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Welcome to the first book in a new roleplaying game line designed to let players step into the role of western Immoren's powerful and barbaric races. It is a dark reflection of the urban life depicted in previous Iron Kingdoms roleplaying books. With a vast number of player races and opportunities previously unavailable to roleplaying game groups, Iron Kingdoms Unleashed is a unique experience of roleplaying in the savage wilderness, where survival of the fittest—and the fiercest—is the rule.

In the process of writing, testing, and revision, some projects evolve to take on a shape no one could have predicted at the outset. The book in your hands is just such a project. This volume was originally conceived as a supplement to the Iron Kingdoms Full Metal Fantasy Roleplaying Game, but it became clear as we worked that this was a wholly different game. It set players loose on an entirely new path in the world of the Iron Kingdoms, an experience that deserved its own core book with all the detail we could cram into it.

Rather than tying ourselves down to what we had written about the urban dwellers of the Iron Kingdoms, the decision to make Unleashed a core rule book freed us up to write exactly what we wanted to say. It allowed us to modify the Iron Kingdoms Full Metal Fantasy rules as needed to make everything work in a way that made sense, was fun to play, and reflected the tone of the wilds.

This book showcases the world of western Immoren in a whole new light. It provides an up-close and personal look at the wilderness of western Immoren, including the cultures, organizations, and creatures that fill the diverse unspoiled places spread across the continent. It is the culmination of many months of effort by a team of talented individuals working together to provide the most entertaining (and uncivilized) roleplaying experience possible. Much as HORDES followed WARMACHINE, Iron Kingdoms Unleashed follows Iron Kingdoms Full Metal Fantasy, adapting and refining what came before it. Building on the award-winning Full Metal Fantasy rules, Unleashed started with a strong foundation of gameplay that is fast, furious, and fun and threw in a hearty measure of cannibalistic magic and vicious monsters.

At its core, the Iron Kingdoms roleplaying games are about playing heroic individuals performing incredible deeds—but what qualifies as a “hero” is very different beyond the walls of civilization. In the eyes of settled societies, the heroes of Unleashed are bloodthirsty monsters, savage and hungry beasts that emerge from the darkness like fanged nightmares. Within their own communities, however, these wild heroes are fighting to preserve their homes and traditions from the steady encroachment of the industrialized world. Well, that and looking to take a bite out of anything that passes within reach of their jaws.

Whether this is your first time exploring the world of western Immoren and the Iron Kingdoms roleplaying game line or you are a veteran of many hard-fought battles over the course of long-running campaigns, this book gives you everything you need to start your adventures in the wilds of the Iron Kingdoms. So dig in, and get ready to unleash your wild side.

WHAT IS A ROLEPLAYING GAME?
A roleplaying game is a collaborative storytelling game that takes place in the imagination of the players, with a set of rules providing the framework for resolving dramatic conflict. Players take on the role of characters in the game, with one player assuming the mantle of the Game Master. The Game Master crafts a story for the other players to experience. The scope of this story can be small, following a group of travellers over the course of a few days as they struggle to achieve a particular goal, or it can be expansive, sending that same group to the farthest reaches of the world to do battle with great armies and change the course of history.

WHAT YOU NEED TO PLAY
You only need to have a few things before you start adventuring in the wilds of the Iron Kingdoms. In addition to this book, you’ll need a small group of people. One person—typically the one most familiar with the rules—takes on the role of the Game Master, and the other players create characters to be the heroes of the story. Groups can vary in size from two to six (or more!) players, but most game groups have a Game Master and four or five players.

Each player needs a character sheet to track his character’s abilities, skills, and advancements over the course of the game. You can track this information however you like, but we’ve included a character sheet at the end of this book (p. 466) for you to photocopy and use. To maximize your enjoyment of combat encounters you will want a 32 mm scale model to represent each character, a tape measure or ruler marked in inches to measure movement and attack ranges, and a few six-sided dice. (Six will be plenty.) The range of HORDES and WARMACHINE models offer a ton of options to use as the basis of your own character model, and a gallery of inspirational conversions is included at the back of this book.

The Game Master will need a table or surface where he can set up or draw the battlefield, and it’s a good idea to have a handful of tokens to keep track of things during the game. The battlefield can be as simple as a few sketches to outline significant features like buildings, forests, and lakes, or it can feature detailed terrain pieces that transform the table into a dramatic landscape.

HOW LONG THE GAME WILL LAST
One of the great things about a roleplaying game is that it lasts as long as you want it to. It all depends on the story the Game Master wishes to tell. A typical session lasts between two and four hours and most groups meet to play regularly (usually once a week). Campaigns, made of a series of sessions strung together to build the story, can be as short one or two sessions. Larger, more complex campaigns can last months or even years! The campaign is limited only by the imagination of its players and Game Master.
**THIS BOOK AND OTHER RESOURCES**

This book is the core rulebook for *Iron Kingdoms Unleashed*. It serves as an introduction to the wilderness of western Immoren and its inhabitants and contains all the rules you will need to play the game. The first chapter, “The Wilds,” delves into the wilderness of western Immoren, providing a detailed overview of its history and its widely varied peoples and geography. This chapter gives you a glimpse of life in the untamed reaches and explains how the many cultures of the wilds differ and interact with one another. The next chapter, “Characters,” covers the rules for characters and how to create them, what they can do, and how they advance over time. This is where you will learn about the diverse races, careers, and abilities that define characters in the game.

