning a rock hammer to slam into the creature. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and must succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ROUSE PRIMAL SPIRIT

9th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, R

Duration: Concentration, up to 1 hour

You summon an avatar of the primal spirit of the Devourer Wurm, which appears in an unoccupied space that you can see within range. The creature is a primal archon that crumbles when it drops to 0 hit points or when the spell ends.

The archon is initially friendly to you and your companions. Roll initiative for the archon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands

to the archon, it defends itself from hostile creatures but otherwise takes no actions.

At the start of each of the archon's turns, if it has not dealt damage to another creature or taken damage itself during the round, it must make a Charisma saving throw. On a failed save, the archon remains friendly to you and your companions and continues to follow any commands you issue to it. On a successful save, the archon is freed from your control and acts according to its own desires. Depending on the circumstances, the archon might continue fighting against your enemies, become hostile to you if you ordered it to act against its alignment, or lash out against every creature it sees. The GM has the archon's statistics.

RUSH

2nd-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

You imbue yourself with preternatural speed and agility. For the spell's duration, your movement is unaffected by nonmagical difficult terrain, and your speed increases by 10 feet.

Warbeasts: Biboar, common troll

SHOCKWAVE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Instantaneous

The earth around the area you point at begins to warp and shift as a shockwave reverberates through the area. Each creature in a 20-foot-radius sphere centered on that point must make a Strength saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. The affected area permanently becomes difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.



SPRING'S ABUNDANCE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

An abundance of plant life blooms in a 5-foot cube centered on a point within range and turns it into difficult terrain for the duration. The plants remain until the spell ends. You choose the type of plants summoned when you cast the spell.

Bloodsmeath Nettles. When a creature enters the spell's area for the first time on a turn or starts its turn there, it takes 4d4 poison damage.

Glimmerwood Willow. When a creature enters the spell's area for the first time on a turn or starts its turn there, it regains 4d4 hit points.

Gnarroots. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature is incapacitated (see the condition) and can't move until the start of its next turn.

Thornwood Vines. When a creature enters the spell's area for the first time on a turn or starts its turn there, it takes 4d4 slashing damage.

STILL AS DEATH

1st-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: R

Duration: 1 round

You become deathly still, yet ready to strike at lightning speed. For the spell's duration, when a hostile creature you can see moves within 30 feet of you, you can use your reaction to move up to your speed toward the hostile creature and make one melee attack against that creature. After you make this attack, the spell ends.

Warbeasts: Razor boar

STRANGLEHOLD

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, R

Duration: Instantaneous

A choking, invisible force extends from you to crush a creature you can see within range. The target must make a Strength saving throw. On a failed save, it takes 6d10 bludgeoning damage and is restrained until the end of your next turn. On a successful save, it takes half as much damage and isn't restrained.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

SUMMON WARDEN

3rd-level conjuration (ritual)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a holy symbol and a piece of steel)

Duration: Concentration, up to 1 hour

You call forth a guardian spirit to protect a person, item, or location of your choosing. It manifests in an unoccupied space that you can see within range. This corporeal form uses the warden armor stat block. (See the "Warden Armor" sidebar.) The creature disappears when it drops to 0 hit points, if it ends its move more than 30 feet from whatever it is designated to protect, or when the spell ends.

The creature is friendly to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it attacks any foes within 10 feet of whatever it is designated to protect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the warden armor's hit points increase by 1d8 for each slot level above 3rd.

WARDEN ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6) + 1d8 for each slot level above 3rd

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	4 (-3)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge the spellcaster's proficiency bonus +2

ACTIONS

Multiattack. The armor makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.



SWARM

2nd-level conjuration (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

A swarm of stinging, biting insects fills a 10-foot-radius sphere centered on you. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When a creature enters the spell's area for the first time or ends its turn there, it takes 2d10 poison damage. If the creature isn't immune to poison, it has disadvantage on melee attack rolls while in the sphere.

Warbeasts: Swamp troll

TREMBLER

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, R

Duration: Instantaneous

You raise your hands into the air, causing the earth to tremble violently. Each creature within the area other than you must succeed on a Strength saving throw or be knocked prone.

VELOCITY

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: S, R

Duration: Instantaneous

Kinetic energy suffuses you and accelerates you forward. When you cast this spell, you can use a bonus action to move up to 40 feet.

VENOM

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, R

Duration: Instantaneous

You raise your hand and shoot a spray of caustic liquid on your enemies. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 3d8 acid damage on a failed save, or half as much damage on a successful one. A creature killed by this spell starts melting as the corrosive fluid eats away at the creature's body.

WALL OF DECREES

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, R

Duration: Concentration, up to 1 minute

You create a wall of arcane energy with ancient laws and codes displayed across its surface. The wall appears within range and lasts for the duration. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick.

When the wall appears, each creature within its area must make an Intelligence saving throw. A creature takes 4d8 force damage on a failed save, or half as much damage on a successful one.

Any chaotic creature that enters the wall's area for the first time during its turn takes 4d8 force damage. Additionally, a chaotic creature that ends its turn inside of the wall takes 2d8 force damage and is blinded until the start of its next turn. Lawful allies have advantage on saving throws against the spell's effects.

WALLOW

2nd-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, R

Duration: 1 minute

A field of arcane energy extends out from you in a 30-foot radius and moves with you, remaining centered on you and transforming the ground into thick, sticky muck. Until the spell ends, the muck moves with you, remaining centered on you. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it.

An affected creature's speed is halved in the area, and when an affected creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or be knocked prone. A prone creature can't move through the area by crawling.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 minute for each slot level above 2nd.

WARPATH

1st-level transformation

Casting Time: 1 action

Range: Self

Components: V, S, R

Duration: 1 round

You stoke the fires of the spirits of your bonded warbeasts. Until the end of your next turn, whenever you or one of your allies hits a hostile creature with a melee attack, one warbeast in your battleground and in your control range can use its reaction to move up to its speed. This movement doesn't provoke opportunity attacks.

WEALD SECRETS

2nd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: S, R

Duration: 1 hour

You touch a willing creature and reveal the secrets of the deep forest to it. For the duration, the target's movement is unaffected by difficult terrain, and its ranged attacks ignore half-cover and three-quarters cover.

WHIP SNAP

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a lodestone)

Duration: Concentration, up to 1 minute

An invisible tether snaps into existence at your command, binding two Large or smaller creatures that you can see. Until the spell ends, a creature that is tethered to another creature can't end its movement farther from the other creature than it was at the start of its turn. An unwilling target must make a Strength saving throw. On a failed save, the creature is pulled

15 feet toward the creature to which it is tethered. A willing target can choose whether to be pulled, and its movement is not restricted by the position of the spell's other target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the distance a creature is pulled increases by 5 feet for every slot level above 3rd. In addition, any creature can be targeted regardless of size, but a Huge or larger creature can't be moved, and its movement is not restricted by the spell.

WILD AGGRESSION

2nd-level transformation

Casting Time: 1 action

Range: Self

Components: V, S, R

Duration: 1 minute

With a thought, you draw up the wildest aggression that resides within one of the warbeasts within your battlegroup and in your control range. Until the spell ends, the warbeast can take the Dash or Disengage action as a bonus action on each of its turns and gains a +1 bonus to attack and damage rolls.

WINTER COAT

2nd-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: R

Duration: 1 round

You become wreathed in a freezing fog. You gain immunity to cold damage, and a creature that touches you or hits you with a melee attack while within 5 feet of you takes 10 (3d6) cold damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Warbeasts: Winter troll

WORD OF LAW

2nd-level enchantment

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a gavel)

Duration: 1 day

You decree a judgment upon a dispute between two creatures or upon one creature that you can see within range, forcing each affected creature to accept your judgment. You can't impose a judgment that would cause the affected creatures to hurt themselves or put themselves in harm's way. If the affected creatures can understand you, they must make a Wisdom saving throw. On a failed save, they become charmed by you for the duration and submit to your authority. On a successful save, they resent your judgment and become hostile toward you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 20 feet of each other when you target them.



WRATH OF DHUNIA

5th-level abjuration

Casting Time: 1 action

Range: Self (60-foot-radius)

Components: V, S, R

Duration: 1 minute

Your spell directs the wrath of the mother-goddess Dhunia against those who oppose her children. Each time you or a friendly creature damages a hostile creature within a 60-foot radius with an attack or a spell, the hostile creature gains 1 mark. A creature can have a maximum of 5 marks at one time. When the spell ends or you dismiss it as a bonus action, each hostile creature takes 1d10 cold, fire, or poison damage (your choice) for each mark on it. You can choose the damage type for each creature individually.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, each hostile creature can gain 1 additional mark for each slot level above 5th.

WURMTIDE

5th-level conjuration

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, R

Duration: Instantaneous

You summon a portion of the Devourer Wurm's spirit to the physical world. A wave of spectral, shapeshifting predators rolls over your foes in a 20-foot-wide, 60-foot-long line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d10 bludgeoning damage, 2d10 slashing damage, and 2d10 piercing damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bludgeoning, piercing, or slashing damage (your choice) increases by 1d10 for each slot level above 5th.

4

GEAR



WHETHER THEY RELY ON THE GREAT FOUNDRIES of Rhul's ancient cities or the rattletrap wagons used by wandering farrow bands, the people who live beyond the borders of the Iron Kingdoms have used their own unique arts of metallurgy and manufacturing to develop equivalents to most of the arms, armor, and equipment found in the human nations. Some items, however, are unique to the cultures that produce them. Many of these rely on the physical characteristics of their users—for example, the multibarreled heavy barrage arquebus famously used by the ogrun mercenary Arquebus Jonne—or are made to address certain needs that are not as common within the Iron Kingdoms.

IOSAN FIREARMS

In general, Iosan technologies have a unique relationship with their counterparts in the Iron Kingdoms. Before the Cataclysm, Iosan metallurgy was already quite advanced. Even though much of this knowledge was lost as a result of that particular catastrophe, some of it has been rediscovered since.

Iosan weapon designs focus on lighter materials. This is not to say that the Iosans do not also produce weapons of great power. The heavy rifles carried by riflemen of the Houseguard can unleash a lethal fusillade, and combined with the care with which Iosan commanders direct their troops, they are a match for any other personal weapon on the continent. Generally, however, Iosan tactics tend toward precision and speed, and their guns reflect this. Light, quick, and accurate, they are optimized for the rapid and exacting tactics favored by the Iosan army. Iosan firearms do not

use the binary blasting powder system used across the Iron Kingdoms; instead, they use a single-powder system devised by elven alchemists. Combined with lighter projectiles, this system typically gives Iosan guns a longer range at the cost of a lower force of impact. This also means that Iosan ammunition is incompatible with non-Iosan weapons. Many Iosan guns include gracefully arcing yet wickedly sharp blades, making them useful both in melee and at a distance. Some Iosans have developed mastery of such weapons into a comprehensive art, spinning into battle and dispatching opponents with ruthless efficiency at any range.

Most Iosan firearms are strikingly beautiful, and the simplest pistol carried by a member of the Homeguard is a work of art compared to its standard equivalent in the Iron Kingdoms. Many of these guns are handcrafted, and some have even become treasured family heirlooms. An Iosan who loses such a weapon or allows the weapons of fallen Iosan soldiers to fall into enemy hands is treated like a pariah by fellow soldiers until the weapon is retrieved.

Rare Commodities. Iosan guns are nearly impossible to find on the open market outside of Iosan communities, and their unique construction makes them challenging for others to master. A character who is not proficient with simple or martial firearms has disadvantage the first time the character uses such a weapon, and the weapon gains misfire (3) the first time the character reloads it.

A character proficient with simple or martial pistols or rifles who spends a short rest studying a simple or martial firearm can make a DC 14 Intelligence check to decipher its workings. If the check succeeds, the character does not have disadvantage with the weapon the first time the character uses it, and the weapon does not gain the misfire property when the character reloads it.

ARMOR

Armor Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Mage hunter armor	20 gp	11 + Dex modifier	—	—	5 lb.
Scrap armor	45 gp	12 + Dex modifier	—	Disadvantage	15 lb.
<i>Medium Armor</i>					
Houseguard armor	55 gp	15 + Dex modifier (max. +2)	—	—	20 lb.
<i>Heavy Armor</i>					
House Ellowuyr plate	75 gp	17	STR 13	—	55 lb.
Forge Guard plate	165 gp	18	STR 13	Disadvantage	30 lb.
Dawnguard plate	200 gp	18	STR 15	Disadvantage	60 lb.
<i>Shield</i>					
High shield	15 gp	+2	—	—	6 lb.
Tower shield	25 gp	+2	STR 16	Disadvantage	10 lb.
Buckler cannon	25 gp	+1	—	—	8 lb.

ARMOR & SHIELDS

The Armor table shows the cost, weight, and other properties of the many new options available to characters, in addition to those in *Iron Kingdoms: Requiem*.

Buckler Cannon. This small target shield contains a heavy, single-shot pistol. The pistol is a simple firearm, has a range of 20 feet, deals 2d6 piercing damage, and has the misfire (1) property.



Dawnguard Plate. The pale white armor of the Dawnguard of House Nyarr is a familiar sight to anyone who previously faced the Retribution of Scyrah in battle. The unique alloy used in its construction grants the armor surprising resilience while preserving its ductility, allowing the heavy armor to withstand tremendous impacts. The armor is so well regarded among the Iosans that military units from several other houses, such as the heavy cavalry soldiers of House Issyen, have mimicked its pattern.

Forge Guard Plate. Used by Horgenhold's famous Forge Guard, this plate mail is tailored to the proportions of the Rhulfolk.

High Shield. The high shield is common in Rhul, where it is most often used by the Hammerfall High Shield Gun Corps. The shield has a special crook designed to balance a carbine or another long gun. As a bonus action, you can brace a

carbine or rifle on the shield to fire the weapon one-handed and gain a +1 bonus to your next ranged attack roll.

House Ellowuyr Plate. The distinctive golden-hued armor of House Ellowuyr's notorious warriors, this plate armor strikes a balance between protection and freedom of movement. Although not as thickly plated as similar armor found in some of the other great military houses, it is still quite sturdy and does not hinder the fast, aggressive swordsmanship of those who wear it.

Houseguard Armor. The armor worn by the soldiers of the Houseguard protects the wearer as well as any infantry armor used throughout the human kingdoms of western Immoren, and it does so despite being far lighter due to the advanced metallurgical techniques used by its elven crafters.

Mage Hunter Armor. This light, form-fitting suit of armor is used by the mage hunters of the Retribution of Scyrah. Because the mage hunters rely on stealth, the armor offers only modest protection while emphasizing concealment. Mage hunter armor is usually found only in the scattered enclaves of Iosans that harbor former members of the Retribution of Scyrah.

If you are wearing mage hunter armor, you gain a +2 bonus to Dexterity (Stealth) checks made to take the Hide action.

Scrap Armor. Cobbled together from various bits of salvage, this armor is common among farrow tribes, who scavenge bits and pieces from the armor of fallen warriors, sheets of steamjack hull plating, and the dried hides of creatures. Scrap armor offers reasonable protection, although the clatter of its mishmash of parts makes it difficult to sneak about in.

Scrap armor can be modified by adding extra parts. If you are proficient with tinker's tools or a mechanic's toolkit, you can spend 1 hour disassembling a suit of armor and incorporating bits of it into a suit of scrap armor. Modifying the scrap armor in this way grants a +1 bonus to your AC. This benefit lasts until you take damage from a critical hit, in which case the extra armor pieces are destroyed.

Tower Shield. This massive shield is tall enough to conceal the majority of the user's body. The fane guardians of Ios once carried these shields as they defended the goddess Scyrah in her sanctuary. Wielding a tower shield reduces your walking speed by 5 feet. If you are wielding a tower shield when you take the Dodge action, you have three-quarters cover.



WEAPONS

The Weapons table shows new items available to characters, in addition to those found in *Iron Kingdoms: Requiem*.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Iosan. This weapon is of Iosan manufacture.

Volley. A weapon with the volley property can be used either to make a single attack or to fire a volley of shots that hits a wider area. A volley is a cone with a length equal to the normal range of the weapon. Each creature in the cone must

succeed on a Dexterity saving throw with a DC equal to 8 + the attacker's Dexterity modifier + the attacker's proficiency bonus or take half the weapon's damage. A volley uses 10 rounds from a weapon's magazine.

