

MORGAN'S IRON KINGDOMS GEARBOOKS

VOLUME II 6TH EDITION

LIBER MECHANIKA

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LIBER ALCHEMICA

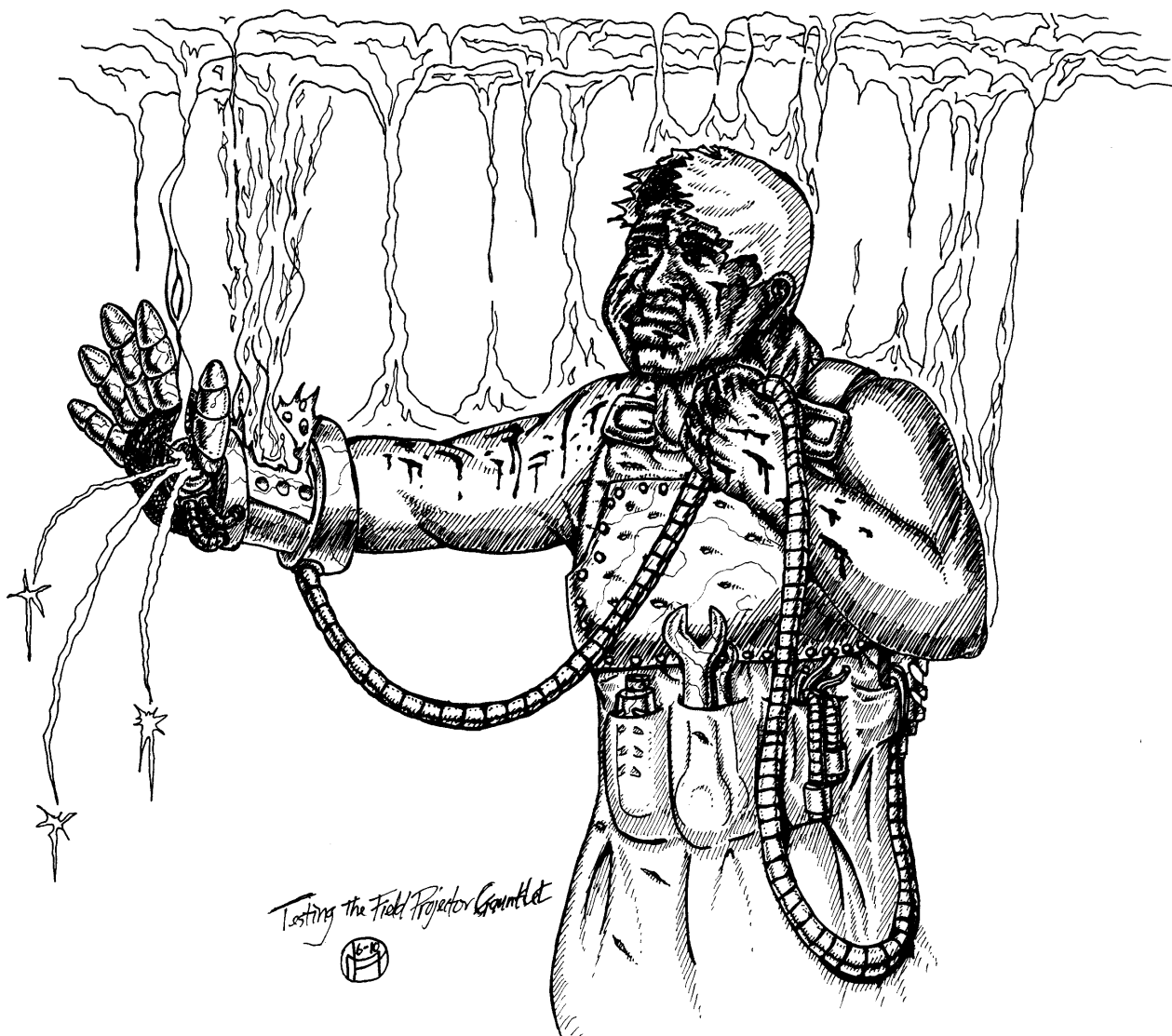
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"THEY SAY NECESSITY IS THE MOTHER OF INVENTION. WELL, BY THAT ACCOUNT I SHOULD PROBABLY CONSIDER MYSELF THE CRAZY UNCLE OF INVENTION WHO IS NEVER INVITED TO FAMILY DOS..."

"Ideas, situations, dialogues are spinning and twisting in my mind. I can't tell you where I get my ideas. Can you tell me, maybe, your trick of not getting ideas, so I, too, can have a little peace?"

--Isaac Asimov, "Dreaming is a Private Thing," 1955

"It won't do to say to a man, 'You can create. Do so.' It is much safer to wait for a man to say, 'I can create, and I will do so whether you wish me to or not.'"

