

The Iron Kingdoms



Players Handbook



The Birth of the Iron Kingdoms

More than a thousand years ago, the land that is now called the Iron Kingdoms was a mire of warring human city-states. Strong leaders would come and go, but in the chaotic realm then known as the "Thousand Cities" no one could carve out a kingdom for long. The continent's Elven and Dwarven nations, much older, wiser and more stable, observed the tragic human conflict but chose not to involve themselves. On the rare occasions when they were attacked by a foolish human warlord, their response was quick and devastating. Before long, the Thousand Cities learned not to meddle with them.

Just when things looked blackest, when it seemed as if the human civilization of the continent was doomed to an eternity of conflict, the first Orgoth longboat arrived on the beach near what is now the city of Caspia.

The Orgoth explorers were representatives of a tightly disciplined military society hailing from somewhere across the Gulf of Cygnar. They were a nation of humans, but they were savage, callous folk with many dark and unsavory customs. Seeing an opportunity for conquest, they immediately launched an invasion and a war of domination. The citizens of the Thousand Cities were taken by surprise, but they fought valiantly – and to no avail. The land eventually fell under Orgoth control, though there were two centuries of scattered bloody resistance before the Thousand Cities were totally subdued.

The Orgoth Empire occupied the land for a total of six hundred years. During this time the invaders contemplated assimilating the elves and dwarves, but the price of attacking these powerful nations was deemed to be too high. The xenophobic and unpredictable elves were left alone, and the dwarves of Rhul became occasional Orgoth trading partners and nothing more. (Some humans still hold a grudge, accusing the dwarves of being collaborators, but this is uncommon by the time of the Witchfire Trilogy.)

The Orgoth rule was without incident for four centuries. Inevitably, a rebellion began to take shape, and another two centuries of scattered conflict began. The Orgoth Empire was eventually defeated and driven back across the sea, but during their retreat they took the time to destroy almost all of their records, artifacts and structures – to this day, historians know little about them despite their centuries of occupation. The Orgoth also salted the fields, poisoned wells and put cities to the torch. The Scourge was their final act of barbarism.

There are many strange legends from the last days of the rebellion – tales of dark, mysterious allies that helped to drive away the invaders. Some say that it would have been impossible to defeat the Orgoth without help, and the rebel leaders had to make

dangerous deals with infernal powers. If this is true, the Iron Kingdoms have yet to pay off this ancient debt. Considering the poor historical record from this time period, no one has been able to prove anything one way or the other. Only time will tell if the legends have substance.

With the Orgoth driven away, some opportunists tried to take advantage of the situation, and small conflicts began to break out just as they had in the old days of the Thousand Cities. The leaders of the rebellion had other plans, though, and the budding warlords were put down quickly and brutally. While the rebel armies kept the peace, their leaders convened in Corvis. Though the city still smoldered from the Scourge, it was the best meeting place in the realm – centrally located and easy to travel to. Within the cold marble chambers of Corvis City Hall, the rebel leaders held the Council of Ten. Weeks of furious debate followed, but when it was all over the famous Corvis Treaties had been drafted, and the Iron Kingdoms were born.

Strictly speaking, the term "Iron Kingdoms" refers to the lands of Men; those kingdoms which signed the Corvis Treaties after the rebellion against the Orgoth. There are five official Kingdoms in total: Cygnar, Khador, Llael, Ord and the Protectorate of Menoth. In the frigid north, near the Glass Peaks, the dwarven kingdom of Rhul is found. To the northeast lies the mysterious homeland of the elves, Ios. In practice, the nearby Elven and Dwarven nations are often included when Men speak of the "Iron Kingdoms," (a fact which annoys Elvenkind to no end) and these realms will be fully detailed along with their human neighbors. The last kingdom informally included when speaking of the "Iron Kingdoms" is the hostile island nation of Cryx, ruled over by the dragon Lord Toruk. All these nations – and others yet to be discovered – share the continent of Immoren.



Nations of the Iron Kingdoms



The Kingdom of Cygnar

Cygnar is the largest and most powerful of the Iron Kingdoms. Its capital is Caspia (pop 1.2 million), located at the southern end of the Black River. It is also the home to Corvis (pop 100k), City of Ghosts, birthplace of the Corvis Treaties, and a critical



trade nexus for the realm. Cygnar is a lawful land, led King Leto Raelthorne. It is a wealthy kingdom with a strong military, and it is home to skilled wizards and engineers. Cygnar has a sophisticated government and culture, and is known to all as the jewel of the Iron Kingdoms. Of course, the King's men can't be everywhere, and there is still plenty of lawlessness and adventure in the wild lands that lie outside Cygnar's modern cities and roads.

King Leto the Younger, as he is known, dethroned his elder brother Vinter Raelthorne IV, who was a savage and merciless man, as was his father before him. The coup was bloody but quick, and when it was over the land rejoiced and welcomed the new King with open arms. Raelthorne the Elder was unfortunately able to evade his execution and escape from his prison cell in Caspia, but he has not been seen for several years. Most believe him to be dead.



The Kingdom of Ord

Something of a backwater territory, Ord is the farthest to the west of any of the Iron Kingdoms. Ord has a long, rugged coastline, and many of its citizens live near the water's edge and make their living off the sea. It's a dangerous life, for the waters of the western seas are harsh, and pirates from the Scharde Islands are often close at hand. These conditions serve to breed the toughest, most skilled sailors anywhere, making Ord's Royal Navy a force to be reckoned with despite their somewhat antiquated ships.



The capital of Ord is the city of Merin, but the most famous place in the realm is the disreputable town of Five Fingers. Situated near the end of the Dragon's Tongue River, Five Fingers is a trade nexus and naval station. There can be found the roughest sailors of both the rivers and the seas. Sometimes even privateers in service of the Lord of Wyrms will hide their colors and come to port for supplies – or unwilling recruits. Another famous city of Ord is Midfast, which guards the northern border and has repulsed both barbarian hordes and Khadoran skirmishers in its bloody history.

The present ruler of Ord is King Baird II, a great loud bear of a man who is rumored to have lived a debauched youth and kept the friendship of many criminals and cutthroats. King Baird was third in line for the succession and had the crown thrust upon him after the unfortunate deaths of his older brothers. It is rumored King Baird secretly enjoys trips to Five Fingers, and that his true court is there rather than among the capital in Merin.



The Kingdom of Llael

An unremarkable kingdom with little natural resources, magical or technical skill, Llael manages to eke out an existence by exploiting its proximity to the Black River trade route. The realm has but one true blessing – ample deposits of coal, without which its economy would be truly crippled. The largest coal town in the realm is Leryn, scarcely a league from



where the Black River crosses over into Rhul.

The King of Llael is the head of state in title only, and it is the Council of Nobles in the capital of Marywyn that sees to the day-to-day operation of the government. Llael has a tortuously complex system of government, making the Dwarven Moot look like a paragon of efficiency. Currently, Llael is actually without a regent; when the last king passed on, the line of ascension was a bit muddled, and the matter has been tied up in the courts for eight years. In the interim, the Council of Nobles has appointed a Prime Minister (Lord Deyar Glabryn IX), but it looks like a permanent position a little more every day.



The Protectorate of Menoth

The Protectorate is the newest of all the Iron Kingdoms. It was born of a religious schism within Cygnar, wherein worshippers of the ancient god Menoth began to contest the state religion, the Church of Morrow. Menoth's followers were small in number, but their faith and piety were unrivaled. The devout and vocal group felt that the Church and the Kingdom as a whole were sliding into corruption and decadence. They warned of the price of wickedness, and of the coming Armageddon, producing portents and prophecies to support their claims. The common folk put little stock in their alarmist tales, and the matter was given no official attention by Morrow's Primarch. Ultimately, this was a critical mistake – the worshippers of Menoth, weary of being ignored, decided to take action.



Their discontent simmered for several years while they assembled a secret army of zealots. What once was a good intentioned (though misguided) movement began to take on sinister cult-like traits. The extremist group began a campaign of sabotage, designed to destabilize the state Church and provide "evidence" for their prophecies of disaster. Their campaign was not wholly successful, but it did touch off open hostilities involving the Church of Morrow, Menoth's followers and Cygnar's standing army.

When the dust settled Menoth's followers were in control of a fragment of the eastern region of Cygnar. After weeks of negotiations it was decided that Cygnar would officially retain control of the eastern territory, but that the state religion would be different there. The arrangement persists on paper to this day, but in practice the Protectorate of Menoth is a separate kingdom, ruled by a strict theocracy. Any citizen or visitor who breaks the strict rules of conduct is punished severely, and the worship of Menoth permeates every aspect of life. The mortal leader of the Protectorate is the High Scrutator and Fist of Menoth, His Eminence the Hierarch Garrick Voyle.



The Kingdom of Khador

This rustic realm is a sharp contrast to the more modern kingdoms of Cygnar, Llael and Ord. It is a harsh land with few resources, sparsely populated by a tough and grim people. Its citizens are simple folk, but they are intelligent, honorable and fiercely independent. Their ruler, Queen Ellyn Vanar XXI comes from a long line of rebel warriors, and can



trace her lineage back to the first landed nobles that fought against the Orgoth invasion centuries ago. Not surprisingly, the Khador have a strong military tradition. Everyone trains in arms and tactics from almost the time they can walk, and every able-bodied citizen is considered to be in the military reserves. Even the Queen herself will take to the battlefield, fighting shoulder to shoulder with her soldiers. Wizardry and sorcery are uncommon among the Khador, but their regiments are well supplied with fearsome battle-clerics.

In years gone by, Khador has had an aggressive, expansionist agenda. Centuries past have seen skirmishes with its neighbors, and Queen Vanar's ancestors have even annexed resource-rich land from Llael and Ord, under the pretense that the territory was rightfully theirs by the agreements of the Corvis Treaties. Khador may appear too weak today to seize more territory, but Llael and Ord are still not eager to try and take back the lands they lost – despite their poor resources in magic and technology, the Khador are warriors second to none, and any military action against them is bound to be expensive.

Per people in Cygnar, Khador is a rustic and primitive kingdom, and some aspects of that analysis are true. But they seem to be adapting to the times better than some expected, and have made some strides forward. Their resources are also adequate, just a bit more spread out and they haven't been able to take advantage of them as much as Cygnar. In many respects Khador is behind Cygnar in developing various technologies, but they were quick to see the advantages of rail travel and have spent a great deal of money to get the system underway. Cygnar has simply placed this as a somewhat lower priority, given they already have good roads, excellent river travel, and other alternatives to shipping goods.

Khador has a long-standing rivalry with Cygnar as the two most dominant kingdoms of the region. There are periodic bloody skirmishes between these two nations, particularly along their shared border. Other battles are sometimes fought by intermediaries such as hired mercenaries, although both governments usually deny responsibility for these hostile actions. Tensions continue to mount and some major armed struggle seems inevitable between King Leto and Queen Vanar. Such a war could plunge the entire region back into chaos and strife.



Beyond the Iron Kingdoms

The Iron Kingdoms are by no means the only nations on the continent of Immoren. There are sizeable enclaves of Dwarves and Elves adjacent to the lands of Men, and to the west across the dark seas of the Broken Coast there is the island realm of Cryx, home to the Lord of Wyrms. The continent's eastern reaches are a hostile wasteland known as the Bloodstone Marches, in which nothing is thought to live.



Rhul – The Land of the Dwarves

Compared to the dynamic kingdoms of Men and the strange doings of the inscrutable elves, the dwarves are a bastion of order and reason.