SPECIAL WEAPONS

Arcantrik Cannon. The favored weapon of the Ghost Snipers of Ios, the arcantrik cannon fires a concentrated blast of pure arcane energy rather than a crude projectile. It does not use traditional rounds; instead, it has a built-in arcane condenser that powers each shot. Although the weapon has an effectively infinite supply of ammunition, the charging time between shots limits its rate of fire.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Halfspear	1 gp	1d6 slashing	2 lb.	Light, versatile (1d8)
Kopis	2 gp	1d6 slashing	2 lb.	Light
<i>Simple Pistols</i>				
Harpoon pistol	10 gp	1d4 piercing	1 lb.	Firearm (20/60), light, magazine (1), misfire (2), special
Iosan pistol	200 gp	1d8 piercing	4 lb.	Firearm (80/240), Iosan, light, magazine (1)
<i>Simple Rifles</i>				
Iosan long rifle	280 gp	2d6 piercing	8 lb.	Firearm (range 90/270), Iosan, magazine (5), two-handed
Pig iron	10 gp	1d10 piercing	5 lb.	Firearm (60/180), magazine (1), misfire (3), special, two-handed
<i>Martial Melee Weapons</i>				
Caber	30 gp	2d12 bludgeoning	180 lb.	Heavy, special, thrown (20/60)
Heavy vouge	15 gp	2d6 slashing	9 lb.	Heavy, two-handed
Hooked greatsword	55 gp	1d12 slashing	15 lb.	Heavy, reach, special, two-handed
Nyss curved halberd	Special	1d10 slashing	5 lb.	Finesse, heavy, reach, two-handed
Nyss greatsword	Special	2d6 slashing	5 lb.	Finesse, heavy, two-handed
Sickle staff	25 gp	1d8 slashing	5 lb.	Finesse, versatile (1d10)
Steam drill	50 gp	1d10 piercing	35 lb.	Heavy, special, two-handed
<i>Martial Ranged Weapons</i>				
Stormfall great bow	75 gp	1d12 piercing	5 lb.	Ammunition (range 200/800), heavy, loading, special, two-handed
<i>Martial Pistols</i>				
Hand mortar	90 gp	1d12 bludgeoning	8 lb.	AOE (10), firearm (range 30/90), heavy, loading
Heavy Iosan pistol	300 gp	2d8 piercing	4 lb.	Firearm (80/240), Iosan, light, magazine (5)
<i>Martial Rifles</i>				
Arcantrik cannon	50 gp	2d8 radiant	12 lb.	Firearm (80/240), Iosan, loading, two-handed
Barrage arquebus	175 gp	2d10 bludgeoning	35 lb.	AOE (10), firearm (40/120), heavy, magazine (3), special, two-handed
Dawnguard sword-cannon	90 gp	2d8 piercing	10 lb.	Firearm (range 50/150), heavy, Iosan, magazine (6), special, two-handed
Fire breather	35 gp	2d8 fire	12 lb.	Firearm (30-foot cone), magazine (5), special
Houseguard heavy rifle	130 gp	1d10 piercing	25 lb.	Firearm (100-foot line), heavy, Iosan, magazine (1), special, two-handed
Lance cannon	95 gp	2d10 piercing	6 lb.	Firearm (range 60/180), Iosan, magazine (1), two-handed
Rocket launcher	300 gp	3d10 fire	20 lb.	Firearm (range 100/300), heavy, loading, misfire (4), two-handed
Slugger	190 gp	2d10 piercing	30 lb.	Firearm (range 60/180), heavy, magazine (30), misfire (2), two-handed, volley
Vortex cannon	225 gp	2d8 force	5 lb.	Firearm (range 60/120), Iosan, magazine (5), misfire (1), special



Barrage Arquebus. Patterned on the weapon carried by the ogrun Arquebus Jonne, this heavy weapon is capable of firing each of its three barrels independently or unleashing a withering barrage of three shots at once. If you fire all three barrels at the same time, you have disadvantage on the attack roll, but the weapon's AOE increases to 30.

Caber. Trollkin warriors prove their strength of arms by seeing who can throw enormous stone cabers the farthest. Some choose to use these stone columns in battle, flinging them into enemy formations or swinging them like oversized mauls. A Medium or smaller creature hit is also pushed 5 feet away after being hit by a thrown caber.

Dawnguard Sword-Cannon. This weapon integrates a heavy rifle with the blade of a sword. A Dawnguard sword-cannon can be used as a melee weapon; when used as a melee weapon, it is treated as a greatsword.

Fire Breather. This heavy hand cannon fires a spray of burning fuel at short range. The fire ignites any flammable objects in the area that aren't being worn or carried.

Halfspear. This weapon consists of a short haft and a large chopping blade. It is a common weapon among the bogrin.

Hand Mortar. This heavy, short-barreled weapon is used to launch explosive shells over short distances. It is a particular favorite of Rhulfolk who are a bit too enthusiastic about their love for explosives.

Harpoon Pistol. Seldom seen in the hands of anyone but swamp gobbers and bogrin, this weapon fires a small, harpoon-like dart. Unlike traditional harpoons, which are meant to pull the target closer, the harpoon pistol is most commonly used to pull the shooter nearer to its target. As a bonus action after hitting a target with a harpoon pistol, a Small or smaller creature can retract the harpoon to be pulled up to 20 feet closer to the target of the attack.

Heavy Voulge. The signature weapon of House Ellowuyr's wardens, this massive polearm is topped with a chopping blade nearly as long as a greatsword.

Hooked Greatsword. Used primarily by the trollkin warriors known as Fennblades, this heavy greatsword has wicked hooks capable of pulling riders from their saddles and catching the legs of enemy mounts. When you hit a mounted creature with this weapon, the creature must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it.

Houseguard Heavy Rifle. More a light artillery piece than a

rifle, this weapon is used by the Houseguard to engage with hard targets at range. The force of its shot is so great that it can pass through an entire column of soldiers.

Attacks made with this weapon have disadvantage unless the shooter is prone. Being prone does not impose disadvantage on attack rolls with a Houseguard Heavy Rifle. The shot produces a line 100 feet long and 5 feet wide. The shooter makes an attack roll against each creature in the line, dealing damage on a hit.

Kopis. This one-handed chopping blade is common among the Idrians.

Lance Cannon. A lance cannon can be used as a melee weapon; when used as a melee weapon, it is treated as a lance.

Nyss Curved Halberd and Nyss Greatsword. These weapons have become very rare since the disaster that befell the Nyss in 606 AR. Most such blades found outside of northern Khador are either family heirlooms fiercely guarded by the refugees who wield them or the prized possessions of wealthy collectors. If a player wants to purchase a Nyss weapon, the GM should first determine whether such a weapon is available and then, if so, determine an appropriate price.

Pig Iron. The crude firearms often used by farrow are built to be sturdy—not out of any sense of pride, but because the weapons are just as likely to be used to bash in a target's skull as to shoot at it. A pig iron can be used as an improvised melee weapon; when used as a melee weapon, it is treated as a club.



Rocket Launcher. A recent addition to the armories of the United Kriels, these devastatingly effective weapons have made their way into the hands of allied kriels in the Bloodstone and the Glimmerwood. A rocket launcher fires a self-propelled explosive that can travel for great distances, but it is complicated to use and can be just as devastating to those who use it if handled carelessly. If a rocket launcher misfires, the wielder must succeed on a DC 10 Dexterity saving throw or take 3d10 fire damage as the rocket detonates prematurely.

Sickle Staff. This weapon is seldom wielded by anyone outside the Third Chamber, a Retribution cult whose members are descended from warrior-monks dedicated to Lyless, Nis-Scyir of Autumn, who was both the goddess of swift and merciful death and the patron of assassins.

Slugger. This heavy, rapid-fire weapon is fed by a long belt of ammunition that allows the wielder to engage in sustained firefights without the need to reload.

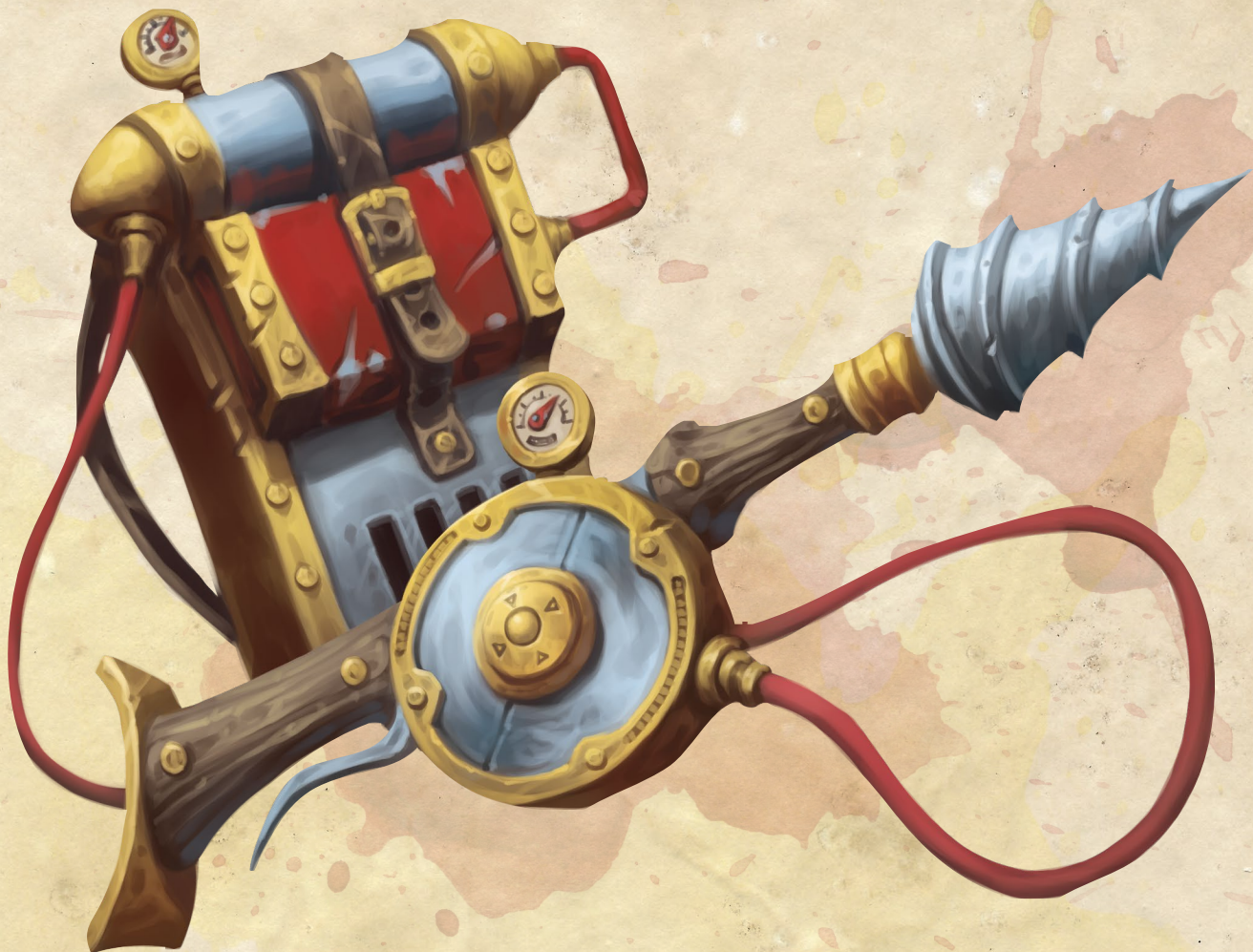
Steam Drill. Mechanics throughout the Iron Kingdoms use larger steam-powered versions of the drills commonly used by traditional woodworkers and carpenters. These massive two-handed tools are powered by functioning steam plants typically worn on the operator's back. Normally used

to bore holes in metal, wood, and other materials, they are quite functional as weapons. A steam drill requires 1 pound of coal and water to function for 10 minutes. A steam drill deals an extra 1d10 piercing damage to constructs, objects, and structures.

Stormfall Great Bow. The compound great bow used by the Stormfall archers allows for a far heavier draw than traditional designs permit. You can use this weapon to shoot specialized payloads instead of normal arrows. If you do, replace the standard arrow damage with the payload damage.

Vortex Cannon. This weapon's rounds are empowered with potent gravitational energies. Each impact imbues a target with more of these energies until they erupt into a powerful but short-lived vortex.

If a creature is hit by two or more shots from a vortex cannon in the same round, after the second shot is resolved, each creature within 10 feet of the target must succeed on a DC 14 Strength saving throw or be pulled to within 5 feet of the target creature, after which the vortex detonates, dealing 2d8 force damage to the target creature and any creature within 5 feet of it.



AMMUNITION

Most firearms found throughout Rhul, the Glimmerwood, and the Bloodstone use cartridges identical to those found in the Iron Kingdoms. Indeed, in the Glimmerwood especially, the weapons themselves were manufactured in nearby nations such as Cygnar and Llael. The major exception is Ios, which has its own dedicated method of manufacturing ammunition and does not rely on the binary blasting powder found elsewhere in western Immoren.

The Ammunition table shows new ammunition types available to characters, in addition to those found in *Iron Kingdoms: Requiem*.

Barrage Arquebus Shell. The shell used by the barrage arquebus is similar in design to that of the ogrun battle cannon. A short detonation fuse within the shell is lit when the weapon is fired.

Fire Breather Shell. Somewhat similar in design to a scattergun shell, the fire breather shell is filled with a quantity of refined Menoth's Fury that ignites on contact with air.

Ghordson Brassbarrel. Available in both light and heavy rounds, this unusual ammunition contains a self-discarding sabot and a hardened, metal-penetrating spike meant to punch through hard armor. This ammunition grants a +2 bonus to attack rolls against targets wearing medium or heavy armor and ignores resistance to piercing damage.

Incendiary Round. Incendiary ammunition burns hot and bright, scorching a target with each successful hit. Unfortunately, the heat it generates tends to soften the lining of the firearm's barrel. An incendiary round deals fire damage instead of the firearm's normal damage. If a weapon uses incendiary rounds, its misfire property increases by 1. If the weapon does not have the misfire property, it gains misfire (1).

Iosan Light Artillery Round. These rounds are used in weapons such as the Houseguard heavy rifle.

Rocket. This explosive round is fired from a rocket launcher.

Stormfall Archer Warhead. Stormfall archers utilize numerous different alchemical warheads in combination with their heavy bows. Attacks made using these warheads are made at disadvantage if not fired from a Stormfall great bow or a Nyss great bow.

- **Breath of Lyliss.** This arrow detonates in a narcotic fog said to be derived from the Iosan goddess of poisons. It doesn't deal damage on impact but instead produces a 20-foot-radius sphere of noxious gas. The cloud spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind (at least 10 miles per hour) disperses it. A creature that enters the cloud for the first time on a turn or starts its turn there must succeed on a DC 14 Constitution saving throw or take 2d6 poison damage and be poisoned for 1 minute.

AMMUNITION

Item	Cost	Weight
Barrage arquebus shells (3)	10 gp	3 lb.
Fire breather shells (8)	11 gp	1 lb.
Ghordson brassbarrel (5 light/2 heavy)	20 gp	1 lb.
Hand mortar shells (3)	5 gp	1 lb.
Incendiary rounds (5)	5 gp	½ lb.
Iosan light artillery round	8 gp	½ lb.
Iosan light rounds (5)	3 gp	1 lb.
Iosan heavy rounds (5)	5 gp	1½ lb.
Rocket	10 gp	1 lb.
Stormfall archer warhead	5 gp	1 lb.
Vortex cannon shells (5)	12 gp	1 lb.

- **Bramblethorn Arrow.** This arrow detonates into a cloud of razor-sharp shards just prior to impact, showering the target in a piercing rain. A bramblethorn arrow has AOE (5) and deals 2d6 piercing damage. After the arrow explodes, the affected area becomes a hazard due to the shards stuck in the ground and is treated as if covered in caltrops.



- **Emberstorm Arrow.** This arrow detonates in a fiery cloud that continues to burn for a short time. An emberstorm arrow has AOE (10) and deals 2d6 fire damage. After the arrow explodes, the affected area continues to burn for 1 minute. A creature that enters the burning area must succeed on a DC 14 Dexterity saving throw or take 1d4 fire damage.
- **Starstrike Arrow.** This arrow detonates in a brilliant flash of scorching light. A starstrike arrow has AOE (5) and deals 2d6 radiant damage. Any creature in the AOE must succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn.

ADVENTURING GEAR

The Adventuring Gear table shows new items available to characters, in addition to those found in *Iron Kingdoms: Requiem*.