“The Game” details the core rules of the game. This chapter covers how to resolve combat and determine the success and failure of skills as well as explaining the rules for surviving in the unforgiving wilderness. “Magic of the Wilds” explores the mysterious arcane powers of the wilderness. This is where you will find information on the spells the shamans, sorcerers, and warlocks of western Immoren wield as well as the rules for building the powerful stone constructs called wolds. “Warbeasts” covers the massive creatures the wild races have transformed into potent tools of destruction. This chapter contains all the rules for training and developing warbeasts into fully fledged characters in your games. “Gear and Bone Grinding” contains all the gear a wilderness explorer could ever want. It covers rules for weapons, armor, and equipment as well as the poisons, traps, and wilderness alchemy used by the wild cultures of western Immoren.

“Creatures” explores some of the deadly beasts and races inhabiting the wilderness. This chapter is where you will find a range of creatures for player characters to test their strength against, ranging from relatively innocuous options like troll whelps all the way up to the deadly feral warpwolf. The last chapter, “Game Mastering Unleashed,” provides suggestions for the Game Master on how to run games set in the wilds. It contains guidance and recommendations for building encounters and creating compelling stories for your players to experience, including story threads you can use to inspire your own campaigns. At the end of the book you will find appendixes that provide templates that can transform creatures in a number of different ways, player resources like character sheets, and more, and an index.

This book is just the beginning of your adventure in the untamed regions of western Immoren. Later publications will delve into the cultures that exist on the fringes of western Immoren, exploring their society, history, magic, and warriors. Along the way the rules will expand with new equipment, careers, and abilities to help you vary your playing experience.

**GAME TERMS**

The following game terms appear throughout this book. Become familiar with them now for ease of reference.

- **Game Session** – A game session is when you sit down with your friends to play the *Iron Kingdoms Unleashed* Roleplaying Game. It is a real-world event, not an in-game duration of time. For example, getting together with friends for a night of play is a single game session.

- **Game Master** – The Game Master is the individual running the game, narrating the story, and setting the scenes. Before playing *Unleashed*, a potential Game Master should familiarize himself with the setting by reading through this book, paying particular attention to the chapter “Game Mastering *Unleashed*” (p. 436).

- **Player character (PC)** – A player character is a character controlled by a player. Contrast with non-player character.

- **Non-player character (NPC)** – Non-player characters are the background cast of the game and are controlled by the Game Master. NPCs include all monsters, antagonists, and allies with which the player characters interact. Contrast with player character.

- **Enemy** – An enemy is any character (PC or NPC) doing something in opposition to the acting character.
Welcome to western Immoren, a world where the civilized nations of mankind blend magic and technology, wars of dominance are fought between ancient rivals over long-contested lands, and great predatory creatures stalk the countryside ready to devour anything that crosses their path. These nations were shaped by a long and bloody history of warfare. Not so long ago, western Immoren was subjugated by the Orgoth, terrible invaders from across the seas that plunged the region into a dark age of servitude, but over the centuries the people of western Immoren joined their strength and fought to drive the evil occupiers from their land. In the aftermath the continent was carved into mighty nations: the Iron Kingdoms.

Yet between the cities of these recognized nations are great swaths of land that are both unsettled and undeveloped. Across western Immoren humanity has erected cities of thriving industry, but humanity’s control ends at the city walls. Beyond lie vast expanses of dark and untamed wilderness, where a more savage population dwells. Mankind’s cities are little better than bulwarks keeping the great press of the natural world, in all its ferocity and splendor, at bay.

These feral places are home to deadly creatures, savage tribes, and cults dedicated to dangerous and bloodthirsty gods. Amid the forests and swamps, atop frozen mountains, and in parched deserts, the wild peoples vie for power and territory in tribal warfare that rivals anything the armies of man could muster. Wielding ancient magic and deadly weapons, the denizens of the wilderness struggle for survival against the hostile environment itself, all while fighting off those who seek to claim their lands and destroy their people. The wars they fight often pass unnoticed by civilization’s inhabitants, but they are as bloody and brutal as any conflicts between warring nations.

Fighting alongside these wild tribes are mighty creatures called warbeasts. Warbeasts are the greatest weapons in a tribe’s arsenal, massive and ferocious creatures with the strength to cleave through enemies and tear down fortifications. Commanding the warbeasts are warlocks, tremendously powerful sorcerers, shamans, or druids with the ability to control a group of warbeasts telepathically. Through this shared telepathic bond, a warlock can drive his warbeasts into the heart of the enemy to rip them apart barehanded—or bare-taloned, or bare-tentacled, as the case may be.

Warlocks are masters of the arcane, but they are not alone in the ability to command the forces of magic. There are others in the wilds who keep their own mystical traditions, such as the gatorman bokors, who commune with and command the spirits of the dead, or their bone grinders, grisly meat-wizards who rend the flesh of fallen creatures, friends, and foes and create potent fetishes from the flesh of the dead to tap into the arcane potential of life itself. In western Immoren, the supernatural is a real and dynamic force that can be used as a tool by those with the power to command it.