Their society has been without major upheaval for over a thousand years, and the history of Rhul traces back longer than any other established civilization in the region. Even their civil wars are more like duels, being organized and adjudicated by the dwarven Parliament, known among their own kind as the Moot. The traditional leaders of the Moot are the Stone Lords, aged and respected dwarven paladins who can trace their bloodline all the way back to the Thirteen Clans who first founded the dwarven nation. The other members of the Moot are representatives from the Hundred Houses, the most powerful landed clans. It is this group that is responsible for forging the laws of dwarven society, using an incredibly lengthy set of procedural rules called simply the "Codex."

Across all the known lands dwarvenkind are renowned for their fine craftsmanship, engineering, and prowess at building. Any child knows the quality of dwarven stone craft, and the stout folk's love of gold, gems and other treasures of the earth is a truism. What many people do not know is that the dwarven skill in stonework is not restricted to the dark spaces of tunnels and dungeons. They also craft many magnificent castles, keeps, towers, temples, and bridges, a fact that shocks most first time visitors to the great city of Ghord.



Ios – Home of the Elves

Elvenkind are reclusive, secretive – many would even say xenophobic. They are also chaotic and unpredictable, at least to the more ordered minds of Men and Dwarves. There is one thing for certain, though – those who approach the land of Ios without being invited do not return. What little trade there is between the Elves and other races is done in such a way as to conceal the homeland from the sight of strangers. There are rumors, of course... some say that Elvenkind are masters of the elements, that the trees and stones whisper secrets to them, or that their cities are built around the temples of living gods as old as the world itself... but no one can or will confirm any of it. Even the rare Elves that choose to leave the homeland are silent on the topic.



The Kingdom of Cryx

Far to the west, in the pirate-infested coastal waters past the Broken Coast of western Cygnar, lie the Scharde Islands. Upon the largest isle (for which the chain is named) lies the kingdom of Cryx. The jagged, foreboding coastline of Scharde hints at the realm's true nature – it is a land even more dark and treacherous than it appears. Its inhabitants are fell troll-kin, beastly ogres, evil Men and warped half-breeds. Dwarves and Elves are all but unknown in Cryx, except perhaps as cowering slaves in the obsidian palaces of the wealthy, or as expensive livestock at the waterfront markets.



The inhabitants of this blighted land all live in fear under the shadow of their ruler, an ancient dragon named Toruk. The Lord of Wyrms, as he is known on the mainland, has utterly dominated his territory for centuries, and his privateers terrorize the western coasts of Cygnar and Ord. Toruk is believed to be the oldest dragon in the world – perhaps even the first dragon. He uses his immense size and power to stay personally involved in the politics of his realm, gleefully putting down would-be rebels or rabble-rousers with claws and fire. His royal court is held in a gigantic black stone palace, warmed by the heat of the wounded earth beneath. For now, King Toruk seems content to rule his remote island realm, but everyone fears the day he decides to expand his border



The Bloodstone Marches

East of the Protectorate and Cygnar, the land becomes dry and harsh. Thin forests quickly give way to spires of reddish rock, baked earth and blowing sand. The land is so hostile and seemingly worthless that little exploration has been done to date, and the few brave adventurers who have attempted to cross this desert have never come back. The common wisdom is that the Bloodstone Marches are an unbreakable barrier, and what lies beyond is surely not worth the price of the crossing.



No one, not even the most mad and reclusive hermits live in this blasted and withered realm. The only settlement anywhere near the Bloodstone Marches is the small mining town of Pierson's Pit. The Pit lies on the edge of the Marches, a few leagues from the river, and the hard folk who live there make their living digging for coal or gold and shipping it out to Cygnar or Llael. The Pit-folk know more than anyone about the Bloodstone Marches, but their advice boils down to this – stay out.



Races

Strictly speaking, the term "Iron Kingdoms" refers to the lands of Men. There are five Kingdoms in total: Cygnar, Khador, Llael, Ord and the Protectorate of Menoth. In the frigid north, near the Glass Peaks the Dwarven kingdom of Rhul is found. To the northeast lies the mysterious homeland of the Elves, Ios. In practice, the nearby Elven and Dwarven nations are often included when Men speak of the "Iron Kingdoms," (a fact which annoys Elvenkind to no end) and these realms will be fully detailed along with their human neighbors. All these nations – and others yet to be discovered – share the continent of Immoren.

Dwarves are a common sight in the human-dominated territories, but Elves are solitary and rarely leave their ancestral home. Other races from far away are seen from time to time, but it is without a doubt Men, Dwarves and Elves who make up the vast majority of Immoren's population. If a DM wants to use gnomes, halflings or any other classic fantasy race there's no reason not to – the world of Caen is a big place and there's room for everyone. However, these other races are alien to the core of the Iron Kingdoms game setting and will not be developed in IK materials. As the IK line develops, new races suitable for player characters will be unveiled.



Humans

Total IK Population: 20,300,000

The Iron Kingdoms are the lands of humanity, first and foremost. They are by far the most numerous races in the region, and it is their struggles, wars, and history that have shaped this land. The humans of the Iron Kingdoms are a varied and hardy cross selection of cultures, all arising from ancient tribes of warlike peoples who have lived, loved, fought and died in the region since before recorded history. The bulk of their history is filled with endless strife and battle, and the relative calm of the last few centuries is unusual. However, even since the Corvis Treaties there have been many bloody conflicts, border disputes, repulsed barbarian invasions, and diplomacy by assassination. So far as many are concerned, the "peace" of the Corvis Treaties is an illusion, barely maintained as heads of state turn a blind eye to violations of agreements and hire mercenaries to cover their tracks.

Indeed it seems highly likely that humanity in the region will soon revert back to its usual habits of open warfare, as pressures mount from many quarters and threaten to permanently undermine the peace. When this happens, it may not be possible for the dwarves and elves to avoid taking a side. Rhul in particular has become far more friendly and integrated with humanity in the last several centuries, perhaps to their ultimate misfortune. Even Ios, which has always stayed sheltered and hidden, may find its fate linked to its boisterous and violent neighbors.

Language Info: Humans speak a wide variety of languages across the kingdoms, and there are a number of "dead" archaic tongues in use by scholars. Each kingdom has its own tongue, although Cygnaran has become the dominant language among humanity and serves as a common trade language throughout the realm.



Elves

Total IK Population: 830,000

There are actually two types of elves in the Iron Kingdoms, the elves of Ios, and the Nyss, also known as the winter elves. The Nyss are a very small offshoot of the most common elf, numbering approximately 10,000, almost all of which live isolated deep in the northern mountains of Khador. The vast majority of elves in the Iron Kingdoms dwell in the hidden land of Ios, shunning all contact with outsiders.

Elven history is perhaps the richest of all the races of the Iron Kingdoms, but they are so secretive and paranoid of other races that few know of their background, legends, or beliefs. To humanity in particular they are an enigma, one that has vexed them for millennia. Some few elves do venture out of Ios, and Elven diplomats have established cool and aloof contact with the leaders of all the kingdoms of mankind. There are also those who have been exiled from their homeland or driven by their own purposes to a life of exploration and adventure, but elves remain a very rare sight in the human cities.

Unknown to all except dwarven scholars, the elves have not always called Ios their home. Perhaps four millennia ago, the elves came into the region as a ragtag assortment of refugees. They fled some great disaster to the east, and hid in the land of Ios alongside their living gods. The dwarves made peaceful contact with their new neighbors but found them cold and unfriendly even in those

days, refusing all offers of aid or support. Since those first days a veil of secrecy has always clouded the civilization of the elves, and only escorted and carefully watched outsiders are allowed within its borders. The dwarves claim they used to have more contact with the elves in days of old, and that things have become particularly difficult in the last few centuries. There are also rumors of desperation among the elves, and violent radicals who have banded together to strike out against the other people of the region. Elven exiles have been implicated in a number of recent crimes, increasing the wariness that humans have always felt for their secretive neighbors.

The truth is every elf knows a secret pain and agony for they know their last goddess will likely die within their lifetime, and with her the doom of all their people. The elves face imminent extinction, a fact that weighs on the mind of even the most carefree and debauched of their number. Some seek to ignore this ominous truth by fleeing into a life of adventure and pleasure, while others hold onto hope and feel their fate can be avoided by heroic deeds. Others are bitter and angry and look everywhere for enemies to blame, targets upon which to vent their rage.

It should be noted the Nyss tribes of the north do not seem as concerned for their future as the elves of Ios, perhaps because of their own religion and patron. Yet, they are similarly isolated and do not freely mingle with other races.

Language Info: The elves of Ios speak Shyr, unquestionably the most complex language of the Iron Kingdoms, and the most difficult to learn. Shyr has not changed significantly in millennia, so its roots are unknown. Written Shyr is a nightmare to learn as there is no actual alphabet and every word has its own written symbol. The Nyss do not speak Shyr, but instead use a much simpler language called Aeric. Literacy is not common among the Nyss.



Half Elves

Total IK Population: 16,000 (estimated)

Half elves are quite rare, as one might expect there aren't many cases of relationships like that between elves and humans. In most cases this happens where an elf has decided to leave behind their homeland and has fully integrated themselves into human society, then went so far as to take a human mate.

Among humanity half-elves face some suspicion and prejudice, but mostly curiosity. They are quite memorable to those who saw them and therefore trying to be inconspicuous as a half-elf wouldn't be easy without taking measures to hide it. Elves would be considerably more prejudiced toward half-elves. Potentially, some conservative elves may treat a half-elf even worse and with more scorn than a regular human.

Naturally these are the general attitudes, there are always going to be exceptions or special circumstances.



Dwarfs

Total IK Population: 2,200,000

The dwarves are the next most populous and influential of the races native to the Iron Kingdoms. Their civilization in Rhul is ancient by the measure of humanity, and the city of Ghord was counted a wonder of the age even four thousand years ago. By their own records, the dwarves were the first civilization of the region, and their clan-based society was well entrenched by the time the elves fled to Ios, while humanity was still wandering the nearby plains in savage hunter-gatherer tribes. Most of the old records have gone to dust or lost their reliability in translation and revision, but it seems likely Rhul was the beacon of western Immoren civilization when the great old Elven Empire controlled the east.

Despite the age of Rhul, the dwarves who dwell there seem little interested in expansion or exploration. They believe in building, one stone at a time, one building at a time, each castle or tower designed to last the ages. Unlike their warlike human neighbors, the dwarves have never attempted to conquer or subjugate others, but any attempts to invade their own lands have met with swift and merciless reprisals. The old human barbarian tribes and warlords soon learned the folly of meddling with these small yet stalwart people. It is worth noting that even the Orgoth did not invade Rhul when they subjugated the rest of the region, although some human scholars point fingers of blame at the dwarves and claim they enjoyed trade with a single empire of mankind. There was indeed some peaceful commerce between the Orgoth empire and Rhul, but the dwarves also played a crucial role in the successful rebellion, so most have forgiven them this earlier "collaboration."

The dwarves of Rhul have a very stable and complex social structure based on clans, and is arguably the most democratic society of the Iron Kingdoms. Despite an outward appearance of solidarity, dwarves fight frequently among themselves. However, while bloody, these battles are highly ritualized and controlled by rigid laws. Feuds and dueling are a perfectly legitimate and encouraged method to solve disputes among the dwarves, and even building contracts and construction rights are frequently decided by skirmish.

