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Mastercraft



# IRON KINGDOMS



## CONVERSION GUIDE



### A CONVERSION GUIDE FOR MASTERCRAFT BY AEGIS

To use this game aid, you will need the core rulebook of *Fantasy Craft*. The *Adventure Companion* and *Spellbound* are also highly recommended. The *Character Guide* and *World Guide* to the Iron Kingdoms are absolutely necessary to discover this setting of full metal fantasy.



## Foreword

The purpose of this conversion guide is to offer *Fantasy Craft* players and GMs the means to play in the *Iron Kingdoms*. It presents unofficial rules and character options for this ‘full metal fantasy’ setting.

The *Iron Kingdoms* are Brian Snoddy & Matt Wilson’s creation, published by *Privateer Press*. *Fantasy Craft* is a game by Alex Flagg, Scott Gearin & Patrick Kapera, published by *Crafty Games*. All pictures used in this document are *Privateer Press*’ property (artists: Andrea Uderzo, Chris Walton & Florian Stitz).

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## CAMPAIGNS

The Iron Kingdoms are a ‘full fantasy setting’. They are an intricate blend of fantasy with industrial technology, among ancient kingdoms that are to the brink of total war. Adventures in the Iron Kingdoms range from gritty survival expeditions into uncharted territories, to high society intrigues in occupied Llael, to epic battles between Cygnar and its many enemies. Whatever the exact genre you prefer, choose a side and prepare for conflict!

## Inspirations

You will find all the inspirations you need in the two core books of the setting: the *Player’s Guide* and the *World Guide*. The Iron Kingdoms line also include a few interesting supplements, like the *Monsternomicons*, *Five Fingers*, or the *Liber Mechanika*, not to mention the famous *Witchfire* campaign, that started it all.

## Era

Industrial. Thanks to recent scientific advances, that started just before the rebellion against the Orgoth empire, the Iron Kingdoms now have a firm foot in an industrial revolution that is going to change the landscape of Western Immoren for ever. Supplemented by a mastered magic, this era of steam bears great promises ... and threats. Character options and gear from the Ancient, Primitive, Feudal, Reason, and Industrial eras are available in this setting (see *Fantasy Craft*, page 305).

## Campaign Qualities

The following campaign qualities are suggested for the Iron Kingdoms campaign setting (see *Fantasy Craft*, page 322, and *Spellbound*). However, since the setting is adapted for both very gritty and quite epic adventures, don’t hesitate to add or remove a few qualities or two. For instance, an occupied Llael-centered campaign could really benefit from Paranoia and Rampant Corruption, but quite less from Dangerous Monsters and Savage Wilds.

**Dangerous Monsters:** The creatures that lurks in the shadows of Western Immoren are ancient and deadly. Do not trifle with them!

**Dead Means Dead:** Death looms at every battle and Urcaën is not a place easily left.

**Flexible & Greater Magic Items:** Thanks to mechanika, creating intricate magic items has become quite feasible, though still tremendously expensive.

**Mechanika (see below):** Natural, raw magic has been supplanted by a fragile alliance of magic and advanced technology.

**Miracles (Beneficent Universe, Generous Universe, Warring Universe, Wrathful Universe):** The gods of the Iron Kingdoms are very real and they don’t always get along very well with each other. It is their believers’ sacred duty to spread the faith ... or crush the unfaithful.

**Savage Wilds:** All but a few regions of the Iron Kingdoms have actually been civilized and many are still infested with ancient, ravenous monsters.

**Sorcery (Draining Magic, Hazardous Magic, see below):** Magic is the fuel of the Iron Kingdoms, but this doesn’t mean that it can be used without precautions. Draining Magic applies to spells from the Affliction and Necromancy Disciplines. Hazardous Magic applies to spells from the Healing, Shadow, and Calling Disciplines, as well as spells related to planar or instant displacement. The usual consequence of a spellcaster suffering a critical failure when casting a Calling or plane-related spell is that he often attracts the unwanted attention of infernals or other otherworldly demons.

## New Campaign Qualities

### MECHANIKA (PERMANENT)

Characters can only build or purchase mechanika items (see page 26). True magic items exist only as artefacts.

### SORCERY

**Draining Magic (2 Action Dice):** When a special character casts a spell, he also suffers subdual damage equal to the number of spell points spent to cast that spell (including any costs from tricks and other abilities). This damage may not be reduced by any means. Whenever a standard character casts a spell, he becomes *fatigued*.

**Hazardous Magic (4 Action Dice):** Magic is like fire – the more powerful it is, the more likely it is you’ll get burned. The error range of all Spellcasting checks is increased by an amount equal to the spell’s Level (e.g. the error range when casting a Level 6 spell would be 1-7).





## New Path

### MECHANIKA

**Mechanika I:** You gain the Crafting (Mechanika) focus and a +5 bonus with Crafting (Mechanika) checks.

**Mechanika II:** You may cast Detect Cortex at will and Scramble I once per scene.

**Mechanika III:** You may cast Crush Construct and Overdrive once per scene.

**Mechanika IV:** You may roll twice when Coercing, Persuading, or Training Constructs, keeping the result you prefer.

**Mechanika V:** Once per scene, you may gain the Clockwork template (*see Fantasy Craft, page 287*) for a number of rounds equal to your starting action dice.

## ORIGINS

This section presents new Species, Specialties, and Talents common in Western Immoren.

### Species

Many ancient and proud species used to live in the Iron Kingdoms. But those who haven't adapted to the industrial age initiated by humans have disappeared, either far away or for good. The species presented hereafter are common sight in the current society, even if prejudices are still high.

### DWARVES

Dwarves are an ancient, though avant-gardist specie, who has slowly but rather easily blended into human society. They have their own kingdom, Rhul, where still many dwarves live and are called Rhulfolk by their neighbors. But even more of them have emigrated into human kingdoms to which they now feel they belong.

### ELVES

The elves of the Iron Kingdoms have split into two distinct cultures. Most of them are from Ios, the elven kingdom at the far east of Western Immoren, close to the Bloodstone Marches. These elves live in almost complete autarcy and cry over their dead gods and dying last goddess – Scyrah. They are a decaying but proud people, and a few amongst

them have the courage to travel the lands to discover a cure for their goddess, forge new alliances, or find a new purpose. Most of these elves possess the Owl Nation and Owl Noble Species feats.

A long time ago, the followers of Nyssor, the elven god of crafting, left their kin and traveled to the north at the pursuit of their god. When they found him, he was stuck in ice, so they settled near his body. They haven't had contact with their iosians cousins in centuries and live as a nomad, tribal people, with wild customs but a strong spirituality. These elves possess the Bear Nation and Bear Noble Species feats.

### GOBLINS

Goblins are rather common in the Iron Kingdoms, but not all of them are ruthless barbarians with a thirst for blood. Of course, this is still the case of many of them. The bogrins are small but tough and vicious predators. Their ferocity is near-animalistic and they know no mercy.

With this sad reputation, no wonder why their more civilized cousins, the gobbers, have a hard time being accepted within human societies. Less rowdy than the boggers, the gobbers also are rather smart and curious, which makes them excellent mechaniks and bodgers. These goblins possess the Southern Horde Species feat.



## HUMANS

Humans are the most common specie in Western Immoren. They have conquered almost all its lands, coasts, and seas and divided them into six great kingdoms, which are the principle opponents in the conflict that lurks at their borders. The many human ethnic groups are represented with new Talents (*see opposite*).

## OGRUNS

The ogruns are an ancient and very spiritual specie. Former barbarians and brigands, they have suprisingly well adapted to civilization by putting their inhuman strength to hard work, which humans cannot possibly do. They are excellent workers and soldiers and have deep bonds of friendship with Rhulfolks. Ogrun's hulking frame is better represented with the Giant Species.

## STEAMJACKS

According to some legends, there are a few steamjacks with quite an experience of life who may have had some sort of... epiphany. After a traumatic event – more often than not, the death of their master – their conscience awoke and they suddenly were gifted free will. Most people believe these 'freebooters' to be the stuff of drunk's tales, but who really knows? Such steamjacks are Unborns with the Special Construction feat (*see new entries page 19*).

## TROLLKINS

Although considered as their own specie, trollkins actually descend from their wild ancestors: the dreaded trolls. They have a long history of barbarity and many of them have never accepted human dominance through Western Immoren. Beside their large frame, they have a blue-grey skin and a mane of spines over their head and the top of their back. Some of them are known for their deep, strong voice. Trollkins are better represented with the Ogre

Specie and the Stone Brave Species feat.

Some trollkins are unexplicably born with a white skin and red eyes. Weaker than the rest of their kin, these trollkins develop an intimate bond with magic and make powerful sorcerers. They also possess the Albinos Species feat.

## Talents

Following is a set of cultural archetypes. These are not compulsory, and represent fairly purebred examples of their culture, or those who have embraced their historical culture. The usual Talents can be used to represent a majority of people that are 'mixed-breed' or from other minority cultures of Western Immoren.

### CASPIAN

The noble Caspians are the diplomatic, cosmopolitan race that characterizes southern Cygnar.

- *Attributes*: +2 Intelligence, +2 Charisma, –2 Dexterity
- *Heroism*: You gain a +1 bonus with all attack and skill checks you make during dramatic scenes.
- *Inquisitive Mind*: You gain 2 additional Interests.
- *Sharp Mind*: You gain 1 additional skill point per level

### IDRIAN

The nomadic tribal people of the Protectorate, while wild at heart they have taken to the Menite religion with enthusiasm bordering on fanaticism.

- *Attributes*: +2 to the lowest of your Dexterity or Wisdom
- *Pathfinder Basics (desert)*: You gain the Pathfinder Basics (desert) feat.
- *Enlightened Ride*. Your maximum Ride rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Lean Season*: You require only 1 common meal per day.



**KHARD**

You are from the sturdy Khardic stock, the solid core of the Khadoran peoples.

- *Attributes*: +2 Strength, –2 Intelligence
- *Enlightened Athletics*: Your maximum Athletics rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Crunch!*: Your Strength-based damage rolls inflict 1 additional damage.
- *Menacing Threat*: You may Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately. If you gain this ability from two or more sources, the number of opponents you may target increases by 1 for each additional *menacing threat* ability.
- *Relentless Attack*: You gain the Relentless Attack trick

**KOSSITE**

You are from the hardy rural folk of Khador and the Northernmost Kingdoms, used to surviving in the wild with little support.

- *Attributes*: +2 Constitution
- *Enlightened Survival*: Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Camouflage*: Choose a terrain: arctic or caverns/mountains. You gain a +5 gear bonus with Blend checks while in that terrain.
- *Lean Season*: You require only 1 common meal per day.
- *Light Sleeper*: Sleeping is never a Terminal Situation for you.

**MIDLUNDER**

The northern people of Cygnar, the Midlunders are categorized as a hard-working, traditional people.