--Isaac Asimov, "Profession," 1957

ABBREVIATIONS

IKMN – Iron Kingdoms Monsternomicon, **IKRPG** – Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules, **IKU** – Iron Kingdoms Unleashed Roleplaying Game Core Rules; **IKUA** – Iron Kingdoms Urban Adventure, **IKUSE** – Iron Kingdoms Unleashed: Skorne Empire, **IKWA** – Iron Kingdoms Unleashed: Wild Adventure, **MIKG1** – Morgan's Iron Kingdoms Gearbooks Volume 1, **NQ** – No Quarter Magazine

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The Runeplate Library

Induced Runes and Warcasting Runes

Some runes carry the “induced” or “warcasting” qualifiers as part of their name (e.g. the [induced bond plate](#), or the warcasting blaster rune in MIKG1, p. 26). These runes have in common that only warcasters can gain their benefits, and can only do so by expending a point of focus. The upside of these runes is that they have a lower rune point value (and thus cost and power draw) than comparable mechanical runes.

The same qualifier can be applied to many other mechanical runes as well, reducing the rune point value by 1 (to a minimum of 1) but requiring the wielder of the item to spend a point of focus to gain the rune's benefits. The induced or warcasting versions of runes thus always require a bond plate rune to be installed in the device as well (unless the induced rune is itself a bond plate rune of some kind).

Unless otherwise noted, each induced or warcasting rune inscribed on a runeplate must be powered up separately by spending a point of focus.

Special: Non-warcasters can also utilise mechanical items equipped with induced or warcasting runes by using the Power Booster spell (see IKRPG, p. 242).

AFFINITY [SPELL]

Type: Armour

Cost: 150 gc

Rune Points: 1

Effect: While the suit of armour equipped with this rune is powered, once per round characters casting the spell specified in the affinity rune's descriptor on this character gain an additional quick action to do so (e.g. a character casting the Protection from Fire spell on a character wearing a suit of mechanical armour equipped with the Affinity [Protection from Fire] rune gains an additional quick action to cast that spell on this character, but gains no additional quick action when trying to cast any other spell on this character. If the wearer of the armour casts the specified spell on themselves, they, too, gain this additional quick action to cast that spell).

In all instances, a spellcaster casting the specified spell on a character wearing a suit of armour equipped with the correct Affinity rune must still be able to pay the spell's COST in fatigue, focus or fury.

A single suit of armour can be equipped with multiple affinity runes, but each affinity rune must be specific for a different spell.

AMBIDEXTERITY

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing the suit of armour gains the Ambidextrous Skilled archetype benefit (see IKRPG, p. 117).

Wearing a suit of armour equipped with this rune does not also grant the character wearing the armour the ability to actually make off-hand attacks; the rune merely negates off-hand attack penalties. At the GM's discretion, being able to use both hands equally well may have other benefits as well.

ARCANE FLUX MODERATOR

Type: Armour

Cost: 150 gc per grade

Rune Points: 1-5 (see effect)

Effect: While the suit of armour equipped with this rune is powered, a will weaver wearing the suit of armour does not need to make fatigue rolls when their current fatigue exceeds their ARC as long as the amount of fatigue exceeding their ARC is equal to or less than the level of the arcane flux moderator (recorded as “arcane flux moderator grade 1,” “arcane flux moderator grade 2,” and so on).

Once a will weaver has gained more excess fatigue than the arcane flux moderator accommodates, they must make a fatigue roll as normal, but the target number for the fatigue roll is reduced by the rating of the arcane flux moderator rune (e.g. a will weaver with ARC 5 who has accumulated 10 fatigue need only make a fatigue roll against a target number of 7 if their armour is equipped with a grade 3 arcane flux moderator rune).

ASHEN BURST

Type: Firearm (Firearms with an AOE only)

Cost: 150 gc

Rune Points: 1

Effect: While a firearm with an AOE equipped with this rune is powered, once an attack with this firearm has been resolved its AOE becomes a cloud effect that remains in play for one round. Characters without Immunity: Fire

suffer a -2 penalty to their attack rolls as long as they are within this AOE.

ASPECT BINDER

Type: Armour

Cost: 150 gc

Rune Points: 1

Effect: While a suit of armour equipped with this rune is powered, the wearer ignores the effect of one crippled aspect:

Bonebinder: Ignore the effects of crippled Physique.

Nervebinder: Ignore the effects of crippled Agility.

Brainbinder: Ignore the effects of crippled Intellect.

AUTOBOND

Type: Melee Weapon, Ranged Weapon

Cost: 150 gc

Rune Points: 1

Effect: While the weapon equipped with this rune is powered, a focuser with a free bond slot may bond to this weapon by touching it without the need to spend a full action. If the weapon equipped with this rune is currently already bonded to a focuser, the autobond rune has no effect.