There are several hundred thousand dwarves currently living outside Rhul, with conclaves in all the Iron Kingdoms. They have become increasingly friendly with humanity in the last several centuries, particularly with the kingdom of Cygnar. Both races share a strong aptitude for mechanika, a similar work ethic, love of profit, and other values. Yet despite other friendships, the dwarves are loyal to their own kin before any others. The security and safety of Rhul is of primary importance even to those conclaves outside their kingdom.

Language Info: dwarves speak Rhulic, an ancient language itself derived from a now archaic language called Dol-Rhul. Most dwarves also speak Cyganaran if they have any contact with humanity, and may know other human tongues. Rhulic has a particularly complex written alphabet, actually composed of two distinct alphabets each used for different purposes.



Gobbers

Total IK Population: 1,000,000 (estimated)

Gobberkind has prospered in recent centuries, and it is believed these small and clever people may now outnumber the elves (whose numbers have been waning). However, they do not have their own nation or civilization, and are scattered widely across the Iron Kingdoms. Further, they are an exceptionally



adaptable species and have changed to accommodate a wide range of terrain. There are few places in the Kingdoms where gobbers have not managed to find a niche for themselves, even among the barren sands of the Bloodstone Marches.

Goblins were not well-understood or appreciated for much of the history of the region, and they were killed on sight during the Thousand Cities era and also by the Orgoth invaders. For this reason gobbers were forced to find shelter in remote locations and areas inhospitable to mankind. However, in the years since the rebellion there has been a change of thought as regards this species and they have gained a measure of acceptance previously unknown. Of all the kingdoms, Llael and the Protectorate have been the most reluctant to give up old prejudices, and gobbers there are frequently persecuted as they were in the past.

But in the other kingdoms gobbers have begun to integrate with humanity, establishing well-built towns in close proximity to human neighbors, and many enjoying a nomadic lifestyle traveling the roads of the realm, looking for work and selling their wares. Gobbers are quite intelligent, and have a particular knack for alchemy and mechanical work, both of which has made them useful as skilled workers and assistants to those who can put aside their prejudices.

It is now understood there are two distinct species of gobbers, which includes the "common gobber" found in most cities and the "bogrin" or "bogger" which is a larger, tougher, and wilder gobber more inclined to attack people and violently defend their territory. Civilized examples of both species have found acceptance in the Iron Kingdoms, although the bogrin are often considered dangerous until proven otherwise. Their exact numbers are not known, but it is believed there are equally as many common gobbers as bogrin, each making up half of the overall gobber population. The favorite terrain of the bogrin seems to be mountains and dense forests, away from cities and towns. Those few rare gobbers seen in the sands of the Bloodstone Marches are also believed to be bogrin.

Language Info: Gobbers may once have had their own language, but now speak a dialect of Molgur called "Gobberish." Most civilized gobbers also speak at least broken Cygnaran and may know other human languages depending on where they live.



Ogrun

Total IK Population: 600,000 (estimated)

Like gobbers and trollkin, ogrun have only recently begun to be understood and accepted by humanity, finding uneasy acceptance in some of the cities and towns across the region. This is because in old times encounters between these two races usually ended in bloody fighting, and humans learned to fear the giant ogrun with their enormous strength and skill at battle. This antagonism was escalated by several factors, in particular the fact that many ogrun live on the Scharde Islands, serving Lord Toruk as his most loyal soldiers. There is also an offshoot race known as the "Black Ogrun" living in the mountains of Cygnar and Khador, which are noted for its cruelty, savagery, and propensity to enslave wayward humans.



It was actually the increased contact between dwarves and mankind that helped gain ogrun some acceptance. Nearly half of the ogrun of the Iron Kingdoms live in Rhul, having established peaceful communities alongside their dwarven neighbors. Indeed, the two races have a strong affinity for one another rooted in old favors and agreements. The ogrun of Rhul are a noble race of people, noted for their exceptional skill in metalworking as well as being both great soldiers and laborers. Furthermore, just like their evil kin of the Scharde Islands, the ogrun of Rhul demonstrate an innate loyalty and devotion to their sworn leaders that makes treachery virtually unknown among them.

Ogrun are an uncommon but not unknown sight in the cities of mankind, and a number of ogrun communities have sprung up in the mountains of Khador and Cygnar. Although they still face fear and prejudice due to their size and fearsome appearances, ogrun have begun to find work in the larger human cities.

Language Info: Ogrun may once have had their own language, but now speak a dialect of Molgur called "Molgur-Og." Ogrun born in Rhul are also fluent in Rhulic, although they may not be literate. Those of the Scharde Islands will speak the "Scharde Tongue" dialect of Cygnaran used by the humans there. Ogrun born elsewhere commonly learn the dominant human language, often Cygnaran.



Trollkin

Total IK Population: 00,000 (estimated)

Although believed to be fewer overall than ogrun, the trollkin are a more common sight in human cities. The majority of trollkin live in eastern Cygnar, although a great number are also found in the ranks of Lord Toruk's armies in Cryx and the Scharde Islands. There are some found in the other kingdoms, but in substantially fewer numbers. They are rarest by far in the Protectorate of Menoth, which has little tolerance for races other than humanity. Like the gobbers and ogrun, the trollkin have had an uneasy relationship with humanity for most of recorded history, considered unthinking monsters until the last few centuries.



Trolls have long been one of the most pernicious and diverse breeds of monsters to plague the Iron Kingdoms, with a wide assortment of dangerous types. For many centuries the much more intelligent trollkin were lumped in with the rest of trollkind and killed whenever they were seen. Ironically it was the tribes of savage human barbarians that first made peaceful alliances with the trollkin bloodlines. It is believed a group of now extinct barbarians deep in Cygnar's Wyrmswall mountains were some of the first humans to negotiate trade and truces with gobbers, ogrun and trollkin, teaching these races the Molgur language which would soon become the dominant tongue among them, albeit with different dialects. Trollkin became a common sight fighting alongside barbarian invaders across the Iron Kingdoms, particularly out of the Wyrmswall Mountains and the Scharde Islands. This unfortunately did little to endear them to the more civilized warlords.

With the waning and virtual extinction of the human barbarian tribes, the trollkin bloodlines outside of Cryx realized they were facing difficult times ahead. Consequently a number of farsighted trollkin made peaceful contact with the civilized human communities. During the last great barbarian attacks, the trollkin had extricated themselves from their former allies and some actually aided kingdom armies against the threat, therefore proving their willingness to integrate into the kingdoms. Since that time a number of trollkin communities have begun to thrive particularly in eastern Cygnar, and trollkin are a reasonably common sight in cities such as Corvis, Caspia, Fharin, and Mercir. There are also small pockets of trollkin tribes in the Scarsfell Forest of Khador, near Ohk. Trollkin have proven to be quite skilled laborers and have a particular knack for stonemasonry.

Trollkin face the most prejudice along the western seaboard of Ord and Cygnar, where the trollkin of the Scharde Islands are still considered a serious threat. The only port town where trollkin are a common sight is in Five Fingers, which harbors many smugglers

and privateers from Cryx. Similarly there is strong anti-trollkin sentiment in most official kingdom navies.

Language Info: Trollkin may once have had their own language, but now speak a dialect of Molgur called "Molgur-Trul." Trollkin frequently learn Cygnaran or other human tongues depending on the kingdom of their birth. Trollkin on the Scharde Islands speak "Scharde Tongue," a dialect of Cygnaran used by the humans there.



Languages

"Living" Languages are actively spoken and widely used. "Obscure" languages are actively spoken but known only to a small group. "Dead" languages are no longer spoken but by scholars or clergy for studying ancient documents.

Dialects have a difficulty modifier rating of +1 to +4. The rating has two purposes. Firstly, it indicates the maximum DC penalty a listener who is unfamiliar with the dialect can incur to a comprehension related task. It also indicates how long it takes to become accustomed to the dialect. Acclimation takes one week of frequent exposure for every +1 of the dialect's difficulty rating. During acclimation the maximum DC penalty drops at one point per week. When it is reduced to zero, the character has acclimated to the dialect.

Cygnaran

Status: Living
Alphabet: Caspian
Spoken by: Humans of Cygnar
Trade Language of the Iron Kingdoms
Dialects: Swapie (+3) – River & Swamp folk
Imeran (+1) – Official language of the protectorate of Menoth
Five Cant (+3) - Town of Five Fingers
Scharde Tongue (+4) - Scharde Islands

While it is commonly spoken, Cygnaran it's not really a universal language as it does have its origins with a particular culture and people. (Those of the kingdom of Cygnar, and at its roots a smaller more ancient kingdom of Caspia, which is gone now except as the name of the capital of Cygnar.) Because of Cygnar's influence, most peoples of the IK can speak passable Cygnaran. Similar to how in some periods of history folks in Europe might have known French or another widespread language to ease communication.

Khadoran

Status: Living
Alphabet: Khardic
Spoken By: Humans of Khador
Dialects: Menh-Khador (+2): Menoth – worshipping barbarian tribes

Llaelese

Status: Living
Alphabet: Caspian
Spoken By: Humans of Llael
Dialects: No common dialects

Molgar

Status: Living
Alphabet: Molgur
Spoken By : Some Barbarian Tribes
Trolls
Ogres
Gobbers
Dialects: Molgur – Trul (+2): Tollkin
Molgur – Og (+3): Ogers
Gobberish (+4): Gobbers

Ordic

Status: Living
Alphabet: Caspian
Spoken By : Humans of Ord
Dialects: No common dialects

Rhulic

Status: Living
Alphabet: Rhul & Rhul-Runic
Spoken By : Humans of Ord
Dialects: "Miner Rhulic" (+1): Dwarven Miners in other countries

Shyr

Status: Living
Alphabet: Shyric
Spoken By: Elves of Ios
Dialects: No common dialects

Aeric

Status: Obscure - Living
Alphabet: Aeric
Spoken By: Tribes of the Winter Elves (Nyss)
Dialects: No common dialects

Caspian

Status: Dead
Alphabet: Caspian
Spoken By: Scholars, Clerics & Monks of Morrow, Wizards
Dialects: No common dialects

The main "dead language" (similar to Latin) used to be the language in the area around what is now Caspia back in the Thousand Cities days. This is the root language for Cygnaran. Many old historic documents and religious texts were maintained in this language so it is frequently learned by the highly educated, although it is no longer spoken.

Dol-Rhul

Status: Dead
Alphabet: Rhulic & Rhul-Runic
Spoken By: Dwarven Scholars, Judges
Dialects: No common dialects

Khard

Status: Dead
Alphabet: Khardic
Spoken By: Khardorian Scholars, Clerics of Menoth, Wizards
Dialects: No common dialects

Orgoth

Status: Dead
Alphabet: Caspian
Spoken By: Scholars, Clerics & Monks of Morrow
Dialects: No common dialects



Calendar

The current year is 603 AR.

The calendar currently in use was originally created by the dwarves and later adopted by humanity when they started to have frequent contact with them and decided they liked it better than their own more primitive one.

It's a 13-month calendar, with 7-day weeks, and 4 weeks per month. There are always 28 days per month (those dwarves liked to keep things orderly). So there are 52 weeks a year, and 364 days a year. The seasons are also 13 weeks long, and therefore don't start and end precisely at the start of specific months. Basically, spring starts at the start of the 3rd month, then each season follows 13 weeks after that. (So Summer is the 2nd week of the 6th month, Fall starts the 3rd week of the 9th month, and Winter starts the 4th week of the 12th month.)