- *Attributes*: +2 to lowest attribute
- *No Pain*: You ignore the first *fatigued* or *shaken* condition you gain in each scene
- *Origin Skill*: Choose 1 additional Origin skill
- *Slow and Steady*: The cost to activate your Downtime errors and those of your teammates increase by 2 action dice.
- *Sterner Stuff*: The *keen* quality of each attack made against you decreases by 4.

**MORRIDANE**

Mistrusted by most, the Morridane are the swamp folk of Western Immoren, concentrated mostly in the Corvis region.

- *Attributes*: +2 Dexterity, –2 Charisma
- *Camouflage*: Choose a terrain: swamp or indoors/settled. You gain a +5 gear bonus with Blend checks while in that terrain.
- *Iron Gut*: You gain a +2 insight bonus with saves against disease and poisons.
- *Last Chance*: You may spend and roll 2 action dice to boost any save.
- *Lean Season*: You only require 1 common meal a day.

**RYNN**

The Rynn are an elegant and refined folk, the most common race of Llael, and at ease with the frequent Iosian and Rhulfolk that travel through their lands.

- *Attributes*: +2 Dexterity, +2 Charisma, –2 Wisdom
- *Agile Defense*: Your base Defense increases by 1.
- *Charming*: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- *Enlightened Impress*: Your maximum Impress rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Natural Elegance*: Your Appearance bonus increases by +1.

**SCHARDE**

Natives of the Scharde islands are typified as pirates, thieves and murderers, for the most part they're accurate assumptions

- *Attributes*: +1 Dexterity, +1 Constitution
- *Agile Defense*: Your base Defense increases by 1.
- *Cheap Shot*: You gain the Cheap Shot Trick
- *Menacing Threat*: You may Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately. If you gain this ability from two or more sources, the number of opponents you may target increases by 1 for each additional *menacing threat* ability.



## SKIROV

The Skirov are fiercely independent and tribal, considering themselves are race apart.

- *Attributes*: +2 Constitution, -2 Intelligence
- *Always Ready*: You may always act during surprise rounds.
- *Enlightened Survival*: Your maximum Survival rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill. (1pt)
- *No Pain*: You ignore the first *fatigued* or *shaken* condition you gain in each scene.
- *Thick Hide 2*: You're considered to be wearing partial armor that provides Damage Reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit.

## SULESE

The Caspian's religious twin's who channel their creativity into religious fervor.

- *Attributes*: +2 to the lowest of your Wisdom or Charisma
- *Heroism*: You gain a +1 bonus with all attack and skill checks you make during dramatic scenes.
- *Higher Calling*: Characters with opposing Alignments suffer a -1 penalty with skill checks targeting or opposed by you.
- *War of Attrition*: You may Tire up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately. If you gain this ability from two or more sources, the number of opponents you may target increases by 1 for each additional *war of attrition* ability.



## THURIAN

Oppressed and yet carefree, the mainstay of Ordic ethnicities is a renowned for it's cunning.

- *Attributes*: +2 to the lowest of your Intelligence or Charisma
- *Always Ready*: You may always act during surprise rounds.
- *Inquisitive Mind*: You gain 2 additional Interests.
- *Split Decision*: As a full action, you may simultaneously take 2 Ready actions, each with separate triggers and reactions. After the first trigger occurs, the other Ready action is lost.

## TORDORAN

The nobility of Ord, veneered over a long history of criminal activity.

- *Attributes*: +1 Dexterity, +1 Charisma
- *Agile Defense*: Your base Defense increases by 1.
- *Hearty Appetite*: You may benefit from the first 2 food and 2 beverages you consume each day.
- *Engaging Diversion*: You may Distract up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately. If you gain this ability from two or more sources, the number of opponents you may target increases by 1 for each additional *engaging diversion* ability.

## UMBRAEN

A once proud people who now find themselves divided between the Rynn dominated Llael and the Khardic Khador.

- *Attributes*: +2 to the lowest of your Strength or Constitution
- *Agile Defense*: Your base defense increases by 1.
- *Menacing Threat*: You may Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately. If you gain this ability from two or more sources, the number of opponents you may target increases by 1 for each additional *menacing threat* ability.
- *Unbreakable*: Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

## Specialties

The Iron Kingdoms have been forged by war. In these troubled times, many heroes have fought their share of battles even before adventuring.

### BODGER

There's nothing you can't fix, whether with a screwdriver or a good whack of the hammer.

- *Bonus Feat:* Bodging Basics
- *Demolition:* You inflict 2 additional damage on standard constructs and objects.
- *Field Mechanics:* You are always considered to have smith's kit (*see Fantasy Craft, page 160*).
- *Blunt Proficiency:* You gain the Blunt proficiency.
- *Construct Turning:* Once per combat you may Turn Constructs (*see Fantasy Craft, page 223*).

### DARKCLAD

You are a member of the circle of Ouroboros, a druidic sect devoted to nature and the wild.

**Requirements:** Alignment (Dhunian or the Devourer Wurm)

- *Bonus Feat:* Personal Lieutenant (Woldwarden)
- *Warding Strike:* You gain the Warding Strike trick (*see Fantasy Craft, page 223*).
- *Animal Empathy:* The Dispositions of non-adversary animals increase by 5.
- *Tenacious Spirit:* You gain 1 additional vitality per level.
- *Trackless Step:* The DCs of Tracking checks to follow your trail increase by 10.
- *Darkvision I:* You ignore the effects of dim and faint light.

### GUN MAGE

Melting magic and gun practice, you are a formidable sharpshooter with a keen eye.

- *Bonus Feat:* Favored Gear (any pistol)
- *Black Powder Proficiency:* You gain the Black Powder proficiency.
- *Cartridge Belt:* The load quality of any black powder weapon you wield decreases by 1.
- *Flashy:* Your Panache increases by 2.
- *Ranged Combat Expert:* You're considered to have 2 additional Ranged Combat feats for any ability based on the number of Ranged Combat feats you have.

### MEKARCANIST

As a mechanika specialist, you're an expert at making magic and technology work together for the greater good.

- *Bonus Feat:* Scribing Basics
- *Broad Learning:* You gain 2 additional Studies.
- *Gear Expert:* You're considered to have 2 additional Gear feats for any ability based on the number of Gear feats you have.
- *Mechanika:* You gain the Crafting skill's mechanika focus.
- *Safe Loading:* You may reload accumulators for 2 spell points per charge and never lose control when using a condenser (*see page 21*).
- *Sharp Mind:* You gain 1 additional skill point per level.

### HOW TO PLAY A ...

As you may have noticed, most *Iron Kingdoms* classes have been made into Specialties, or even nothing. Indeed, other existing *Fantasy Craft* options are sufficient to represent these classes' mechanics. This short guide is here to help you make a choice.

... **Alchemist?** Take the expert class of the same name and the Alchemy feat chain.

... **War Chaplain?** The Paladin expert class is a perfect fit, just like the Bandage and The Extra Mile feats.

... **Gun Mage?** The Rune Knight expert class is meant for it. The Black Powder feat chain a few Spell Conversion feats will complete it nicely.

... **Mekarcnist?** The Mage or the Seer, with a choice of Gear feats, will make a good one.

... **Second-Story Mand?** Without a doubt, the Burglar and Covert feats are the way to go.

... **Pistoleer?** The Deadeye expert class, preceded with Assassin or Soldier levels, and Ranged Combat feats are a good path.

... **Bodger?** The Keeper is a perfect fit, complete with many Gear feats.

... **Darkclad?** Sage or Priest are good starts before taking the Force of Nature expert class, which represents the concept quite well.

... **Fusilier?** He is not a Specialty because the Musketeer is just that. Add the Ambush feat chain and a few levels of Scout, followed by the Deadeye expert class.



## PISTOLEER

You are a trigger-freak, a dueling gunslinger, a mercenary, or an outlaw whose shooting talents cannot be discussed.

- *Bonus Feat:* Black Powder Basics
- *Black Powder Proficiency:* You gain the Black Powder proficiency.
- *Cartridge Belt:* The load quality of any black powder weapon you wield decreases by 1.
- *Decisive:* You gain a +5 bonus with Initiative.
- *Merciless Shot:* You inflict 2 additional damage on standard characters with a black powder weapon.

## SECOND-STORY MAN

You raise higher and higher, literally. And you take what you want in the process.

- *Bonus Feat:* Mobility Basics
- *Field Disarm:* You are always considered to have thieves' tools (*see Fantasy Craft, page 160*).
- *Trackless Step:* The DCs of Tracking checks to follow your trail increase by 10.
- *Trap Sense:* You may roll twice when making Reflex saves prompted by security devices and traps, keeping the result you prefer.
- *Urban Camouflage:* You gain a +5 gear bonus with Blend checks while indoors or in settled terrain.

## WAR CHAPLAIN

You are a field medic, fully devoted to saving people's lives whatever side they fight for.

- *Bonus Feat:* Bandage
- *Commissioned:* You may purchase Military Renown for 20 Reputation per rank.
- *Encouragement:* Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- *Practiced Medicine:* If you spend an action die to boost a Medicine check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.
- *Stand Together:* You gain a +2 morale bonus to Defense and all saves when at least 2 adjacent characters share your Species.

## CLASSES

Nowadays is a time where legends are born. Some people in the Iron Kingdoms are promised to a greater destiny and get to walk extraordinary paths.

### Fell Caller (Master)

All fell callers are trollkins, inheritors of Bragg the very first of them. These fierce warriors have a unique voice that allow them to shout tremendous yells. This primal sound can inspire both courage and terror. Consequently, they are efficient warlords, respected by their fellow trollkins and feared by their enemies. Very few trollkins are actually born with Bragg's feat, but those who are can easily carve an envied place in the trollkin society and more often than not become fell callers.

The fell caller is a master class meant for the *Iron Kingdoms* setting, but with a few tweaks, it can fit any group of barbarians who use their yells to sow terrors in enemy ranks.



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**TABLE 1: FELL CALLER**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+2	+0	+1	+1	+1	+0	+1	Battle planning I, intimidating cry
2	+1	+3	+0	+2	+1	+1	+0	+2	Insane cry
3	+2	+3	+1	+2	+2	+2	+1	+3	Deafening yell
4	+3	+4	+1	+2	+2	+2	+1	+3	Battle planning II, terrifying growl
5	+3	+4	+1	+3	+3	+3	+1	+4	Shattering yell

**Party Role:** Backer/Combatant. Your powerful yells makes you primary an efficient support for your allies. But you also are a born warrior and you're not afraid of charging along your brothers.

### CLASS FEATURES

**Conditions:** trollking, Intimidate 10+ ranks, Glint of Madness feat

**Favored Attributes:** Constitution, Wisdom

**Class Skills:** Athletics, Intimidate, Notice, Resolve, Ride, Survival

**Continuity:** Choose 2 skills. These skills become Fell Caller class skills for you.

**Skill Points:** 4 + Int modifier per level

**Vitality:** 12 + Con modifier per level

### CLASS ABILITIES

**Battle Planning I:** At Level 3, you gain 2 of the following battle plans. You may begin each combat with 1 battle plan already in effect and may enact a new one as a full action. Each plan's benefits last until the end of the current combat or until you enact a different battle plan. A battle plan grants you and each teammate who can see or hear you a +2 morale bonus with the following rolls and values.