Arcanist's Multitool. This handheld item is an indispensable piece of gear for any arcanist. The device is about the size of a standard jack wrench but contains a full suite of wrenches, clamps, drivers, gauges, and punches that fold away into its main body. If you are proficient with an arcanist's multitool, you can add your proficiency bonus to ability checks you make to fabricate or repair arcanika and can use the arcanist's multitool in place of a mechanic's toolkit or tinker's tools when you fabricate or repair arcanika. In addition, if you are proficient with an arcanist's multitool, you can use it as a simple melee weapon that deals 1d6 bludgeoning damage.

Gladelight Goggles. Developed in Ios to facilitate clear vision within the gloam of the Mistbough forest, the polarized lenses of these goggles enhance the naturally keen eyesight of their elven wearers. A creature with darkvision that wears gladelight goggles doubles the distance of its darkvision.

Gobber Bellows. This device contains several natural compounds that produce thick clouds of obscuring fog when mixed together. As an action, you can work the bellows to produce a 20-foot-radius sphere of fog centered on you. The cloud spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until a strong wind (at least 10 miles per hour) disperses it. If another humanoid creature takes the Help action to aid you while you work the bellows, you can increase the radius of the sphere to 40 feet.

The bellows requires a mixture of herbs, roots, and other natural compounds that costs 1 gp per use.

Shyeel Personal Field Generator. Pioneered by House Shyeel's arcanists, this item draws on a built-in arcane condenser to produce a low-yield energy field around its user. The field robs enemy firearms of their potency, thereby providing better protection to the arcanists who wear the generator in battle. The item's condenser has 5 charges. When you are targeted by a ranged weapon attack, you can use your reaction to expend 1 charge and force the attacker to have disadvantage on the attack roll. The field generator regains 1d4 + 1 charges daily at dawn.

Spotting Scope. This specialized spyglass is used primarily by artillery crews, as well as the spotters who accompany sharpshooters into battle. It incorporates reticles and range-estimating markers designed to help hit targets at long range. A character with a spotting scope can take the Help action to aid another character who is attempting to hit a creature at long range with a weapon. To do so, the character taking the Help action must be able to see the target, and the target must not be beyond long range of the weapon.



ADVENTURING GEAR

Item	Cost	Weight
Arcanist's multitool	50 gp	5 lb.
Gladelight goggles	20 gp	1 lb.
Gobber bellows	45 gp	10 lb.
Shyeel personal field generator	110 gp	1 lb.
Spotting scope	10 gp	1 lb.

ARCANIKA AND MECHANIKA

At first glance, arcanika and mechanika are functionally the same and even follow similar principles in their respective designs. However, arcanika is based on Iosan technology, which significantly improves the principles of mechanika and capacitors used by other advanced civilizations in western Immoren. Arcanika is so advanced, it feels almost otherworldly—appropriate, as some of the technological advancements of the Iosan people were, in fact, handed down to them by the gods of the Divine Court. Only the most advanced developments pioneered by devoted followers of Cyriss have come close to what the Iosans created.

CAPACITORS

Crafting an arcane condenser follows the standard rules for crafting capacitors presented in *Iron Kingdoms: Requiem*. At the GM's discretion, only characters familiar with Iosan arcanika can fabricate arcane condensers or might need to have a functioning one on hand to reverse-engineer its design principles.

RHULIC CAPACITORS

Rhulic capacitors are not entirely different from the traditional capacitors used by the human nations of the Iron Kingdoms. It is suggested that Rhulic capacitors and mechanika, in general, mirror the rules found in *Iron Kingdoms: Requiem*.

ARCANIC CONDENSERS

Arcane condensers are used throughout Ios and in the scattered communities of living Iosans across the Iron Kingdoms. These devices are far more efficient than the traditional capacitors constructed by human or Rhulic artificers. By gathering ambient energy from the environment, the arcane condenser has a theoretically infinite power supply and requires minimal maintenance to keep operating at peak efficiency. These condensers reduce the need for the multiple types of capacitors used by the human and Rhulic nations.

Arcane condensers, unless otherwise stated, do not lose

charges when not in use. Upon completely depletion of the condenser, it immediately begins to draw on ambient energy to replenish itself. Once 24 hours have passed, a depleted condenser will have charges equal to half its maximum amount and replenishes additional charges at the rate provided under the condenser size.

ARCANIC CONDENSER, SMALL

These small devices are generally comparable to the multiple smaller capacitors found in human and Rhulic mechanika. The efficiency of the condenser allows for a broader range of runeplates to be used in Iosan arcanika. Most arcanical weapons and warcaster armor use a small condenser.

Power Output: 5

Charges: 15

Lifespan: Infinite

If not in use, a small arcane condenser replenishes 2 charges every hour.

ARCANIC CONDENSER, MEDIUM

These condensers are slightly larger than the standard ones used in most Iosan arcanika but have a greater output, allowing for a more diverse runeplate usage. The power supply of Iosan myrmidons is most often a medium-sized arcane condenser.

Power Output: 6

Charges: 18

Lifespan: Infinite

If not in use, a medium arcane condenser replenishes 3 charges every hour.

RUNES

The following runes are available in addition to those found in *Iron Kingdoms: Requiem*.

APPARITION (ARMOR)

As a bonus action, you can expend 3 charges from the item's capacitor to immediately be placed in an unoccupied space 10 feet from your current location.

DISPLACEMENT (MELEE WEAPON, RANGED WEAPON)

As part of an attack, you can expend 3 charges from the item's capacitor to place a creature hit in an unoccupied space within 10 feet of its current location.

ENERGY SIPHON (MELEE WEAPON, RANGED WEAPON)

As part of an attack, you can spend 1 charge from the item's capacitor to activate this rune. The target hit either loses 1 Focus, loses 1 Fury, or the attack drains 1d4 charges from the capacitor of one item carried by the target. Additionally, you gain 1 Focus, gain 1 Fury, or restore 1d4 charges of the capacitor of this weapon.

GHOSTLY (ARMOR)

As a bonus action, you can expend 2 charges from the item's capacitor to activate this rune. For 1 minute, you can ignore all movement penalties from difficult terrain.

CAPACITOR CRAFTING TIMES

Capacitor	Crafting Time
Arcane condenser	10 weeks

CAPACITORS

Item	Cost	Weight
Arcane Condenser		
Small	250 gp	1 lb.
Medium	500 gp	10 lb.

RAM (MELEE WEAPON)

As a part of the attack, you can expend 3 charges from the item's capacitor to knock a creature hit prone and push it away 5 feet.

SEIZURE (MELEE WEAPON)

As part of an attack, you can expend 2 charges from the item's capacitor to activate this rune. If the target is a construct, it becomes restrained until the start of your next turn.

SMITE (MELEE WEAPON)

As part of an attack, you can expend 2 charges from the item's capacitor to push the creature hit 15 feet away.

WARHEAD (RANGED WEAPON)

As part of an attack, you can expend 3 charges from the item's capacitor to gain Area of Effect (20). Each other creature within a number of feet equal to the AOE range must make a Dexterity saving throw with a DC of 13 or 10 + the attacker's proficiency bonus, whichever is higher. On a failed save, the creature takes half of the damage taken by the target.

WITCH MARK (MELEE WEAPON, RANGED WEAPON)

As part of an attack, you can expend 2 charges from the item's capacitor to mark the hit creature. Until the start of this character's next turn, all allied creatures gain advantage on attack rolls against the marked creature.

DEDICATED ARCANIKAL & MECHANICAL DEVICES

STORM INDUCER

Rune Points 2, Small Arcane Condenser

The storm inducer is the famed weapon of the House Vyre Electromancers. This arcanikal weapon appears as a combination of halberd and stave, but the use of a custom rune plate provides a shock to the wielder's enemies. This electrically charged halberd is powered by a small arcane condenser.

While it has power, the storm inducer deals an extra 1d8 electrical damage.

As an attack, a character can use the storm inducer to call down a bolt of lightning. The character designates a point it can see within 60 feet. Creatures within 5 feet of that point must make a DC 13 Dexterity saving throw or take 2d8 lightning damage. A creature in heavy armor has

ARCANIKA/MECHANIKA RUNES

Rune	Cost	Rune Points
Apparition	450 gp	3
Displacement	450 gp	3
Energy Siphon	150 gp	1
Ghostly	300 gp	2
Ram	450 gp	3
Seizure	300 gp	2
Smite	300 gp	2
Warhead	450 gp	3
Witch Mark	300 gp	2

disadvantage on the saving throw.

While it is active, a storm inducer requires 2 charges from its condenser for 5 minutes of operation.

THERMO MACE

Rune Points 4, Capacitor (Arcanodynamic Accumulator)

Used by the Tactical Arcanist Corps of Rhul, the thermo mace is a weapon that uses mechanical runes to produce detonations of flame on impact. The flames expand outward from the creature hit to potentially envelop other creatures nearby.

While it has power, the thermo mace deals an extra 1d6 fire damage. Creatures within 5 feet of the target hit must make a DC 13 Dexterity saving throw or take half the fire damage dealt to the initial target.

While it is active, a thermo mace requires 4 charges from its capacitor for 5 minutes of operation.

MECHANICAL HAMMER

Rune Points 3, Capacitor (Alchemical Capacitor)

Used by the Horgenhold Forge Guard of Rhul, the mechanical hammer is a weapon that allows the user to use the power of its runeplate to smite enemies and send them reeling across the battlefield.

While it has power, a Large or smaller creature hit with the mechanical hammer must make a DC 13 Strength saving throw or be pushed 1d4 × 5 feet away from the wielder. If an object or structure blocks this movement, the creature takes an extra 1d6 bludgeoning damage and is knocked prone.

While it is active, a mechanical hammer requires 3 charges from its capacitor for 5 minutes of operation.

DEDICATED ARCANIKAL & MECHANICAL DEVICES

Name	Cost	Damage	Weight	Properties
Storm Inducer	1200 gp	1d10 slashing	8 lb.	Light, Special, Reach, Two-handed
Thermo Mace	800 gp	1d6 bludgeoning	6 lb.	---
Mechanical Hammer	700 gp	2d6 bludgeoning	12 lb.	Heavy, reach, two-handed

5

STEAMJACKS



MR-JACK '09

ALTHOUGH THE TECHNOLOGIES THAT LED TO THE development of colossals—and ultimately of steamjacks—originated in the human kingdoms of western Immoren, the neighboring people of both Rhul and Ios were quick to adopt and adapt the use of these constructs. Because the first Rhulic steamjack mechanics followed plans designed by humans, Rhul's original steamjacks were not designed much differently than those made by humans. Over the next several centuries, however, the dwarves tailored the design of their machines to better suit their needs. Iosans have approached the fabrication of these constructs in such an unorthodox manner that they cannot truly be called “steamjacks” anymore. Using advanced arcanika that doesn't rely on burning crude material as fuel, their myrmidons are elegant and devastating machines.

RHULIC STEAMJACKS

The distinction between laborjack and warjack is somewhat clearly defined in the Iron Kingdoms, but Rhulic steamjacks blur this line. There are many reasons for this, some technical and some societal.

The art of metallurgy is quite advanced in Rhul, with several clans having innovated versatile, light, and durable alloys for a variety of industrial applications. Combined with the Rhulfolk's famous work ethic and exacting manufacturing standards, the most ordinary laborjacks in Rhul are held to uncompromising standards similar to those other nations use when producing military-grade warjacks. In addition, Rhul's vast mineral wealth provides a surplus of the rare metals and minerals required to manufacture high-grade cortexes, allowing these to be installed in a large number of steamjacks. Finally, Rhul's top-quality steam engines provide exceptional fuel efficiency that limits the consumption of coal and other fuels.

Perhaps the most important reason for the double-duty nature of Rhulic laborjacks is cultural. Rhulic society relies on fierce competition. Lawful feuds are a legitimate and widespread method of resolving disputes, and interclan feuds can be lawfully instigated for a variety of reasons, including competing for construction work, claiming the rights to specific mines, and contesting ownership of prized plots of land. The most industrious clans must be prepared to field able-bodied warriors to defend their work, and the steamjacks employed in those clans' construction projects, mines, and quarries must also be relied upon to defend these sites from both rival clans and external threats alike. Thus,

jacks such as the Ghordson Driller and the Wroughthammer Rockram are found as often in the mines and quarries of Rhul as they are on the battlefields of western Immoren.

AN EXACTING CORTEX FOR AN EXACTING RACE

Rhulic cortexes are built to exacting specifications by some of the most brilliant mechanical engineers on the face of Caen. Even though these devices share fundamental design elements with those manufactured by human nations, they differ in numerous respects and interface with other Rhulic components in distinctly different ways. A Rhulic cortex will not function in a non-Rhulic steamjack and vice versa.

Rhul's surplus of raw materials allows its mechanics to produce higher-grade cortexes in greater quantity than the mechanics of many other kingdoms can. Although the simplest dedicated Rhulic laborjacks have lesser cortexes, others use cortexes that are equivalent to the arcanum-grade cortexes used across the Iron Kingdoms. In addition to distinct differences in physical architecture and potential language barriers, Rhulic cortexes are secured with locks designed specifically for certain cultural ideations shared by Rhulfolk. Traditionally, only Rhulic dwarves and ogrun were able to marshal Rhulic jacks, and only Rhulic warcasters were capable of forging bonds with them. Ever since the founding of the Rhulic freeholds, however, mechanics of various backgrounds have endeavored to integrate the design principles of Rhulic cortexes into their own work. Thanks largely to these efforts, the modern generation of Rhulic cortexes is simpler for other peoples to interface and interact with, although many older cortexes are still used throughout the nation.

CHASSIS AND WEAPON SYSTEMS

Rhulic jacks are renowned for their sturdiness and reliability. Their use in both industrial settings and warfare requires them to be durable, with components that can easily be repaired or replaced in the field. In addition to the standard rules for steamjacks, all Rhulic jacks have the following traits.

Durable. Rhulic steamjacks are built to withstand the force of tons of rubble raining down on them as they batter through the walls of a mine, making them surprisingly resilient. When a Rhulic steamjack suffers catastrophic damage, a player can roll twice and choose which catastrophic damage result to apply.

Sturdy. Due to their low center of gravity and bulky frames, Rhulic steamjacks are nearly impossible to push. A Rhulic steamjack cannot be pushed by nonmagical means.

RHULIC STEAMJACKS

Chassis	Cost	Cost (with Stock Cortex)	Fuel Load/ (Chassis Only)	Stock Cortex Burn Time
Ghordson Basher	9,000 gp	4,500 gp	900 lb./13 hours general, 2.5 hours combat	Rhulic arcanum-grade equivalent
Ghordson Driller	10,300 gp	5,800 gp	915 lb./12 hours general, 2.5 hours combat	Rhulic arcanum-grade equivalent
Grundback Runner	6,700 gp	2,200 gp	350 lb./16 hours general, 4 hours combat	Rhulic arcanum-grade equivalent

GHORDSON BASHER CHASSIS

Height/Weight: 11'8"/8.5 tons

Initial Service Date: 588 AR (Ghordson Hauler 530 AR, lacking armaments)

Original Chassis Design: Clan Ghordson

This heavy 'jack appears to be little more than a mass of armor atop a pair of powerful steam-powered legs. Like all Rhulic steamjacks, the Ghordson Basher is designed with utility and durability in mind, as its primary purpose is to haul heavy loads at construction and mining sites. These same characteristics also make it a versatile combat machine quite capable of rampaging across a battlefield and smashing anything caught in its path. The Basher's basic design was augmented for battle with the addition of powerful short-range grenade launchers that can annihilate any closely packed soldiers the 'jack fails to crush outright.

A Ghordson Basher comes stock with a flak field. It doesn't have limbs and can't be equipped with additional weapons.

GRUNDBACK RUNNER CHASSIS

Height/Weight: 4'10"/3.0 tons

Initial Service Date: 513 AR

Original Chassis Design: Aruhn Grundback

Originally designed to carry messages quickly through tunnels and mines, the squat, compact Grundback Runner is unquestionably lethal when commanded by a skilled 'jack marshal or warcaster. Its variants include the Grundback Blaster, the Grundback Cremator, and the Grundback Gunner.

Grundback Blaster. The Grundback Blaster comes stock with a hailshot cannon mounted to its weapon hard point.

Grundback Cremator. The Grundback Cremator comes stock with a flamestorm cannon mounted to its weapon hard point.

Grundback Gunner. The Grundback Gunner comes stock with a Grundback light cannon mounted to its weapon hard point.

