Installing 1, Week 2:

Blood and Plunder

By Jason Soles

Though known for their cruelty and vicious blood magic, along the shores of the Broken Coast Satyxis are most infamous for the lightning raids they conduct on the fleets of the Iron Kingdoms. The following career allows you to play as one of the fierce raiders of a Satyxis crew.

Raider

Among the bloodthirsty Satyxis serving the Cryxian Black Fleet, none are more feared than the cruel raiders. Vicious reavers born to ride the waves, they strike relentlessly wherever their masters and the fates bid them. These merciless raiders are well versed in the use of wicked chain whips crafted to flay flesh from bone and inflict pain across the mystical tethers that bind steamjacks to their warcasters. The mainland’s defenders have learned to dread the terrible sound of Satyxis war horns, for soon raiders emerge from fog-shrouded darkness to rip apart any who stand against them before stealing away with their plunder and captives bound for the slave pits of Blackwater.

Satyxis raiders are no mere pirates. Behind their savagery are ancient rituals and rites drawn from the very foundation of their race. The raiders, like all Satyxis, are accustomed not only to slaughter but also to the arcane. They regularly look to the visions and portents of the witches among their number to guide them toward their next prey.

Playing a Raider: Satyxis Raiders are skilled melee fighters specializing in the use of their lacerator whips. They are also quite capable of using their natural horns to lethal effect, and their unarmed capabilities should not be underestimated. The Raider career pairs well with the Pirate career, granting the character access to a number of useful abilities such as Waylay, which increases the effectiveness of a Satyxis’ horns in her attempts to knock out a victim. It is also worth keeping in mind that a Raider’s
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Life is a constant struggle, and only the most ruthless and bloodthirsty rise to command. Additionally, Satyxis have a powerful affinity for the arcane. A player wishing to play a leader among the Satyxis should consider taking Military Officer, Sorcerer, or Warcaster as her second career.

As the character gains experience she will grow more deadly in the use of her favored weaponry and defensive capabilities. At the Veteran level, a Raider has the potential to inflict truly thunderous blows with her horns with the Ram ability.

Note, however, that the Satyxis are feared and truly hated by the mainlanders they have preyed upon for centuries. This animosity runs deep, and virtually anywhere outside the Scharde Islands Satyxis will be attacked on sight. As a result, while Satyxis characters can make excellent antagonists, they are extremely difficult player characters to work into games set outside the confines of the Nightmare Empire.

**NEW ABILITIES**

**BOARDING ACTION**

**Prerequisite:** Jumping 1

A character with Boarding Action can use the Jumping skill to make a long jump as a quick action instead of a full action after making a full advance.

**RAM**

**Prerequisite:** Unarmed Combat 3

When this character hits an enemy with her horns, the enemy is knocked down and can be pushed 1˝ directly away from this character. If the enemy is pushed, this character can immediately advance directly toward him, up to the distance that enemy was pushed.