- *Crush Them!:* Melee and unarmed attack checks
- *Fire at Will!:* Ranged attack checks
- *Guard Yourself!:* Defense
- *I Want Them Alive!:* Subdual damage rolls
- *No Prisoners!:* Lethal damage rolls
- *Press On!:* Base Speed (morale bonus × 5 ft.)
- *Stand Fast!:* Vitality (morale bonus × target's Career Level)
- *Steady Now!:* Saves

**Battle Planning II:** At Level 4, you gain 2 additional battle plans (total 4).

**War Cry:** At Level 1 and each class level thereafter, you learn a war cry as per Table 1: Fell Caller. Using a war cry is a half action. You may use your

war cries a number of time per combat equal to your starting action dice.

- *Intimidating Cry:* You Threaten all targets within Close Quarters.
- *Insane Cry:* All targets within Close Quarters must succeed with a Will save (DC 15 + your Con modifier) or become *enraged* for 1d6 rounds. They do not fall unconscious at the end of this duration.
- *Deafening Yell:* You shout a yell inflicting 1d6 bang damage per class level, with a blast increment 2.
- *Terrifying Growl:* All targets within Close Quarters must succeed with a Will save (DC 15 + your Con modifier) or become *frightened*.
- *Shattering Yell:* You shout a yell inflicting 1d6 sonic damage per class level, with a blast increment 2.

## Warkaster (Master)

You and your kind are the heavy artillery of the Iron Kingdoms. You are both a battle mage and a tactician. You have learned how to channel your magic to increase your items of powers, but most of all to control the dreaded warjacks. These anthropomorphic iron tanks you can control by your force of will are the terror of the battlefield. All armies try to hire as much warkasters in their ranks as they can, but you remain a rare kind. And with the recent troubles at the borders, even rarer are the warkasters not already commissioned, sometimes against their own will, in their country's army.

Warkaster are meant for the *Iron Kingdoms* setting and are most probably not a good fit to most other campaign settings.

**Party Role:** Backer/Wildcard. Most of your abilities are turned toward support, warjack control, and mechanika creations. But your spells still make you a rather unpredictable opponent, on the battlefield or not.



**TABLE 2: WARKASTER**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	SP	Abilities
1	+0	+1	+0	+1	+1	+0	+1	+1	1	Focus imbuing I, warjack partner
2	+1	+2	+0	+2	+1	+0	+2	+2	2	Circle of power I
3	+2	+2	+1	+2	+2	+1	+2	+3	3	Contact cortex
4	+3	+2	+1	+2	+2	+1	+2	+3	4	Circle of power II, focus imbuing II
5	+3	+3	+1	+3	+3	+1	+3	+4	5	Warkasting adept

**TABLE 3: FOCUS POWERS**

Effect	Class Level		
	1–2	3–4	5
Magic bonus to attack checks	+1d6	+2d6	+3d6
Magic bonus to weapon damage	+1d6	+2d6	+3d6
Mage bonus to Defense	+1d6	+2d6	+3d6
Damage Reduction increase	+1d6	+2d6	+3d6
Immediate free attacks	1	2	3

**CLASS FEATURES**

**Conditions:** Crafting 5+ ranks, Intimidate 10+ ranks, Spellcasting 5+ ranks, Survival 5+ ranks

**Favored Attributes:** Charisma, Intelligence, Wisdom

**Caster:** Each Level in this class increases your Casting Level by 1.

**Class Skills:** Crafting, Intimidate, Notice, Resolve, Survival, Tactics

**Continuity:** Choose 2 skills. These skills become Warkaster class skills for you.

**Skill Points:** 4 + Int modifier per level

**Vitality:** 12 + Con modifier per level

**CLASS ABILITIES**

**Warjack Partner:** You gain a warjack as per the Animal Partner feat (see *Fantasy Craft*, page 108). Your partner gains the Construct Type at no additional cost and its armor and all its weapons (if any) gain the *construct* upgrade for free. Also, it gains *turn immunity* as long as it remains within 60 ft. of you. If you already have an animal partner, you lose it a gain a warjack instead.

**Focus Imbuing I:** At Level 1, you may channel raw magical energy – spell points – into a focus. This allows you to improve some mechanika items, boost your martial skills, and reload accumulators at a ratio of 2 spell points per charge. Also you never lose control when using a condenser (see page 21).

Imbuing a focus is a free action, but you cannot channel more spell points per round than your starting action dice. The various available bonus are listed on Table 3: Focus Powers. Each effect lasts 1 round and requires 1 spell point.

**Focus Imbuing II:** At Level 4, you may use your personal warjack as a focus if he is within Close Quarters. You may also grant your warjack one or



several of the following feats as temporary feats while he remains within Close Quarters. This costs you 1 spell point per feat per round.

- **Feats:** All-Out Attack, Charging Basics, Cleave Basics, Combat Instincts, Surge of Speed.

**Circle of Power I:** At Level 2, you may cast Level 1 and lower spells you know.

**Circle of Power II:** At Level 4, you may cast Level 2 and lower spells you know.

**Contact Cortex:** At Level 3, you learn the Detect Cortex spell (*see page 20*) as a Level 0 spell. Further, you may spend 3 spell points to Turn Constructs.

**Warkasting Adept:** At Level 5, you may activate your personal warjack's critical successes and hits for 1 less action die (minimum 0).

## Mage Killer (Master)

Iosan elves have often watched their gods die without doing anything about it. They suspected humans' industry to be in part responsible for their agony. Today, the Retribution of Scyrah, a secret sect devoted to the last living elven goddess, has sworn to protect her by finally acting against men's depredations. Mage killers are the most ruthless among them, the bloodied arm of vengeance, the methodical, fanatical assassins who murder uncaring mages in cold blood. Certain that their actions will save their dying goddess, they are ready to give their life in the battle. Note that mage killers do not really despise magic, they just see this as a privilege to be used with care and moderation. That is why they see men as mere barbarians, who carelessly tap into a powerful, yet fragile source of power, which may dry real soon if no one stands in their way.

**Party Role:** Combatant. Mage killers are first of all focused on assassinating careless mages. They need multiple talents to approach them, but once they are close enough, they let their weapons do the talking.



### CLASS FEATURES

**Conditions:** Iosan Elf, BAB 7+, Blend 10+ ranks, Survival 5+ ranks, Mage Hunter feat

**Favored Attributes:** Dexterity, Charisma, Wisdom

**Class Skills:** Acrobatics, Athletics, Blend, Disguise, Investigate, Notice, Sneak, Survival

**Continuity:** Choose 2 skills. These skills become Mage Killer class skills for you.

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

### CLASS ABILITIES

**Magic Defiance I:** At Level 1, when you make a successful save against a spell, you suffer no effect.

**Magic Defiance II:** At Level 4, when you fail a save to reduce a spell effect, you suffer the reduced effect only.

**TABLE 4: MAGE KILLER**

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	Abilities
1	+0	+2	+2	+2	+0	+1	+0	+0	Magic defiance I, mechanika intolerance
2	+1	+3	+3	+3	+0	+1	+0	+1	Spelltracking
3	+2	+3	+3	+3	+1	+2	+1	+1	Spell reflection
4	+3	+4	+4	+4	+1	+2	+1	+1	Magic defiance II, sneak attack +1d6
5	+3	+4	+4	+4	+1	+3	+1	+1	Mage slayer



**Mechanika Intolerance:** You despise human magic and mechanika. At Level 1, you are *baffled* as long as you remain within 20 ft. of a spellcaster or any source of mechanika. However, your Spell Defense increases by 5.

**Spelltracking:** At Level 2, you can smell the stench of magic. You may Search an area to find out if a spellcaster or mechanika have recently been there. You may learn more information with an additional Knowledge check (DC 15). Further, you ignore prey and terrain penalties when Tracking a spellcaster. Finally, you are immune to the effects of the Pass Without Trace spell.

**Spell Reflection:** At Level 3, once per scene when you make a successful save against a spell, you may reflect it to another target within Close Quarters.

**Sneak Attack:** At Level 4, you gain an additional die of sneak attack damage.

**Mage Slayer:** At Level 5, any spellcaster within your Reach is considered *flat-footed* and may not make Spellcasting checks.

## INTERESTS

### Languages

There are many tongues currently spoken accross Western Immoren, but she also has inherited many languages now almost forgotten.

**Aeric:** Mysterious tongue of the Nyss elves.

**Caspian:** Ancient language that gave birth to modern cygnaran, now only used by Morrow's clergy or in official texts.

**Cygnaran:** Official tongue of Cygnar and trade.

**Dohl-Rhul:** Ancient language that gave birth to modern Rhulic, still used by dwarf scholars.

**Dreggi:** Twisted tongue of the dreggs, unspeakable by most humanoids.

**Farrow:** Farrow tongue, inherited from Caspian.

**Gobberish:** Goblin tongue, inherited from Molgur.

**High Tordoran:** Elite language spoken by some of Ord's nobles, the so-called High Tordorans.

**Idrian:** Tongue of the idrian nomads in or out of the Protectorate of Menoth.

**Khadoran:** Official tongue of Khador.

**Kharzic:** Ancient dialect of Khador, still spoken by a few scholars and the menite clergy.

**Llaelese:** Official tongue of Llael.

**Mines Rhulic:** Rhulic variant spoken by dwarves miners who live outside of Rhul.

**Molgur:** Barbarian tongue spoken by many goblin, ogrun, troll, and human tribes.

**Molgur-Og:** Molgur variant spoken by many ogrun tribes.

**Molgur-Trul:** Molgur variant spoken by many trollkin tribes.

**Nokiri:** Dark tongue of the Infernals, spoken only by them and their mortal servants.

**Ordic:** Official tongue of Ord.

**Orgoth:** Dead language of the fallen Orgoth empire, only known to a few experts.

**Quor:** Tongue of the swamps, spoken by bog trogs and gatormen.

**Rhulic:** Official tongue of Rhul.

**Saelaan:** Language of the feys, spoken by all of their kind including the grymkin.

**Satyxi:** Tongue of the satyx.

**Scharde Tongue:** Tongue of the Scharde Island and the dark kingdom of Cryx.

**Shyr:** Official tongue of Ios.

**Skorne:** Obscure language spoken solely by the skorne tribes coming from the Bloodstone Desert.

**Slang of the Five:** Slang from cygnaran, spoken by most of Immoren's criminals.

**Sulese:** Official tongue of the Protectorate of Menoth.

**Telgesh:** Secret language of the thamarites.

**Tharn:** Barbarian tongue of the tharns, also spoken by a few druids.

**Thrallspeak:** Complex language used to control undead thralls, known to many necromancers.

**Tkra:** Obscure language known only to Toruk and his most trusted servants.

**Urnyak:** Ancient Molgur variant still spoken by many Skirov.

**Zunus:** Mysterious tongue of the distant Zu.

### Studies

The Iron Kingdoms have many specificities that reflects in the various topics some people are interested in: Western Immoren's various kingdoms, regions, cults, and species; mechanika; steam power; steamjacks; the otherworld of Urcaën; the various organizations that dot the political landscape; firearms; the skornes; Eastern Immoren; the Infernals; the Orgoth; the Rebellion; necromancy; etc.