GHORDSON BASHER

Large construct (steamjack), unaligned

Armor Class 19 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	8 (-1)	10 (+0)	1 (-5)

Saving Throws Str +9, Con +9

Skills Athletics +9, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 14

Languages understands the languages of its manufacturer but can't speak

Challenge 6 (2,300 XP)

Cortex. The Basher's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Basher will carry out these commands with no regard for its own safety.

Charge. If the Basher moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage.

Heavy Metal. The Basher's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

Steam Powered. The Basher requires coal and water to function. When not in combat, it can function for 13 hours with a full fuel load of 900 pounds of coal and fresh water in its boiler. While in combat, the Basher can function for 2 hours with a full fuel load. If the Basher's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Basher has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The Basher makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.



GHORDSON DRILLER CHASSIS

Height/Weight: 11'6"/8.8 tons

Initial Service Date: 446 AR

Original Chassis Design: Unknown but attributed to Varl Ghordson

Originally designed as an industrial laborjack, the Ghordson Driller chassis has proven itself time and time again on the field of battle. The multipurpose engineering favored by Rhul's engineers has allowed this rugged chassis to adapt to a myriad of different roles. Its variants include the Ghordson Avalancher and the Wroughthammer Rockram.

Ghordson Driller. The Ghordson Driller comes stock with a rock drill equipped on its right arm and a grappler equipped on its left.

Ghordson Avalancher. The Ghordson Avalancher comes stock with an avalanche cannon equipped on its right arm and a shield system equipped on its left.

Wroughthammer Rockram. The Wroughthammer Rockram comes stock with a sledge cannon equipped on its right arm and a fist equipped on its left. It is also armed with a pulverizer.

GRUNDBACK RUNNER

Large construct (steamjack), unaligned

Armor Class 16 (natural armor)

Hit Points 42 (4d10 + 20)

Speed 25 ft.

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

Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 14

Languages understands the languages of its manufacturer but can't speak

Challenge 4 (1,100 XP)

Cortex. The Runner's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Runner will carry out these commands with no regard for its own safety.

Heavy Metal. The Runner's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

Steam Powered. The Runner requires coal and water to function. When not in combat, it can function for 16 hours with a full fuel load of 350 pounds of coal and fresh water in its boiler. While in combat, the Runner can function for 4 hours with a full fuel load. If the Runner's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Runner has disadvantage on Dexterity (Stealth) checks.

Weapon Hard Points. The Runner doesn't have arms. Instead, it was designed to house one of several weapon systems developed especially for its chassis. The Runner can be equipped with only one of these weapon systems at a time.

ACTIONS

Multiattack. The Runner makes two slam attacks.

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

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

GHORDSON DRILLER

Large construct (steamjack), unaligned

Armor Class 18 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	8 (-1)	10 (+0)	1 (-5)

Saving Throws Str +9, Con +9

Skills Athletics +9, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 14

Languages understands the languages of its manufacturer but can't speak

Challenge 6 (2,300 XP)

Cortex. The Driller's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Driller will carry out these commands with no regard for its own safety.

Heavy Metal. The Driller's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

Steam Powered. The Driller requires coal and water to function. When not in combat, it can function for 12 hours with a full fuel load of 915 pounds of coal and fresh water in its boiler. While in combat, the Driller can function for 2.5 hours with a full fuel load. If the Driller's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Driller has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The Driller makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 18 (3d8 + 5) bludgeoning damage.

RHULIC STEAMJACK MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Grappler	300 gp	2d8 bludgeoning	20 lb.	Special
Pulverizer	1,660 gp	2d12 bludgeoning	35 lb.	Special
Rock drill	450 gp	2d10 piercing	35 lb.	Special
Shield system	400 gp	2d8 bludgeoning	40 lb.	Special

WEAPONS AND GEAR

Grappler. The grapppler is a heavily reinforced cargo clamp. A steamjack equipped with a grapppler has advantage on Strength (Athletics) checks made to begin or maintain a grapple.

Pulverizer. This massive, mechanically enhanced hammer is specially designed to shatter hard stone in one powerful blow.

This weapon is powered by an arcanodynamic accumulator. If this weapon has power and a steamjack scores a critical hit with it, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the steamjack's next turn. The pulverizer expends 2 charges of its capacitor per day of use.

Rock Drill. This industrial rock drill can be used to deadly and destructive effect in combat. When a steamjack makes an attack with a rock drill against a target the steamjack has already hit during its turn, the steamjack makes the attack roll with advantage. Attacks made with a rock drill deal double damage to objects and structures.

Shield System. A shield system is a mount that integrates an assault shield directly into a steamjack's arm. The reinforced steel shield is designed to protect the warjack from harm while also allowing the warjack to deliver punishing blows to any enemy that gets too close.

A steamjack equipped with a shield system gains a +2 bonus to AC.

Avalanche Cannon. Lacking any industrial utility whatsoever, an avalanche cannon is a dedicated weapon of war used to obliterate targets at great range. An avalanche cannon can't be reloaded during combat. Reloading an avalanche cannon

outside of combat takes 20 minutes but doesn't require specialized tools or training. An avalanche cannon fires standard artillery rounds in metal casings.

An avalanche cannon integrates a buckler into its design. A steamjack equipped with an avalanche cannon gains a +1 bonus to its AC.

Flamestorm Cannon. The Grundback flamestorm cannon was developed to clear out mines infested with undead shaft wights. The weapon projects a short-ranged spray of burning fuel, making it potent but somewhat unreliable for close engagements. Reloading a flamestorm cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. A flamestorm cannon fires burning alchemical fuel. An attack with this weapon uses 8 gp worth of fuel.

- *Focus Efficient.* If this steamjack is bonded to a warcaster, under the warcaster's control, and in the warcaster's control range, it can spend 1 focus point to use both the Attack Bonus effect and the Damage Bonus effect described in the warcaster's Focus Manipulation feature.
- *Hard Point Weapon.* This weapon can be mounted on a Grundback Runner's hard point.

Grundback Light Cannon. The Grundback light cannon has been perfectly designed for the small, compact frame of the Grundback Runner chassis. Despite its stout appearance, this weapon packs impressive power and accuracy. Furthermore, thanks to an ingenious design, it becomes even more lethal when amplified by a warcaster's arcane might. A Grundback light cannon can't be reloaded during combat. Reloading a Grundback light cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. A Grundback light cannon fires light artillery rounds in metal casings.

- *Focus Efficient.* If this steamjack is bonded to a warcaster, under the warcaster's control, and in the warcaster's control range, it can spend 1 focus point to use both the



RHULIC STEAMJACK RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Avalanche cannon	500 gp	3d12 piercing	150 lb.	AOE (15), firearm (range 90/270), magazine (5)
Flamestorm cannon	450 gp	3d8 fire	35 lb.	Firearm (40-foot cone), magazine (10), misfire (2)
Grundback light cannon	350 gp	3d8 piercing	35 lb.	Firearm (range 60/180), magazine (10)
Hailshot cannon	450 gp	3d6 piercing	35 lb.	Firearm (40-foot cone), magazine (10)
Sledge cannon	550 gp	3d12 piercing	200 lb.	Firearm (range 50/100), magazine (5)

Attack Bonus effect and the Damage Bonus effect described in the warcaster's Focus Manipulation feature.

- *Hard Point Weapon.* This weapon can be mounted on a Grundback Runner's hard point.

Hailshot Cannon. This rapid-fire cannon was designed to tear through masses of troops with each thunderous salvo. For added lethality, the weapon's calculated design allows controlling warcasters to increase its killing potential with a minor flex of will. A hail shot cannon can't be reloaded during combat. Reloading a hail shot cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. The hail shot cannon fires volleys of tiny projectiles. An attack with this weapon uses 8 gp worth of ammunition and blasting powder.

- *Focus Efficient.* If this steamjack is bonded to a warcaster, under the warcaster's control, and in the warcaster's control range, it can spend 1 focus point to use both the Attack Bonus effect and the Damage Bonus effect described in the warcaster's Focus Manipulation feature.
- *Hard Point Weapon.* This weapon can be mounted on a Grundback Runner's hard point.

Sledge Cannon. The sledge cannon was designed to crack open rock walls during mining operations. The weapon's hardened ammunition makes it extremely dangerous on the battlefield. The sledge cannon also integrates protective metal plates that grant a machine equipped with it some protection.

A steamjack equipped with a sledge cannon has +1 AC.

RHULIC STEAMJACK GEAR

Item	Cost	Weight
Flak field	250 gp	25 lb.

Flak Field. As an action, a steamjack equipped with a flak field can fire a series of powerful short-range grenades that fill the air with shrapnel. Each other creature within 20 feet of the steamjack must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one. A steamjack's flak field carries enough explosives for three uses before it must be reloaded.





MYRMIDONS

It wasn't until the arrival of the Orgoth that the Iosans began to view humanity as a potential concern and began gathering intelligence about the strength of their neighbors. Once the elves observed the colossal machines sent against the Orgoth and the battle mages who controlled them, they realized that these once-primitive tribes of savages had become far more dangerous. Improvements to the smaller warjacks by the nascent Iron Kingdoms in later decades proved this technical innovation was not a fluke.

By the time the first human warjacks were deployed in battle, House Shyeel was already recognized across Ios for the precision and ingenuity of its arcanika and the power of its battle mages. It was the undisputed master of Iosan arcane technology, and military applications were its particular specialty. House Shyeel had a long-standing relationship with the five great military houses, each of which commissioned it to fabricate special weapons and armor. It was only natural that House Shyeel and similarly inclined houses, such as the occult-focused House Vyre, would take an interest in humanity's most sophisticated weapons, but it fell to House

Shyeel to study these threats and devise a plan for countering them if they should ever be directed against the elven nation.

In an incident unrecorded in human annals, a group of Iosan agents managed to abduct a pair of laborjacks from Llael in 296 AR and bring them to Ios for study. The Consulate Court gathered scholars from House Shyeel, House Vyre, and several subordinate houses to disassemble and scrutinize these machines. They were surprised to discover that the general technologies empowering the constructs were simple and grossly inefficient. The one hint of genius they found lay in the cortex, an impressive device that could partially mimic the reasoning of a living mind. Despite seeing considerable room for improvement, the Iosans used what they learned from studying the cortex as the basis for designing similar artificial minds to regulate the systems of the first myrmidons.

After their initial analysis, Houses Shyeel and Vyre went their separate ways, each endeavoring to be the first to put a practical design into operation. House Shyeel won this challenge by a wide margin with the creation of the first-generation Manticore in 315 AR.

The Chassis and Cortex table includes the most common myrmidon chassis fabricated by Houses Shyeel and Vyre.

THE IOSAN CORTEX

The Iosan cortex is an exceptional example of Iosan technology. Even the common cortexes of myrmidons are the equivalent of aurum-grade cortexes produced in the Iron Kingdoms. Because Ios does not have the mineral wealth of nearby Rhul and has never been able to produce as many arcanum-grade equivalents as dwarven mechaniks, the arcanists of House Shyeel and House Vyre consider it a point of pride that even their basic cortexes are among the upper tier of those made by any human.

House Shyeel approached the design of its first myrmidon by applying long-standing arcanik techniques to empower an autonomous fighting construct. Except for its cortex and its intended purpose in battle, a myrmidon has very little in common with a human-made warjack. Most importantly, a myrmidon is not powered by a fuel-fed steam boiler serving as an external combustion engine; instead, it relies on a more arcane and self-sustaining power plant that doesn't require the burning of coal or other fuel for power. Rather than create energy by means of an exothermic reaction, it uses an arcane condenser to siphon latent energy from its surroundings, a process augmented and regulated by certain subtle geomantic and celestial alignments. The condensed power is then accumulated into storage cells. This stored energy can subsequently be released to drive the motors that power the myrmidon's limbs or diverted into other energy systems.

HOUSE VYRE MYRMIDONS

Not long after House Shyeel's completion of the first Manticores, House Vyre mastered the fabrication of its own myrmidons, although it analyzed the task from a very different perspective and created its own unique designs. Dismissing the defensive power fields favored by House Shyeel's artificers as an unnecessary waste of energy better turned to offense, House Vyre's arcanist mechaniks aimed to utilize a myrmidon's power reserves to augment the construct's unusual and innovative weapon systems. As a result, House Vyre's myrmidons contain none of the delicate field generators of their counterparts from House Shyeel. This has allowed House Vyre's arcanists to build a more robust machine, utilizing the saved space to increase armor and system redundancies.

The asymmetrical shoulder casings of House Vyre's myrmidons house specialized mechanisms designed to generate the unique distorted energies that empower their weaponry. This imbalance between the stored arcane energies produces a variety of warped fields, each with unique destructive capabilities and secondary effects. Rather than projecting these fields at range, House Vyre's myrmidons imbue these fields into the physical projectiles they fire from their shoulder-mounted cannons.

ARCANE CONDENSER

Unlike the soot- and smoke-spewing steamjacks manufactured by other nations, myrmidons use sophisticated accumulators that harness the geomantic energy of Caen itself. These devices allow them to function for theoretically indefinite periods of time without the need for lengthy supply chains or vast amounts of combustible materials.

The use of an alternate power source has had a profound impact on how myrmidons are maintained, supplied, and deployed. Liberated from the limitations of conventional supply lines, myrmidons enjoy greater speed and range of deployment than the Iron Kingdoms' steam-powered counterparts. Although they draw power from their surroundings, myrmidons cannot run at battle capacity indefinitely, as they exhaust their energy cells after a few hours and must sit idle in order to recharge.

Energy Reliance. A myrmidon needs power from its arcane condenser in order to function. When a myrmidon's energy reserves are depleted, it ceases to function until its condenser passively accumulates sufficient energy. A myrmidon expends 1 charge of its arcane condenser for each hour of operation, and other systems might require additional charges to operate.

A myrmidon needs to be idle for at least 4 hours to recharge its power reserves. After this period of inactivity, the myrmidon's arcane condenser regains all its charges.

ENERGY WEAPONS

The majority of a myrmidon's artillery utilizes the same energy as the machine itself. Sophisticated arcanika draws this energy from the myrmidon's reserves and converts it into different forms of projected energy. Weapons that rely on physical projectiles, such as the arcanikal artillery employed by House Vyre, require additional energy to create the secondary effects that empower them.

Each time a myrmidon fires one of its ranged weapons, it expends at least 1 charge of its arcane condenser. Some heavier weapons require more than 1 charge to fire or have additional effects that can be enabled through the expenditure of additional energy.

Additionally, some myrmidons have potent arcanikal melee weaponry. These weapons draw a nominal amount of energy from the myrmidon's power reserves and are considered part of its normal energy requirements, but some of these also have additional effects that can be enabled by spending additional energy.

HOUSE SHYEEL POWER FIELDS

House Shyeel's myrmidons make extensive use of unique energy barriers to protect themselves. The Power Fields table contains the most commonly deployed power fields.

Force Field. A force field protects a myrmidon from attacks. While a force field is active, it negates any damage caused by physical attacks or spells. A force field collapses after it has absorbed an amount of damage equal to its rating. Once a force field collapses, it requires 24 hours to recharge before it comes back online.

Force Field Restoration. Unless its force field has collapsed, a myrmidon can spend focus points to reinforce its force field. Once per round, a myrmidon can spend 1 focus point to restore 2d6 hit points to its force field.

POWER FIELDS

Type	Cost	Damage Rating
Light	200 gp	20 hit points
Heavy	300 gp	40 hit points

CHASSIS AND WEAPON SYSTEMS

Chassis	Cost (with Stock Cortex)	Cost (Chassis Only)	Peak Operational Duration	Stock Cortex
House Shyeel Light	7,000 gp	5,000 gp	3 hours combat	losan aurum-grade cortex equivalent
House Vyre Light	7,000 gp	5,000 gp	2.5 hours combat	losan aurum-grade cortex equivalent
Manticore	8,500 gp	6,000 gp	3 hours combat	losan aurum-grade cortex equivalent
Sphinx	8,500 gp	6,000 gp	2.5 hours combat	losan aurum-grade cortex equivalent

HOUSE SHYEEL LIGHT CHASSIS

Height/Weight: 9'1"/2.4 tons

Original Chassis Design: House Shyeel

House Shyeel's light chassis is sleek and fast. Rather than rely on thick armored plating for protection, the myrmidon's design integrates a sophisticated force-field generator that saps the strength of incoming attacks, thus giving the myrmidon durability beyond the limits of its slender frame.

House Shyeel's artificers have integrated many weapon systems into this basic model. Its variants include the Chimera, Gorgon, and Griffon, each of which comes with a light power field.