An autobond rune only works in conjunction with a bond plate (see IKRPG, p. 285), including bond plate variants (see MIKG1, pp. 13-14). It should also be noted that installing an autobond rune may pose a certain security risk.

AUTOBOND, KEYED

Type: Melee Weapon, Ranged Weapon

Cost: 150 gc

Rune Points: 1

Effect: While the weapon equipped with this rune is powered, a single focuser who was specified upon this rune's creation and who has a free bond slot may bond to this weapon by touching it without the need to spend a full action. Other focusers may still bond to this weapon according to the standard procedure.

If the weapon equipped with this rune is currently already bonded to a focuser, the keyed autobond rune has no effect.

A keyed autobond rune only works in conjunction with a bond plate (see IKRPG, p. 285), including bond plate variants (see MIKG1, pp. 13-14).

AUTOMANOEUVRE

Type: Melee Weapon

Cost: 150 gc

Rune Points: 1

Effect: While a melee weapon equipped with this rune is powered, the character wielding the weapon can perform one armed technique (see IKUA, p. 20, for examples) at a military skill level one level lower than normal (e.g. the Half-Sword armed technique can now be utilised by a character with Great Weapon 1 instead of Great Weapon 2). Each automanoeuvre rune is specific to a single armed technique (e.g. the aforementioned automanoeuvre: Half-Sword rune), but a melee weapon may be equipped with several different automanoeuvre runes for different armed techniques.

Special: If a character wielding a powered automanoeuvre weapon also meets an armed technique's unmodified prerequisites, he can now use that armed technique without needing to spend feat points to do so, even if that technique normally requires spending feat points.

BANE [TYPE]

Type: Melee Weapon, Ranged Weapon

Cost: 150 gc

Rune Points: 1

Effect: While a weapon equipped with this rune is powered, it gains +1 to its attack and damage rolls against one specific type of enemy (e.g. a bane [grymkin] rune would gain these bonuses against grymkin, but not against any other target character).

At present, bane runes exist for the following types of target characters: Arcanikal constructs (i.e. Iosan myrmidons), dragonspawn, grymkin, mechanikal constructs (e.g. steamjacks, servitors and vectors), undead, and wolds.

BLAST, BREACHING

Type: Ranged Weapon (Firearm with an AOE only; see Effect)

Cost: 300 gc

Rune Points: 2

Effect: While a firearm equipped with this rune is powered, direct hits on inanimate structures will inflict full damage on the 1" section of structure directly hit by the attack as well as the 1" sections adjacent to the section directly hit, as long as these sections are contiguous with the part of the structure directly hit. This damage to adjacent sections of the same structure is still considered to be blast damage, not additional direct hits.

Mechanical firearms that may be equipped with this rune include firearms that normally do not have an AOE but have a blast rune installed (see IKRPG, p. 285) and are using that rune's effect when making an attack.

BLAST, EXPANDED

Type: Firearm (Firearms with AOE 3" or 4" only)
Cost: 150 gc
Rune Points: 1

Effect: While a firearm equipped with this rune is powered, its AOE is expanded by one category (from 3" to 4", or from 4" to 5").

This rune can be added to a firearm equipped with a standard blast rune (see IKRPG, p. 285), and will grant that firearm's attacks a 4" AOE when it is used to fire an AOE attack.

BLAST ABSORPTION

Type: Armour, Shield
Cost: 300 gc
Rune Points: 2

Effect: While the suit of armour or shield equipped with this rune is powered, the AOE of a ranged or magic attack that directly hits this character is reduced by one category (from 5" to 4", from 4" to 3", or from 3" to not having an AOE).

When the blast absorption rune is installed in a shield, it only affects ranged or magic attacks originating in the front arc of the character equipped with the shield.

BLESSED BARRIER

Type: Shield
Cost: 300 gc
Rune Points: 2

Effect: While a shield equipped with this rune is powered, characters with the Incorporeal (see IKRPG, pp. 219-220) or Ghostly (see IKMN, p. 43) traits cannot advance through the character equipped with this shield, and must instead end their movement as soon as they contact this character's base (Needless to say, that usually comes as quite a surprise to incorporeal or ghostly entities who were expecting to freely barge through on the way to their true objective).

A shield with a blessed barrier runeplate can also be used to strike, slam or push incorporeal characters as if they were fully corporeal.

BOND PLATE, INDUCED

Type: Melee Weapon, Ranged Weapon
Cost: 150 gc
Rune Points: 1

Effect: This rune works just like a regular bond plate rune (see IKRPG, p. 285), but before the warcaster can gain any benefits from being bonded to the weapon equipped with this rune (e.g. boosting attack or damage rolls or making additional attacks), he must expend one point of focus.

Once activated by spending a point of focus, the induced bond plate rune stays active for one round.