Alignment

Strictly speaking there is no alignment. Instead, people are basically good, neutral or evil based on actions and consequences. Do bad things people will probably not like you. Each character knows deep down that they good or evil with a tendency to break out the other way on occasion. Good people do bad things, suffer guilt and potentially atone. While Evil people sometimes do good things, view it as a weakness and attempt to eradicate the tendency from their lives. If good people perform a lot of evil acts then they must ask themselves if they are indeed evil.



Religion

The Primary Gods of Men:

Morrow & Thamar

Humans in the Iron Kingdoms have two main patron deities. The prophet Morrow (good) is the lord of goodness and light, and is worshipped by most humans. His fraternal twin sister Thamar (evil) is the patron of the selfish and wicked. The two started out as ordinary humans, thousands of years ago, but they came to believe that any person could improve their lot in life almost without end. After a long, hard path, they ascended into divinity and enlightenment, sacrificing their physical bodies so that they could walk the earth in spirit, providing guidance to those who needed it. The twins' journey is recorded in the weighty Enkheiridion of Ascension, the primary religious text of the Iron Kingdoms. "By the twins!" is a common exclamation in the lands of Men.

Sadly, the siblings fought near the end of their journey, and their paths diverged. Morrows chose the path of selflessness, deciding to guide and protect Men in their journey through life, nudging them to the path of virtue and self-improvement that he discovered. Thamar chose to guide Men in a different way. She is the whisperer in shadows, always urging people to take the quick and easy path, to maximize their short-term earthly gains and pleasures regardless of the consequences.

It is said that every human at some point has to make a choice between the two paths – that Morrow and Thamar eventually visit everyone and secretly test them. "The Volition," as the trial is called, takes the form of a moral dilemma, usually early in life. Few people can pinpoint when their Volition was, for the gods are subtle and clever, never showing themselves directly. The rare individuals that can clearly see the test and the gods before them are blessed, and almost always become clerics or paladins.

Clerics of Morrow and Thamar can be good or evil. They attempt to emulate their patron's lives, often traveling in their footsteps and attempting the same trials the twins undertook so long ago. Those that succeed become saints, and they Ascend to take their place at Morrow or Thamar's side. This is a rare and special event; only a

score of people have ever Ascended to either god's side. The Ascended became powerful entities in their own right, each with their own philosophy and sphere of influence.

While the Church of Morrow has a very formal structure and rich history, the worship of Thamar is a solitary thing. Rarely will one see so much as a shrine in her name, and her clerics are secretive. However, almost all of the humans in the Iron Kingdoms are strong believers in the central teaching of both siblings – you create your own destiny, and your lot in life is not fixed at birth.

The original Enkheiridion was compiled by Morrow himself, and contains the extensive journal of the twins on their path to ascension. The book is unique complex and difficult to understand even for those who spend their lifetimes in its study. Today's copies are weighty tomes, usually bound in the finest materials and lavishly adorned. They are usually imprinted with a special symbol showing a circle with six arrows extending outward, representing the different choices an individual make in life. The books are expensive, copied only as required for the new churches, and treasured by the priest who owns them.

The layout of the Enkheiridion is unique, following in the format originally adopted by Morrow. Each page is made of a specially treated parchment, which is white on the front and black on the back. If one opens the book from the “front” the right hand page will always be the journal of Morrow, in black ink upon white pages, with some pages adorned with elaborately painted illumination. The left-hand page is black parchment and written in silver ink, upside down. These are the pages of Thamar, properly read by turning the book and starting from the back, at which time Thamar's pages are on the right and Morrow's are on the left, upside down. Thamar's journal is interspersed with a variety of riddles and complex diagrams, particularly the latter portions.

The Enkheiridion is also used by the clerics of Thamar. However it is slightly different version, containing a number of added provisos and documents. They believe the Morrow version is incomplete and edited, and have taken measures to correct that.



Morrow

Since the Men of the Iron Kingdoms have comparatively fewer gods than other game settings, there is more leeway within the clerical domains.

The Church of Morrow:

The church of Morrow is the most powerful religious institution in the Iron Kingdoms, being the state religion of four of the five human kingdoms (Cygnaar, Khador, Llael and Ord).

Secular conflicts (such as border wars) can put a strain on the church if they involve two nations who are of the faith. The church tries to keep out of politics. They strive for peace, and are strong proponents of the Corvis Treaties, but recognize that warfare is sometimes necessary. Their concerns in times of war is that battles

are honorable, that the wounded are seen to, the dying are given last rights and the dead a proper burial.

Historically there have always been more male than female clerics of Morrow, but there is no exclusion of women from the clergy and a number of the most popular Ascendants are female. Similarly, clerics are encouraged to marry, have children, and lead good lives outside the church.

Organization

The following are the formal ranks in the clergy, from high to low:

- Primarch
- Exarch
- Vicar
- High Prelate
- Prelate
- Rector
- Chaplain
- Priest or Cleric

Primarch – (His Supreme Holiness, the Primarch...)

The leader of the Church of Morrow is a most holy position. Morrow picks the Primarch directly by a manifestation of Archons. This position is always given to the most powerful and favored cleric of the faith. The Primarch presides in the Archcourt Cathedral in Caspia, and holds the positions until his death, at which time he ascends to serve as an Archon in the host of Morrow, combining his spirit with the past Primarchs.

Exarchs – (His eminence, Accordist Exarch...)

The 36 exarchs who serve in the Archcourt Cathedral alongside the Primarch are referred to as a single body, the Exordeum. The Exarchs are the exceptionally influential clerics who help to oversee all the important decisions of the church.

Vicars – (His Excellency, the righteous Vicar...)

Frequently organized into Vicorate Councils, each Vicorate Council is composed of nine Vicars and is designed to watch over large territories with which they are the ultimate church authority. They oversee multiple cities and towns, each with many individual churches.

High Prelate - The Highest Rank for Regular Clergy, they are responsible for a single city or large town, overseeing all the churches in their city.

Prelate - Responsible for smaller cities and towns or sections of a large city, they have administrative functions as a high Prelate, but oversee fewer churches.

Rector - The backbone of the faith, the high priests of their churches, in small towns a rector may be the highest-ranking cleric.

Chaplain - Honorific for priests who have served well.

Priest - Non-adventuring clergy who work with in the church

Cleric - Those clergy sent out on active missions in the church's name.

Shrines and Ceremony

Even small villages in Morrow-worshipping areas will have at least one shrine, overseen by a chaplain and his assistants. Larger towns or small cities will have a half a dozen churches, and perhaps even a cathedral overseen by a Prelate. Big cities may have a dozen churches, numerous Rectors, and several Prelates overseen by a High Prelate in the Grand Cathedral. Each church or cathedral is also served by a variety of laypersons. This includes paladins, fighters and warriors to endure the security of the church (referred to as "wardens"), members of the other professions such as wizards or experts, along with acolytes and clerks.

The appearance and decoration of the churches varies widely depending on when it was constructed and investment of time and money. The basic shrine will be a well-lit alcove with a statue or figurine of Morrow, generally of wood or stone. Surrounded by candles, the walls of the alcove are usually covered in a thin layer of hammered gold or silver to amplify the light.

These little shrines contrast with the grand cathedrals in some of the older cities, adorned with elaborate stained glass, vaulted ceilings, mosaics, numerous statues of Morrow and the Ascendants, as well as paintings and frescoes showing great deeds of the god and his followers. Some churches are dedicated in the name of specific ascendants, in which case that ascendant will feature more prominently in the decorations.

Ceremonies vary, but generally involve the priest gathering his congregation and speaking about Morrow's life. There is a service once per week on the traditional day of worship, with other services based on major events in Morrow's Life. The faithful are individually expected to pray to Morrow or his Ascendants once per day. Attendance at every church service is not mandatory, but the yearly Ascension Mass is attended by almost everyone. Otherwise, the church doors are always open to those seeking guidance, and arrangements can be made for special events such as marriages or funerals.

Allied Organizations

Knights of the Prophet – An order of Paladins and fighters. The Grand knight of the Profit is based in Caspia and serves the Primarch directly. Each kingdom has their own branch. Paladins assigned to the Sancteum in Caspia call themselves the Primarch Knights.

Order of Keeping – This is an old order of monks who guard the relics of Morrow and his Ascendants. These monks are rarely seen outside their monasteries, which are isolated and difficult to reach. The head of the order is the Arch abbot and each monastery is overseen by an abbot. Individual monks are referred to as brothers or sisters.

The Ascendants of Morrow

The Ascendants are Morrow's powerful divine servants. They are very real saintly entities with distinct personalities and sphere of influence. Ascendants are all once former mortal heroes of various

walks of life who ascended upon their death to serve Morrow in a higher form.

The Ascendants serve as intermediaries between Morrow and his following and sometimes intervene directly in mortal affairs. More often they prefer to provide indirect inspiration and guidance.

Morrow, Ascendants and their domains:

Morrow – The Big guy [Good, Healing, Knowledge, Protection, Strength, Travel, [War]
Cleric Weapon of Choice for Morrow: Heavy Mace or Sword

Asc. Katrena (m) 1810BR
Valor, Knighthood, Paladins [good]

Asc. Ellena (f) 1590BR
Travelers, Adventurers [Travel]

Asc. Doleth (m) 1411BR
Sailors, fishermen [water]

Asc. Solovin (m) 1253BR
Healers, midwives, field medics [Healing]

Asc Angellia (f) 1027BR
History, Lore, Knowledge [knowledge]

Asc Gordenn (m) 812BR
Farmers, Family [Plant]

Asc. Sambert (m) 605BR
Smiths, stonemasons, carpenters [strength]

Asc. Rowan (f) 289BR
Poverty, the Downtrodden [Protection]

Asc. Corben(m) 102AR
Alchemy, Astrology, Magic [Magic]

Asc Markus (f) 305AR
Soldiers, Town Guard [War]

Asc. Shevann (f) 500AR
Merchants, Bankers [Luck]

BR – Before Rebellion
AR – After Rebellions

Ascendant domains are shared with Morrow



Thamar

Little is known of the church of Thamar's structure. Their Clerics are occasionally seen individually throughout the Iron Kingdoms, spreading Thamar's word to the people who are the most receptive, often in the seedier side of a larger city or an isolated small town.

The Domains of Thamar: Death, Destruction, Evil, Luck, Magic, Trickery, War

Cleric Weapon of Choice for Thamar:
Morningstar or Dagger

Scions of Thamar

The following lists all the current Scions that serve as Thamar's most powerful divine servants and serve as patrons for those who worship the goddess. Having a patron Scion is common both for evil clerics as well as superstitious criminals.

Sc. Aidan:
Grave-Robbers, Treasure Seekers and Adventurers [Earth]

Sc. Bolis Gamblers
Smugglers & Evil Merchants [Luck]

Sc. Delesle
Necromancy and Death [Death]

Sc. Drayce
Thieves & Corrupt Leaders [Trickery]

Sc. Ekris
Infernalists, Diviners and Tyrants [Plant]
Sc. Khorva
Patron of Assassins, Murderers, Thugs and Enforcers [Destruction]

Sc. Lukas
Madmen, Rapists & the Depraved [Evil]

Sc. Nivara
Wizards & Sorcerers [Magic]

Sc. Roth
Soldiers, Mercenaries and Bandits [War]

Sc. Stacia
Evokers, Arson, Champion of Female Wizardry [Fire]



Menoth

Man's Ancient Patron

The worship of Menoth is ancient, predating the Church of Morrow by millennia. Menoth is a strict, vengeful deity, credited by most humans (even those who follow the Twins) with the creation of the world and everything within it. It's unquestionable that Menoth exists, for his priests were once the powerful ruling class of the land. Alas for Menoth, the more uplifting and tolerant message of Morrow began to take hold with the people, and today the worship of Menoth is rare outside the Protectorate.