Chimera. The Chimera comes stock with a pair of arm-mounted glaives. It also incorporates an arc node and a phantasmal field projector.

Gorgon. The Gorgon comes stock with a pair of arm-mounted glaives and an integrated polarity cannon. It also incorporates a force lock generator.

Griffon. The Griffon comes stock with a halberd and shield.

HOUSE SHYEEL LIGHT MYRMIDON

Large construct (myrmidon), unaligned

Armor Class 16 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Dex +7, Con +7

Skills Athletics +7, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 13

Languages understands the languages of its manufacturer but can't speak

Challenge 4 (1,100 XP)

Cortex. The myrmidon's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The myrmidon will carry out these commands with no regard for its own safety.

Arcane Condenser. The myrmidon requires power from its arcane condenser to function. The arcane condenser has 10 charges and regains all expended charges after 4 hours of inactivity.

Heavy Metal. The myrmidon's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

House Shyeel Light Power Field. The myrmidon has a power field that can absorb 20 points of damage before collapsing.

ACTIONS

Multiattack. The myrmidon makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 8 (1d8 + 4) bludgeoning damage.



MANTICORE CHASSIS

Height/Weight: 12'2"/5.5 tons

Original Chassis Design: House Shyeel

The Manticore has achieved a special prominence among the imposing myrmidons fabricated by House Shyeel. Its present iteration is the latest in a long line of myrmidon models dating back to the first fighting machine created by House Shyeel's artificers.

The Manticore chassis is the powerhouse of House Shyeel's combat myrmidons. It retains the force field of the house's light myrmidon chassis but incorporates thicker armor and can integrate heavy artillery weapons into its design. The Manticore chassis includes a heavy power field, as do its two variants: the Hydra and the Phoenix.

Manticore. The Manticore comes stock with two saber fists and incorporates a force generator. It is often outfitted for battle with a cyclone cannon.

Hydra. The Hydra comes stock with two fists and incorporates a kinetic capacitor. It is commonly outfitted for battle with a force cannon.

Phoenix. The Phoenix comes stock with two fists and incorporates a Phoenix field generator. It is commonly outfitted for battle with a halo cannon and a thermal blade.

MANTICORE

Large construct (myrmidon), unaligned

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Dex +4, Con +8

Skills Athletics +8, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 13

Languages understands the languages of its manufacturer but can't speak

Challenge 6 (2,300 XP)

Cortex. The Manticore's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Manticore will carry out these commands with no regard for its own safety.

Arcane Condenser. The Manticore requires power from its arcane condenser to function. The arcane condenser has 20 charges and regains all expended charges after 4 hours of inactivity.

Heavy Metal. The Manticore's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

House Shyeel Heavy Power Field. The Manticore has a power field that can absorb 40 points of damage before collapsing.

ACTIONS

Multiattack. The myrmidon makes two slam attacks.

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

Hit: 9 (1d8 + 5) bludgeoning damage.



HOUSE VYRE LIGHT CHASSIS

Height/Weight: 9'0"/3 tons

Original Chassis Design: House Vyre

In need of a versatile platform capable of intercepting the swift flanking maneuvers of House Shyeel's light machines, House Vyre's artificers built this lighter chassis during the War

of the Houses. Despite not being as swift as House Shyeel's design, this chassis was more durable in direct confrontations and could maneuver into tight spaces that the heavier Sphinx chassis could not navigate. After successfully deploying this light chassis, House Vyre expanded its initial designs with the Harpy and Siren variants.

Harpy. The Harpy comes stock with a pair of force claws. It is commonly outfitted for battle with a wind flyer.

Siren. The Siren comes stock with two fists and a force shock cannon. It is commonly outfitted for battle with a pair of rune blades.



HOUSE VYRE LIGHT MYRMIDON

Large construct (myrmidon), unaligned

Armor Class 17 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Con +7

Skills Athletics +7, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 14

Languages understands the languages of its manufacturer but can't speak

Challenge 6 (2,300 XP)

Cortex. The myrmidon's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The myrmidon will carry out these commands with no regard for its own safety.

Arcane Condenser. The myrmidon requires power from its arcane condenser to function. The arcane condenser has 10 charges and regains all expended charges after 4 hours of inactivity.

Heavy Metal. The myrmidon's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

ACTIONS

Multiattack. The myrmidon makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

SPHINX CHASSIS

Height/Weight: 12'10"/6.6 tons

Original Chassis Design: House Vyre

A large and heavy machine capable of being outfitted with a variety of weapons systems, the Sphinx is the oldest of House Vyre's myrmidon designs. Its variants include the Banshee and the Daemon.

Sphinx. The Sphinx comes stock with two force claws. It is commonly equipped for battle with a runespear cannon.

Banshee. The Banshee comes stock with two fists. It is commonly equipped for battle with a force cannon and a pair of void blades.

Daemon. The Daemon comes stock with two rune fists. It is commonly equipped for battle with a vortex cannon.



SPHINX

Large construct (myrmidon), unaligned

Armor Class 17 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

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

Saving Throws Con +8

Skills Athletics +8, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 13

Languages understands the languages of its manufacturer but can't speak

Challenge 6 (2,300 XP)

Cortex. The Sphinx's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Sphinx will carry out these commands with no regard for its own safety.

Arcane Condenser. The Sphinx requires power from its arcane condenser to function. The arcane condenser has 10 charges and regains all expended charges after 4 hours of inactivity.

Heavy Metal. The Sphinx's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

ACTIONS

Multiattack. The Sphinx makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

MYRMIDON MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Light Melee Weapons</i>				
Force claw	200 gp	2d6 slashing	8 lb.	—
Glaive	225 gp	2d4 slashing	14 lb.	Finesse
Repulsor	240 gp	2d4 force	8 lb.	Special
Rune blade	250 gp	2d6 necrotic	12 lb.	—
<i>Heavy Melee Weapons</i>				
Distortion blade	550 gp	3d10 force	24 lb.	Reach, special
Force fist	350 gp	3d8 bludgeoning	16 lb.	—
Heavy force claw	400 gp	3d10 slashing	18 lb.	—
Rune fist	375 gp	3d8 bludgeoning	16 lb.	Special
Saber fist	360 gp	3d8 slashing	16 lb.	Finesse
Thermal blade	450 gp	3d12 slashing	32 lb.	Reach, special
Void blade	550 gp	3d12 slashing	32 lb.	Reach, special

MYRMIDON WEAPONS AND GEAR

Distortion Blade. Distortion blades fabricated by House Shyeel, such as the distortion voulge carried by the Aeternae myrmidon, use arcanikal enhancements to shift the state of the blade rapidly, thereby allowing the weapon to pass through armor with ease.

Once per turn, when a myrmidon hits a creature with an attack using this weapon, the myrmidon can expend 1 charge from its arcane condenser to reroll any number of dice in the damage roll.

Force Claw. This weapon's arcanik runes sheath its blades in a field of energy that enhances their cutting power.

Force Fist. This weapon features reinforced and oversized striking surfaces, behind which lies a kinetic emitter that increases the power of the myrmidon's blows.

Glaive. This wrist-mounted blade keeps a myrmidon's hand free to perform other tasks.

Heavy Force Claw. This weapon is a larger version of the force claw used by light myrmidons.

Repulsor. This reinforced sphere of hardened steel is attached to a myrmidon in place of a fist. Although a repulsor's lack of digits prevents a myrmidon from picking up or manipulating objects with it, relays within the weapon allow it to project energy from its power field, empowering each strike with raw force projection.

After a melee attack, a myrmidon equipped with a repulsor can expend 1 charge from its arcane condenser to shove the target as a bonus action.

Rune Blade. House Vyre etches these lethal weapons with occult symbols during each stage of the forging process. These runes cause each strike of the blade to corrupt and degrade a target's armor and flesh.

Rune Fist. Each rune fist is affixed with nodes that help channel energies from the myrmidon's arcane condenser in order to disrupt the crude magic of other races.

Once per turn, when a myrmidon hits a creature with

an attack using this weapon, the myrmidon can expend 1 charge from its arcane condenser. If it does so and the target is concentrating on a spell, the target has disadvantage on its saving throw to maintain concentration on the spell.

Saber Fist. A saber fist is similar to the glaives used by some of House Shyeel's lighter myrmidons but scaled up for use by heavy myrmidons.

Thermal Blade. When activated, a thermal blade's arcanikal runes bathe the weapon in white-hot flames.



As a part of an attack using this weapon, a myrmidon can expend 1 charge of its arcane condenser to cause the blade to deal fire damage instead of slashing damage.

Void Blade. This weapon draws on House Vyre's research into the profane and occult. A void blade can not only slice through flesh and armor but also harm a target's soul, inflicting wounds so grievous that even powerful magic can't heal them.

Once per turn, when a myrmidon hits a non-construct, non-undead creature with an attack using this weapon, the myrmidon can expend 1 charge from its arcane condenser to prevent the target from regaining hit points until the start of the myrmidon's next turn.

NEW WEAPON PROPERTIES

Field Dependency. A weapon or upgrade with this property won't function if the myrmidon's power field has collapsed or if the myrmidon doesn't have a power field.

Power Cost (X). The weapon requires 1 or more charges from a myrmidon's arcane condenser to fire, noted in parentheses.

MYRMIDON RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Light Ranged Weapons</i>				
Death Driver Cannon	450 gp	2d8 necrotic	40 lb.	Firearm (range 60/180), power cost (1), special
Polarity cannon	400 gp	2d8 force	25 lb.	Field dependency, firearm (60-foot cone), power cost (1), special
Wind-flayer	425 gp	2d8 slashing	35 lb.	Firearm (range 80/240), power cost (1), special
<i>Heavy Ranged Weapons</i>				
Cyclone cannon	550 gp	3d8 radiant	45 lb.	Field dependency, firearm (range 80/240), power cost (1), special
Force cannon	700 gp	3d12 force	60 lb.	Field dependency, firearm (range 80/240), power cost (2), special
Halo cannon	650 gp	3d12 fire	60 lb.	AOE (15), field dependency, firearm (range 60/180), power cost (2)
Runespear cannon	600 gp	3d8 piercing	40 lb.	Firearm (range 80/240), magazine (10), power cost (1)
Shatter cannon	700 gp	3d12 thunder	60 lb.	Firearm (range 90/270), power cost (2)
Vortex cannon	675 gp	3d8 bludgeoning	45 lb.	AOE (10), firearm (range 60/180), power cost (2), special

WEAPON DESCRIPTIONS

Cyclone Cannon. This rapid-fire weapon can be used to lay down a suppressive fire of blazing energy in support of advancing troops or concentrated into volleys capable of tearing apart several targets at range.

Instead of making a normal single-target attack, a myrmidon equipped with a cyclone cannon can expend 3 charges of its arcane condenser to spray a 10-foot cube within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage, taking no damage on a successful save.

Death Driver Cannon. Emitting a strangely harmonic tone when unleashed, this weapon draws on the occult experiments of House Vyre and can briefly animate and control the bodies of those it kills.



When this weapon reduces a creature other than an undead or a construct to 0 hit points, the myrmidon can expend 1 charge from its arcane condenser to force the creature to move up to its speed and make a single melee attack against a target of the myrmidon's choice.

Force Cannon. This weapon uses a power field's excess energy to produce intense, concentrated blasts of raw force. When a myrmidon takes the Attack action and attacks with a force cannon, the weapon's normal range increases by 10 feet, and the weapon deals an extra 1d4 damage for each focus point currently on the myrmidon. Each shot from a force cannon requires a myrmidon to expend 2 charges from its arcane condenser.

Halo Cannon. A halo cannon projects an intense blast of concentrated heat. Each shot from a halo cannon requires a myrmidon to expend 2 charges from its arcane condenser.



Polarity Cannon. This weapon unleashes blasts of raw energy capable of sapping an enemy's forward momentum, offering a substantial ranged threat that also serves to throw an enemy off its stride.

As part of an attack using this weapon, a myrmidon can expend 1 additional charge from its arcane condenser to kinetically bind the target of the attack. A creature bound in such a way has its speed reduced by 10 feet until the start of the myrmidon's next turn.

Runespear Cannon. A runespear cannon fires rune-inscribed projectiles at immense velocity. It is particularly potent against spellcasters in particular, as its field-augmented projectiles make such targets vulnerable to subsequent arcane strikes.

A creature hit by a runespear cannon has disadvantage on saving throws against spells, and spell attacks targeting the creature have advantage. This effect lasts until the start of the myrmidon's next turn.

Each shot from a runespear cannon requires 1 runespear and requires a myrmidon to expend 1 charge from its arcane condenser.

Reloading a runespear cannon outside of combat takes 20 minutes but does not require specialized tools or training. A runespear cannon uses ammunition unique to its design.

Shatter Cannon. A shatter cannon uses concentrated blasts of sound waves to cause increasingly debilitating vibrations in the structure of a target. The weapon's sound waves are so intense that a single pulse can shatter armor and bones, burst organs, and rupture tissues.

Vortex Cannon. A vortex cannon seems to defy the laws of nature when it fires. Its projected energy field bends and swallows light, creating a dense field of distorted energies that ripple outward from a central point. The weapon's blasts mimic gravity, creating an inconsistency in what House Vyre's artificers refer to as "the anchor of Caen" and warping the nature of space itself.



When a vortex cannon hits a creature, other creatures in the AOE have disadvantage on the saving throw to avoid damage. On a failed save, a creature takes the full damage taken by the target rather than half of the damage.

Each shot from a force cannon requires a myrmidon to expend 2 charges from its arcane condenser.

Wind Flayer. This destructive weapon is designed to harness reality-warping energies. When unleashed in concentrated bursts, these energies tear their targets apart, buckling armor and stripping flesh. Any targets not instantly annihilated are sent flying as they experience momentary uncontrolled weightlessness before the laws of nature once again reassert themselves.

A creature hit by this weapon is lifted 10 feet off the ground and pushed 10 feet away from the myrmidon. For each charge a myrmidon expends from its arcane condenser, it can increase the distance of the push by 10 feet.

MYRMIDON UPGRADES

Name	Cost	Weight
Fleet generator	250 gp	15 lb.
Force generator	450 gp	25 lb.
Force lock generator	400 gp	35 lb.
Kinetic capacitor	500 gp	40 lb.
Phantasmal field generator	550 gp	35 lb.
Phoenix field generator	1,100 gp	25 lb.



Fleet Generator. While this device is functional and the myrmidon's power field is active, the myrmidon's walking speed increases by 10 feet.

Force Generator. While this device is functional and the myrmidon's power field is active, the myrmidon doubles its Strength modifier when it makes a damage roll with a melee weapon.

Force Lock Generator. While this device is functional and the myrmidon's power field is active, any creature that starts its turn within 5 feet of the myrmidon can't take the Disengage action.

Kinetic Capacitor. Once per round, when a myrmidon equipped with this device is hit by a melee or ranged weapon attack and its power field is active, it gains 1 focus point.

Phantasmal Field Generator. While this device is functional and the myrmidon's power field is active, the myrmidon has at least 1 focus point, and its power field is active, the area within 5 feet of the myrmidon is considered to be lightly obscured, and ranged attacks targeting the myrmidon are made with disadvantage.

Phoenix Field Generator. While this device is functional and the myrmidon's power field is active, its force field regains 5 hit points at the start of each of the myrmidon's turns.



6

WARBEASTS



LIVING ENGINES OF RAGE, WARBEASTS ARE THE GREATEST assets in a warlock's arsenal. They possess a wide variety of melee and ranged weaponry and embody the primal power of their natural world. A single warbeast can annihilate dozens of warriors, and several warbeasts working together are a threat no enemy can ignore.

Long before there was steel in western Immoren, and ages before power was expressed in the control of great, thundering machines of industry and war, strength was often derived from ancient mystical arts that drew on blood and the very essence of life itself. This art is still practiced across the continent today, although it has been relegated almost entirely to the continent's wilderness areas. Some of the most influential masters of this primal magic can harness the rage and vitality of wild creatures. These individuals, known as warlocks, can draw power from pain and fury and use it to fuel their own magic and arcane capabilities.

Those born with this talent have a unique affinity to wild beasts that allows them to forge deep connections with these creatures. Once a warlock finds a suitable animal with a shared resonance, that primal connection allows the warlock to touch the beast's mind and form a lasting bond with it. Each warbeast is a wellspring of power for the warlock who controls it, its body a weapon made fiercer through the invocation of the warlock's will. This primal nature is the raw power warlocks weave into their spells, and this mystical link to these fearsome creatures is what allows a warlock to mentally command them as easily as if they were part of the warlock's own body. Injured warlocks can even use this link to evade death by trading a beast's vitality for their own.