CIRCUMVENT SHIELD

Type: Melee Weapon
Cost: 300 gc
Rune Points: 2

Effect: While the melee weapon equipped with this rune is powered, characters attacked with this weapon do not gain an ARM bonus from being equipped with a shield.

CRITICALITY

Type: special (see below)
Cost: -
Rune Points: -

Effect: This is actually a modification of weapon or shield runes that grant attacks a special effect when a critical success on the attack roll is achieved (e.g. the flame rune in IKRPG, p. 285, that deals the Fire continuous effect on a critical hit). Criticality runes come in two versions, impact criticality and precision criticality, and only one can be applied to a rune. This can be recorded by noting down a rune as e.g. flame [impact]; a modified rune still counts as an unmodified rune of the same kind (so a mechanical melee weapon couldn't have both a flame and a flame [impact] rune).

A rune that has been criticality-modified no longer causes a special effect (e.g. causing a continuous effect) when a critical success on an attack roll is scored. Instead, the unmodified rune's critical effect is applied under the following circumstances:

Impact Criticality: The original rune's critical effect is applied when the result of the weapon's damage roll exceeds the target's ARM by 5 or more.

Precision Criticality: The original rune's critical effect is applied when the result of the weapon's attack roll exceeds the target's DEF by 5 or more.

Attacking with a weapon with a criticality-modified rune will still only grant its wielder feat points when a critical success on the attack roll is scored.

DASH

Type: Armour

Cost: 450 gc

Rune Points: 3

Effect: While the suit of armour equipped with this rune is powered, the character can use a quick action in an activation in which he runs to gain the Fleet Foot ability for that activation (A character with Fleet Foot moves at SPDx3 when running).

The dash rune then needs to recharge for a turn and thus cannot be triggered again in the character's next activation.

DUELIST'S AEGIS

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing the suit of armour gains +1 DEF and +1 ARM against attacks made by a character they are directly facing and who is within 2".

ENHANCED ARTICULATION

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, during their activation the character wearing this armour may make attacks into their back arc using one-handed weapons. This character may only use weapons in their left hand when attacking into their left arc, and weapons in their right hand when attacking into their right arc, and can only attack into either their left or right arc in each activation this way in each activation.

Attacks made into this character's back arc with the aid of this rune suffer an additional -1 penalty to the attack roll. If the character wearing the armour equipped with this rune has Circular Vision, he does not suffer this penalty, and may also make attacks into both their left and right arc in the same activation (The front arc of a character with Circular Vision extends to 360°).

It also shouldn't come as a surprise that characters using this rune look very disturbing to onlookers, as they seem to be able to dislocate and reverse their arms at will.

ENTROPIC DEFUSER

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing the armour is not affected by special effects caused by critical hits (e.g. suffering critical Fire or being rendered stationary).

Special: Characters who can gain feat points can still gain feat points normally from scoring critical hits against a character wearing armour equipped with an entropic defuser rune.

FLOW DISRUPTOR

Type: Armour, Shield

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour or shield equipped with this rune is powered, an attack with RNG:SP that targets the character wearing this armour or carrying this shield automatically misses additional characters also targeted by this attack as long as this character stands between them and the attack's point of origin.

The flow disruptor rune does not protect the character wearing the armour or carrying the shield equipped with this rune from RNG:SP attacks.

If this rune is inscribed on a mechanical shield's runeplate, it only protects other characters against attacks with a point of origin in this character's front arc.

GAP-STOPPER

Type: Armour (Medium or Heavy Armour only)

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing the armour only takes damage from damage rolls that exceed their ARM and from damage rolls caused by continuous effects, and is immune to damage applied directly to vitality that bypasses armour, like damage caused by the Anatomical Precision ability (see IKRPG, p. 157), weapons like Cyrissist vectors' razor bolas (see NQ48, p. 76) or Satyxis lacerators (see Full Metal Fridays Installment 1, Week 2, p. 2), or spells like Force Spike (see p. 121) or Razor Wall (see NQ48, p. 73).

Furthermore, gap-stopper runes provide no protection against damage caused by toxins or diseases.

HARDENING [SHIELD]

Type: Shield

Cost: 300 gc

Rune Points: 2

Effect: While a shield equipped with this rune is powered, the ARM bonus using this shield grants its wielder is increased by +1. A shield equipped with this rune still does not grant an ARM bonus to characters without the Shield skill, as they do not know how to effectively interpose the shield in the path of oncoming attacks.

Special: Warjack shields and bucklers equipped with this rune always grant a +1 shield bonus to ARM to a warjack wielding it even though warjacks technically do not have the Shield skill.

HOOK

Type: Melee Weapon

Cost: 450 gc

Rune Points: 3

Effect: While a melee weapon equipped with this rune is powered, it gains +1 POW. Additionally, a character hit with this weapon may be pushed d3", but cannot be pushed out of the attacking character's melee range. The character who is being pushed this way cannot be targeted by free strikes while being pushed. After resolving pushing the character hit, the character wielding the weapon equipped with this rune may turn to directly face the character hit.