Menoth is usually depicted as a masked giant, towering over his frightened worshippers. He demands adherence to a strict code of conduct – part of which is providing constant tribute to Menoth and his priests. The notion that a man may "ascend", so central to

the worship of Morrow and Thamar, is blasphemy in the church of Menoth. To Menoth, man's place is to serve his creator, and his reward is to pass quietly into oblivion.

Domains for Menoth's Clerics

Menoth domains: [Knowledge, Law and Strength]. Some evil high-level clerics who are favored by Menoth's become Scrutators, the feared church police and policy-makers. Powerful Scrutators can even gain access to the domains of Evil and Destruction

Cleric Weapon of Choice for Menoth: **Flail**



Cyriss

Maiden of Gears

Cyriss, Maiden of Gears, Mistress of Numbers, also known as the Clockwork Goddess, is a fairly recent addition to the land's pantheon. Her worship became known only a few centuries ago, at about the time Men and Dwarves began to build sophisticated machines and delve into new kinds of math and philosophy. Cyriss is a true neutral goddess, largely unconcerned with the fate of individuals. Most of her effort is spent writing and overseeing the natural laws that govern the realm of science and engineering, though she will take action directly or through her followers when something threatens the natural order of things. She appears as a humanoid, but she is not a human goddess; her worshippers are Men and Dwarves in approximately equal proportions.

Understanding the mind of Cyriss and revealing the true nature of the multiverse is a process of divine revelation to her worshippers. For this reason engineers and scholars often pay Cyriss their respects, but true fanatics and clerics are extremely rare with the culture of Men and Dwarves so dominated by their traditional religions. However, with the spread of science and mechanika across the land, Cyriss may soon begin to increase the size of her flock.

Many of the most devout followers of Cyriss believe that machines are holy, and those who build and tend them are society's superior caste. Some even believe that in mathematics there may be found some superior method for managing the world's affairs – a place for everyone, and everyone in their place, with some kind of divine calculating machine overseeing everything with cold precision. Cyriss' evil worshippers are taking steps to build such a machine, but luckily they are few in number and thought to be far from their goal.

Cyriss is somewhat unique in that she is worshipped in roughly equal proportions by all races with any kind of scientific or engineering skills.

Cyriss Domain: [Knowledge, Protection and Travel]

Cleric Weapon of Choice for Cyriss: **Light mechano-flail**



The Dwarven Fathers

The Dwarves do not have a single patron deity. Instead, they worship a group of divine forefathers, the thirteen exemplars that spawned their race. These divine Great Fathers founded the original Thirteen Families millennia ago, and their blood is said to provide all Dwarves with their legendary fortitude. The Great Fathers' most direct descendants are called the Stone Lords, and these powerful and respected individuals sit at the head of the Dwarven Moot today as they have since the first days. Being strong with the Great Fathers' blood, the Stone Lords (who are all high-level paladins) are unusually hardy and live a very long time, often surpassing two hundred winters.

Each Dwarven Father is, practically speaking, a demigod, though Dwarven folk only worship them as a lawful neutral unit. An individual Great Father is never singled out as a cleric's sole patron, for this is considered disrespectful and ignorant. The Fathers as a group gave life to Dwarvenkind, and as a group they will always be worshipped. Nonetheless, each Father has his own personality, holidays, parables and sphere of influence, and it is common to say a prayer or a curse in a particular Father's name as the situation warrants it.

Great Fathers Domains: [Good, Healing, Law and War]

Dhurg - First Father of Battle (Master of Axes)
Dohl - Father of Mining
Dovur - First Father of Smithing (Weapons)
Ghrd - Father of Wealth and Jewelfcraft
Godor - Father of Law and Oration
Hrord - Second Father of Battle (Master of Blades)
Jhord - Father of Spying and Information
Odom - Father of Feasting and Virility
Lodhul - Father of Magic and Secrets
Orm - Father of Building and Stonework
Sigmur - Father of History and Records
Udo - Third Father of Battle (Master of Hammers)
Uldar - Second Father of Smithing (Armor)

Domains for the Great Fathers' Clerics

Dwarven clerics who worship the Fathers have access to the domains of Earth, Good, Healing, Law and War. Although some humans find it surprising, the majority of clerics of the Great Fathers are female. This tradition stems from the fact that the first clerics of the Great Fathers were their own wives, known as the Claywives. However male dwarves are also permitted to serve as clerics and have become more numerous in the last few centuries.

Cleric Weapon of Choice for the Great Fathers: **Warhammer**



The Gods of the Elves

It is rumored that the secretive elves have living gods. Due to their xenophobia not much is known of them.

The Living Gods of the Elves (for Elven characters only)

The Elves, once the world's dominant race, builders of the first civilization, are now concealing a terrible secret. Deep within the Elven homeland of Ios, a score of jeweled cities lie in ruins and decay. Only the ancient capital, Shyrr, still remains as anything other than a crumbling shell. Under the last Elven city, in their most holy shrine, rests the weary form of the goddess who gave them life... and she is dying. Scyrah, the protean spirit of the Elvenkind, beloved race-mother and last of the Elven patrons, has no more than a century to live. Elven holy men know this with certainty, for they have seen it happen before... all of their gods, around whom they built their magnificent cities, have withered and died over the last half-millennium.

The cause of the gods' death is mysterious, but the effects have been profound. The formerly proud and powerful race has withdrawn into itself. The lands of Ios, once legendary for their beauty, now are shadowed and dying. The Elves have become a race of orphans, adrift in fear and self-doubt. Their numbers are dwindling, and when the last goddess Scyrah finally passes on, no more Elf-children will be born at all. It is twilight for the Elves, and there is no relief in sight.

Scyrah's clerics have a gut-churning dilemma before them. Each time they channel their patron's power, they take a bit of her strength and hasten her demise – and the demise of their entire race. At the same time, it is their duty as holy men to help those in need, and they know that Elven society must be strong and faithful if Scyrah is to have any chance of survival. They agonize over each spell cast, trying to evaluate where the greater good lies. The priesthood has become fragmented in the last two centuries into three distinct sects, a reflection of the desperation of the Elven people. The traditional Fane of Scyrah attends to the goddess in her last days, and encourages the elves to stay isolated and secretive. The radical and militant Retribution of Scyrah believes the vanishing of the gods and Scyrah's illness are a result of an attack upon them and wish to strike back against perceived enemies. Most hopeful is the somewhat naive Seekers sect, who thinks all is not yet lost and a solution to their doom awaits them if they look hard enough for it, perhaps with help from the other races.

Domains for Scyrah's Clerics

Scyrah is a chaotic good deity. Each of the major sects portrays Scyrah slightly differently, and picks from different domains.

The Fane of Scyrah choose the Domains of Animal, Earth, Healing, Plant and Protection.

Retribution of Scyrah clerics choose from the Domains of Chaos, War, and Healing.

Seeker clerics may choose from the Domains of Good, Healing, Knowledge or Protection.

Cleric Weapon of Choice for Scyrah: Longsword

The Elven Divine Court

Following are the names of all eight Elven gods. Only Scyrah knows what happened to the others, and she has refused to answer all questions on the topic. All are presumed dead or incapacitated, although the Nyss (winter elves) have kept the secret of the fate of the god of winter, Nyssor.

Lacyr - Narcissar of Ages, former ruler of the gods
Ossyris - Incissar of Hours
Ayisla - Nis-Arsyr of Night
Nyrro - Arsyr of Day
Scyrah - Formerly Nis-Issyr of Spring, now Regent Narcissar
Lurynsar - Issyr of Summer
Lyliss - Nis-Scyr of Autumn
Nyssor - Scyr of Winter

Domains for Nyssor's Clerics

Among the Nyss, or winter elves as they are commonly known, Nyssor is worshiped as a patron instead of Scyrah. Nyssor is a chaotic-neutral god. Clerics of the Fane of Nyssor have access to the Domains of Air, Water, Chaos and Knowledge.

Cleric Weapon of Choice for Nyssor: **Claymore (greatsword)**



The Devourer Wurm

Although often referred to as a legendary monster rather than a god, the Devourer is the ancient foe of Menoth, bane of humanity's creator. Also known as the Beast of Many Shapes, Lord of Predators, and the Unsleeping One, the Devourer is an ancient force of natural chaos that hates everything civilized. When Menoth was the dominant religion, the Devourer was considered the great foe, although its role as enemy of mankind has been reduced since the rise of the twins.

Despite its reputation the Devourer has always drawn worshipers among many races, particularly those living in the wilds or of chaotic alignment. Many human barbarians, gobbers, trollkin, and ogrun worship the Devourer, and claim this god is the most ancient power from the dawn of the world. Since the near extinction of the human barbarian tribes, there are no longer any large territories in the hands of Devourer worshipers. The largest pockets are found in the mountains of Khador, the Bloodstone Marches, and the Scharde Islands. Small cults to the Devourer can be found across the Iron Kingdoms, usually in remote locations or in secret tunnels beneath cities and towns. Human druids in the Iron Kingdoms believe their power derives from the Devourer, but do not actually worship this entity.

Domains for the Devourer's Clerics

The Devourer is a chaotic-neutral deity and its clerics can be of any chaotic alignment and of any race. The domains available to its clerics are Animal, Chaos, Strength and Destruction.

Cleric Weapon of Choice for the Devourer Wurm: Axe



Dhunia

Great Mother of Caen

Considered a primitive religion by the "civilized" races of the Iron Kingdoms, Dhunia's worship is widespread among the more peaceful gobbers, trollkin and ogrun. According to these races, the world and all life are aspects of Dhunia, the great mother of the world. Their creation myths depicts Dhunia as their divine mother, and the Devourer as their divine father, and insist that Menoth did not make the world even if he was the creator of humanity. Further, worshipers of Dhunia do not expect to experience an afterlife when they die, but instead believe in reincarnation where their souls are recycled by Dhunia to be born again. Dhunia's faith is relatively passive and has no large agenda or plans, nor is there any form of central organization or structure. Each race has its own representation of the goddess, but the most common is a very abstract sculpture or figurine of a pregnant woman.

The Church of Morrow has tolerated this religion since it appears to have no designs on human worshipers, although those who believe in her are treated with condescension. The followers of Menoth are not so tolerant, and consider Dhunia simply another face of the Devourer Wurm.

Domains for the Dhunia's Clerics

Dhunia is a neutral deity and its clerics can be of any neutral alignment (neutral, neutral good, neutral evil, chaotic neutral, or lawful neutral). The domains available to its clerics are Plant, Air, Earth, Fire and Water. Her priesthood is devoted to the protection and survival of their local communities, even if evil. (The means of ensuring survival are often ruthless as interpreted by evil clerics, and include torture of those within the community who are seen as a threat.)