## Alignments

People of the Iron Kingdoms have faith, and for good reason. Gods exist, they one day walked over Caën (the land of the living), and some of them still do. They answer their priests' prayers every day, and the war between cults is even more ferocious.

### CYRISS

Cyriss is the young and secret goddess of sciences and technology. Her followers are mostly humans, dwarves, and goblins, who put their morality and passions aside to focus on research and discoveries.

**Symbol:** Cyriss' Face (or Mask)

**Alignment Skills:** Blend, Crafting, Investigate, Prestidigitation

**Paths:** Knowledge, Magic, Mechanika (*see page 4*), Metal, Secrets, Travel

**Ritual Weapon:** Light mekaflail, although Cyriss is never pictured with a weapon

**Avatar:** Clockwork Myrmidon

**Opposed Alignments:** Dhunia, the Great Fathers, and the Devourer Wurm



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### DHUNIA

Dhunia is the allmother, the first divinity according to the legends. She gave birth to the world, the seasons, and peaceful species. Wild goblins, ogruns and trollkins are among her numerous followers.

**Symbol:** An abstract representation of Dhunia and/or a womb

**Alignment Skills:** Crafting, Ride, Sneak, Survival

**Paths:** Air, Beasts, Earth, Fire, Nature, Water

**Ritual Weapon:** Quarter Staff

**Avatar:** Ancient Grizzly Bear

**Opposed Alignments:** Cyriss

### MENOTH

Menoth is the god of civilization, humankind and, according to some, the creator of the world. This stern god has lost ground among men to the profit of Morrow and Thamar, leading to devastating religion wars between these cults.

**Symbol:** The Menofix

**Alignment Skills:** Athletics, Investigate, Ride, Search

**Paths:** Discipline (*see Adventure Companion, page 116*), Knowledge, Order, Righteousness (*see Adventure Companion, page 116*), Strength, War

**Ritual Weapon:** Decretus, a flail

**Avatar:** Alpha Heavenly Knight

**Opposed Alignment:** The Devourer Wurm, Morrow, and Thamar

### The Old Faith

The cult of Menoth is strongest in the Protectorate, but followers of the Old Faith can still be found, particularly in Khador. Devouts of the Old Faith have access to the path of Protection instead of the path of Strength.

### MORROW

Morrow, the god of light, is the twin brother of Thamar, with whom he was the first mortal to ascend to divinity. His cult has been declared state religion in Cygnar, Khador, Llael, and Ord.

**Symbol:** Radiance, the sun piercing clouds

**Alignment Skills:** Athletics, Crafting, Investigate

**Paths:** Good, Life, Light, Protection, War

**Ritual Weapon:** Sundawn, a mace, or Sunset, a longsword

**Avatar:** Guardian Angel

**Opposed Alignments:** Menoth and Thamar



## Morrow's Ascendants

Those who follow Morrow may choose an Ascendant, one of the mortals who followed the path of their god, as his patron (*see Table 5: Morrow's Ascendants*). Each Ascendant grants an additional Path, Alignment Skill, and may change the choice of Ritual Weapon. The character's Alignment itself does not change.

### Sects of Morrow

Many movements coexist within the Church, including the Orthodox, the Justiciars, and the Righteous. But a few outside sects also exist.

**The Sect of the Sword** is a powerful morrowan branch in Khador. Its followers gain the Acrobatics skill and the path of Destruction.

**The Walkers** follow Morrow's path, literally. They are devout of Asc. Ellena, but with the short staff as a Ritual Weapon.

**The Divinists** consider Ascendants as minor gods of their own. They are mostly from Llael and always worship a specific Ascendant.

### NYSSOR

Nyssor is one of the two remaining gods of the elves. Presumed dead by Iosan elves, it is currently trapped into ice in the northern territories, and his mortal body protected by its devout Nyss followers.

**Symbol:** Nyssor's Spark

**Alignment Skills:** Acrobatics, Athletics, Crafting, Survival

**Path:** Air, Chaos, Knowledge, Secrets, Water, Wilderness

**Ritual Weapon:** Voass, "summer's doom", an icy claymore

**Avatar:** Ghostly Pack Leader Wolf

**Opposed Alignments:** None

## THE GREAT FATHERS

The dwarven pantheon is usually worshiped as one single god. They are the founders of all dwarves and the state religion of Rhul.

**Symbol:** Ghorfel's Tower, the Great Father's Tor, and Ghorfel's Colossus

**Alignment Skills:** Crafting, Haggle, Tactics

**Paths:** Earth, Life, Order, Metal, Strength

**Ritual Weapon:** Warhammer, although each Great Father has its own

**Avatar:** Bulette

**Opposed Alignments:** Cyriss

### The Thirteen Fathers

Those who follow the Great Fathers often have a favorite patron (*see Table 6: The Thirteen Fathers*). Each one grants an additional Path, Alignment Skill, and may change the choice of Ritual Weapon. The character's Alignment itself does not change.

### The Clay Women

The Clay Women is an emerging pantheon devoted to the thirteen spouses of the Great Fathers. Most notorious among female dwarves, their followers gain the Blend skill and the path of Purity (*see Adventure Companion, page 116*).

### SCYRAH

Last known survivor of the Iosan elven pantheon (Nyssor's fate being unknown to them), Scyrah is the dying goddess of spring. And no one really knows what to do to prevent her coming death.

**TABLE 5: MORROW'S ASCENDANTS**

Asc.	Ascension	Patronage	Alignment Skill	Path	Ritual Weapon
Katrena	1810 P.R.	Bravery, chivalry, nobility	Tactics	Heroism	Longsword
Ellena	1590 P.R.	Adventurers, travelers	Survival	Travel	Mace
Doleth	1411 P.R.	Sailors, fishermen	Ride	Water	Cutlass
Solovin	1253 P.R.	Artists, chaplains, healers	Prestidigitation	Purity*	Longsword
Angellia	1027 P.R.	History, knowledge, scholars	Search	Knowledge	Dagger
Gordenn	812 P.R.	Farmers, family	Survival	Nature	Sickle
Sambert	605 P.R.	Masons, smiths, carpenters	Haggle	Metal	Mallet
Rowan	289 P.R.	Downtrodden, orphans, poors	Blend	Harmony*	Unarmed
Corben	102 A.R.	Alchemy, astrology, magic	Prestidigitation	Magic	Quarter staff
Markus	305 A.R.	Soldiers, guardsmen	Search	Strength	Axe
Shevann	500 A.R.	Merchants, bankers	Haggle	Fortune	Mace

\*See *Adventure Companion*, page 116



**TABLE 6: THE THIRTEEN FATHERS**

Father	Patronage	Alignment Skill	Path	Ritual Weapon
Dhurg	Battles and axes	Athletics	Righteousness*	Battle axe
Dohl	Miners	Survival	Wilderness	Pick
Dovur	Weapon craftsmen	Search	Fire	Halberd
Ghrd	Wealth and jewelry	Bluff	Beauty	Dagger
Godor	Laws, speakers	Prestidigitation	Knowledge	Maul
Hrord	Battles, blades, and brewing	Acrobatics	War	Jagged sword
Jhord	Prowlers, spies	Sneak	Darkness	Short sword
Lodhul	Food, feasts, and births	Disguise	Fortune	Fork
Odom	Wizards, magic, and secrets	Investigate	Magic	Quarter staff
Orm	Architects, builders	Athletics	Discipline*	Mallet
Sigmur	Knowledge, history, and rhulic	Investigate	Secrets	Mace
Udo	Battles and blades	Acrobatics	Heroism	Longsword
Uldar	Armor craftsmen, smiths	Blend	Protection	Metal shield

\*See *Adventure Companion*, page 116

**Symbol:** The Seal of Life (or Spring)

**Alignment Skills:** Acrobatics, Crafting, Haggle, Sneak

**Paths:** Beasts, Earth, Life, Nature, Protection, Secrets

**Ritual Weapon:** Telmirr, “winter’s end”, a longsword

**Avatar:** Ghostly Spriggan

**Opposed Alignments:** None

**Paths:** Beauty, Darkness, Deceit, Evil, Magic

**Ritual Weapon:** Peace’s Executioner, a lance, Treacherous Rest, a dagger, or Faith’s Destroyer, a war club

**Avatar:** Anarchy Demon

**Opposed Alignments:** Menoth and Morrow

## Sects of Scyrah

The passivity of Scyrah’s Church, the fanum, is not to every elves’ taste.

**The Retribution of Scyrah** is a group of elves who blame human magic for their goddess’ condition. These fanatics lose the Crafting skill and the path of Life but gain the Bluff skill and the path of War. They also have Cyriss and Tamar as Opposed Alignments.

**The Seekers** believe that other species might have a solution for Scyrah’s condition. These optimists lose the Sneak skill and the path of Beasts but gain the Investigate skill and the path of Knowledge.

## THAMAR

Tamar is the dark, twisted twin of Morrow, the goddess of lies, tentation, and magic. Those who worship her do it in secret and often clash with the followers of Morrow and Menoth.

**Symbol:** Tamar’s Leash, also known as Ter-nion’s Mark

**Skills:** Blend, Bluff, Disguise





## Thamar's Scions

Those who follow Thamar may choose a Scion, one of the mortals who followed the path of their goddess, as his patron (*see Table 7: Thamar's Scions*). Each Scion grants an additional Path, Alignment Skill, and may change the choice of Ritual Weapon. The character's Alignment itself does not change.

## Septums of Thamar

Although there is no technical Church of Thamar, some followers have gathered in septums.

**The Fallen** are no organization *per se*, but they are ancient morrowans whose faith has changed radically. The Temptress takes particularly good care of these damned souls.

**The Infernal Archive** is a group of clerics who tempt mages with Infernal manuscripts and rituals promising great power. Most of them are devout of Nivara.

**The Shroud** is a discreet sect of necromancers who study the deads and protect the unholy relics of Thamar. Most of them are devout of Delesle.

## TORUK

Toruk is not a god *per se*, but he is without a doubt the most powerful living being of Caën. Undisputed ruler of the dark kingdom of Cryx, he is the closest material thing to a god.

**Symbol:** Toruk's Skeletal Body

**Alignment Skills:** Bluff, Crafting, Prestidigitation, Sneak

**Paths:** Curses, Death, Destruction, Evil, Magic, Spirits

**Ritual Weapon:** Toruk's Fang, a short sword

**Avatar:** Iron Lich Wizard (*see the IK's Bestiary*)

**Opposed Alignments:** None

## THE DEVOURER WURM

The Wurm is one of the most ancient gods of the creation. He is the personification of chaos and destruction, and is revered by barbarian tribes, goblins, ogruns, and trollkins.