***Morgan's Notes:** The hook rune's effects are resolved individually for each attack, so a character who can make multiple attacks per round can keep dragging another character around themselves as long as they keep hitting, potentially repositioning an enemy character for another character's attacks, for example.*

Also, don't forget that push distances are halved when the character being pushed has a larger base size than the pushing character.

IRONHIDE

Type: Armour (Mechanical Steam Armour only)

Cost: 300 gc

Rune Points: 2

Effect: While the suit of mechanical steam armour (e.g. retrofitted man-o-war armour or ironhead armour) equipped with this rune is powered, any character who this suit of armour is the correct size for can operate it without needing the Ironhead ability (see IKKNG, p. 181).

If the suit of armour equipped with this runeplate becomes unpowered while a character without the Ironhead ability is wearing it, the character wearing the armour immediately becomes knocked down, can only choose to move into a prone position instead of advancing or standing up, and suffers an additional -2 penalty to all attack rolls.

JUMP UP

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing this armour may stand up without forfeiting their movement or action.

KINETIC AMPLIFIER

Type: Melee Weapon

Cost: 300 gc

Rune Points: 2

Effect: While the melee weapon equipped with this rune is powered, it gains +1 POW. On a critical hit with this weapon, roll an additional die for the damage roll and discard the lowest die from the result.

LOCKING GRASP

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing this armour gains a +2 bonus to grapple attack rolls and any resisted rolls made to maintain a hold when grappling, including rolls made to resist being disarmed while grappling and rolls to pin a target character's arms or maintain such a hold. Attempts to wrest a weapon or item from this character's grasp that aren't resisted also suffer a -2 penalty (though items could be taken from pockets, bandoliers or other worn clothes or containers against this character's will without additional penalty, as such items aren't actually being grasped by this character).

LOYALTY

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing this armour adds +2” (12 feet) to the command range of any friendly character when determining whether they are within that character's command range.

METABOLIC DISRUPTION

Type: Melee Weapon

Cost: 150 gc

Rune Points: 1

Effect: While a melee weapon equipped with this rune is powered, the target number to resist any venoms delivered by a successful hit with this weapon is increased by +2.

METABOLIC SCAFFOLDING

Type: Armour

Cost: 450 gc

Rune Points: 3

Effect: While a suit of armour equipped with this rune is powered, the wearer gains +2 PHY (Remember that this bonus does not provide increased ARM or WIL, or generate more vitality, as per “Stat Modifiers” in IKRPG, p. 106).

In order for the bonus provided by this rune to affect rolls made to resist diseases, the armour equipped with this rune must be powered and worn for the entire duration of a disease's stage of progression (see NQ52, pp. 39-45, for details on disease progression).

MIMESIS

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While a suit of armour equipped with this rune is powered, the wearer gains concealment while within 2” of characters with the same base size and general proportions (for the purposes of this rune's effects, humans and Iosans as well as Iosans and Nyss are considered equivalent, as there isn't an exceptionally noticeable difference between their general proportions and appearance; if such characters are all wearing standard, Western Immoren-issue armour rather than their traditional suits of armour, humans are equivalent with both Iosans and Nyss).

The mimesis rune does not enhance attempts to remain stealthy, unless the character wearing the suit of armour is trying to hide in a crowd of sufficiently similar-looking characters. If so, the difficulty of picking out, pursuing or

recognising the character wearing the armour with this rune is increased by +2.

MOMENTUM BOOST

From Macavity's Liber Mechanika

Type: Melee Weapon

Cost: 300

Rune Points: 2

Effect: When a melee weapon equipped with this rune generates a Slam attack while it is powered, the POW of the collateral damage rolls is equal to the attacker's STR plus the POW of this weapon.

MYOTROPIC INDUCER

Type: Armour

Cost: 150 gc

Rune Points: 1

Effect: While a suit of armour equipped with this rune is powered, the wearer may gain +1 STR for their current activation by suffering 1 point of damage to the first available damage circle in their life spiral's Physique aspect.

If the user's Physique is currently crippled, they cannot use the myotropic inducer.

ONSET ACCELERATOR

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While a suit of armour equipped with this rune is powered, any alchemicals or toxins the wearer is exposed to have their onset times reduced:

- Alchemicals and toxins that normally take effect within a number of rounds take effect at once.
- Alchemicals and toxins that normally take effect within a number of minutes take effect within the same number of rounds.
- Alchemicals that take effect within a number of hours take effect within the same number of minutes.

The duration of an alchemical's or toxin's effects is not altered by this runeplate. It should also be noted that this runeplate's effects can be a two-edged sword, especially when a character is exposed to a slow-acting toxin that they would normally have adequate time to administer an antidote for.