Cleric Weapon of Choice for Dhunia: Quarterstaff



Lord Toruk

The last of the so-called deities of the land is the most controversial, the great dragon king of Cryx, Lord Toruk. Most religions and citizens of the Iron Kingdoms do not consider Lord Toruk a god, and indeed would consider it blasphemy to refer to him as such. Nonetheless Lord Toruk has forced all of the citizens of his realm to acknowledge him as their ruling deity, and to bow down before his chosen priesthood. Further, there are rumors Lord

Toruk has encouraged small cults to his worship on the mainland, serving as informants on the goings-on of the other kingdoms. Lord Toruk has ruthlessly suppressed all other religions on the Scharde Islands, which were formerly dominated by the worship of the Devourer Wurm. Worship of a god other than Lord Toruk is punishable by immediate torture and death. Nonetheless some few worshippers of the Devourer and also Thamar have survived within his territory.

Making it difficult to entirely discount these claims are reports that Lord Toruk's clerics do have granted domains, spells, and other clerical powers. His priesthood is nontraditional in several ways, most significant being they must periodically visit Lord Toruk personally and maybe even drink his blood. They are also very few in number and hand picked by the dragon himself.

Domains for Lord Toruk's Clerics

Creating PC clerics of Lord Toruk is discouraged, due to the close contact they are required to maintain with their master. More information on his priesthood and their activities will be released in later products. Clerics of Lord Toruk have access to the Domains of Death, Destruction, and Evil. Lord Toruk is chaotic evil, and his priesthood can be either chaotic or neutral evil.

Cleric Weapon of Choice for Lord Toruk: Serrated falchion (though Toruk's clerics on the mainland will carry a less obvious weapon!)



Classes

Barbarians - Human barbarian tribes have played an important role in the history of the IK, but their time is mostly over. They are on the verge of extinction today, with only a few small pockets of dwindling numbers here and there, usually in the more remote and hostile regions of the Kingdoms. Some of the less civilized races have more barbarians (sometimes called "berserkers" instead) among them.

Bards - Most bards have a military background in armies or mercenary companies as chroniclers and lorekeepers. They are not roguish tavern performers (those are probably professional musicians or maybe a rogue who likes to sing when he's drunk).

Clerics - The number of religions is relatively small, but their richness and detail will more than make up for it. The Ascendants of Morrow and the Scions of Thamar offer tons of interesting paths of customization for the good or the wicked, and the other gods will offer plenty of distinctive qualities. Resurrecting is not possible in the Iron Kingdoms.

Druids - Druids are very scarce, treated with fear and suspicion whenever they are seen. They are part of an ominous organization of dangerous and territorial individuals, all outcasts from regular society. These are not your friendly guardians of nature.

Fighters - Fighters are extremely important in the Iron Kingdoms.

Their nature has remained unchanged for centuries.

Monks - Monks are rare. There are two primary organizations of monks, those who serve the Church of Morrow, and those who serve the Temple of Menoth. The former are the guardians of the relics of Morrow and the Ascendants, the latter are a harsh police force that helps to keep the citizens of the Protectorate in line.

Paladins - Most good religions have paladins that serve them. They make up a critical part of the protection of their faiths. They are the most traditional among the Church of Morrow and the dwarven Great Fathers.

Rangers - A minority compared to regular fighters, most rangers are woods-fighting specialists of the various Iron Kingdom armies, and the majority has no association with druids. Those solitary rangers who seem to enjoy being alone in the woods are treated with similar scorn and suspicion as druids.

Rogues - Like fighters, rogues are an essential part of the Iron Kingdom and are not much changed from their traditional representation. As might be expected some rogues do serve in armies as scouts, but most are criminals and part of the seedier side of life.

Sorcerers - Sorcerers definitely crop up, but their number is small. Historically they have gotten a bad rap and have had periods of persecution. Most of those prejudices have diminished except in places where magic in general isn't welcome (like the Protectorate).

Wizards - Wizards are an important class, although their number is small. Wizardry is a very difficult art, often considered more work than the rewards it brings. Many wizards give up research after a few levels and turn to alchemy, mechanika, or other more profitable pursuits. For these reasons, high-level powerful wizards are exceptionally few.



Important Institutions

There are many guilds and organizations spread through out the Iron Kingdoms, ranging from various merchant guilds controlling local trade to the thieves guild (if there is such a thing) plying their trade on the seedier side of life. Most have a limited sphere of influence, usually limited to a city, region or kingdom. However, there are a few institutions that are represented through out the Iron Kingdoms. The most notable organizations are the Wizards Guild, "Fraternal Order of Wizardry" and the Engineers Guild, the "The Steam & Iron Workers Union".



The Fraternal Order of Wizardry

As it might be gathered from the name, membership is only open to men. In fact, women are not allowed into any of the Order's functions, and it has been such for almost five centuries.

The Order is a stuffy, traditional group. New members must be sponsored by a current member, and the complete approval process takes 1d4+1 years. Along the way there are plenty of strange rituals, midnight meetings and secret handshakes. Candidates must be wizards of at least 8th level before they will be considered and of good breeding and schooling. Sorcerers are not accepted for membership under any circumstances!

Those who are accepted into the Order will rub elbows with the powerful, well-connected individuals. King Raelthorne's court wizard is a member of the Order in Caspia. The Order also has the best library of arcane and magical knowledge in the Iron Kingdoms. Access to the library system is impossible without the help of a member.



The Steam & Iron workers Union

The union, as it usually calls, exists to protect the interests of workers in the steam and iron trade. That includes steam engine mechanics, engineers who design new contraptions and workers who shape metal for industry. Gunsmiths have their own guild system and are not subject to Union standards. Many armorsmiths, weaponsmiths, blacksmiths and jewelers are also members, but membership is far more important for mechanics and engineers, who may be unable to find employment without it. There are non-affiliated steam and ironworkers, but anyone who cares about their sophisticated steamworks will seek out a Union engineer.

Union members must be paid certain minimum rates of labor, in exchange for which the Union guarantees the customer that members meet certain minimum skills standards. Many shops are Union only. Don't bother trying to get a job in a Union shop unless you have the traditional gear-shaped pendant of a union member.

To join an applicant must have a minimum skill rank modifier in one or more relevant skills. The prospect pays the union a 1gp application fee, and they take a test administered by a master craftsman. The difficulty of the test depends on the skill and experience of the prospect. If the test is passed to the satisfaction of the proctor, the applicant is awarded a Union badge rank and number. Union ranks with minimum skill modifiers (skill rank only) accreditation standards are as follows:

Core Skill Areas (see new skills):

- **Iron Construction**
- **Steam Power**
- **Steamjack**

Union grading system

Grade 1 – Apprentice

Usually lasts at least a year of the worst jobs, extremely low pay and constant hazing.

Skills in *one* Core Skill Area

1 rank – Knowledge

1 rank – of single Craft

Grade 2 – Junior Journeyman

Entry Trade position.

Skills in *one* Core Skill Area

3 rank – Knowledge

3 rank – single Craft

Grade 3 – Journeyman

Senior Trade position

Skills in *one* Core Skill Area

5 rank – Knowledge

5 rank – single Craft

Grade 4 – Senior Journeyman

Foreman

Skills in *one* Core Skill Area

7 ranks – Knowledge

7 ranks – single Craft

Grade 5 – Master

Floor Manager

Skills in *one* Core Skill Area

10 ranks – Knowledge

10 ranks – single Core Craft

10 ranks – single Core Profession

Grade 6 – Master of Iron Construction, Steam Power or Steamjacks

Owner or Manager of Factory

Skills in *one* Core Skill Area:

10 rank – Areas of Knowledge

10 rank – all Core Crafts

10 ranks – all Core Professions

Grade 7 – Grand Master

Very few individuals qualify. Experts in the field these are the individuals the experts call when they need help. There are only 15 in all the Iron Kingdoms.

Skills in *all* Core Skill Areas:

10 rank – Areas of Knowledge

10 rank – all Core Crafts

10 ranks – all Core Professions

To advance in rank another test is needed as well as minimum skill levels in key areas. It is common for a skilled individual to skip union ranks when they take the advancement tests. Attaining a grade does not necessarily mean that you can work on all pieces of equipment. The applicant must be trained on how to use specific pieces of equipment and receive their qualification (ticket) on that particular equipment. This training usually has a component of

supervised use for a specified number of hours. The qualification process is usually done in combination with the grading system. For instance, to use the steam powered hammer and anvil, the union member must be Grade 3 and receive their ticket (including 60 hours of supervised use) before they are allowed to use the equipment unsupervised.

Union membership does not automatically mean that the character runs the Union at higher levels. If the character wishes to represent the union they may need to have extra skills. Union representation ranks and requirements are as follows:

Factory Representative – responsible for quality standards and worker welfare on the factory floor. Can call stop work meeting at will and organize with approval.

Requirements:

1 skill ranks Intimidate or Diplomacy
1 skill ranks Knowledge (union policy)
Grade 3 union membership minimum

Chapter Boss – The Leader of the local Union Chapter oversees Union activity with in local area or city. They also are responsible for local political lobbying and union standards. They are empowered to authorize short term strikes (1d4 days) at a moments notice (1d4 hours)

Requirements:

3 skill ranks Intimidate or Diplomacy
1 skill rank Sense motive
3 skill ranks Knowledge (union policy)
2 skill ranks Knowledge (local Politics)
1 skill ranks Knowledge (local underworld or local Nobility)
Grade 5 union membership minimum

Regional Union Boss – In charge of regional activity. Oversees regional political lobbying and union standards. They sometimes become involved local Union issues if there is some precedent being set or the local activity has regional effects.

Requirements:

5 skill ranks Intimidate or Diplomacy
3 skill ranks Sense motive
10 skill ranks Knowledge (union policy)
5 skill ranks Knowledge (regional Politics)
3 skill ranks Knowledge (regional underworld or regional Nobility)
Grade 5 union membership minimum

National Union Boss – Sets standards for each nation and will lobby at the highest levels of nobility. Every nation has a boss. The union also has a Liaison Boss in Rhul.

Requirements:

7 skill ranks Intimidate or Diplomacy
5 skill ranks Sense motive
10 skill ranks Knowledge (union policy)
7 skill ranks Knowledge (local Politics)
5 skill ranks Knowledge (local underworld or local Nobility)
Grade 7 union membership minimum

Iron Kingdoms Boss – Residing in Caspia and in Charge of Chapter #1, this is ultimate decision maker for the union. He sets Union policy for technology and trade practices for all the Iron Kingdoms and representatives in Rhul.

Requirements:

10 skill ranks Intimidate or Diplomacy
8 skill ranks Sense motive
10 skill ranks Knowledge (union policy)
10 skill ranks Knowledge (Iron Kingdoms Politics)
8 skill ranks Knowledge (Iron Kingdoms underworld or Nobility)
Grade 7 union membership minimum

Membership dues are typically 4% of any fees collected while performing work as a union member. Members who are caught cheating the Union of their dues are typically expelled for one year. Those who ate expelled twice are not welcomed back. Members can also be expelled for running a crooked shop and tarnishing the Unions' good name.



Technology

**Technology doesn't replace swords and sorcery,
it works with it.**

A gun isn't really reliable enough or reloads fast enough to outdate swords, or even bows. Steamboat and train transportation is focused highly on commerce, being too expensive, unreliable and not spread extensively enough to replace the horse. Steamjacks require too much maintenance and fuel to overpower armies of foes.



Steam Power

While the magical arts are quite advanced in the Iron Kingdoms, the last few centuries have seen the development of something new – Steam power. The most common examples of steam powered gadgets are forms of transport, Steamboats that drive trade up and down the rivers and coastlines of the realm, the barely emerging Rail system connecting distance communities to larger Cities, Steamjacks and various steam-powered factories.