Some warlocks treat their warbeasts like trusted allies and members of their packs. Others hold little esteem for their savage servants, inciting them to rage with torment and pain and willingly sacrificing them in battle. Goading a warbeast in battle is not without its dangers. When such a creature is pushed too far, even the bond it shares with its warlock can be overwhelmed, causing the otherwise perfect control of the beast to slip. Blinded by fury, an uncontrolled beast will lash out to rip apart anything within reach—even the warlock who commands it.

BEASTS OF THE WILD

A warlock can spend considerable time and effort just to locate creatures to bond with. Most of these beasts dwell in vast tracts of wilderness, are headstrong and unruly, and are difficult (if not outright dangerous) to approach. Warlocks seeking to master these creatures must hunt them, barter with other tribes for them, or use connections with influential organizations to secure them.

Despite their close connection to their warlocks—or perhaps even because of it—warbeasts widely inspire terror and are seldom tolerated outside their warlock's community. Bringing warbeasts into the heart of a village can be seen as a hostile act unless the warlock and the village leaders have made specific provisions for handling the creatures. Among both the towns and the cities of the Iron Kingdoms, the presence of warbeasts is cause for alarm and can invite

immediate retaliation. For this reason, warlocks often leave their warbeasts behind when they enter a new settlement rather than face reprisal by the community's defenders.

THE TIES THAT BIND

The relationship between warlock and warbeast is unique among those who use magic on Caen. The bond allows a warlock to exert an incredible degree of influence over each warbeast and to override its natural instincts when necessary. By exerting will through this bond, the warlock can make the beasts do as the warlock commands.

Forming a bond requires a warlock to make physical contact with a creature with a shared resonance, thereby enabling the warlock to join spirits with the beast. Once in contact with the beast, the warlock must concentrate on bringing their souls into alignment. When the spirit of the warlock and the beast are synchronized, a bond is formed.

When a creature is bonded for the first time, it goes through a series of immediate and profound changes as its mind opens to the warlock's influence, forever changing it into a warbeast. This connection mystically awakens the savage creature to the mind of its new master. Even if the warbeast's bond to the warlock is later severed, this transformation is irreversible. After a bond stirs the mind and spirit of a warbeast, it will never again be a normal animal.

A warlock can use this bond to call forth the dormant arcane power of the warbeast. This power, called an animus, is a refined expression of the creature's innate strength and can be summoned by the warlock or cast as if it were one of the warlock's own spells. Although the animus originates in the warbeast, its nature is shaped by the warlock and the beast's training. The exact effects of the changes to a warbeast depend on the kind of creature it is. Some beasts wake up to their full potential immediately when the bond forms, but others must undergo significant training to develop their capabilities. Even though this training process is partially facilitated by the telepathic link between the warlock and the warbeast, it can take time, and teaching these savage creatures requires a great deal of patient instruction.

By contrast, releasing a bond with a warbeast is relatively simple for a warlock, as is forging a bond with a warbeast that has already been trained and conditioned. Warlocks usually hold fast to their warbeasts and reserve them for personal use, but these creatures are sometimes exchanged between allies in times of need.

CARE AND FEEDING

Warbeasts are generally assumed to be living creatures that require food, water, and periodic rest. Most are natural predators and will hunt for their food if left to their own devices in the wilderness. The bonding process does not remove a beast's instincts, memories, or urges. The bond can rein in these instincts or overwhelm them, but they will return if the warlock relaxes the mental grip that keeps the warbeast in line. How quickly and to what extent this reversion occurs is somewhat tempered by the beast's training, the ordeals it has undergone while bonded to the warlock, and any mental awakening it has experienced, but

it will eventually succumb to its natural urges, especially the need to feed.

Some larger warbeasts and most trolls consume dozens if not hundreds of pounds of food—usually fresh meat—in a single meal. The availability of local sources plays a significant part in a beast's hunting success. On average, a warbeast will require a few hours of hunting time each day to provide itself with sufficient food. Otherwise, the warlock must provide the warbeast with sustenance. Most warlocks prefer to hunt with their beasts. This kind of coordination not only strengthens their shared bond but also allows a warlock to keep the creatures from straying too far or wreaking havoc across the countryside, which can draw unwanted attention or jeopardize the beasts' lives. For example, herd animals, being docile and confined in large numbers, are among the easiest prey for a prowling warbeast. An unsupervised warbeast raiding a rancher's herd is liable to leave a bloody and obvious trail—if it leaves at all. This can quickly lead to an inconvenient and violent encounter with the herd's owner and perhaps a group of well-armed allies as well.

When there is no food to be found, a warbeast suffers the effects of exhaustion just like all other living creatures do. This condition is hazardous. A warbeast driven to the brink of starvation is quick-tempered and prone to violent outbursts. Barring few exceptions, a warbeast deprived of food long enough will attack and devour any target it can lay its claws on. Some warbeasts are more susceptible to these outbursts than others, but these eruptions are always sudden and violent. A warlock must keep tight control over any beasts suffering from deprivation. In sufficiently dire circumstances, the warbeasts may resort to infighting and attempt to eat each other.

WARBEAST SPECIAL RULES

All warbeasts have the following special rules in common.

ACTIVATING & INITIATIVE

All warbeasts controlled by a warlock take their turns on the same initiative as their controlling warlock. A warlock can take their turn before, after, or in between their warbeasts' turns and their warbeasts can take their turns in any order. The warlock and their warbeasts must each individually complete their full turn before moving onto another member of the warlock's battlegroup.

EQUIPMENT & WARBEASTS

Warbeasts always have proficiency in any equipment specifically designed for warbeasts and never have proficiency in any other type of equipment. Only warbeasts with hands can use weapons and shields, however armor can be designed for any warbeast.

Armor replaces the AC on the warbeast's profile using the standard rules for the armor. However shields can be added to the AC on the warbeast's profile. A warbeast wearing a shield always makes one less attack whenever they use the Multiattack feature. The attack removed for wearing a shield is always an attack that does the highest average damage among the warbeast's attacks.

When a warbeast with one or more melee weapons uses its Multiattack feature, the warbeast makes one attack with each of the weapons in its hands instead of what its profile says. If it has a weapon in one hand but not the other it makes one weapon attack and one Slam attack instead.

FURY & FORCING

A warbeast is a primal creature that reaches its full potential only when under the control of a warlock, who impels it through strength of will for the desired effect, such as an additional attack. This is called **forcing**. The act of forcing a warbeast usually involves the warlock mentally pushing it in battle and encouraging it to lash out with savage aggression regardless of fatigue, injury, or bodily strain. In some cases, the warlock becomes immersed in the beast's mind, seeing through its eyes and guiding its attacks through sheer will. This blending of minds is a regular aspect of taking a warbeast past its limits, but the approach to forcing can vary, depending on the warlock. Some warlocks treat their warbeasts like puppets, clamping down on their will in order to direct them more precisely, but other warlocks prefer to dive into the minds of their beasts and lose themselves in a wash of raw, unbridled fury.

Only a character with the Fury Manipulation feature can force a warbeast, and even then, it can only force a warbeast that is part of its battlegroup. A warbeast can be forced only while within its controller's control range, but it does not need to be in its controller's line of sight to be forced.

When a warbeast is forced for a particular effect, both the warbeast and its controller gain a number of fury points, as determined by the rules of the effect.

A warbeast can be forced several times during its turn but is still limited to one action and one bonus action during each of its turns. The warbeast will still gain fury points each time it is forced.

Fury points remain on a warbeast until they are removed by a special rule or the warbeast finishes a long rest.

Wild and uncontrolled warbeasts cannot gain fury points or be forced.

FORCING

While a warbeast is within its bonded warlock's control range, it can be forced to perform more than just the most straightforward actions.

Typically, a warbeast will only perform the Dodge action or make a single weapon attack as an action on its turn unless a warlock forces it. When a warbeast is forced, it gains 1 or more fury points.

Forcing a warbeast is usually done on the warbeast's turn but does not require the warlock to use an action.

COMBAT ACTION

A warbeast can be forced to take the Dash action or the Disengage action or to take any action listed on its profile, including its Multiattack action. If a warbeast is forced to take an action, it gains 1 fury point.

CAST ANIMUS

Warbeasts have dormant spells called **animi** that can be tapped by the warlock who controls them. Starting at 3rd level, a warlock can summon forth a controlled warbeast's animus.

A warbeast can be forced to cast its own animus. When this happens, the warbeast gains a number of fury points equal to the level of the spell. The warbeast can take whatever action is required to cast the spell, but it cannot cast the spell if it has already taken a different action during its turn.

RILE

A warbeast can be forced for the sole purpose of gaining fury points. When a warbeast is riled, it can gain any number of fury points but cannot exceed its threshold.

FURY MANIPULATION

Starting at 2nd level, a warlock can force a warbeast to use any of the Fury Manipulation options available to the warlock.

WARBEAST BONDS

Not all creatures can be bonded. A warlock can form a bond only with either a wild creature or a warbeast that the warlock shares a resonance with and that is not bonded with another warlock.

The process of bonding permanently alters a wild creature, forever changing it into a warbeast. If a warbeast's bond is broken, the creature can bond to another warlock. A warlock with an attunement slot must physically touch a wild creature or an unbonded warbeast that the warlock shares a resonance with in order to form a bond.

When a warlock bonds to a wild creature that has not previously been bonded to a warlock, the creature immediately becomes a warbeast and gains the threshold stat outlined in the Bonding section of its warbeast profile. If the warlock has reached at least 3rd level, the warbeast also gains an animus.

While bonded to a warlock, a warbeast is considered to be part of the warlock's battlegroup.

THRESHOLD & FRENZY

A warbeast's threshold indicates how much fury it can withstand each day before any further forcing might cause it to fly into a mindless **frenzy**. A warbeast's fury points are typically removed only as a result of a long rest, but if it is removed for any other reason, the warbeast can continue to gain fury points safely until it reaches its threshold.

Some daring warlocks are willing to push a warbeast beyond its normal limits. Doing so risks the warbeast frenzying and becomes progressively more dangerous the more a warlock does it between rests. If the fury points gained from forcing a warbeast would cause the warbeast to exceed its threshold, its controlling warlock must make a Wisdom (Animal Handling) check with a DC equal to 12 + the fury points currently on the warbeast + three times the amount of fury points that would be added to the warbeast if

it were successfully forced. If the check succeeds, the warbeast remains under the warlock's control and completes the action it was forced to undertake, with both the warlock and the warbeast gaining fury points as normal. If the check fails, the warbeast frenzies. When a warbeast frenzies, its actions are dictated by its most basic instincts. Which action the warbeast takes depends on its resonance. After the warbeast completes the action, its turn ends and it gains 1 fury point, but the warlock does not gain any fury points.

A frenzying warbeast continues to frenzy until the bonded warlock succeeds on a Wisdom (Animal Handling) check with a DC equal to 10 + the CR of the warbeast (minimum of 1). The warlock can make this check at the start of each of the warlock's turns, and doing so doesn't require an action. When the warlock succeeds, the warbeast does nothing except take the Dodge action during its next turn.

ANIMI

Warbeasts have dormant arcane spells called animi that can be tapped by the warlocks who control them. A warbeast can be forced to cast its animus, or the warlock whose battlegroup the warbeast belongs to can treat the animus as if it were one of the warlock's own known spells while the warbeast is within the warlock's control range.

An animus is a reflection of a warbeast's personality and spirit. Two warbeasts of the same type can display vastly different animi. When a warlock who has reached at least 3rd level bonds with a warbeast, the GM can choose the warbeast's animus from the list of options available to the warbeast, the GM can determine the animus randomly from the same list, or the warlock can attempt to shape the warbeast's animus.

See chapter 3 for descriptions of animi.

SHAPING ANIMI

Shaping a creature's animus is an involved process that requires a great deal of effort on the warlock's part. Each culture has its own methods of shaping a creature's animus, from the more gentle and collaborative way that trollkin train their warbeasts, to the brutal quashing of will favored by the farrow and adherents of the Devourer Wurm, to the torturous surgical modifications employed by the cruel skorne.

Shaping an animus is a downtime activity. You must be proficient in the Animal Handling skill to undertake the effort, and you may require special resources to facilitate the process. For example, if you are a trollkin warlock, you might need a well-stocked supply of food and drink to reward a warbeast as it makes progress toward the desired animus.

For each spell level of the animus you are trying to shape, the process takes 5 days and costs 100 gp. The cost represents food, herbs, and other special materials for the beast that aid in summoning the desired animus. At the end of this time, you must make either an Intelligence (Arcana) check or a Charisma (Intimidation) check with a DC of 10 + the spell level of the desired animus. If the check succeeds, the warbeast gains an animus of your choice from those available to it. If the check fails, the warbeast's animus is not shaped and is determined as normal.

See Chapter 3 for the list of animus spells.

BACKLASH

When a warlock dies or is knocked unconscious, the resulting psychic backlash severs the warlock's bonds with any bonded warbeasts, which can cause them to temporarily go wild and act irrationally and unpredictably. A warbeast whose bond has been severed in such a fashion may wander off, fight to the death, defend its master's remains, tear at its own flesh in panic, or engage in any of a number of other behaviors.

When a warlock drops to 0 hit points, each warbeast bonded to the warlock must make a Wisdom saving throw with a DC of 5 + the damage that reduced the warlock to 0 hit points. On a failed save, a warbeast rolls on the Backlash table to determine the result of the backlash.

Once the initial pain and shock of the backlash subside, the beast acts according to its wits and instincts and is under the Game Master's control until the warlock can reestablish the shared bond.

BACKLASH

d10	Result
1	—
2	Mortification
3	Cowed
4	Panic
5	Vindictive
6	Indiscriminate Rage
7	Stunned
8	Protective
9	Psychic Wounds
10	Broken Spirit

Broken Spirit. The backlash extinguishes the spark of animus within the warbeast. Until the warbeast finishes a long rest, neither it nor its bonded warlock can cast the warbeast's animus.

Cowed. The pain of the backlash terrifies the warbeast and reduces the fire of its fury. Until the warbeast finishes a long rest, it cannot be forced or riled.

Indiscriminate Rage. Incensed by the harm that has befallen its warlock, the enraged warbeast blunders about, indiscriminately attacking everything in its path. Starting on its next turn, the warbeast moves toward the nearest creature other than its warlock and takes the Attack action against the closest creature in range. The warbeast then gains 1 fury point and makes an additional attack, targeting a different creature if possible. It continues to do so until it runs out of targets or has reached its threshold in fury points.

Mortification. Wracked with painful feedback and incapable of understanding the source, the warbeast bites, rips, and tears at its own flesh. On its next turn, the warbeast makes a single melee attack against itself with its most powerful natural weapon, then its turn ends. After the attack, the warbeast reverts to its instinctive animal behavior.

Panic. Its spirit broken by the loss of its warlock, the warbeast tries to flee from battle and hide, trembling in

uncontrollable fear. The warbeast is frightened for 1 minute. This condition ends if a friendly character succeeds on a DC 14 Wisdom (Animal Handling) check to calm the beast or if the warbeast's warlock regains consciousness.

Protective. The warbeast moves to protect its warlock and attacks anyone who approaches. If a creature moves within the warbeast's reach, the warbeast uses its reaction to make one melee attack targeting the creature. It continues to do so until the warlock recovers or dies. A friendly creature attempting to approach the fallen warlock must succeed on a DC 14 Wisdom (Animal Handling) check to avoid being attacked.

Psychic Wounds. The warbeast experiences a psychic echo of the warlock's pain, which tears at the creature's mind. The warbeast takes 5 (1d10) psychic damage, and its threshold drops to 0. This reduction lasts until the warbeast finishes a long rest.

Stunned. The warbeast suffers a sudden, stunning feedback of mental agony as its warlock falls. The reeling warbeast immediately loses all its fury points, and it becomes stunned until the end of its next turn, after which it reverts to its instinctive animal behavior.

Vindictive. The warbeast is enraged by the enemy that struck down its warlock and blindly throws itself into combat against the creature responsible. The warbeast automatically frenzies at the start of its next turn, selecting only the creature that disabled the warlock as its frenzy target. It continues to frenzy until the enemy is dead or has fled the battle, after which it reverts to its instinctive animal behavior.