Though humans think they dominate western Immoren, the wilderness is filled with other races. Living in isolated communities hidden in the hinterlands, these peoples are bound by their own laws, not those written by men in distant cities. In the vast tracts of unspoiled land between the walled communities of mankind lies another world, a savage world that ultimately follows only one law: eat or be eaten.

In the swamps, ravenous gatormen and scheming bog trogs battle for control of wetland territory that few others would consider quite so valuable. In the dense forests and among the mountains, kriels of indomitable trollkin, durable pygmy trolls, and feral Tharn carve out homes, battling one another for prime patches of real estate.

Across the wilderness, secretive gatherings of the Circle Orboros, a group of druids working tirelessly to forestall an impending apocalypse, subtly manipulate their unwitting neighbors. The agendas of these blackclads reach far, and few places in western Immoren remain untouched by their mystic work. They are masters of subversive manipulation and often instigate strife and even wars. When their schemes are discovered the blackclads can suffer backlash, so they have learned to go about their business with the utmost stealth.

Scattered like chaff on the wind, the last survivors of Nyss society search desperately for a home, allying themselves to any who will take them in. They work as mercenaries, scouts, and brigands and can be found fighting alongside nearly every group in western Immoren, provided the price is right.

In all places the inhabitants of the wilds have to deal with the press of the Iron Kingdoms themselves. Men of those nations incessantly intrude upon the wilderness to harvest natural resources that feed the needs of their industrialized society. On occasion these humans come offering trade in return for safe passage and the right to harvest lumber and mine, but most often they simply push in and take what they desire. Those who try the former are sometimes allowed to live; those who try the latter are usually strung from the trees as a warning to the next person who might attempt such a thing.

In order to survive in this inhospitable land, travelers must be well armed and band together with others possessing the grit and fortitude to prevail against the threats that come from every side. There are countless ways to navigate the trackless wilderness in search of prosperity, but many lead to death and ruin. Which fate is in store for you?
The cultures inhabiting the wilds have origins stretching before the written word, before language itself. They rely on a wealth of myth and lore to explain the world and its beginning, speaking to a time before any intelligent thing walked the wild places. Not all these legends agree, and each people have their own tales, some starkly contrasting.

Among dwellers of the wilds, the blackclad druids of the Circle Orboros represent an unbroken fellowship spanning millennia dedicated to controlling the chaos of nature, understanding and manipulating those dwelling in the wilds, and comprehending the mysteries of creation. Despite their claims of mastering the deeper lore, however, others who predate their order have myths that are older still. Foremost among the early races are the trollkin, the most widespread and successful of the goddess Dhunia's children.

Even before they learned to carve runes in stone, the trollkin shared stories of their divine Great Mother and the Devourer Wurm, their violent father. Trollkin legends extend deeper into the mists of prehistory than anything preserved by man.

Dhunia and the Devourer Wurm

Dhunia was the first to emerge from the endless chaos that once was all that was. Her body became the world, Caen. When Dhunia awoke on the first day, she was alone. The emptiness saddened her, and she began to weep. Her tears created the rivers, lakes, and oceans. Then living creatures and plants sprang up; verdant pastures and towering forests grew; and buzzing insects, chirping birds, and docile beasts soon populated the lands. To light the world she made the sun for the day and the three moons Calder, Laris, and Artis to shine amid the stars at night.

All life came from Dhunia and she was filled with intense joy, which became the first summer. After some time, the Great Mother saw that the creatures multiplied and filled the lands, eating the plants faster than new ones could grow. Soon they would not have enough to eat. She knew that the great summer had to end so the grasses and trees could sleep and awaken refreshed in the spring. All living things had to be part of the cycle of birth, growth, and renewal; Dhunia knew she must allow death and destruction into the world.

To do this, Dhunia birthed the first and most formidable predator, the Devourer Wurm. The Devourer was a bestial, forever-changing monstrosity that spawned endless horrors and ravenous beasts. Its rage manifested as storms and earthquakes that scattered the abundant herds and heralded the end of the first life cycle. The Wurm brought hunger and predation. When the first living creature killed and ate another, the Wurm was there, tasting blood and seeking to slake its inexhaustible hunger.

And yet the Devourer was not content. It prowled the world seeking more challenging prey, and soon its baleful eyes swept across Dhunia. She knew a fleeting moment of fear, the terror of the hunted. Eventually the Devourer overcame and ravaged the Great Mother. Sensing the life quickening within her, Dhunia rested and winter settled over the lands of Caen. With the coming of spring, the Ravaged Mother gave birth to children that exhibited qualities of both their divine father and mother—able to be savage and violent yet also noble and honorable. In various times these races have been closer to one or the other of their primal parents, devoting their worship to either Dhunia or the Wurm.