**Symbol:** A vortex of claws surrounding a sphere of darkness called the Wurm's Mouth, the Wurm's Talons, or the Wurm's Eye

**Alignment Skills:** Acrobatics, Athletics, Ride, Survival

**Paths:** Beasts, Chaos, Destruction, Nature, Strength, Wilderness

**Ritual Weapon:** claws and fangs, i.e. the natural weapons of the character (if any), or a hand claw

**Alignment:** Chaos Beast

**Opposed Alignments:** Cyriss and Menoth

## The Circle of Ouroboros

Although they are technically not a Devourer Wurm's sect, the druids of the Circle address prayers to him as well as Dhunia.

## SKILLS

The Iron Kingdom's advanced technologies, including steam power, calls for the introduction of new skill focuses.

## Crafting

In these days of strife and conflict, forge is a very lucrative activity. However, even the best smith is not always qualified to deal with top-of-the-art technology. Gears, steam engines, turbines, and mechanika are complex mechanisms that require specific knowledge and training that aren't available.

**TABLE 7: THAMAR'S SCIONS**

Sc.	Ascension	Patronage	Alignment Skill	Path	Ritual Weapon
Ekris	1780 P.R.	Infernalists, deviners, tyrans	Investigate	Knowledge	Stiletto
Remel	1700 P.R.	Sexual extremists, torturers	Prestidigitation	Destruction	Scourge
Delesle	1610 P.R.	Necromancy and its practitioners	Search	Death	Scythe
Drayce	1400 P.R.	Thieves and corrupt officials	Haggle	Secrets	Razor
Khorva	1250 P.R.	Assassins, murderers, criminals	Sneak	Metal	Short sword
Lukas	995 P.R.	Madmen, depraved, rapists	Athletics	Chaos	Hook
Roth	687 P.R.	Soldiers, mercenaries, bandits	Tactics	War	Pike
Aidan	344 P.R.	Looters, thrill-seekers, adventurers	Ride	Travel	Rapier
Nivara	25 A.R.	Wizards and sorcerers	Investigate	Curses	Quarter staff
Bolis	271 A.R.	Swindlers, smugglers, gamblers	Prestidigitation	Fortune	Dagger
Stacia	421 A.R.	Arsonists and female wizards	Acrobatics	Fire	Flail

lable for just anyone. Consequently, three new focuses are introduced: explosives (each and every weapon and gear implying explosive components), steam engines (turbines, steamjacks, and other machines based on steam power), and mechanika (the expensive and powerful mechanika-based items).

Many items may belong to more than one of these categories as well as the forge focus. To effectively Craft such an item, you need *all* the focuses associated with it. For instance, building a steamjack would require the forge, steam engines, *and* mechanika focuses, as all of these are equally important.

## Intimidate

When a steamjack encounters a situation for which he is not trained or which surprises him, he may be reluctant to follow order. As with any animal or intelligent being, a successful Coerce check is often the quickest way to make him obey.

## Survival

Steamjacks are – mostly – disciplined constructs that can be Trained just like animals, using the same check. The Training Value of a steamjack depends on the quality of his cortex.

- *Copper-grade*: 20
- *Silver-grade*: 15
- *Gold-grade*: 10
- *Platinum-grade*: 7

## FEATS & TRICKS

The new feats and tricks described below are natural choices for Iron Kingdoms characters.

## Skill Feats

### UNEARTHED ARCANA

You know every possible bit of information about monsters anatomy and habits.

**Prerequisites:** 4+ Studies (monster species)

**Benefit:** Whenever you encounter a monster for which species you have a Study, you immediately recognize its true nature and gain 1 hint regarding its strength and weaknesses, in addition to any other you may learn (e.g. from a Knowledge check).

## Gear Feats

### BODGING BASICS

You can bring back to “life” any broken mechanism, even for a moment.

**Prerequisites:** Blunt proficiency

**Benefit:** You may convert your blunt damage into lethal damage without penalty. Also, you may now attempt Bodge checks using the Crafting skill.

### Bodge (1 Full Action)

You attempt to temporary fix a *broken* item or inert Construct.

With an item, the DC is equal to its Complexity. If you succeed, the item keeps on running until it fails another damage save. After 1 minute, the item automatically fails 1 damage save.

With a Construct, the DC is equal to 10 + the number of wounds the target has lost beyond 0 (20 if Standard). If you succeed, the target does not regain any wound but regains consciousness. After 1 minute, the Construct becomes inert again.

With a critical success, the effect lasts until the end of the scene instead. With a critical failure, the item or Construct is *destroyed*. You may not Bodge *destroyed* items or Constructs, nor a single item or Construct more than once per scene.

### BODGING MASTERY

Fixing, breaking, bodging, wrecking, tweaking, dismantling ... You can do anything with a good whack of the hammer.

**Prerequisites:** Boding Basics

**Benefit:** You can Bodge with a half action and gain a +4 gear bonus on Persuade, Coerce, and Train Animal checks targeting Constructs. Also, you gain a trick.

*Unjamming (Ranged Attack Trick):* You target the right component to unjam this #%\$£@\$ machine! The attack inflicts no damage but lets you Bodge the target item or Construct with a free action.

### BODGING SUPREMACY

Metallic ... stuff have no secret for you anymore.

**Prerequisites:** Boding Mastery

**Benefit:** You may active critical successes with Bodge checks for 1 less action die (minimum 0) and you restore 3 wounds to Special Constructs you successfully Bodge. Also, you gain a trick.



*Whack of the Hammer (Blunt Attack Trick):* The target item or Construct immediately fails his Damage save (damage isn't rolled). You may use this trick once per round.

## Species Feats

### ALBINOS

Your skin is much paler than your tribe-mates and your body weaker, however magic runs through your blood.

**Prerequisites:** Trollkin, Level 1 only

**Benefit:** Your Strength decreases by 2 and your Charisma rises by 2. Influence is no longer a *restricted action* for you. Finally you may substitute your Constitution bonus in place of your Intelligence bonus when making a Spellcasting check. You may make this substitution a number of times per scene equal to your starting action dice.

**Special:** When you gain this feat you may lower one of your attributes by 2 to gain the Stone Brave feat.

### SATYXIS

You descend from a plagued race of sea witches doomed by the blood of Toruk.

**Prerequisites:** Female Human, Level 1 only

**Benefit:** The higher of your Dexterity or Charisma scores rises by 1 and you gain a Gore I attack (see *Fantasy Craft*, page 235) that inflicts subdual damage. Finally, you gain the Ride's skill Water Vehicles focus.

### SPECIAL

#### CONSTRUCTION

Add the following entries to the choice list:

- *Arcanika:* You are the product of Elven mystical technology. Your Speed increases by 10 ft., you lose *lumbering*, your Appearance modifier increases by +1, and

you cannot be Turned by non Elves. However, you are powered by the sun itself and you gain *diurnal* (see *Fantasy Craft*, page 233).

- *Mechanika:* You are a steamjack, product of steam technology and advanced magic. Your Strength score rises by 2 and you gain Damage Reduction 2. However, when fully immersed, you become *helpless*.
- *Tesla:* You are one of these experimental electrostatic 'jacks the Cygnar is developing. You may convert your unarmed attacks to Electrical without suffering the -4 penalty. You lose Achilles Heel (Electrical) and even gain Electrical Resistance 4. However attacks against you gain *keen* 10.

## Style Feats

### PATRONAGE

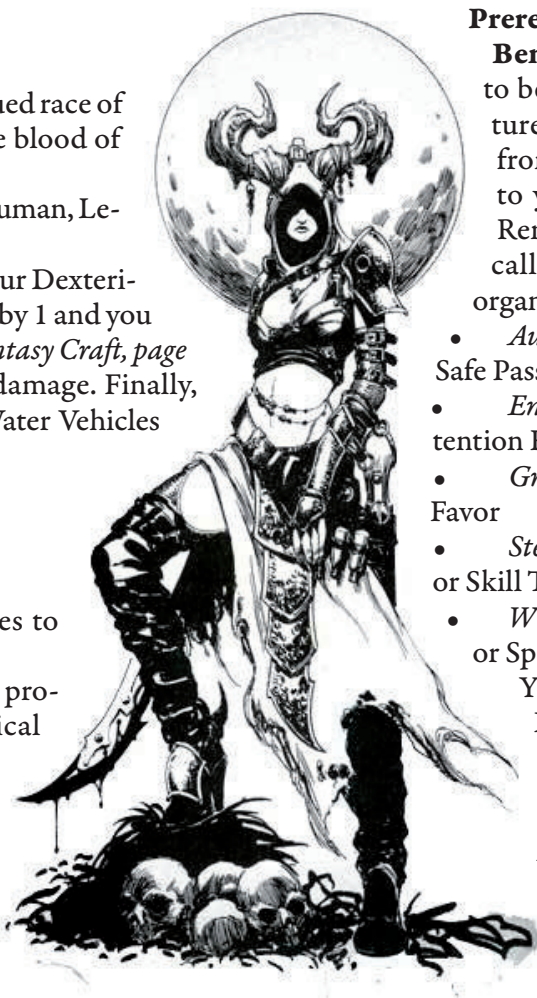
You have earned membership to one of the Iron Kingdom's most influential organizations and can draw assistance from it.

**Prerequisites:** Total Renown 1+

**Benefit:** Choose one organization to be your patron. Once per adventure, you may call in a free Favor from your patron with a cost equal to your Career Level + your total Renown. The type of Favor you may call in depends upon your patron organization...

- *Aurum Ominus:* Reconnaissance or Safe Passage Favor
- *Enlightment Order:* Blessing or Detention Favor
- *Grey Lords:* Spellcasting or Support Favor
- *Steam & Iron Workers Union:* Loan or Skill Training Favor
- *Wizards' Brotherhood:* Safe Haven or Spellcasting Favor

You must spend the minimum Downtime to call in this Favor, as normal. Once called in, a Favor is lost unless used by the end of the scene. Favors gained in this way may not be kept as Prizes.



## Terrain Feats

### FEEL THE TAINT

You can sense the presence of unholy sorcery, related to the dead or the Infernals.

**Benefit:** With a full action, you may detect if Affliction, Necromancy, or Calling spells have been cast, or if Outsiders have visited in the area recently. You may learn the exact Discipline or type of Infernal with an additional Knowledge check (DC 15).

### New Trick

#### SPIKED CHARGE

**Black Powder Attack Trick (Forte):** You are familiar with skirmish tactics involving point blank shots and melee attacks. If your spike attack is successful, you may also fire your weapon as a free action. Both attacks are resolved separately.

## MAGIC

Magic is at the heart of the Iron Kingdoms. Although expensive and unpredictable, it has many strengths that make it still superior to technology.

### Caën & Urcaën

Caën, the physical world, and Urcaën, the land of the dead, are the only two known planes of the Iron Kingdoms. Hence, each spell working as a gateway between planes can only be used to pass between Caën and Urcaën or the other way around.