DEVOURER WARBEASTS

A warlock whose spirit resonates with the primal power of the Devourer Wurm can call upon a number of remarkably diverse creatures to serve as warbeasts. Blackclads of the Circle Orboros, Devourer cultists, barbarian shamans, and Tharn warlocks all share a resonance with the wild beasts of western Immoren thanks to their connection to the power of the Devourer Wurm. This link allows them to commune with some of the most savage creatures of the western wilds—powerful beasts that dwell deep within western Immoren's most daunting forests and high in its most jagged peaks.

The Devourer Warbeasts table shows the threshold, animus, and challenge rating for various Devourer warbeasts.

DEVOURER WARBEASTS

Warbeast	Threshold	Animi	CR
Argus	2	darkvision, longstrider	2
Burrow-mawg	1	bane, ornerly	1/8
Duskwolf	2	elusive, lightning strike	2
Gorax	2	ornery, primal	2
Spine ripper	3	darkvision, devourer's fury, rage	6
Thornwood mauler	3	blur, devourer's fury, rage	9
Widow bear	2	bear hands, devourer's fury	4

DEVOURER BEAST FRENZY

When a Devourer warbeast frenzies, it tries to slaughter as many other creatures as possible with no regard for its own safety. When the warbeast frenzies:

- It attempts to attack any creature within reach it can see.
- If there is no creature within reach, it moves toward the closest creature it can see. The warbeast doesn't attempt to avoid opportunity attacks during this movement.
- Until its frenzy ends, the warbeast tries to damage as many other creatures as possible. It attempts to attack a new creature on each of its turns, if possible.

FARROW WARBEASTS

The farrow share a strong affinity with their porcine warbeasts. Farrow societies constantly breed vicious razor boars to keep a ready supply of the creatures at hand, and massive hogs rise from the farrow population itself. Unlike the relationship between the trollkin and their warbeasts, who share a similar physiological link, the relationship between a farrow warlock and farrow warbeasts is an adversarial one based purely on domination. Farrow warlocks often reinforce this to the beasts enslaved to their will. Among the farrow, powerful individuals are expected to display their dominance over their inferiors, and these demonstrations often result in cruelty and physical abuse. So it is among the farrow warlocks and their beasts. Farrow warlocks subject their beasts to pain, beatings, and subdual, abusing and harassing the creatures to instill in them a healthy measure of respect—or fear. Farrow warbeasts are both brutish and brutal, and such rough treatment is one of the most effective ways of goading them into action. If they ever sense weakness, distraction, or a chance for freedom, they will not hesitate to retaliate against their controlling warlock or the warlock's allies, or at least to break free and find food.

These creatures are bred by farrow warlords and beast handlers and can be bartered for, although they command a high price. Farrow rarely part with choice beasts, which they typically use as breeders to produce marketable stock, but some farrow warlocks make their livelihood training such creatures and care only about their worth in trade. To acquire a warbeast, warlocks from tribes without a ready supply must be willing to trade with those who have a surplus, and they will often launch a series of raids to acquire enough plunder to make the purchase. Potential warbeasts come bound, at least temporarily cowed, and ready to be enslaved, but every farrow beast retains a stubborn, defiant streak that can never be conditioned away entirely.

The Dhunian Farrow Warbeasts table shows the threshold, animus, and challenge rating for various farrow warbeasts.

DHUNIAN FARROW WARBEASTS

	Warbeast Threshold	Animus	CR
Biboar	3	<i>pig farm, rush, shatter</i>	9
Dust hog	1	<i>detect poison and disease, ornerly</i>	1/2
Farrow brute	2	<i>primal, shatter</i>	2
Giant farrow	2	<i>pig farm, rage</i>	5
Goliath hog	3	<i>aid, alter self, rage</i>	7
Razor boar	2	<i>grease, still as death</i>	2

FARROW BEAST FRENZY

When a farrow warbeast frenzies, it tries to retaliate for the brutal treatment it has received at the whims of its warlock. When the warbeast frenzies:

- It attempts to attack its bonded warlock.
- If the warbeast's bonded warlock is not within reach, it moves toward its bonded warlock. The warbeast doesn't attempt to avoid opportunity attacks during this movement.
- Until its frenzy ends, the warbeast focuses its effort on attacking its bonded warlock. If the warbeast reduces the warlock to 0 hit points, it becomes incapacitated as it squeals victoriously over the body of its tormentor.

TROLLBLOOD WARBEASTS

Trolls have a natural and instinctive connection with trollkin. This kinship, a link forged by the strength of their shared blood, is one of the strongest among the wild peoples of western Immoren, and the mental divide between trollkin warlocks and full-blood trolls is not as great as the gap between warlocks of other races and their beasts. Although undeniably savage, trolls are among the most intelligent creatures used as warbeasts. Many trolls can even speak limited Molgur-Trul. For trolls, the only subjects worth talking about are hunger, food, and violence—preferably violence that results in food.

Common trolls are the simplest creatures for a trollkin warlock to bond with and the easiest to integrate into the life of a kriel. Of all the full-blood trolls, they are the easiest to condition and train. These trolls adapt best to learning to use armor and weapons, although doing so requires considerable practice. Unlike some other beasts, common trolls take to this process enthusiastically, but a significant amount of time must be invested nonetheless.

The different subbreeds of trolls found in Immoren's most hostile climates are more complex. Because their intellect is

WHAT ABOUT DIRE TROLLS?

Until very recently, bonding with a dire troll was believed to be impossible. This was proved wrong by the warlock Hoarluk Doomshaper when he forged a bond with one of the enormous creatures. Doomshaper taught other trollkin how to bond with dire trolls, but the practice has not yet spread to all the far-flung kriels in the wilderness.

lower and more feral than that of the common troll, these breeds are harder to train, require much more training and conditioning before they can be used as warbeasts, and are generally incapable of learning to use weapons. Trollkin warlocks approach these breeds cautiously in order to avoid startling or angering them and almost always bring a substantial offering of food, drink, or both to keep the troll's attention while they attempt to forge a mental bond.

The Dhunian Trollblood Warbeasts table shows the threshold, animus, and challenge rating for various trollblood warbeasts.

DHUNIAN TROLLBLOOD WARBEASTS

Type	Threshold	Animus	CR
Common troll	3	earth's blessing, rush, rage	7
Pyre troll	3	alter self, boiling blood, flaming fists	8
Slag troll	3	acidic touch, bane, boiling blood	9
Swamp troll	3	elasticity, jump, swarm	8
Winter troll	3	gust of wind, icy breath, winter coat	9
Immature troll	1	By parent type	1/2
Young troll	2	By parent type	3

TROLLBLOOD WARBEAST FRENZY

When a trollblood warbeast frenzies, it tries to overpower the most impressive opponent it can see. If it succeeds, it takes a moment to enjoy a meal from the fallen opponent's flesh. When the warbeast frenzies:

- It attempts to attack the creature with the highest Strength it can see.
- If there is no creature within reach, it moves toward the creature with the highest Strength it can see. The warbeast doesn't attempt to avoid opportunity attacks during this movement.
- Until its frenzy ends, the warbeast focuses its effort on a single creature. If it reduces the creature to 0 hit points, the warbeast becomes incapacitated as it sits down and begins to feast on the body of the fallen creature.



APPENDIX: NPC STATISTICS

THIS SECTION CONTAINS STATISTICS FOR VARIOUS nonplayer characters (NPCs) that adventurers might encounter throughout the borderlands of the Iron Kingdoms.

BADLANDS RAIDERS

The wild places of western Immoren are home to threats other than mere beasts. Parties of raiders make their homes here and often eke out a living by preying upon nearby settlements and merchant caravans. Whether Nyss, farrow, bogrin, or human, these raiders strike in dangerous and sudden ambushes and quickly make away with whatever they can plunder, leaving little behind save wreckage.

RAIDER

Medium humanoid (any), any non-lawful alignment

Armor Class 14 (hide armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Senses passive Perception 12
Languages signal language plus any one language
Challenge 1/4 (50 XP)

Get In and Get Out. On each of its turns, the raider can use a bonus action to take the Dash or Disengage action.
Pack Tactics. The raider has advantage on an attack roll against a creature if at least one of the raider's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Hand Weapon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning or slashing damage.
Military Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

SIGNAL LANGUAGE

Signal language is a silent method of communication that uses quick, predetermined gestures to convey simple concepts. Numerous different forms of signal language are used by hunters, raiders, scouts, and other groups that prefer to remain quiet while communicating.

RAIDER CAPTAIN

Medium humanoid (any), any non-lawful alignment

Armor Class 14 (hide armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Senses passive Perception 12
Languages signal language plus any two languages
Challenge 2 (450 XP)

Cut Them Off (1/Day). As a bonus action, the captain can order other raiders to undertake a sudden, daring maneuver. Each allied raider who can see the captain can use its reaction to move up to its speed and make one attack.

Dread Reputation. The raider has advantage on Charisma (Intimidation) checks.

Pack Tactics. The raider captain has advantage on an attack roll against a creature if at least one of the captain's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The raider captain makes two attacks.
Hand Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning or slashing damage.
Military Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

RAIDER OUTLAW

Medium humanoid (any), any non-lawful alignment

Armor Class 14 (hide armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Senses passive Perception 12
Languages signal language plus any one language
Challenge 1/4 (50 XP)

Get In and Get Out. On each of its turns, the outlaw can use a bonus action to take the Dash or Disengage action.
Pack Tactics. The outlaw has advantage on an attack roll against a creature if at least one of the outlaw's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The outlaw makes two pistol whip attacks or two pistol attacks.
Pistol Whip. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.
Pistol. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

RAIDER SHARPSHOOTER

Medium humanoid (any), any non-lawful alignment

Armor Class 14 (hide armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	11 (+0)

Senses passive Perception 12

Languages signal language plus any one language

Challenge 1/2 (100 XP)

Get In and Get Out. On each of its turns, the sharpshooter can use a bonus action to take the Dash or Disengage action.

Surprise Attack (Recharges after a Short or Long Rest). If the sharpshooter surprises a creature and hits it with an attack during the first turn of combat, the target takes an extra 11 (2d10) damage from the attack.

Pack Tactics. The sharpshooter has advantage on an attack roll against a creature if at least one of the sharpshooter's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

Heavy Rifle. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.



BONE GRINDERS

Bone grinders are something of a cross between a priest, a wizard, and an alchemist. Most commonly encountered among the farrow, they have mastered the art of wringing miraculous effects from blood, bone, meat, and sinew. Of course, the porcine folk are not the only ones who have learned these secrets, and bone grinders can be found among the gatormen, the trollkin, and others who live along the fringes of the Iron Kingdoms. Anyone who has spent much time in the wilds of western Immoren probably either knows a bone grinder or has had reason to wish they did.

VARIANT: OTHER TALISMANS

No two bone grinders are alike. If you want to vary the bone grinders your characters encounter, something as simple as swapping out a bone grinder's choice of talismans can do the trick. The following are some potential talisman pairings:

- Feral charm, sinew strips
- Phylactery of venom, tasty squeezin's
- Purulent totem, theriac of health

BONE GRINDER

Medium humanoid (any), any alignment

Armor Class 13 (hide armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Senses passive Perception 13

Languages Grun plus any one language

Challenge 1 (200 XP)

Battle Wizard. When the bone grinder reduces a creature to 0 hit points, the bone grinder can use its reaction to cast a spell with a casting time of 1 action or 1 bonus action.

Bone Grinder Talismans. The bone grinder has a speaker's tongue that, when consumed, will allow it to speak any one language it doesn't already speak for 4 (1d4 + 2) hours. Once these talismans are used, they are consumed and can't be used again.

Butchery. When the bone grinder scores a critical hit, it rolls damage dice three times instead of twice.

Disease Resistant. The bone grinder has advantage on saving throws against disease.

Spellcasting. The bone grinder is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The bone grinder has the following bone grinder spells prepared:

Cantrips (at will): *poison spray*, *spare the dying*
1st level (3 slots): *blood poisoning*, *false life*, *hex*

ACTIONS

Bone Saw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Gut Bomb (1/Day). The bone grinder throws a gut bomb talisman at a point it can see within 30 feet of it. Each creature within 15 feet of that point must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

IOSANS

The Iosans are a broken people, more so than most outside their borders could ever possibly guess. For the elves who were caught outside Ios at the time of the Sundering, the fate of their nation remains a mystery. To those within, the reality is far too immediate and grim. Even though life—when it can still be called such—goes on in some ways much as it did before, all too often it is a mere pantomime of what once was, with undead eldritch attempting to cling to something resembling their old selves or succumbing entirely to the emptiness that eats away at their souls.

SOULLESS

Once put to death as soon as they were born, the soulless now occupy an important—indeed, an indispensable—place in Iosan society. As the only Iosans within the nation's boundaries who were not either killed or transformed into undead eldritch, the soulless have now become the de facto rank and file of a depopulated Ios. They are the soldiers who guard the nation's borders, the workers who toil in its factories, and, when needed, the sacrifices who keep their eldritch masters alive.

Even before the Sundering, the soulless frequently acted as bodyguards and escorts for Iosan generals and other important individuals within the Retribution. Many continue to fulfill a similar function for their eldritch superiors today, but others have trained as laborers, hunters, or soldiers, the latter of which maintain their silent vigil at the aeryths scattered across the eerily quiet nation.



SOULLESS ESCORT

Medium humanoid (soulless), unaligned

Armor Class 14 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Shyr

Challenge 1/2 (100 XP)

Arcane Anathema. When the soulless is the target of an arcane spell or a divine spell, it has advantage on saving throws to resist the spell's effect. If the soulless is subjected to a spell that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

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

ACTIONS

Iosan Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

REACTIONS

Disbinding (Recharge 5–6). Enemy spells affecting the soulless or any ally of the soulless within 5 feet of it end immediately. The soulless and any allies of the soulless within 5 feet of it can't be affected by enemy concentration spells for 1 minute.

SOULLESS HOUSEGUARD

Medium humanoid (soulless), unaligned

Armor Class 18 (infantry armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Shyr

Challenge 1 (200 XP)

Arcane Anathema. When the soulless is the target of an arcane spell or a divine spell, it has advantage on saving throws to resist the spell's effect. If the soulless is subjected to a spell that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

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

Charge. If the soulless moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 3 (1d6) damage.

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

Shield Wall. If the soulless is within 5 feet of two or more allies that are both carrying a shield, it gains a +2 bonus to AC.

ACTIONS

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

SOULLESS HOUSEGUARD GUNNER

Medium humanoid (soulless), unaligned

Armor Class 16 (infantry armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Shyr

Challenge 1 (200 XP)

Arcane Anathema. When the soulless is the target of an arcane spell or a divine spell, it has advantage on saving throws to resist the spell's effect. If the soulless is subjected to a spell that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

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

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

ACTIONS

Hand Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Long Rifle. *Melee Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

DAWNGUARD

The Dawnguard were once considered among the finest soldiers the nation of Ios had ever produced. Hailing from House Nyarr and clad in unmistakable armor, these Iosan knights fought tirelessly as guardians of their homeland. Since the Sundering, however, the Dawnguard are as split and damaged as the nation they once defended.

Having followed Incissar Vyros to the Abyssal Fortress, a great number of the Dawnguard were caught outside Ios when the Sundering occurred. Upon their return, they found the gates of their former land closed to them, guarded by soulless soldiers whose impassive faces showed no sign of recognition. Unwilling to turn their blades against their fellow Iosans, the discouraged elves instead rode north and eventually settled in the Frostbracken, where they have attempted to build new lives for themselves while staying true to their former oaths and waiting—increasingly, it seems, in vain—for some word from within Ios.

Meanwhile, in the aeryth that bears their name, the remainder of the Dawnguard who were within the border of Ios at the time of the Sundering find themselves buckling under the same pressures that assailed the rest of this cursed nation. Although a few soulless have demonstrated the adaptability necessary to undergo Dawnguard training, most of the soldiers who still wear the distinctive armor of the order within the aeryth are now eldritch, transformed in body and spirit but still willing to fight for what remains of Ios.

DAWNGUARD SENTINEL

Medium humanoid (Iosan), any alignment

Armor Class 18 (Dawnguard armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Shyr

Challenge 3 (700 XP)

Driven by Battle. If the Dawnguard or one of its allies within 30 feet of it takes damage from an enemy attack or effect, until the end of the Dawnguard's next turn, any creature hit by the Dawnguard's melee weapon attacks takes an extra 7 (2d6) damage.

Hold the Line. The Dawnguard gains a +1 bonus to AC while standing within 5 feet of an ally.

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

ACTIONS

Multiattack. The Dawnguard makes two attacks.