Desiring a reprieve from the predations of the Great Beast, Dhunia fostered a skilled hunter from the strongest and most cunning of her children: Menoth. While humans claim Menoth created the world, Dhunians know this to be untrue: his first task was to hunt and slay wild beasts. Dhunia bestowed upon him the power, virility, and strength to fight the Wurm. Their clashes would take them across the face of Caen, changing the shape of continents and shattering mountains. Wherever Menoth passed as he hunted the Wurm across Caen, humanity arose, proving to be consumed by the same desire to tame the wilds. Menoth eventually chased the Wurm from Caen and into a shadowy realm born of the Wurm's nightmarish dreams, a place humans call Urcaen.

Consumed by battle lust, Menoth forgot the Great Mother, and so his children disregard the legends of Dhunia's chosen, that everything comes from the Great Mother and all things go to her in the end. Her love of all creatures is such that when a living thing dies, she places its spirit back into her womb, comforting it until the time comes for it to be reborn. In this way, life never truly dies but returns to the Great Mother to be born again. Those races that turned their back on Dhunia did not accept her embrace, and their souls follow Menoth and the Wurm to Urcaen after death. There they experience countless horrors and must band together to endure. There is a reason Urcaen is also sometimes called Hell.
### CAREER ABILITIES, CONNECTIONS, AND SKILLS

The following entries delineate the abilities, connections, skills, and spells specific to each career. Characters can choose to take these options as they advance through play with the accumulation of experience points, as noted on the Character Advancement Table (p. 152). A character who gains the career later in his advancement can choose from these options as well.

#### Abilities

Abilities cover a wide range of specialties a character can have. When a character gains a new ability as a result of accumulating experience points, he can choose only from the abilities provided by his careers. Some abilities have prerequisites, such as a certain skill rank or other ability. The character must meet all these requirements before he can choose such an ability.

#### Connections

Connections are things like membership in a tribe or organization and contacts with important or influential people. As with abilities, a character can acquire these later in his career.

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<th>REQUIRED ARCHETYPE</th>
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<td>Long Rider</td>
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<td>Bog Trog</td>
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<td>Scout</td>
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* This career can be paired only with specific other careers at the time of character creation.

† A character who chooses this career and a Warlock career becomes a harnesser instead of a will weaver.
## Bone Grinder

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<td>Occupational Skills: Alchemy 1, Craft (skinner) 1, Lore (extraordinary zoology) 1, Medicine 1</td>
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<td>Spells: Arcane Bonds and Marked for Death</td>
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<th>Starting Assets</th>
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<td>25 gc, apothecary kit, skinning tools, and any one bone grinder fetish</td>
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The bone grinder employs a unique mystical tradition to gain power from the flesh of dead beasts. Well versed in the skinning and dismantling of carcasses, bone grinders gather various parts from slain creatures in order to tap into the latent mystical energies lingering within them. Working a tradition that blends alchemy and occultism, bone grinders use these components to craft a variety of potent talismans, charms, and salves to imbue themselves with some of the dead beast’s power. In the course of their work they also become skilled natural anatomists, gaining a unique perspective on how organs and tissues function as well as how they can be repurposed after death.

Bone grinders frequently set out in search of rare beasts to butcher for the construction of their talismans. Their special talents are in great demand among the warlords and bandit leaders of the wilds. Often bone grinders rise to become prominent members of their tribes despite their sometimes alarming enthusiasm for their bloody craft.

**Playing a Bone Grinder:** Choose the Bone Grinder career if you want to play a filth-encrusted meat wizard who uses scraps of dead creatures to empower potent magical talismans. These characters are arcane scavengers capable of tapping the mystical essence locked away in flesh, bones, and blood. They get their hands dirty digging around in corpses for choice ingredients and transforming the organs and tissue they harvest into charms that magnify their own arcane power and grant them unique abilities. The rest of the carcass they render down, turning the by-product into various alchemical concoctions.

Bone Grinder is an incredibly versatile Gifted career, offering the ability to work alchemy and to craft fetishes from dead beasts. A Bone Grinder greatly benefits from the Monster Hunter career, which maximizes his effectiveness in bringing down a beast. Other Gifted careers, such as one of the Shamans or Warlocks, also pair well with the Bone Grinder. Abilities like Brew Master and Vivisectionist greatly benefit the Bone Grinder in the creation of his signature fetishes, and at the Veteran level Meat Alchemy means he will make the most of any opportunity to create an item from an animal’s carcass.
**CHARACTER ADVANCEMENT TABLE**

<table>
<thead>
<tr>
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<th>VETERAN LEVEL</th>
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**EPIC LEVEL**

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<tr>
<td>150</td>
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</table>

+2 occupational skills – Choose two new occupational skills from any of your character's careers. Instead of adding a new skill, you can increase the level of an occupational skill your character already has by 1. If you choose to do this with both new occupational skills, you can increase the level of one skill by 2. Remember the skill level limits: A Hero character can have skills up to level 2, a Veteran character can have skills up to level 3, and an Epic character can have skills up to level 4.

+1 military skill – Choose a new military skill from any of your character’s careers or increase the level of a military skill your character already has by 1.

+1 ability – Choose a new ability from any of your character’s careers.

+1 connection – Choose a new connection from any of your character’s careers.