### New Spells

Many wizards of the Iron Kingdoms have fathomed new spells that affect technology. You will find more very interesting spells in *Spellbound*.

#### CRUSH CONSTRUCT

**Level:** Force 4

**Casting Time:** 1 half action

**Range:** Long Range

**Duration:** Instant

**Saving Throw:** Fortitude, half

**Effect:** The target Construct suffers 40 lethal damage.

#### DEATHLY BULLET

**Level:** Affliction 7

**Casting Time:** 1 half action

**Range:** Contact

**Duration:** Permanent

**Effect:** The target bullet is imbued with a Finger of Death effect that affects its next target. You may not have more than one imbued bullet at a time. Should you create a new one, the older bullet loses its power.

#### DETECT CORTEX

**Level:** Divination 0

**Casting Time:** 1 half action

**Range:** Personal

**Area:** 60 ft. penetrating cone

**Duration:** Concentration + 1 minute per Casting Level (dismissible)

**Effect:** You can feel the presence of cortexes nearby. You can determine their cortical grade with a successful Knowledge check (DC 15).

#### EARTHLY PRISON

**Level:** Necromancy 3

**Casting Time:** 1 half action

**Range:** Medium Range

**Duration:** 1 round per Casting Level

**Saving Throw:** Will, negates

**Effect:** The target Spirit is forced to take physical form, whether his own or that of the nearest empty body, including corpses and steamjack shells. If he is killed in that condition, the Spirit is *destroyed*.

#### OVERRUN

**Level:** Artifice 2

**Casting Time:** 1 half action

**Range:** Short Range

**Duration:** 1 round per Casting Level

**Saving Throw:** Fortitude, negates

**Effect:** The target Construct is filled with a wave of energy that boosts its power to the detriment of its precision. It gains a +4 magic bonus to Strength-based damage and skill checks, but suffers a -2 penalty to attacks and Dexterity-based skill checks.

#### SCRAMBLE

**Level:** Artifice 1

**Casting Time:** 1 half action

**Range:** Close



**Duration:** 1 round  
**Saving Throw:** Will, negates  
**Effect:** The target Construct is *stunned*.

## SOUL LENS

**Level:** Divination 3  
**Casting Time:** 1 half action  
**Range:** Personal  
**Area:** 60 ft. penetrating cone  
**Duration:** Concentration + 1 minute per Casting Level (dismissible)

**Effect:** You can see disembodied souls as spectral glimmers. You may determine their Alignment and whether they were corrupted by Infernals with a successful Knowledge check (DC 15). As long as the spell lasts, you suffer a –5 circumstance penalty on all Initiative and Notice checks.

## WEDGING

**Level:** Artifice 6  
**Casting Time:** 1 half action  
**Range:** Short Range  
**Duration:** Permanent  
**Saving Throw:** Fortitude, negates (terminal)  
**Effect:** The target Construct's joints and gears melt, wedge, and fuse, rendering the character Pinned (although he is not in a grapple). He can break the wedge with a successful Athletics check (DC equal to the Spellcasting result).



## GEAR

Heroes of the Iron Kingdoms have access to unique gear due to the most recent advances in mechanics and mechanika.

## Goods

**Sheath-wristlet:** This compact bracelet is invisible under a large sleeve and is great to hide small weapons. You gain a +4 gear bonus on Stash checks made to conceal 1 Fine or smaller object.

**Arcane Condenser:** This device is used by mekarcanists to reload accumulators. It looks like an iron half sphere topped with an anode and a cathode, which are supposed to be put at both extremities of an arcanodynamic accumulator. The user then places his hands on a specific spot and can use his own arcane energy to reload the device.

The transfer ratio is of 1 charge per 3 spell points spent and each transfer incurs a small risk of the user losing control: stopping the transfer requires a DC 20 Resolve check. With failure, the condenser keeps on draining spell points from the user and the accumulator faces serious overload risks. A character with the *safe loading* ability is immune to this danger and benefits from a 1:2 transfer ratio.

A condenser can be used to reload any type of accumulator.

**Tempest:** This technically advanced lighter works even in the direst wind.

**Lantern lens:** This lens doubles the range of a bullseye lantern.

**Bog trog mantle:** This mantle made of trog hide is worn like a cloak and grants the wearer a +5 gear bonus on Blend checks in swamp terrain.

**Gobber cloak:** This cloak is treated with a special grease that allows gobbers to benefit from their natural stealth even when fully clothed. This cloak grants a gobber a +5 gear bonus on Blend checks.

## GOOD UPGRADES

**Telescopic:** Recently, many telescopic versions of standard gear have appeared in the hands of practical individuals. Such gear can be folded/unfolded with a full action to see its Size decrease by 2 categories. All gear isn't fitted for such modifications, the most common being saws, ladders, spyglasses, shovels, and paddles. Some fools even dare buy highly unpredictable inflatable rafts!

**TABLE 8: GOODS**

Name	Effects	SZ/H	Const	Comp	Weight	Era	Cost
Sheath-wristlet	+4 gear bonus to Stash 1 Fine or smaller object	D/—	Soft 1	10W	1/2 lb.	Reason	30s
Arcane condenser	Reloads accumulators using spell points	T/2h	Brittle 1	25M	8 lbs.	Reason	1000s
Tempest	Lights fire in 1 round	D/2h	Hard 1	12W	1/2 lb.	Feudal	15s
Lantern lens	Double a bullseye lantern's range	F/—	Brittle 1	15W	1/10 lb.	Feudal	30s
Bog trog mantle	+5 gear bonus to Blend checks in swamp	M/—	Soft 2	10D	2 lbs.	Primitive	125s
Gobber mantle	Gobber only; +5 gear bonus to Blend checks	S/—	Soft 2	18W	1 lb.	Primitive	300s

**Good Upgrades**

Telescopic	–2 Size categories with a full action	—/—	*	+5	—	Reason	+50%
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\*: The item's constitution decreases by 1 category (from Hard to Soft, Soft to Brittle, minimum Brittle)

## Supplies

**Charcoal:** Steamjacks' heavy turbines need a lot of water and charcoal to run hours long. Such a large single bag grants a normal steamjack 6 hours of autonomy for a reasonable price.

### ARCANODYNAMIC ACCUMULATORS

These high-tech mechanika devices are made of gold and iron solenoids, carved with mechanika runes, and immersed in a glowing alchemical solution. The whole stuff is preserved inside a glass cylinder or sphere, reinforced with metal. Accumulators are essential for the operation of mechanika items, who draw their energy from these "arcane batteries". They are simply wired to a socket (each type of accumulator requires an adapted socket) and they provide the arcane energy needed.

Mechanika items are described in the section of the same name, but accumulators also answer to a few specific rules. Unwiring an accumulator not empty requires a DC 15 Crafting (mechanika) check. With failure, the accumulator cracks and explodes, inflicting 1d10 explosive damage +1 per remaining charge, with a blast depending on its type (1 for light one, 2 for a normal one, 3 for a heavy one, and

4 for an extra-heavy one). Similarly, a *broken* accumulator explodes and is instead *destroyed*.

Reloading an empty accumulator often requires changing its alchemical bath and part of the solenoids. This time-consuming operation is similar to Repairing the accumulator. The process can be a lot faster using an arcane condenser (see Goods) but is not without risk. In any case, an accumulator must be fully loaded before being used again, or else, it won't be able to withstand any future reloading, exploding in any attempt.

**Light accumulator:** This tiny iron sphere holds in the palm of the hand and provides 5 charges to a mechanika item.

**Medium accumulator:** This iron cylinder provides up to 10 charges.

**Heavy accumulator:** This large iron cylinder with glass windows can provide 20 charges.

**Super-heavy accumulator:** This huge sphere of iron and glass is generally located inside powerful mechanika devices like steamjacks. It can theoretically produce an unlimited amount of charges.

### Accumulator Upgrades

**Reinforced:** For obvious reasons, military and adventurers appreciate robust accumulators.

**TABLE 9: SUPPLIES**

Name	Effects	SZ/H	Const	Comp	Weight	Era	Cost
<b>Common supplies</b>							
Charcoal, 100 lbs.	Powers a steamjack for 6 hours	S/—	Soft 1	5D	100 lbs.	Primitive	10s
<b>Arcanodynamic accumulators</b>							
Light	Produces 5 charges	F/—	Hard 1	15W	1 lb.	Reason	50s
Medium	Produces 10 charges	D/—	Hard 2	18W	2 lbs.	Reason	100s
Heavy	Produces 20 charges	T/—	Hard 3	20W	4 lbs.	Reason	200s
Super-heavy	Permanently powers heaviest mechanika items	S/—	Hard 4	23W	20 lbs.	Reason	1000s
<b>Accumulator upgrades</b>							
Reinforced	—	—/—	+1 save	+2	+25%	Reason	+25%



## Elixirs

Alchemy is highly respected in the Iron Kingdoms, often at the same standard as magic or mechanika. Many alchemists have become legends by their formulas still studied centuries later.

**Sharpsalve:** This scrubbing ointment sharpens the edge of a blade like the Keen Blade spell.

**Blackroot Balm:** This ancient balm is more effective than a simple potion of vitality, but the drinker is also *baffled*.

**Earrings of Fire:** These glass earrings are filled with an explosive substance. Thrown together, they inflict the indicated damage with a *blast 1*.

**Chain Breaker:** This stinky draught raises the *paralysed* condition but makes the drinker *sickened* for 1 hour.

**Muting Mist:** This substance favored by assassins acts like a Silence spell.

**Corben's Wound Closer:** This is nothing but the classic potion of vitality.

**Spirit Wax:** This corpse grease is shaped in candles and burns for 4 hours. It grants a +2 Casting Level to all Necromancy spells cast within 2 squares.

**Clear Mind:** This potion is often used for exam cheating and acts like a Living Library I spell.

**Carrock's Sure-fire Etcher:** This strong acid is often used to clean mechanika plates.

**Bone Stripper:** This mild acid is often used for cadaver dissection.

**Corben's Healing Elixir:** This powerful medicine is a potion of healing.

**Corben's Invigorating Elixir:** This light medicine is a refreshing potion.

**Menoth's Fury:** This refined substance extracted from oil is easily inflammable and inflicts terrible pain. It cannot be found outside the Protectorate.

**Bile Brew:** This leaves-based draught *sickens* the drinker for 10 minutes but grants him a +5 gear bonus to Fortitude saves against poisons for 1 hour.