OVERSTRAIN COMPENSATOR

Type: Armour
Cost: 300 gc
Rune Points: 2

Effect: While a suit of armour equipped with this rune is powered, a will weaver wearing this armour who fails their fatigue roll does not end their activation, but cannot cast any additional spells in their current activation or in the next round as usual.

This rune enjoys some particular popularity with gun mages, who can use the rune's effect to still fire off an empowered rune shot when they have overtaxed their powers.

PIERCE

Type: Melee Weapon
Cost: 300 gc
Rune Points: 2

Effect: While the weapon equipped with this rune is powered, it gains +1 POW. On a critical hit, after the damage roll has been resolved the character hit suffers an additional 1d3 points of damage.

POINT BLANK

Type: Ranged Weapon
Cost: 300 gc
Rune Points: 2

Effect: While a mechanical ranged weapon equipped with this rune is powered, roll an additional die when making attack and damage rolls for attacks made with this weapon as long as the target character is within half the ranged weapon's RNG or 5" (30 feet), whichever is less. Discard the lowest die from each roll.

This rune has no effect on blast damage rolls, but works normally on ranged weapons with RNG:SP.

POWERFUL CHARGE

Type: Melee Weapon
Cost: 150 gc
Rune Points: 1

Effect: While the melee weapon equipped with this rune is powered, charge attack rolls made with this weapon gain a +2 bonus.

PRESENCE

Type: Armour
Cost: 450 gc
Rune Points: 3

Effect: While a suit of armour equipped with this rune is powered, the character wearing the armour gains +2" (12 feet) to their command range, and a +2 bonus to Command skill rolls.

When this rune is activated, any effects (e.g. equipment, abilities, or spells) that grant stealth to the character wearing the suit of armour equipped with this rune are suspended until the rune is deactivated.

RELOAD, QUICKENED

Type: Firearm
Cost: 150 gc
Rune Points: 1

Effect: While the firearm equipped with this rune is powered, the character wielding this firearm gains one additional quick action each activation that can only be used to reload this firearm.

Morgan's Notes: Obviously, this rune is only useful for firearms that can be reloaded by using a quick action.

RELOAD, WARCASTER

Type: Ranged Weapon
Cost: 150 gc
Rune Points: 1

Effect: This rune only works in conjunction with a bond rune. While the ranged weapon equipped with this rune is powered, every time a warcaster bonded to this ranged weapon spends a point of focus to make an additional ranged attack with this weapon they also gain a quick action to reload this weapon. The warcaster may use this quick action to reload the ranged weapon before making the attack.

RUNEBREAKER

Type: Melee Weapon
Cost: 300 gc
Rune Points: 2

Effect: While a melee weapon equipped with this rune is powered, hitting a character animated by inscribed runes (e.g. thralls (see IKUA, pp. 70-75) and wolds (see IKU, pp. 254-261)) with this weapon but failing to exceed ARM with the damage roll means the character hit suffers 1d3 points of damage.

RUNIC CONDUIT, KEYED

Type: Ranged Weapon (firearm only)

Cost: 150 gc

Rune Points: 1

Effect: While a mechanical firearm equipped with this rune is powered, it may be used to safely fire a rune bullet empowered with a single rune shot spell as determined by the type of keyed runic conduit rune (e.g. a Brutal Runic Conduit rune allows a gun mage to fire rune bullets empowered by the Rune Shot: Brutal spell (see IKRPG, p. 242) without risking damage to the mechanical firearm).

If a mechanical firearm is used to fire a rune bullet it doesn't have the correct keyed runic conduit rune for, it risks being damaged like a normal firearm when firing rune bullets (see "Imperfect Instruments," in IKKNG, p. 244) unless the gun also has a standard runic conduit rune installed (see MIKG1, p. 23). In contrast to regular runic conduit runes, keyed runic conduit runes do not burn out to protect the gun itself.

A single mechanical firearm may be equipped with multiple different keyed runic conduit runes (e.g. Accuracy runic conduit, Brutal runic conduit, and Heart Stopper runic conduit, for a total power draw of 3 rune points).

Keyed runic conduit runes are compatible with standard runic conduit runes, like those in MIKG1, p. 23. Any rune shots channelled through a keyed runic conduit rune do not count against the maximum COST of rune shots that can be channelled into a rune bullet through other runic conduit runes.

Morgan's Notes: Keyed runic conduit runes are inferior to regular runic conduit runes when a gun mage has a very versatile repertoire of low-COST rune shot spells (COST 1 or 2) or sometimes swaps weapons with gun mages who know different rune shots, but when a gun mage only uses a few different rune shot spells with a gun, keyed runic conduit runes may be a superior choice, especially when using runes with a high casting COST (i. e., COST 3 or 4).