+1 spell – Choose a new spell for your character to learn from one of his careers’ spell lists. Remember, a character can have up to a number of spells equal to his INT x 2.

+1 stat – Increase one of your character’s primary or secondary stats by 1. You cannot increase a stat beyond its maximum allowable value.

+1 archetype benefit – Choose another archetype benefit from your character’s archetype.

+1 career – Add a new career to your character sheet. Your character does not gain any of the starting skills, abilities, connections, money, or equipment (those are for new characters only), but as he advances in level you can choose advancements from the new career.
ALL ABILITIES AT A GLANCE

- Acrobatics
- Adjust Aim
- Advisor
- Aegis
- Ambush
- Anatomical Precision
- Appraise
- Arcing Shot
- Artificer
- Astute
- Backstab
- Balm of Dhunia
- Battle Commander
- Battle Plan: Battlefield Coordination
- Battle Plan: Brutal Charge
- Battle Plan: Call to Action
- Battle Plan: Coordinated Strike
- Battle Plan: Reconnaissance
- Battle Plan: Shadow
- Battle Plan: Take Cover
- Bayonet Charge
- Beast Handler
- Big Game Hunter
- Binding
- Blade Shield
- Blood Rites
- Blood Spiller
- Blood Trade
- Blur of Motion
- Bodyguard
- Bone Grinder
- Brew Master
- Broad Stroke
- Bull Rush
- Calm
- Camouflage
- Cautious Advance
- Cavalry Charge
- Cavalry Fighter
- Charmer

- Cleave
- Cold Steel
- Combat Rider
- Conniwer
- Consume Essence
- Crackshot
- Crossbowman
- Deadly Skill
- Death Mastery
- Defender
- Defensive Line
- Disease Resistance
- Dismember
- Dispel
- Dodger
- Dominating Presence
- Dual Fighter
- Dual Shot (weapon type)*
- Earth Magic
- Elemental Mastery
- Empower Weapon
- Evasive Rider
- Expert Rider
- Exterminator
- Fall Back
- Fast Draw
- Fast Reload
- Fate Blessed
- Fearless
- Fear of Regeneration*
- Fell Call: Cacophony
- Fell Call: Call of Defiance
- Fell Call: Ground Shaker
- Fell Call: Heroic Ballad
- Fell Call: Reverberation
- Fell Call: Signal Call
- Field Marshal: Hog Wild
- Field Marshal: Magical Attack
- Field Marshal: Poltergeist
- Field Marshal: Regenerate
- Field Marshal: Relentless Charge
- Field Marshal: Unyielding
- Find Cover
- Finisher
- Fleet Foot
- Flesh of Steel
- Follow Up
- Gang
- Ghost Sight
- Gift of the Beast
- Goad
- Go to Ground
- Grave Man
- Great Power
- Gunfighter
- Gunner
- Hack
- Hard
- Haruspex
- Head-Butt
- Heart Eater
- Hunter
- Hunting Ground*
- Hyper Awareness
- Immunity: Cold
- Immunity: Corrosion
- Immunity: Electricity
- Immunity: Fire
- Inflict Pain
- Iron Will
- Keen Eyed
- Knife Thrower
- Language (language)*
- Legacy of Bragg
- Light Cavalry
- Line Breaker
- Load Bearing
- Long-Lived
- Malfitement
- Marksman
- Meat Alchemy
- Mount Attack (mount type)
- Mounted: Counter Charge
- Natural Leader
- Night Fighter
- Onslaught
- Opening Salvo
- Overtake
- Pack Hunter
- Pathfinder
- Poison Resistance
- Possession
- Precision Strike
- Prowl
- Pursuit
- Quick Work
- Rallying Cry
- Relentless Advance
- Relentless Charge
- Renowned
- Resonance: Devourer Warbeast
- Resonance: Farrow Warbeast
- Resonance: Swamp Warbeast
- Resonance: Trollblood Warbeast
- Resonance: Wold
- Retaliatory Strike
- Return Fire
- Ride-By Attack
- Rock Solid
- Roll with It
- Saddle Shot
- Scents
- Sentry
- Set Defense
- Shadow Magic
- Shield Guard
- Shield Slam
- Shootist
- Signal Howls
- Signal Language
- Skilled Trapper
- Snacking
- Snag & Slash
- Snap Fire
- Sniper
- Snow-Wraithed
- Souli!
- Soul Taker
- Specialization (weapon type)*
- Spirit Eater
- Spirit Guide
- Spirit
- Staredown
- Stone Scavenger
- Stone Warder
- Stonecutter
- Sucker!
- Survivalist
- Swift Hunter
- Swift Rider
- Targeteer
- Team Leader
- Traceless Path
- Trained Rider*
- Treewalker
- Troll Speaker
- Two-Weapon Fighting
- Unhallowed
- Vivisectionist
- Warlock Bond*
- Waylay
- Weapon Master (Javelin)
- Whelp Companion
- Wold Mastery
- Wolf Protector

* These abilities can be taken multiple times. See the ability description.
What is magic? At its most fundamental, magic is a supernatural energy and medium some rare few can manipulate to create drastic and otherwise impossible changes. The manipulation of magic affects the fabric of reality itself, and those who can wield this power are both uniquely valuable to their allies and exceptionally dangerous to their enemies. Evoking magic takes the stable natural laws governing Caen and bends them, changes them, or breaks them outright.