Transportation

Steamboats

Where Sail and Row Boats used to ply their trade over the natural river highways, Steamboats have now become a regular feature among them. While these boats are more expensive than their older counterparts, they still suffer from the high price and availability of fuel. Engine reliability has also meant that larger boats must still

have Rigging for sails in emergencies; smaller boats still use oars when there's no coal or experience engine failure.

Rail system

Considered one of the most ambitious projects in the Iron Kingdoms, ambitious new rail systems are being built by both Cygnar and Khador. Cygnar has chosen to construct a heavy rail system able to transport large amounts of cargo over short mountainous distances. Khador, having a less developed river and road system, limited funding and fewer technological resources, has chosen a simple medium rail system to move cargo over their relatively flat landscape. They're anxious to bridge the "tyranny of distance" between their major cities.

The Caspian Heavy rail line will be used gauge of track significantly larger than of the Khador Medium Rail Project, making it impossible for trains from each kingdom to use the other's tracks. Goods moving from Khador to Cygnar via the rail system will require completely off loading goods and passengers from one train system to the other.

Iron ore demand has nearly doubled in cost since these projects began, making anything made of iron more valuable and conversely, more expensive to purchase.

The Caspian Express

Cygnar, having a well established river and road system has focused its considerable resources on producing a small network of "Heavy" rail lines, designed to connect the river and road system through the central mountainous region and to possess a more reliable transportation system to Corvis and beyond. Once completed, the train system will be mainly used for movement of bulk goods and high paying travelers.

With Caspia as the central hub, the first line currently under construction, a few leagues stretching from both cities, will link Caspia to Fharin, then to Corvis and eventually to Merywyn in Llael. The second phase links Caspia through the Maneve Mountain range to the coastal city of Highgate, eventually extending up the coast to Five Fingers in Ord.

The Kingdom of Cygnar views the system as important but not to the extent Khador has. Due to the size of the heavy rail line, the hazardous task of carving into mountainous terrain and swampland is made even more difficult. This, coupled with ever increasing expense of iron, development has been slow. The Government is pushing with its limited budget to get the project back "on track", feeling some political competition with The Khador Kingdom, cutting corners instead of spending more on resources. Work around mountainous region of Fharin, for instance, has become increasingly Dangerous with the minimum safety standards often being ignored. Many workers have walked off the job or have been

killed in accidents, only to be replaced by less skilled risk-takers desperate for a decent paying job.

The Cygnar trains are highly complex, automated and heavily armored steamjacks called Railjacks. Each train is one hundred feet long, ten feet high and shaped like centipede with a pair of ten-foot wheels per segment. The segmented body allows for tight turns through the mountainous passages. A complex network of machinery operates each segment connection and drive train. Thick iron skin, with partially exposed moving parts and cogs, covers most of the top and sides. The first small segment is the Railjack's head facing forward, This is then followed by a the larger segments that make up the bulk of the equipment, three segments for water storage which automatically feeds into the following combustion segment, sprouting two smokestacks in the form of a "V". Also feeding the combustion segment are the next two Coal storage segments. The handler rides in the final segment with the Cortex. Railcars are also segmented.

The Cortex is programmed for basic functions like adjusting speed and braking based on instructions from the Railjack's handler. It is also programmed to react automatically to attack, brake automatically when faced with impeding accidents such blown rail lines and perform repairs on the rail line should the need arise.

These Iron beasts are currently seen as overly complex with some believing that servitors of Cryss must have had a hand in their design (a rumor thoroughly denied by the Steam and Iron workers Union). This criticism would seem to have merit, they have experienced more than a few mechanical issues, resulting in a few dramatic accidents. However, most people believe they are marvels of modern engineering and long for the day they can travel on them.

The Korsk Rail Circuit

While Khador has plenty of basic resources, the vast distances between their cities and its neighbors have proven to be a big problem in developing them. Mining, for instance, is on a smaller scale than in Kingdoms simply because if they bring it out of the ground they may not be able to move it around efficiently. Their current road system is difficult to maintain, given the large distances and their river system is not extensive enough. In order for Khador to prosper, they know they must solve their transportation problem. And they must do it with very little funding in comparison to Cygnar. In some ways their challenge is easier than of Cygnar. They do not have to carve into stony hillsides. Instead they need to lay track in a relatively flat landscape and make it fairly straight. This might be easier in terms of technology, but more expensive in raw material. Luckily, Khador has enough raw ore to cushion the projects financial burdens if they can somehow move them to industrial centres quickly.

The proposed rail circuit connects Korsk, the capital, to Khador, then Ohk, Skirov and back to Korsk. Once complete, they will then connect Korsk to Merywyn in Llael and Merin in Ord. They also eventually plan to connect Skirov to Ghord in Rhul (The Dwarves actively encourage this).

The Korsk rail circuit has united the kingdom. All their people's hopes of prosperity rest on the fate of this project (so say the heralds). They also relish the idea of beating Cygnar at something by completing their project first. Whole communities will sometimes donate their time and resources to help it along. Up until now the Khardonians seem to have their project on budget and ahead of schedule. However, some mysterious accidents at the rail sites and the loss of the latest prototype engine in an explosion have set the project a little behind. They have nearly completed the first link from Korsk to Khardov and have begun the next link to Skirov.

In contrast to the technological wonders of Cygnar, the Kharorians have opted for the beauty of simplicity. They've decided that steamjack technology is too expensive, having chosen a more steamboat wagon approach, the Railengine. Each is twenty-five feet long, eight feet high and four feet wide with no built-in cortex. Similar to a wagon, it is basically an unarmored platform with a water tank and coal storage bin. The combustion center, feeds the six five foot wheels, is feed coal by in built basic steamjack. Each train has a driver that controls speed and braking. These engines are design to pull five cars. When more cars need to be pulled they simply add another engine and five more cars. Easy to produce and repair.

The Rail management has been quite open about their Dwarven advisors who are often seen on the project sites, much to the chagrin of 'the union'. Rumors are spreading about impending industrial action due to the lack of union control of standards.



Guns

Guns were actually invented as a joint effort between the alchemists of Llael and the craftsmen of Cygnar. The development of the first usable guns was sort of the Manhattan Project of the Orgoth Rebellion. In the end guns were one of the things that made it possible for the invaders to be booted out. After the war resolved itself and the technology spread around, the dwarves adopted it quickly once they learned of it -- ever-practical folks.



The treatment of folks wearing obvious weapons and armor will vary a bit across the Iron Kingdoms, and even a little within the same kingdom. In certain areas of Caspia (the capital), things can be a little more strict, particularly if one wants to enter the Sancteum (the area of Caspia owned by the Church of Morrow, containing the Archcourt Cathedral of the Primarch and Exordeum). The Protectorate of Menoth is the most anti-weapon of kingdoms in general, and commoners are specifically prohibited from wielding weapons there. The only people openly wearing weapons in that region are those working for the Temple of Menoth. Whereas in most areas of Khador, openly wearing weapons is almost expected and draws more attention than NOT to wearing them.

Guns in the Iron Kingdoms do not use gunpowder. Instead, they require magical blasting powders that can only be created by skilled alchemists. This makes buying ammunition for a firearm an adventure in itself! First, an alchemist who can make blasting powders (DC 26) must be found. Powder charges are matched precisely to an individual weapon; miscalculations can result in dangerous malfunctions.

Power Charges and properly sized lead shot are sewn into small chemically treated silk pouches, which are then wrapped in ornate paper and labeled with the maker's name, the date, and the type of gun they are intended for. To reload, the user needs to open the breech and place the silk pouch in the combustion chamber. The trigger spring must then be primed by means of a crank of level. When the gun is fired, a needle pierces the powder charge pouches, causing them to mix and explode. The silk flashes into dust, and the bullet is sent on its way in a spurt of flame and smoke.

Cost for ammunition can vary depending on location and demand; at time ammunition is unavailable at any price. Ammunition is fragile; it is ruined if it gets wet or takes 1 point of physical damage. It is also flammable, and any exposure to flame will destroy it. Alchemical blasting powered burns fiercely, but like modern gunpowder they will not explode unless confined. Lastly, since ammunition is magical, it can be rendered inert temporarily be dispel magic. The ease with which it can be suppressed depends on the level of the creator, but in general a dispel check of DC18 will render blasting powers inert for 1d4 rounds.

Most ammunition contains a simple lead ball, but there are other options available. Incendiary, poisoned or even enchanted projectiles are available for the right price. Cannon fire a much larger projectile, and so there are some especially fiendish projectile options of the cannoneer to choose from.



Steamjacks

Steamjacks are advanced mechanika constructs. A steam engine provides their motive power, but they are given awareness by sophisticated wizardry. The human Kingdom of Cygnar originally developed the technology for warfare over two centuries ago, but it has since made its way into more peaceful uses. The iron giants can now be seen peacefully toiling away anywhere there is heavy labor to be done. Units may grasp huge tools in their powerful claws, or they can be fitted with picks, shovels, or thundering steam-hammers.

There are many different kinds of steamjacks, from plodding dockside laborers to swift military units that wield shields, cannons, and potent magic protections. Most steamjacks are between eight and twelve feet tall and weigh four to six thousand pounds, but in days past units ten times that size have been fielded in battle. These once fearsome behemoths now lie in ruins, but their smaller and more efficient cousins have taken their place.

Being the state of the art in both the wizard and engineer's trade, steamjacks are uncommon and extremely expensive. Their construction is not commissioned lightly, and they are generally owned and operated only by powerful merchant guilds or royal militaries. Nonetheless, they are becoming a more common sight throughout the Iron Kingdoms, especially in industrial centers.

To remain active, a steamjack needs constant refueling of twenty pounds of good-quality coal and twenty gallons of fresh water are required every few hours. The frequency of refueling depends on the exact model, of which there are many. Older, less-efficient models need water and coal every hour, while a newer unit might be able to run for three hours without tending. Cheap sulfurous coal or even firewood can be used in a pinch, but doing so reduces the efficiency of the unit.

Because of their constant hunger and thirst, steamjacks make poor cross-country travelers. They are taken to battle or work sites in an inactive state, pulled along on giant wagons behind a dozen horses. A caravan of coal-tenders usually follows, and water tanks as well if the destination is dry. Better still, if rail has been laid down to the work site, one steam engine can easily deliver a work crew of steamjacks and their supplies.

Steamjacks can understand Common and occasionally another tongue if they have been so designed. Instructions must be simple, but steamjacks are capable of evaluating their environment well enough to prevent catastrophe. Steamjacks cannot speak, but they can produce steamy hisses, clanks, and metallic groans.

A steamjack's "brain" is an intricate mechanika device that can account for up to half of the unit's price. It is a rugged spherical matrix of copper bars inlaid with platinum and gold, surrounding a swirling magical vortex. Polished gemstone windows are inlaid into the glowing orb, preventing the captive charge from dissipating. Into this chaotic knot of energy is encoded all the unit's memories and cognitive faculties. If the cortex is breached (hardness 5, 10 hp) it is utterly destroyed, and the escaping charge does 2d6 of electrical damage to anyone within 10 ft. (Ref. save DC 15 for half damage).