**Tearjerker:** This volatile substance burns the

**TABLE 10: ELIXIRS**

Name	Effects	SZ/H	Const	Comp	Weight	Era	Cost
<i>Vials</i>							
Earrings of fire	2d6 band damage and 2d6 flash damage	T/1h	Brittle 1	12W	1/2 lb.	Primitive	50s
Muting mist	As Silence spell	T/1h	Brittle 1	15W	1/2 lb.	Primitive	100s
Menoth's fury	3d6 fire damage	T/1h	Brittle 1	10W	1/2 lb.	Primitive	30s
Tearjerker	Target is <i>flat-footed</i>	T/1h	Brittle 1	20W	1/2 lb.	Primitive	250s
Balelight	As Glow I spell	T/1h	Brittle 1	7W	1/2 lb.	Primitive	8s
Sleep gas	As Sleep I spell	T/1h	Brittle 1	12W	1/2 lb.	Primitive	50s
Stinging dust	As Blindness (only) spell	T/1h	Brittle 1	18W	1/2 lb.	Primitive	100s
Dust of dizziness	Target is <i>baffled</i>	T/1h	Brittle 1	15W	1/2 lb.	Primitive	50s
Gobber sticksand	Make the sand <i>entangling</i> for 1 minute	T/1h	Brittle 1	12W	1/2 lb.	Primitive	75s
Green vitriol	3d6 acid damage	T/1h	Brittle 1	12W	1/2 lb.	Primitive	75s
<i>Oils</i>							
Sharpsalve	As Keen Edge spell	T/1h	Brittle 1	18D	1/2 lb.	Primitive	200s
Blackroot balm	Heal 3d6 vitality the drinker is <i>baffled</i>	T/1h	Brittle 1	12D	1/2 lb.	Primitive	40s
Spirit wax	+2 Caster Level on Necromancy spells	T/1h	Brittle 1	24W	1/2 lb.	Primitive	300s
Leatherskin	Grant <i>thick hide 2</i> and <i>-2 Appearance</i> for 6 hours	T/1h	Brittle 1	18D	1/2 lb.	Primitive	180s
Solovin's seal	Stop <i>bleeding</i> and triple natural healing for 6 hours	T/1h	Brittle 1	15D	1/2 lb.	Primitive	150s
<i>Potions</i>							
Chain breaker	Free from <i>paralysis</i> but make <i>nauseated</i> for 1 hour	T/1h	Brittle 1	24W	1/2 lb.	Primitive	300s
Clear mind	As Living Library I spell	T/1h	Brittle 1	15D	1/2 lb.	Primitive	100s
Bile Brew	+5 gear bonus to Fortitude saves vs poisons but <i>sicken</i> the drinker for 10 minutes	T/1h	Brittle 1	10D	1/2 lb.	Primitive	30s
Mist piercer	Negate penalties due to fog until for the scene	T/1h	Brittle 1	7D	1/2 lb.	Primitive	15s
Dr Petrok's rejuvenator	Negate one grade of <i>fatigued</i>	T/1h	Brittle 1	14W	1/2 lb.	Primitive	90s
Ansleigh's wound seal	Heal 4d6 vitality the drinker is <i>shaken</i>	T/1h	Brittle 1	15D	1/2 lb.	Primitive	60s
Baron Voratchik's clawed grip	Stun for 2 rounds, the +5/-5 on Str/Dex-based <i>skill</i> checks for 1 hour	T/1h	Brittle 1	21W	1/2 lb.	Primitive	250s

eyes and makes the target *flat-footed*.

**Balelight:** This revolutionary liquid, when shaken, produces the same effects as a Glow I spell.

**Sleep Gas:** This chalky liquid produces narcotic emanations that act like a Sleep I spell.

**Leatherskin:** This balm thickens the skin of whoever rubbs it on and grants him a *thick hide* 2 but also a –2 Appearance modifier for 6 hours.

**Mist Piercer:** This potion negates sight increment penalties due to mist or fog until the end of the scene.

**Dr Petrok's Rejuvenator:** This elixir, favored by sport and pit fighters, negates one grade of *fatigued*.

**Stinging Dust:** This sandy substance acts like a Blindness I spell (*blinded* effect only).

**Dust of Dizziness:** This powder goes to the head and makes the target *baffled*.

**Gobber Sticksand:** Thrown into a square filled with sand, this vial makes it almost liquid for 1 minute, and whoever enters the square is *entangled* and remains so even after the sand becomes solid again.

**Solovin's Seal:** This balm negates any *bleeding* and triples the target's natural healing for 6 hours.

**Ansleigh's Wound Seal:** This calamine-based mixture heals the deepest wounds, but makes the target *shaken*.

**Baron Voratchik's Clawed Grip:** This potion makes the drinker as strong as tensed. He is *stunned* for 2 rounds, and then gains a +5 bonus on all Strength-based skill checks and a –5 penalty on all Dexterity-based skill checks for 1 hour.

**Green Vitriol:** This cristalline derivate is a concentrated acid causing the indicated damage.

## Poisons

Alchemy can also be used for the darkest purposes. Some physicians have invented devious ways of transforming matter to convey poisons more easily.

### POISON UPGRADES

**Resin:** Up to five uses of poison can be mixed in this sticky substance, which can then be applied to a *poisonous* weapon and remain effective until all uses are exhausted.

**TABLE 11: POISON UPGRADES**

Name	Effects	SZ/M	Const	Comp	Weight	Era	Cost
Resin	Stores up to 5 uses on a weapon	—	—	+4	—	Ancient	+50%



## Weapons

The Iron Kingdoms are basically in state of war. And so the technology and weaponry rush is on.

### WEAPON QUALITIES

**Repeating:** A repeating weapon is designed to allow the owner to inflict multiple hits or shots without much effort. If you have a forte for such a weapon, you may use the following trick.

**Burst (Attack Trick):** If you hit by 4 or more, you inflict the weapon's damage a second time. If you hit by 10 or more, you inflict the weapon's damage a third time. With a ranged weapon, this attack uses three shots. You may use this trick once per round.

### BLUNT WEAPONS

**Mekaflail:** This ultra-modern weapon, prized by Cyriss devouts, is made of a handle topped with gears that make four flail heads spin rapidly.



**TABLE 12: WEAPONS**

Name	Damage	Threat	Range	Properties	SZ/H	Const	Comp	Weight	Era	Cost
<i>Flails</i>										
Mekaflail*	1d8 subdual	20	—	AP 2, repeating, unreliable	S/1h	Hard 2	30M	16 lbs.	Reason	80s
<i>Swords</i>										
Wingblade*	1d8 lethal	20	—	Guard +1, hook	T/1h	Hard 2	12W	4 lbs.	Ancient	30s
<i>Grenades</i>										
Menoth's fury	3d10 fire	20	10 ft./×3	Imprecise	D/1h	Hard 1	20W	2 lbs.	Feudal	40s
<i>Sidearms</i>										
Four-irons	4d6 lethal	18-20	10 ft./×3	Load 13, unreliable	T/1h	Hard 2	30M	4 lbs.	Reason	120s
Hog's leg*	3d6 lethal	18-20	20 ft./×4	Load 7	T/1h	Hard 2	20M	3 lbs.	Reason	100s

\* You must have the required forte to be proficient with this exotic weapon.

## EDGED WEAPONS

**Wingblade:** This exotic, curved blade is specifically designed for the combat style of Iosan elves.

## HURLED WEAPONS

**Menoth's Fury:** As grenades, Menoth's fury is even more destructive, and even more restricted to the Protectorate's military.

## BLACK POWDER WEAPONS

**Four-Irons:** Produced by the Radcliffe manufacture and the Explosive Clock (concurrently, under a different name), this bulky gun shoots through four small caliber cannons at a time.

**Hog's Leg:** This rather exotic firearm has been devised by the Iosan elves and is mostly used by their military and assassination units.

## WEAPON UPGRADES

New technologies, modern warfare, the kingdoms of Western Immoren have had to adapt to survive.

**Cast Edge:** This selective casting procedure provides primitive edged weapons with an increased sharpness.

**Cryxan:** Necrotic weapons from Cryx inspire fear at first sight.

**Cygnaran:** Cygnar's elite weapons are favored by all sorts of wizards and gunmages for their magic channeling properties.

**Gobber (Goblin):** Gobbers' weapons inflict vicious wounds.

**Iosan/Nyss (Elven):** Elven weapons, whether from Nyss or Ios, are always exquisite and of refined craftsmanship.

**Khadoran:** Inspired by Vislovski's work, khadoran weapons trade lightness for efficiency.

**Llaelese:** Llaelese weapons are just the opposite: light, flexible, and quite easy to hide.

**Menite:** The menite warriors always bathe their weapons in holy water for improved efficiency against the unfaithful.

**Ogrun (Ogre):** The weapons of the large ogruns are brutally effective.

**Ordic:** Ord's best weapons are used just as much by the nobility and by pirate lords.

**Rhulic (Dwarven):** Dwarven weapons are famous for their resilience and prized in all Immoren.

**Serricsteel:** As resilient as steel but quite lighter, the serricsteel is much prized by the best smiths.

**Trollkin (Giant):** Trollkin weapons are finesseless and inflict dire wounds.

**Combined Weapon:** This weapon combines two weapons, often with a shared handle or grip. Hybrid weapons are always exotic, and require a forte with both weapons they combine, even if those weapons are not exotic individually.

The Size is equal to the larger of the two weapons and the hands-required is equal to the more demanding of the two (i.e. if either of the weapons is 2h, the hybrid weapon is 2h). Construction and Complexity are equal to the greater of the two weapons. The weight is equal to the sum of the two weapons – 1 lb. The base cost of the hybrid weapon is double the total cost of the weapons it combines.

Craftsmanship and Materials upgrades apply to both weapons. Customization upgrades apply to the individual weapon stat lines.

**Long Barrel:** Imagined by Vislovski himself, a black powder weapon with a longer barrel is naturally gifted with a greater range: all its range increments increase by 10 ft.



**TABLE 13: WEAPON UPGRADES**

Name	Effects	Const	Comp	Weight	Era	Cost
<b>Craftsmanship</b>						
Cryxan	Always inflict lethal damage, target suffers 1 stress damage with a miss	—	+2	—	Ancient	+100%
Cygnaran	May be used as a mage's pouch	—	+5	—	Feudal	+200%
Khadoran	Inflicts +2 damage	+1 save	+2	+100%	Feudal	+100%
Llaelese	Adds <i>discreet</i> and <i>lure</i>	—	+5	−25%	Reason	+50%
Menite	+2 threat range vs. Alignments Opposed to Menoth	—	+2	—	Feudal	+100%
Ordic	Adds <i>bleed</i> and <i>hook</i>	—	+2	—	Feudal	+25%
<b>Material</b>						
Serricsteel	—	—	+2	−50%	Primitive	+50%
<b>Customization</b>						
Cast edge	Edged only; threat range becomes 19–20	—	+5	—	Feudal	+50%
Combined	Combines two weapons into one	*	*	*	Feudal	*
Discreet	+2 gear bonus to Stash checks	—	+2	—	Ancient	+50%
Long barrel	Black powder only; +10 ft. per range increment	—	+2	+25%	Reason	+25%
Double barrel	Black powder only; can fire two shots before reloading	—	+5	+50%	Reason	+100%
Sight	Bow or black powder only; ignores first range penalty	—	+5	—	Reason	+25%

\* Special, see upgrade description below

**Double Barrel:** Double barrel black powder weapons are feared for good reason: they can fire twice before it is necessary to reload them. The *load* quality of such a weapon applies to each cannon (e.g. it takes 14 actions to completely reload a double barrel weapon with the *load* 7 quality).