The most basic and primal magic involves directing flows of raw energy by sheer force of will and gumption. In even its simplest form, magic can evoke blazing conflagrations, conjure lightning storms, mimic winter’s freezing grasp, or hurl adversaries away with deadly force. Some individuals are capable of tremendous feats of magic by instinct alone, requiring no lengthy training or years of practice; others struggle for a lifetime to master the smallest trickle of this power and to force it to obey them. Differences in power are often a matter of natural-born talent, ambition, and hard-won experience.

Perhaps magic is the power of the gods made manifest—a way for mortals to perceive and affect the weft and weave of the world’s underlying patterns. As long as tales have been told, there have been those chosen or blessed by the gods to embody their power on Caen. These are the priests and shamans. But the most ancient traditions suggest magic is inherent in life itself. Dhunians believe magic relates to the generative force the goddess instilled in everything born. Each living body contains hidden supernatural power in its blood, sinew, muscles, organs, bones, and flesh. The oldest magical traditions tap into this power through sacrifice and violence. The spilling of blood and the abrupt transition between life and death create wellsprings of power rooted in the ties between ineffable spirit and corporeal flesh. Necromancy and blood magic rely on this connection, and many cultures know the means to harness such power.

The power that flows in the blood and is released through bloodshed is often linked to the Devourer Wurm and the predators that embody the violent struggle between life and death. This struggle is ritualized in sacred hunts and feasts. Trollkin shamans and sorcerers connect these energies to the goddess Dhunia and her control over seasonal cycles. The primal magic connecting life and death is equally fundamental to the magic of gatorman bokors, farrow bone grinders, bog trog mist speakers, and Tharn shamans.

Though impressive supernatural feats can be accomplished by diverting raw flows of primal energy, most magic requires these energies to be shaped and directed. This process requires transforming magic into repeatable shapes and patterns, such as the runes that appear around those who wield this power. It is by these runes and other intricate patterns that magical effects become fixed, their energies dormant but ready. A practitioner of magic creates a mystical pattern in his mind, imbues it with power so it manifests in the world, and then activates its runes to trigger the release of magical energy. This is how spells are shaped and unleashed.

Since before written history there have been those who invoke magic through faith. These spiritual leaders mix prayers and formulae to create magic through small miracles they credit to their divine patrons. The greatest priests occasionally manifest greater powers marking the direct intervention of the gods, and these serve as a tangible reminder that higher beings are watching and intervening in the world through mortal intermediaries.

Some occult scholars believe divine magic flows from the connection between the immortal soul and the gods. Others insist faith has inherent power and that truly divine energies are present only for the rarest and most spectacular miracles. Though the source of a faith caster’s magic differs from that of secular mystics, the fundamentals of how it is wielded are not dissimilar. Some faith casters rely on the force of their will to summon magic appropriate to their faith, whereas others tap into their powers with effortless ease or facilitate their magic by a connection to living beings. All must still manipulate the mystical runes and formulae that allow magic to shape reality.

Faith casters rarely possess a deeper understanding of the complex rules by which magic functions. They manifest magic strongly associated with the attributes of their divine patrons, sacrificing some flexibility to stand as unwavering mortal conduits for the power of their gods on Caen. In compensation, those who are truly faithful and become favored might be granted access to miracles beyond the power of ordinary sorcerers and mystics.
Long before there was steel in Immoren, before power was expressed in the control of great, thundering machines of industry and war, there existed ancient mystical arts drawing on blood and life’s very essence. Some of the most powerful practitioners of this primal magic are those who can harness the rage and vitality of wild creatures. These individuals, known as warlocks, can draw power from pain and fury, using it to fuel their own magic and arcane capabilities.

Those born with this talent share a unique affinity to the beasts of the wild that allows them to forge deep connections with these creatures. Once a warlock finds a wild beast with which he shares a resonance, that primal connection enables him to touch the mind of the beast and form a lasting bond with it.

Warbeasts are wellsprings of power for the warlocks who control them. Their bodies are living engines of war, made fiercer through the invocation of their warlock’s will. Their primal natures provide the raw power the warlock weaves into potent spells. Through his mystical link to his warbeasts, a warlock directs them at his foes with mental commands as easily as if they were his own flesh. An injured warlock can even evade death through this link, trading his beasts’ vitality for his own.

Some warlocks treat their warbeasts like trusted allies and members of their packs. Others hold little esteem for their savage servants, inciting them to rage with torment and pain and willingly sacrificing them in battle.

Goading warbeasts in battle is not without its dangers. When a warbeast is pushed too far, even the bond it shares with its warlock can be overwhelmed, causing his otherwise perfect control of the beast to slip. Blinded by fury, uncontrolled beasts will lash out to rip apart anything within reach—even the warlock himself.

**BEASTS OF THE WILD**

A warlock can spend considerable time and effort just locating creatures with which he can form a bond. These creatures, most of which dwell in vast tracks of wilderness, are wild and uncontrollable, and approaching them can be dangerous. Warlocks seeking to master them must hunt them, barter with other tribes for them, or use connections with powerful organizations to secure them.