Iosan Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



DAWNGUARD INVICTOR

Medium humanoid (Iosan), any alignment

Armor Class 18 (Dawnguard armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Shyr

Challenge 3 (700 XP)

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

Hold the Line. The Dawnguard gains a +1 bonus to AC while standing within 5 feet of an ally.

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

ACTIONS

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

Sword-Cannon Shot. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

ELDRITCH DAWNGUARD

To represent an eldritch Dawnguard within Ios, simply use the eldritch stat block from the *Monsternomicon*, change the AC to 18 to represent Dawnguard armor, and then give the NPC an Iosan greatsword or Iosan sword-cannon attack and the Martial Society trait. Eldritch Dawnguard do not get the Combined Attack, Driven by Battle, and Hold the Line traits, as the trust and camaraderie necessary for those maneuvers is harder to come by among the eldritch.

FRAGMENTS OF RETRIBUTION

With all their gods now dead or gone, it may seem as though the Retribution of Scyrah has nothing left to fight for. For some among their number, that is certainly true. Others, however, continue to fight, although their goals and ideals have fractured in the wake of the Sundering. While those within Ios try to shape the future of a drastically altered nation, those in exile frequently undertake missions of their own, whether slaying human arcanists to avenge their fallen gods, making their way back into their lost homeland, or simply finding a new way forward for their people.

In short, the Retribution may be broken, but it is not gone, and many of those who once followed its tenets still do so, albeit in their own ways.

MAGE HUNTER

Medium humanoid (Iosan), any alignment

Armor Class 14 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Shyr plus any one language

Challenge 1 (200 XP)

Arcane Assassin. The mage hunter gains a +2 bonus to weapon damage rolls against bards, gun mages, sorcerers, warcasters, wizards, warlocks, and any creature that casts spells and uses its Intelligence modifier for its spell save DC.

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

ACTIONS

Multiattack. The mage hunter makes two attacks.

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

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



ARCANIST MECHANIK

Medium humanoid (Iosan), any alignment

Armor Class 14 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages Shyr plus any one language

Challenge 1/4 (50 XP)

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

ACTIONS

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

Field Mechanik (Recharge 5–6). The mechanik chooses one construct, vehicle, mechanical device, arcanikal device, or suit of steam armor it can see within 5 feet of it. The chosen creature or object regains 3 (1d6) hit points, or 5 (1d6 + 2) hit points if it is of Iosan construction. If the target is an arcanikal device that uses charges, the device also regains 2 charges.

KRIEL WARRIORS

Kriel warriors are the heart and soul of the armies of the trollkin kriels. Unyielding in battle, these hardy fighters gladly take up arms to protect their kin from harm. Their resilience and determination more than make up for their lack of training, and the intimidating effect of staring down a snarling band of heavily armed trollkin is impossible to overstate.

KRIEL WARRIOR

Medium humanoid (trollkin), any alignment

Armor Class 16 (breastplate, shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances poison

Senses passive Perception 10

Languages Molgur-Trul plus any one language

Challenge 1 (200 XP)

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

Special Equipment. One in four warriors carries a caber instead of a hand weapon and shield. (Reduce the warrior's AC by 2.)

Unyielding. The warrior gains a +2 bonus to AC against melee weapon attacks.

ACTIONS

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

Caber. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Thrown Caber. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 16 (2d12 + 3) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If a warrior makes a ranged attack with a caber, it must retrieve the caber before it can make another melee or ranged attack with it.



KRIEL CHAMPION

Medium humanoid (trollkin), any alignment

Armor Class 18 (plate)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances poison
Senses passive Perception 10
Languages Molgur-Trul plus any one language
Challenge 3 (700 XP)

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

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

Unyielding. The champion gains a +2 bonus to AC against melee weapon attacks.

ACTIONS

Multiattack. The champion makes two attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

PYGMY TROLL GUIDES

Smaller than trollkin, pygmy trolls are the tiny cousins of their wilder kin. Despite their diminutive stature, they are just as hardy as larger trolls, and there are few better guides to the wilds of western Immoren than a stalwart pygmy troll. The fact that many of them have become crack shots with a long rifle doesn't hurt, either.

PYGMY TROLL GUIDE

Medium humanoid (pygmy troll), any alignment

Armor Class 14 (hide armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Senses passive Perception 14
Languages Molgur-Trul plus one language
Challenge 1/4 (50 XP)

Pack Tactics. The pygmy troll has advantage on an attack roll against a creature if at least one of the pygmy troll's allies is within 5 feet of the creature and the ally isn't incapacitated.

Rapid Fire. If the pygmy troll doesn't take any other action during its turn, it can make two ranged weapon attacks.

Pathfinder. Moving through nonmagical difficult terrain doesn't cost the pygmy troll extra movement.

Skilled Tracker. The pygmy troll has advantage on Wisdom (Survival) checks related to tracking or navigation.

ACTIONS

Hand Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning or slashing damage.

Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

REACTIONS

Slip Away. When a creature that the pygmy troll can see within 30 feet of it moves, the pygmy troll can use its reaction to move up to half its speed without provoking opportunity attacks.



RHULFOLK

The dwarves of Rhul are a hardy people whose empire is the oldest and most stable in all of western Immoren. Clans inform almost every aspect of life in Rhul, and day-to-day existence is governed by laws handed down from the gods themselves. Long-standing traditions, both martial and otherwise, have given rise to excellence and efficiency in everything from manufacturing to warfare to less legitimate undertakings.

HAMMERFALL HIGH SHIELD GUN CORPS

Hand-picked from among the best sharpshooters in the Rhulic military, the members of the Hammerfall High Shield Gun Corps are justly proud of their position as defenders of one of Rhul's most important border fortresses. Because of the tradition of rotating Rhulic soldiers into periodic mercenary service, they are also a fairly common sight on battlefields throughout the Iron Kingdoms, where their unerring aim and outstanding unit cohesion have earned them considerable, if sometimes grudging, renown from the armies of other nations.

HIGH SHIELD GUNNER

Medium humanoid (Rhulfolk), any alignment

Armor Class 18 (infantry armor, shield)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	11 (+0)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Rhulic plus any one language

Challenge 1/2 (100 XP)

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

Shield Wall. If the gunner is within 5 feet of two or more allies that are both carrying a shield, it gains a +2 bonus to AC.

Tempered by War. The gunner has advantage on saving throws against being frightened.

ACTIONS

Hand Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning or slashing damage.

Carbine. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

HIGH SHIELD OFFICER

Medium humanoid (Rhulfolk), any alignment

Armor Class 18 (infantry armor, shield)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive Perception 13

Languages Rhulic plus any one language

Challenge 1 (200 XP)

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

Shield Wall. If the officer is within 5 feet of two or more allies that are both carrying a shield, it gains a +2 bonus to AC.

Tempered by War. The officer has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The officer makes two melee attacks or two ranged attacks.

Hand Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning or slashing damage.

Carbine. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Guns Blazing (Recharge 5–6). While within 30 feet of the officer, each High Shield gunner who can hear and understand the officer can make two attacks each time it makes a ranged attack.



HORGENHOLD FORGE GUARD

Decked out in superlative heavy Rhulic armor and wielding massive piston-driven hammers, the Horgenhold Forge Guard are tasked with doing literally what their name implies—acting as the last line of defense between any invaders and the forges that are responsible for churning out Rhulic weapons and armor. Despite the fact that they have almost never been tested in their official capacity, the Forge Guard are nonetheless a formidable fighting force, having drilled to perfection for centuries. Horgenhold recently embraced the widespread Rhulic tradition of loaning out some of its soldiers as mercenaries, and the Forge Guard began making their mark on the battlefields of the Iron Kingdoms just prior to the Claiming.

HORGENHOLD FORGE GUARD

Medium humanoid (Rhulfolk), any alignment

Armor Class 18 (plate armor)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Rhulic plus any one language

Challenge 1/2 (100 XP)

Hold the Line. The Forge Guard gains a +1 bonus to AC while standing within 5 feet of an ally.

Tempered by War. The Forge Guard has advantage on saving throws against being frightened.

ACTIONS

Mechanical Hammer. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

OGRUN BOKUR

Young ogrun who have not yet found a korune often hire themselves out as bodyguards and enforcers until they find a leader worthy of their vow. Even ogrun who are sworn to a korune are often employed as bodyguards, especially by the Rhulfolk, who value the ogrun's loyalty every bit as much as they value their considerable bulk. Only unsworn ogrun are considered bokurs, but to those who have not grown up among them, distinguishing between an unsworn ogrun and one who fights merely for coin is nearly impossible. Both will sell their life dearly in defense of their master, as many opponents have learned only too late.

OGRUN BOKUR

Medium humanoid (ogrun), any alignment

Armor Class 17 (half plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Senses passive Perception 11

Languages Rhulic, Molgur-Og, and any one language

Challenge 3 (700 XP)

Charge. If the ogrun moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 3 (1d6) damage.

Client. The ogrun has sworn an oath to guard a particular client. So long as the ogrun's client is alive, not incapacitated, and within the bokur's line of sight, the ogrun makes attack rolls and saving throws with advantage.

Second Wind (Recharges after a Short or Long Rest).

The ogrun can use a bonus action to regain 10 hit points.

ACTIONS

Multiattack. The ogrun makes two attacks: one with its warcleaver and one with its shield bash.

Ogrun Warcleaver. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

REACTIONS

Shield Guard. When a creature makes an attack against the ogrun's client, the ogrun grants a +2 bonus to the client's AC if the ogrun is within 5 feet of the client.

TACTICAL ARCANIST

All the Iron Kingdoms have learned to deploy battle wizards, but the tradition of tactical arcanists has been around for a very long time among the Rhulfolk, who have enjoyed command of magic since time immemorial. Rigorously trained by the Brand of Odom, most Rhulic tactical arcanists operate in three-person squads, supporting one another in battle and presenting a formidable force in their Rhulic steam armor. Few high-ranking wizards among the Brand of Odom would consider going anywhere they believed to be particularly dangerous without an escort of tactical arcanists.

TACTICAL ARCANIST

Medium humanoid (any), any alignment

Armor Class 17 (standard steam armor)

Hit Points 52 (8d8 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	15 (+2)	17 (+3)	12 (+1)	12 (+1)

Senses passive Perception 13

Languages Rhulic plus any one language

Challenge 3 (700 XP)

Battle Wizard. When the arcanist reduces a creature to 0 hit points, the arcanist can use its reaction to cast a spell with a casting time of 1 action or 1 bonus action.

Destructive Synchronicity. The arcanist has advantage on attack rolls against any creature that has taken damage this round.

Magic Weapon. The arcanist's thermo mace attacks are magical.

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

Cantrips (at will): *arcane bolt*, *arcane hammer*, *blade ward*, *true strike*

1st level (4 slots): *burning hands*, *fog cloud*, *guided blade*, *shield*

2nd level (3 slots): *battering ram*, *hold person*, *scorching ray*

3rd level (2 slots): *bulwark*, *eruption*

Steam Armor. The arcanist's standard steam armor provides it with a damage threshold of 10. Attacks that deal less than this amount of damage do not damage the arcanist. The armor requires a load of 10 pounds of coal and 5 gallons of water for 5 hours of general use or 1 hour of combat. If the armor does not have power, the arcanist's base speed becomes 15.

ACTIONS

Thermo Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) fire damage.

LONG RIDER MOUNTS

The following creatures are commonly employed as mounts by long riders and other wilderness peoples.

BLOODSTONE BISON

These hardy bison are native to the Bloodstone Marches and are often used as mounts by trollkin long riders.

BLOODSTONE BISON

Large beast, unaligned

Armor Class 10

Hit Points 28 (3d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	18 (+4)	16 (+3)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hardy. The bison has advantage on saving throws against effects that cause exhaustion.

Charge. If the bison moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 13 (4d4 + 3) bludgeoning damage.

SKIROVIK MOUNTAIN GOAT

Caprine beasts that dwell in the mountains of Skirov in Khador, Skirovik mountain goats are as large as some breeds of horse. They are commonly used as mounts among the human tribes that dwell in northern Khador, and some herds have passed over the mountains and into Rhul.

SKIROVIK MOUNTAIN GOAT

Large beast, unaligned

Armor Class 13

Hit Points 15 (2d10+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 20

Languages —

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 13 (4d4 + 3) bludgeoning damage.

ULK

Ulk are enormous elk-like beasts that dwell in the far north, especially among the Shard Spires and the Nyschatha Mountains. The Nyss have a long tradition of riding ulk.

ULK

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances cold

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Charge. If the ulk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ice Walk. The ulk can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 13 (4d4 + 3) bludgeoning damage.



CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS



INSPIRATION



PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

PASSIVE WISDOM (INSIGHT)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS	INITIATIVE	SPEED
-------------	------------	-------

Hit Point Maximum _____
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____
HIT DICE

Successes
Failures
DEATH SAVES

Name	ATK Bonus	Damage/Type
_____	_____	_____
_____	_____	_____
_____	_____	_____

ATTACKS & SPELLCASTING

CP	_____
SP	_____
EP	_____
GP	_____
PP	_____

EQUIPMENT

NAME	TOTAL CHARGES	LIFESPAN	REMAINING LIFESPAN
CHARGES USED			
○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○			
○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○			
○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○			

MECHANIKA

FEATURES & TRAITS



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & RELATIONSHIPS

Adventuring Company Name:

SYMBOL

ADVENTURING COMPANY BACKSTORY

ADVENTURING COMPANY FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL TRAITS/ FEATURES

FEATURE WITH SAVE

8 + +
PROF. MOD.
FEATURE SAVE DC

DC

Name _____
Total _____
FEATURE USES

Name _____
Total _____
FEATURE USES

CHARACTER BACKSTORY

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Horizontal lines for Cantrips entry

3

Horizontal lines for level 3 entry

6 STRENGTH

Horizontal lines for Strength entry

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED 1

SPELL NAME and horizontal lines for level 1 spells

4

Horizontal lines for level 4 entry

7 DEXTERITY

Horizontal lines for Dexterity entry

2

Horizontal lines for level 2 entry

5

Horizontal lines for level 5 entry

7 CONSTITUTION

Horizontal lines for Constitution entry

8 INTELLIGENCE

Horizontal lines for Intelligence entry

8 WISDOM

Horizontal lines for Wisdom entry

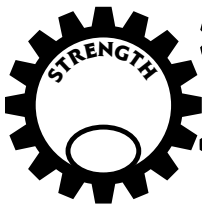
9 CHARISMA

Horizontal lines for Charisma entry

IRON KINGDOMS®

STEAMJACK NAME

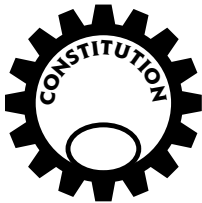
CHASSIS	CORTEX	PLAYER NAME
FUEL LOAD	BURN TIME	



PROFICIENCY BONUS



MAX FOCUS



DRIVE DC



Strength
Constitution

SAVING THROWS



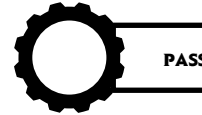
Acrobatics (Dex)
 Athletics (Str)
 Intimidation (Cha)
 Perception (Wis)

SKILLS



Successes ○○○
Failures ○○○

DEATH SAVES



○ ○ ○ ○ ○

EXHAUSTION

PASSIVE WISDOM (PERCEPTION)

Water Vulnerability - If the GM determines that the firebox is exposed to a sufficient amount of water, the boiler is extinguished and the steamjack becomes inert.

Fuel Reliance - If the steamjack runs out of fuel, it suffers 1 level of exhaustion every minute. At 5 levels, it becomes inert.

BOILER RULES

ARMOR CLASS	INITIATIVE	SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		

CATASTROPHIC DAMAGE

ATTACKS

CARGO & EQUIPMENT

Crush! The steamjack gains one additional attack and a +2 bonus to melee weapon damage rolls if it takes the Attack action during its next turn.

Drive It Back! If the steamjack hits a large or smaller creature with a melee weapon attack during its next turn, it can attempt a contested Strength check to push the target 5 feet away and knock it prone.

Get Up! The steamjack is no longer blinded or deafened. On the steamjack's next turn, it can spend 5 feet of movement to stand up if it is prone.

Hurry! The steamjack can take a bonus action during its next turn to take the Dash or Disengage action.

Strike True! The steamjack has advantage on attack rolls it makes during its next turn.

DRIVES

Bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE RESISTANCES

Poison, psychic

DAMAGE IMMUNITIES

Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

CONDITION IMMUNITIES

FEATURES

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