SATURATION

From Old Crowle's Liber Mechanika

Type: Ranged Weapon (RNG:SP only)

Cost: 300 gc

Rune Points: 2

Effect: While the ranged weapon equipped with this rune is powered, characters under this weapon's spray template who are not directly hit suffer a blast damage roll with a POW equal to $\frac{1}{2}$ the ranged weapon's POW (rounded up).

Characters who suffer this blast damage roll are not considered to have been hit by the weapon's attack and

thus suffer no further effects from the attack (e.g. being set on fire or knocked down). Any defenses against blast damage (e.g. being prone or the Girded ability (see IKRPG, p. 163) also apply normally.

SCINTILLATING

Type: Melee Weapon

Cost: 150 gc

Rune Points: 1

Effect: While a melee weapon equipped with this rune is powered, a character who makes a melee attack with this weapon gains +1 DEF against melee attacks originating in their front arc for one round.

Special: Characters wielding two scintillating weapons by using the Two-Weapon Fighting ability (see IKRPG, p. 168) or by spending a feat point to make a Two-Fister attack (see IKRPG, p. 221) increase the DEF bonus granted by this rune to +2.

SENSITIVITY

Type: Armour

Cost: 450 gc

Rune Points: 3

Effect: While the suit of armour equipped with this rune is powered, the character wearing the armour gains +1 PER and +1 DEF.

SEVER SPELLS

Type: Melee Weapon, Ranged Weapon

Cost: 600 gc

Rune Points: 4

Effect: While a weapon equipped with this rune is powered, hitting a character currently upkeeping spells causes all spells upkeep by that character to expire at once.

SHOCK ABSORPTION

Type: Armour

Cost: 150 gc

Rune Points: 1

Effect: While a suit of armour equipped with this rune is powered, it provides the character wearing the armour with a +2 ARM bonus against the first damage roll they suffer in a round, after which the shock absorption rune becomes unpowered until the character's next Maintenance Phase.

Shock absorption runes provide no bonuses against attacks with an AOE or blast damage rolls, or against damage from continuous effects.

SLICK

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While a suit of armour equipped with this rune is powered, attempts to grapple the character wearing this suit of armour suffer a -2 penalty.

The penalty inflicted by this rune also applies to other actions that require another character to establish a hold on this character, like headlock or weapon lock power attack rolls or the contested rolls made as a part of throw or two-handed throw power attacks, and will also aid the character wearing this armour during contested rolls to escape successful grapples, headlock or weapon lock power attacks, or when making Escape Artist rolls.

STURDY STRENGTH

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, the character wearing the armour is considered to have +2 STR when determining carrying or lifting capacity (see IKRPG, p. 199) or weapons' minimum STR requirements.

SURESTRIKE

From Mezmerro's Liber Mechanika

Type: Melee Weapon, Ranged Weapon

Cost: 300 gc

Rune Points: 2

Effect: While the weapon equipped with this rune is powered, replace the lowest die of a damage roll against a character directly hit by an attack made with this weapon with 4 if the die's result is less than 4. Only one die's result may be replaced by this rune per damage roll.

SYNAPTIC OVERDRIVE

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While a suit of armour equipped with this rune is powered, the wearer may gain additional quick actions during their activation by suffering 1 point of damage to the first available damage circle in their life spiral's Agility aspect for each quick action gained.

If the user's Agility is currently crippled, they cannot use the synaptic overdrive. Quick actions gained via synaptic overdrive are subject to the normal restrictions of what kinds of quick action can be performed during an activation (e.g. they cannot be used to cast spells when running).

TERRIFYING IMPACT

Type: Melee Weapon, Ranged Weapon

Cost: 300 gc

Rune Points: 2

Effect: While a weapon equipped with this rune is powered, most of the noise of making an attack and hitting a target (e.g. the report of a gun and the impact of the bullet, or a blade whistling through the air and the sound of its edge biting into the target) is amplified and focused on the character hit. Target characters hit who can hear must resist Terror, using the weapon's POW+S+4 as the target number.

This rune has no effect on characters who cannot hear.

TRAJECTORY STABILISER

Type: Ranged Weapon (see Effect)

Cost: 150 gc

Rune Points: 1

Effect: While the ranged weapon equipped with this rune is powered, its Extreme Range penalty to attack rolls is reduced from -5 to -3.

This rune can only be applied to ranged weapons that have an Extreme Range.

VANISHING TRICK

Type: Weapon, Shield

Cost: 150 gc

Rune Points: 1

Effect: While a weapon equipped with this rune is powered, the character equipped with this weapon gains an additional quick action during each activation that can only be used to draw or stow this weapon.

VENGEFUL

Type: Melee Weapon

Cost: 150 gc

Rune Points: 1

Effect: While a weapon equipped with this rune is powered, attacks with this weapon gain a +1 bonus to attack and damage rolls against a character who has dealt the wielder of this weapon at least 1 point of damage with a direct hit since this character's last turn.