Despite their close connection to their warlocks—or perhaps even because of it—warbeasts are widely regarded as terrifying creatures and are seldom tolerated outside of their warlocks’ communities. Bringing warbeasts into the heart of a village can be seen as an act of hostility unless the warlock and the village leaders have made specific provisions for handling the creatures. Among both the villages and the cities of the Iron Kingdoms, the presence of warbeasts is cause for alarm and can invite immediate retaliation. For this reason, warlocks often leave their warbeasts behind when entering a new settlement rather than face attack by the community’s defenders.

**THE TIES THAT BIND**

The relationship between a warlock and his warbeasts is unique among those who use magic on Caen. The bond allows a warlock to exert an incredible degree of influence over each warbeast and to override its natural instincts when necessary. By exerting his will through this bond, the warlock can make his beasts do as he commands. Forming a bond requires a warlock to make physical contact with a creature he shares a resonance with, thereby enabling him to join his spirit with that of the beast. Once he is touching the beast, he must concentrate to bring their spirits into alignment. When the spirit of the warlock and the beast are synched, a bond is formed.

When a creature is bonded for the first time, it goes through a series of immediate and profound changes as its mind opens to the warlock’s influence, forever changing it into a warbeast. This connection mysterically awakens the savage creature to the mind of its new master. Even if the warbeast’s bond to the warlock is later severed, this transformation is irreversible. After the bond stirs the mind and spirit of the warbeast, it will never again be a normal animal.

A warlock can use this bond to call forth the dormant arcane power of the warbeast. This power, called an animus, is a refined, arcane expression of the creature’s innate strength and can be summoned by the warlock or cast as if it were one of his own spells. Although the animus originates in the warbeast, its nature is shaped by the warlock and the beast’s training.

The exact effects of the changes to a warbeast depend on the type of creature it is. Some beasts waken to their full potential immediately when the bond forms, while others must undergo significant training to develop their capabilities. Even though this training process is partially facilitated by the telepathic link between the warlock and the warbeast, it can take many weeks or months. Teaching these savage animals to wear armor, wield weapons, and fight alongside the warlock’s allies requires a great deal of patient instruction.

By contrast, releasing a bond with a warbeast is relatively simple for a warlock, as is forging a bond with a warbeast that is already trained and conditioned. Warlocks usually hold fast to their warbeasts and reserve them for personal use, but these creatures are sometimes exchanged. Such transactions are more common among groups like the Circle Orboros, which treats warbeasts first and foremost as military assets. Even outside such groups, the death of a warlock may leave his beasts...
Creatures

If only they weren’t so violent. Most of the creatures I encounter have clearly defined territorial or ecological ranges in which they can be found. Not so with the spine ripper. These rather aptly named creatures are found in every major stretch of wilderness across western Immoren, from the forests and mountains of Cygnar to the frozen landscape of the Howling Wastes. These wandering beasts are content to call anywhere with dirt to dig in and creatures to eat home, making them one of the most successful creatures on the entire continent from a purely territorial standpoint. If only they weren’t so violent.

SPINE RIPPER

The spine ripper has one of the largest ranges of any creature known to inhabit Immoren. These aggressive beasts have been spotted as far north as Ohk and isolated islets of the Scharde Islands, and they are even rumored to wander the forests of Los. Clever and predatory, spine rippers have been responsible for the disappearance of many travelers along the lonely wilderness roads of the Iron Kingdoms.

A spine ripper looks like a top-heavy, muscle-bound bear with a huge maw and massive, hooked claws. It owes its name to the spines that bristle across its entire body, ranging from a few inches to over a foot in length. These wicked spines, which have both offensive and defensive uses, begin growing when a spine ripper is very young, and they protect young spine rippers from even the most eager predators. Any animal stupid or desperate enough to attack a spine ripper must first deal with the thicket of spurs that tear at it with every strike, and the spine ripper is known to slam itself into a target to impale it a hundred times over. If that weren’t enough, the spine ripper’s claws are long, hooked, and ideally suited for tearing flesh. Each claw is like an arcing blade with a razor-sharp interior edge, and a slash from these claws can easily disembowel creatures the size of a gorax. Using its claws in conjunction with its spines, an adult spine ripper can quickly overwhelm prey many times its own size. The dewclaws of a spine ripper house a venom gland, and this toxin causes immediate damage to muscle and tendon alike.

Despite their ferocity and brute strength, spine rippers are careful hunters. They hunt in the dim light of predawn, when their dun coloration helps them blend into their surroundings, and they work to maintain stealth until close enough to charge a victim. A spine ripper’s powerful sense of smell enables it to track its victim for miles when necessary. The beasts are clever enough to select targets that are solitary or obviously weaker, although they are quite willing to take on more dangerous opponents if needed. A pack of spine rippers will work together to bring down a large target, flanking it and taking turns slamming into it over and over again. These repeated attacks exhaust the prey through blood loss and sheer wound trauma, allowing a small group of spine rippers to bring down animals as large as a Raevhan buffalo.