The cortex is hidden deep within the steamjack's torso, cunningly mounted to protect it from impact. Only a trained mechanic or high-level rogue can access the cortex. Removing it requires a successful Craft: Cortex skill check (DC 20) or a successful Disable Device skill check (DC 28). If the steamjack is destroyed, there is up to a 75% chance that the cortex will be salvageable at the DM's option. This can allow the spirit of a wrecked warrior to fight another day in a new and improved chassis.

Handling a steamjack requires the use of a device, a torc or amulet that marks the handler and which can be transferred from one to another. There may be password phrases, control codes or something like that used to identify a handler. The type of handling equipment gets smaller and more sophisticated the newer the steamjack model

Changing handlers for military warjacks is difficult due to their more sophisticated security; however, it is comparatively easy for a knowledgeable operator to transfer control of a basic steamjack from one voice to the other. This is done all the time with dockworkers in a day-to-day course of their job.

First, it requires access to a small cortex control panel with an exacting key lock (Open Locked DC36). This panel houses various levers, which are first set to "forget" the previous controller's voice, and then to receive the new one (Craft Steamjack Handler DC15). At this point, the new controller has to say a "trigger phrase" so the steamjack will acknowledge the new controller.

The phrase is usually something quite simple and standard like: "Obey me now." There are other commonly used phrases depending on the steamjack manufacturer, such as: "I'm your master," "I am your controller," "I am your handler," "Follow my commands," and "I command you now." If the trigger phrase is unknown, it requires experimentation to ascertain the correct phrase, and sometimes a steamjack owner will pay extra to have a special customized trigger phrase. After the correct trigger is acknowledged by commanding simple test phrases (e.g., "raise your arms," "take one step forward," etc.), the switches are set back to a neutral position and the panel is closed and locked, at which point the steamjack will obey the directives of its new handler.

COMBAT

Steamjacks are formidable opponents, even if they haven't been constructed specifically for war. Their bodies are plates of forged iron, and their powerful limbs are capable of lifting or crushing hundreds of pounds. They cannot be provoked into attacks, but once engaged do not cease their attacks until destroyed or ordered off. Even without specific instructions, all steamjacks have orders to defend themselves to the best of their ability.

While warjacks are the only units capable of simple, independent strategy, all steamjacks can follow specific instructions. A steamjack's handler can order the steamjack verbally if he or she is within 60 feet. If the steamjack can see the handler, hand signals can be given.

Construct: Steamjacks are immune to mind-altering effects and have the other properties of Constructs detailed on *MM* 5.

Resistances: Steamjacks have fire and electrical resistance 20.

Cold Vulnerability: A steamjack suffers no damage from cold attacks, but is *slowed* one round for each 6 points of damage done to it. The effects are not cumulative.

Special Healing: A steamjack is not effected by heal spells. *Mending* cures 1 hit point. *Fabricate* cures 5d8+5 hit points. *Iron Body* cures all damage done to a steamjack.

Reliance on fuel: Steamjacks need to consume coal and water to function. Newer steamjacks require refueling (twenty pounds of coal and twenty gallons of water) every three hours. If not refueled, the steamjack's next hour of operation is spent *fatigued*. After that, the unit becomes *exhausted* for an hour, after which it is *stunned*. At this point its firebox needs to be re-lit before it can function again. Older steamjacks may require refueling after a single hour, as does any steamjack engaged in strenuous activity or combat.

Steamjacks using inferior fuel are considered *shaken* in addition to any other effects on it.

Firebox Vulnerability: A steamjack's firebox fails when the unit is completely submerged in water or other liquid. Jacks without a burning firebox are considered *stunned*.

BASIC STEAMJACKS

The most common form of steamjack is the general-use model. It stands eight to twelve ft. tall and weighs about four thousand pounds. These steamjacks are capable of simple tasks only, such as lifting things, moving objects or digging. While most are run-down older models, some foundries with limited resources create these simple steamjacks from scratch.

Basic steamjacks can function with a very specific set of instructions and can be left to run on their own. They are capable of avoiding obstacles and people, but have been known to accidentally step on stray animals or sleeping street people. Steamjacks cease and shut themselves down or return to a preordained place when their task is finished. Any new command issued by the handler overrides the old commands. Basic steamjacks have no "memory" as such. They do not respond to any commands other than those given by their handler. For this reason, most citizens of the Iron Kingdoms give steamjacks a wide berth.

Steamjacks have no weapons other than their massive arms, but they are often fitted with useful industrial tools.

COMBAT

While untrained, a steamjack's massive size makes it dangerous to meddle with. They only engage in combat to protect themselves or their cargo and do not give chase if their assailant flees. They can be commanded by their handlers to attack.

Tools: Steamjacks are sometimes fitted with tools that could function as weapons. For example, a lumberjack could have a greataxe attached to one arm, or a construction-jack could have a greathammer for driving in spikes. The DM can substitute any appropriate great or huge weapon statistics if a steamjack is pressed into combat.

ADVANCED STEAMJACKS

More sophisticated models serve on the docks of major port cities and are capable of much more difficult and sophisticated tasks than basic steamjacks. They stand 10 ft. tall and weigh about four thousand pounds. Advanced units can perform complicated lifting and sorting tasks, as well as some kinds of repairs and building. A fancy steamjack is certainly a status symbol for the longshoreman's union that uses it!

Advanced steamjacks can be instructed with relatively complicated instructions that revolve around one task. For example, the unit may be told to move a load of crates from a galley to a certain warehouse or warehouses. Within this task, the construct can sort and stack cargo, even treating certain packages with more care than others. When attending to its duties, an advanced unit is very aware of its surroundings and is not likely to cause any accidental damage or inconvenience people. Outside of its appointed duties, the unit is more prone to failure, acting no more intelligently than a basic

model.

An advanced steamjack can only be give one "complicated" order at a time. For example, it could be told, "Unload all of these ships into these three warehouses, filling the emptiest warehouse first," or, "unload this ship, sorting the crates by size," but the results would be unpredictable if the tasks were mixed together.

These units can take simple commands from others besides their handlers, such as "stand down" or "please move aside," provided those commands don't lead the steamjack into immediate danger or cause it to fail in its immediate task.

COMBAT

Advanced models have slightly better combat ability than basic steamjacks. They are designed with a set of preventive measures to protect themselves and their work site. They only initiate combat to protect themselves or their work site, and they do not give chase if their assailant flees. They can be commanded by their handlers to attack. Such commands can be more complex than a basic steamjack's, such as "attack all those dwarves with axes, then the dwarves with warhammers," but the battle commands override any working instructions and the unit will need to be given new instructions when the combat is over.

Tools: Advanced steamjacks are sometimes fitted with tools that could function as weapons, though they are usually used for cargo movement and sorting tasks. The DM can substitute any appropriate great or huge weapon statistics if an advanced steamjack is pressed into combat.

MILITARY STEAMJACKS

They make their laboring cousins look like toys by comparison.





New Feats & Skills



Firearms

Feats

Exotic Weapon Proficiency – small arms - required for use of pistols or rifles. Available only to Fighters, Paladins and Rogues

Exotic Weapon Proficiency – Cannon - required for use of cannon. Available only to Fighters, Paladins (cross skill) and Rogues.

Craft - Blasting powder – any arcane spell caster of 5th. Also requires alchemy skill, special reagents, expensive equipment and a great deal of time.

Skills

Craft (gunsmith) – building and fixing guns, rifles and cannon, Gunsmithing is a very difficult craft. But they also sell quite well so it is lucrative to those who master it. However, they are very difficult to make and will be uncommon even by masterwork standards. Creating a basic firearm requires 3 different components (the stock, barrel, and receiver) each requiring different skill checks, then a 4th check to assemble them together. So your basic pistol is already something of a "masterwork" by crafting standards, being even more difficult to craft than a masterwork sword, for example. Creating a masterwork pistols (+1 to hit) require a higher DC on each of the components, therefore making these guns quite rare and true masterpieces of the art. On the other end of the scale there can also be "shoddy" weapons that are -1 to hit.

Requirement:

Knowledge: Firearms
Craft: Carpentry
Craft: Blacksmith or Jeweler

Profession (gunsmith) – Designing all kinds of firearms & explosives

Requirement:

Craft: Gunsmith

Craft (small arms) – allows character to reload a weapon, clear a misfire and clean a weapon to keep it in working order. It does not allow design or repair. Available only to Fighters, Paladins and Rogues

Craft (cannoneer) – allow reloading and maintenance of heavy-powder projectile weapons. Available only to Fighters, Paladins and Rogues

Craft (demolitions) – Using blasting powders for bombs & earthmoving

Requirement:

Knowledge (firearms)

Knowledge (firearms) – Knowledge of firearms & explosives



Iron Construction

Skills

Profession: (Iron structure engineer) – Designing buildings transportation and factory Iron Structures to a blueprint.

Requirement:

Knowledge: Iron Structures
Knowledge: Metallurgy
Knowledge: Architecture

Craft: (Iron Structures) – Constructing buildings, transportation and factory Iron Structures from a blueprint.

Requirement:

Craft: Blacksmith

Knowledge (Iron Structures) – The study of all kinds of Iron Structures (e.g. Bridges, railroads and Equipment)

Knowledge (Metallurgy) – The study of the manufacture, strengths and weaknesses of metals and alloys.



Steam Power

Skills

Profession (steam engineers) – Design innovative Steamworks

Requirement:

Knowledge: Iron Structures
Knowledge: Metallurgy
Knowledge: Steamworks

Craft (Steamworks) – Construction of Steamworks from engineer's plans and repair existing machines

Requirement:

Knowledge: Steamworks

Craft: Blacksmith, Armorsmith, Weaponsmith or Jewelry

Knowledge (steamworks) – The study of all kinds of steam-powered machinery



Steamjack

Feats

Craft: Cortex – Available to any arcane spell caster of 5th level who has a Cortex Production Certificate from the “Steam & Iron workers Union” (to protect the workers). Producing a steamjack’s “brain” also requires design of the sealed containment chamber and creating the proper environment within the chamber to receive the magical components. This is in addition to the huge expense in complex equipment and base components.

Requirements:

Craft: Jewelry
Craft: Alchemy

Skills

Profession (Steamjack engineer) – Used to design New and Custom Steamjacks or refit old ones.

Requirement:

Knowledge: Steamjack
Knowledge: Steamworks
Knowledge: Metallurgy

Craft: Steamjack - can be used to design specific weapons or tools for a steamjack. It can also be used for any other steamjack skill, with a +5 DC to the task being attempted.

Requirement:

Craft: Weaponsmith, Blacksmith, Armorsmith or Jeweler
Craft: Steamworks

Craft: Steamjack Handler - Handlers need 5 skill ranks to command steamjacks in basic tasks, 7 ranks to command them in advanced tasks, and 10 ranks to command warjacks. Commanding a steamjack is a standard action that does not draw an attack of opportunity

Craft: Steamjack Skeleton – Produce Steamjack internal framework.

Requirement:

Craft: Blacksmith

Craft: Steamjack Joint – Produce re-enforced Steamjack joints.

Requirement:

Craft: Blacksmith or Armorsmith

Craft: Motion Servos – Produce artificial steamjack muscles in the form of steam powered Servos. Often requires fine workmanship especially for smaller steamjack models

Requirement:

Craft: Weaponsmith, Blacksmith, Armorsmith or Jeweler
Craft: Steamworks

Craft: Steamjack Skin – Produce tailored skin & Cortex housing for basic and custom Steamjacks.

Requirement:

Craft: Blacksmith or Armorsmith

Knowledge: Steamjack – The study of Steamjack history, technology and models including warjacks