**Discreet:** These weapons have been made thinner or shorter to reduce their profile and increase their concealability. The wielder gains a +2 gear bonus to Stash this weapon.

**Sight:** You ignore the first range penalty when you make an Aimed attack with this weapon.

## COMMON & ICONIC WEAPONS

Here are a few common or characteristic weapons of the Iron Kingdoms.

**Radcliffe Two-shots:** The famous two-shots is the first double barrel weapon ever produced. It is a musketoon with the *double barrel* upgrade.

**Vislovski Rifle:** This heavy, dreadful rifle has made the fame of his creator. It is the regular *khadoran* long rifle of the khadoran army.

**Explosive Clock's Girobuse:** With its three rotating small caliber cannons, the girobuse is sort of a boarding pistol with the *penetrating* upgrade.

**Vanar's Redeemer:** Terror of the battlefield, Vanar's redeemer is an improved version of the Vislovski rifle with the *long barrel*, *massive*, *reliable*, and *sight* upgrades. It is often found in the hands of elite

sharpshooters, khadoran or not.

**Rynnese Bolt Pistol:** This small gun favored by the nobility has a pivoting double cannon. It is a *llaelese* pocket pistol with the *double barrel* upgrade.

**RynneseCane:** This *llaelese* musketoon is craftily disguised as a cane and also has the *bludgeon* upgrade. It is favored by many Rynnese nobles.

**Garryth's Reapers:** Often seen in pairs in Iosan hands, Garryth's reapers are the deadliest combination of a hog's leg and a wingblade, with the *elven* and *superior materials* upgrades.

## Magic Items

In the Iron Kingdoms, true magic items are extremely rare, because their crafting requires the creator to infuse part of his own soul in the item. The process has been known to be dangerous, and even lethal on some occasions. Today, the secrets of magic item crafting are all but lost, and almost all true magic items are quite sought-after artifacts.

## Mechanika Items

To compensate the lack of magic items, wizards of the Iron Kingdoms have turned to mechanika. All rules for creating magic items described in *Fantasy Craft* instead apply to mechanika items. They work quite similarly, except for the following.



Mechanika is a young science. It blends magic and technology to create wonders without much risk for the creator's health. However, such liberty comes at a price. Mechanika items won't work forever and they are made of heavy components. Hence, mechanika items have two main features.

### RUNE PLATES

Rune plates are piles of metal sheets pressed, imbued with an alchemical solution, and engraved with acid. They are the components that contain the Charms and Essences which grant mechanika items their power. A single item can only hold so much rune plates depending on its size, as indicated in the Table below.

### ARCANODYNAMIC ACCUMULATORS

Mechanika items require a source of power, which is usually stored in arcanodynamic accumulators (*see page 22*). These are basically reloadable mechanika batteries that can be wired on flux sockets (each socket is adapted to one specific type of accumulator). A single item can only carry so much accumulators depending on its size, as indicated in the opposite Table.



### Item Size Rune Plates Flux Sockets

N	1	0*
F	2	0*
D	2	1 light
T	3	2 light
S	3	1 medium or 3 light
M	4	1 heavy or 2 medium
L	4	2 heavy or 3 medium
H+	Varies	Often extra-heavy

\* An item that small cannot carry any accumulator. It can however be wired to one that is worn to the belt, for instance.

A mechanika item consumes charges from its accumulators continuously, at a speed that depends on the number of rune plates it has, and their power. Each minor Charm or Essence consumes 1 charge a day, while a major Charm or Essence consumes 2 charges a day. *Spell effects* are the exception: these rune plates consume charges only when activated, at the ratio of 1 charge per spell use.

### SAMPLE MECHANIKA ITEMS

Here is a list of a few common mechanika items of the Iron Kingdoms. Note the new entry that precises the number and type of flux sockets the item has, as well as its daily charge cost (between brackets).

#### Warkaster Armor

Tailored on demand, these priceless mechanika armors with integrated turbine are used to protect the even more priceless warkasters. They are mostly found among Cygnar and Khador's armies.

**Item:** fitted and lightened full articulated plate (armor)

**Flux Sockets:** 1 heavy (5 charges per day)

**Essences:** ACP Negation (−2 ACP), Damage Reduction (2/Aligned), Greater Travel Speed (+7 MPH)

**Charms:** Defense Bonus (+1 at Level 1–6, +2 at Level 7–12, +3 at Level 13–18, +4 at Level 19–20)

**Reputation Cost:** 46 (Level 1–6), 54 (Level 7–12), 62 (Level 13–18), 70 (Level 19–20)

#### Alchemical Compass

This analyzer is favored by many Golden Crucible alchemists. It can identify virtually any item thanks to an integrated arcanix convergence device.

**Item:** tablet (2-handed item, Size D)

**Flux Sockets:** 1 light (1 charge per use)

**Charm:** Greater Spell Effect (Identify II – 1 use per adventure at Level 6–7, 2 uses per adventure at Level 8–11, 3 uses per adventure at Level 12–15, 4

uses per adventure at Level 16–19, 5 uses per adventure at Level 20)

**Reputation Cost:** 8 (Level 6–7), 26 (Level 8–11), 44 (Level 12–15), 62 (Level 16–19), 80 (Niveau 20)

### Runestrike Rifle

Built by the Ironcast workshops in Caspia, this aggressive-looking rifle is a perfect example of magic melded with technology.

**Item:** long fusil (2-handed item)

**Flux Sockets:** 2 light (3 charges per day)

**Charm:** Accuracy Bonus (+1 at Level 1–6, +2 at Level 7–12, +3 at Level 13–18, +4 at Level 19–20)

**Essence:** Ranged Exotic Damage (fire)

**Reputation Cost:** 3 (Level 1–6), 11 (Level 7–12), 19 (Level 13–18), 27 (Level 19–20)

### Heaven's Light

This heavy device is used both by the Order of Enlightenment and the Strangemoon workshop to protect souls and fight infernals.

**Item:** heavy backpack (full, 20 lbs.)

**Flux Sockets:** 1 heavy (1 charge per use)

**Charms:** Lesser Spell Effect (Protect Against Alignment, See Invisible, Soul Lens – 1 use per scene at Level 1–4, 2 uses per scene at Level 5–7, 3 uses per scene at Level 8–11, 4 uses per scene at Level 15–18, 5 uses per scene at Level 19–20)

**Reputation Cost:** 7 (Level 1–4), 14 (Level 5–7), 21 (Level 8–11), 28 (Level 12–14), 35 (Level 15–18), 42 (Level 19–20)

## BESTIARY

The Iron Kingdoms are home to many monsters as strange as dreadful, but they shall not be detailed here. Only a quick overview of the famous steamjack is proposed in these pages. For more creatures of Western Immoren, refer to the *Bestiary of the Iron Kingdoms*, available on [le Scriptorium](#) (in French for now).

### NPC QUALITY

**Cryosensitive (–2 XP):** Whenever the NPC suffers cold damage, he must succeed with a Fortitude save (DC equal to damage suffered) or be *slowed* for a number of rounds equal to the difference between his result and the DC.

**Dry Cleaning (–2 XP):** If the NPC is fully immersed, it shuts down and becomes *helpless*.

## Steamjacks

Everyone in Western Immoren has at least a vague idea of what steamjacks – or simply ‘jacks’ – are. In the Iron Kingdoms, each peasant might even have seen one. Used as much for heavy labour as for war, these hulking men-like steel machines have become a major part of the Kingdom’s economy.

Whether they are used for battle or for work, all steamjacks share mutual characteristics. They are all made of a rugged steel frame and their appendices are activated by pistons and gears. Their shell is covered with thick metal plates, often mechanika reinforced for war models.

Their ‘brain’ is an actual mechanika creation of infinite precision called cortex. Basic cortex models allows for working steamjacks to repeat simple operations in a loop, while the top-of-the-art are heuristic devices that allows warjacks – the steamjacks specifically built for battle – to develop canny strategies and a deadly combat instinct.

All this wonderful machinery is powered by a steam turbine built in their back. It consumes 400 L of water and 50 kg of coal in six hours ... normally. In combat situation, the consumption rises so high that warjacks run out of coal in less than one hour. After being turned on, the heavy steamjack turbines need ten full minutes to reach full speed.

Most steamjacks have no free will. They obey to orders given by their main – and sometimes secondary – master or pilot. Their ability to understand orders directly depends on their cortex’s complexity – and cost. There is no saying armies resort to top-of-the-art cortex technologies. Training a steamjack for battle is as long and tedious as for an animal (*see the Survival skill, page 18*). Similarly, a steamjack has to be pushed to take actions he isn’t used to or that contradict his programming (*see the Intimidate skill, page 18*).

To easily design new steamjacks and handle their equipment, consider them as Large (or sometimes Huge) Constructs.

**Utilitary Steamjack:** These models are used as farming machines by peasant unions and nobles, or in factories where they perform tasks impossible to humans or even ogruns. Although this is not their primary task, they also make formidable thugs.

**Warjack:** With their evolved cortex, these fast, powerful steamjacks are the terror of the battlefield. Mechanical leviathans, they are often armed with many impressive mechanika weapons.



**Tactics:** Warjacks have little tactical sense *per se*. They are often commanded by a warkaster or another pilot specially trained, that transmits orders by telepathy or by voice. In any case, warjacks are rugged first line units, able to withstand terrible shocks that could otherwise destroy a full infantry unit.

**Slag-Class Steamjack (Large Walking Construct — 60 XP):** Str 16, Dex 7, Con 16, Int 4, Wis 10, Cha 1; SZ L (2×2, Reach 2); Spd 20 ft. ground; Init I; Atk IV; Def III; Res I; Health V; Comp: I; Skills: *Athletics V*; Qualities: *Cryosensitive, damage defiance (electricity, fire), damage reduction 5, darkvision II, dry cleaning, fatal falls, fearless II, lumbering*

**Attacks/Weapons:** Slam I (dmg 1d8+3 lethal; threat 20)

**Treasure:** 2L, 1G

**Nomad-Class Warjack (Large Walking Construct — 110 XP):** Str 20, Dex 10, Con 20, Int 8, Wis 10, Cha 1; SZ G (3×3, Reach 2); Spd 25 ft. ground; Init II; Atk V; Def IV; Res III; Health VII; Comp II; Skills: *Acrobatics VI, Athletics VI*; Qualities: *Cryosensitive, damage defiance (electricity, fire), damage reduction 10, darkvision II, dry cleaning, fearless II, tough I, turn immunity*

**Attacks/Weapons:** Slam III (dmg 2d8+5 lethal; threat 19-20), claymore (dmg 1d12+5 lethal; crit 19-20; qualities: *massive, reach +1*; upgrades: *unborn*), hand cannon (3d8 lethal; threat 1-2/18-20; range 30 ft. × 6; qualities: *heavy, inaccurate, load 9, massive*; upgrades: *large-scale, unborn*)

**Treasure:** 2L, 1G, 1M