Most spine ripper packs consist of a single dominant boar and a number of sows. Pack dominance is determined by savage fighting between the alpha male and any potential competitors, with the loser either driven off or killed. These battles are fierce, and the spine ripper’s natural defenses mean that even the victor can sustain severe injuries. Old males bear the knotted scars of many seasons of battle.

Because spine rippers do not dwell in permanent lairs for much of the year, a pack’s range can be extremely large. Spine rippers follow their prey within a range of four to six hundred square miles, nesting in low foliage and ripping up temporary beds in grassy fields. This behavior changes in early spring, which marks the creatures’ mating season. A spine ripper pack develops semipermanent dens to accommodate pregnant sows, usually by killing and eating animals that dwell in caves large enough to accommodate the pack.

A sow gives birth to one to four young, although two is most common. For the next several months, the male and any females that did not give birth that year will drag back large portions of their kills to the den to feed the mothers and young. Mother spine rippers protect their young aggressively and will go so far as to kill other pack members if they feel their young are threatened.
ABILITIES:
Impaler – While engaged in a grapple with this creature, a living character suffers a POW 12 damage roll in each of his Maintenance Phases.
Native Beast – This creature is considered to be a beast native to the wilds of Immoren.
Powerful Charge – This creature gains +2 to charge and trample attack damage rolls.
Spines – A character that hits this creature with an unarmed attack, melee natural weapon, or power attack immediately suffers a POW 8 damage roll.
Trample – This creature can perform trample power attacks.

CREATURE TEMPLATES:
Adapted [Any], Alpha, Juvenile, Large Specimen, Pack Hunter

COMBAT
Spine rippers are frequently encountered as part of a traveling pack on the hunt, and they work in concert to bring down prey. They are clever hunters and will wait for a creature to leave itself exposed, such as when it stops to drink at a brook or pond, before erupting from the foliage to attack. The largest members of a spine ripper pack slam into the prey in waves, while smaller members move to cut off potential escape routes.

LORE
A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Spine rippers are predatory pack animals found throughout western Immoren. The creature’s name comes from the numerous sharp spines that cover it.

10: Spine rippers are clever pack hunters. A spine ripper pack is capable of stalking prey for many miles through dense wilderness and will try to stay unnoticed until its quarry is vulnerable to attack.

12: The dewclaw of a spine ripper secretes a powerful venom. A strike from one of these claws injects this toxin directly into the system of the spine ripper’s prey, causing extensive damage to muscle tissue.
### Appendix B: Gameplay Tools

**Warbeast**

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**Damage Capacity**

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<th>Physique</th>
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- Crippled Physique: -2 STR
- Crippled Agility: -2 to attack rolls
- Crippled Intellect: -2 DEF and cannot be forced

**Ranged Weapons**

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**Behavior**

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**Benefits & Abilities**

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**Animus**

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**Skills**

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- Detection (PER)

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<th>Set Value</th>
<th>Skill Level</th>
<th>Total</th>
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**Equipped Equipment**

- **Armor**
  - Shield Modifier: +
  - Armor Modifier: +
  - Other Modifier: +

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</table>

- **Weapons**
  - **Ranged Weapons**
    - Name | Notes |
  - **Melee Weapons**
    - Name | Notes |

- **Worn Armor**
  - Name | Description/Notes | Spd | Def | Arm |

- **Gear**
  - Name | Benefit |
### Character Sheet

#### Archetype

- **Rascals**
- **Racers**

#### Race

- **Human**
- **Elf**
- **Dwarven**

#### Career

- **Sage**
- **Soldier**
- **Thief**

#### Player Name

- **Johnny Bravo**

#### Height

- **6'0"**

#### Weight

- **180 lbs**

#### Defining Characteristics

**Hand of the Prince**: The character is a trusted companion of a powerful noble.

**Ironclad**: The character is known for their strength and durability.

**Wily Watcher**: The character is a skilled spy and谍报者.

**Wing Commander**: The character is a pilot and strategy expert.

**Young Gunslinger**: The character is a young and ambitious gunfighter.

**Young Wizard**: The character is a young and aspiring mage.

#### Skills

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<tr>
<th>Skill</th>
<th>Hand Weapon (PRW)</th>
<th>Great Weapon (PRW)</th>
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<th>Rifle (POI)</th>
<th>Detection (PER)</th>
<th>Sneak (AGL)</th>
<th>Command (Social)</th>
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#### Equipment

- **ARMOR MODIFIERS**
  - **Physique (Phy)**
  - **Intelligence (Int)**
  - **Agility (AGL)**
  - **Power (PRW)**
  - **Intellect (InT)**
  - **Presence (P+)**

- **SHIELD MODIFIERS**
  - **ARMOR MODIFIERS**
  - **INITIATIVE MODIFIERS**
  - **COMBAT RANGE MODIFIERS**

#### Benefits & Abilities

- **Crippled Physique**
  - **–2 STR**

- **Crippled Agility**
  - **–2 to attack rolls**

- **Crippled Intellect**
  - **–2 DEF**
  - **cannot upkeep spells**

- **Abilities**
  - **Boost a non-combat skill roll**
  - **Perform a relentless charge**

#### Notes

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