WARD, BANE [TYPE]

Type: Armour

Cost: 300 gc

Rune Points: 2

Effect: While the suit of armour equipped with this rune is powered, its wearer receives +1 DEF and +1 ARM against all attacks originating from a character designated by the type of bane ward rune (e.g. bane ward [grymkin]). The rune does not provide protection against any other type of attacker.

Currently, bane ward runes against the following types of creatures exist: Arcanikal constructs (i.e. Iosan myrmidons), dragonspawn, grymkin, mechanical constructs (e.g. steamjacks, servitors and vectors), undead, and wolds.

WARD, NECROTROPIC [TYPE]

Type: Armour

Cost: 150 gc

Rune Points: 1

Effect: While the suit of armour equipped with this rune is powered, its wearer is immune to a single special additional effect of a certain type of undead's attacks (e.g. the PHY drain caused by a shaft wight's strikes or its Create Spawn ability; see IKMN, pp. 70-71, for details), or one specific environmental effect inflicted by an undead's presence, (e.g. the Malignant Presence Deathly Endowment (see IKMN, p. 78)).

The necrotropic ward rune does not protect against any actual damage inflicted by an undead's attack. At the GM's discretion, however, it protects from effects of the same name inflicted by different types of undead.

A suit of armour can be equipped with multiple necrotropic ward runes simultaneously, as long as each rune is specific for a different ability.

It should be noted necrotropic ward runes are a highly experimental specialisation of the runes used in mechanical dread armour and shields (see MIKG1, pp. 40-41). Properly configuring a necrotropic ward rune to counter one of the undead's abilities requires extensive observation and experimentation, and has so far been successfully completed for very few of the restless dead's abilities.

WARDING BLOW

Type: Melee Weapon

Cost: 150 gc

Rune Points: 1

Effect: While a melee weapon equipped with this rune is powered, hitting a character with the weapon equipped with this rune prevents the character hit from making free strikes against the attacking character for one round.

Dedicated Mechanika

ANIMA-VOID ENGINE

Cost: unknown, probably at least 15,760 gc (power source not included)

Description: After the horrific discovery of a number of bodies ditched in a shallow grave following the appearance of several individuals wandering the streets while inexplicably suffering from similar symptoms of disturbed minds, the smashed-up remains of this strange, hulking device were discovered in a secret mechanical workshop nearby. The device's housing bore obvious Cyrissist flourishes, which has regrettably led to a number of the Maiden of Gear's worshippers suffering injuries at the hands of enraged citizens, but even priests of the cult seemed disturbed by what they deduced about the device's functionality – so much so that they did not share all of their findings with the authorities and instead are rumoured to have started hunting for a heretic in their own ranks.

The device, tentatively named anima-void engine, appears like a massive steel and brass sarcophagus encrusted with mechanical conduits. Inside, there is enough space to restrain one human-sized occupant and run alchemical drips into their veins. A peculiar socket at the top of the device suggests that an essence chamber could be attached, hinting that the device is supposed to extract the souls of the Maiden's worshippers (though scholars of the occult with some insight into the cult's achievements claim that the engine's specifications far surpass what is needed to facilitate soul extraction – with Professor Jedediah Gyser of Corvis University irreverently quipping that, usually, a knife is sufficient for those with an interest in soul harvesting). The power source does not remain, furthering rumours that it was a proprietary design of the Maiden's worshippers.

Rune Points: unknown (probably 5)

Special Rules: A human-sized living character can be strapped into the animus-void engine, after which an unknown amount of time (likely at least several hours – say, INT or PHY hours, whichever is higher – is needed for an operator manipulating the device's controls and switches to get it to work).

To determine whether the device's actions are having their intended effect, it is suggested that a contested roll of the victim's Willpower against the operator's INT+Mechanical Engineering is made. If the victim is successful, it suffers 1d3+1 of damage, and the operator can force another contested roll after working for another hour. If the operator is successful, the anima-void engine attempts to extract the victim's soul without destroying the body in the process. Unfortunately for all involved,

the device is still highly experimental and unreliable, so 1d6 must be rolled to determine the exact results:

Roll Result	Effect
1-3	The victim dies, but the soul is not captured.
4	The victim is reduced to 0 vitality and must roll on the Injury Table (see IKRPG, p. 217). If the victim dies, the soul is not captured; if the victim survives, another attempt can be made to extract his soul after another hour of work. In case the victim requires first aid, it takes 1d3+3 rounds to open up the anima-void engine and reach the victim.
5	The victim dies, but the soul is captured if an empty essence chamber is currently attached to the engine's output socket.
6	The victim survives, but becomes <i>soulless</i> (see below for proposed effects). The soul is captured if an empty essence chamber is currently attached to the engine's output socket.

Soullessness: A soulless character can no longer cast spells or use any Gifted archetype benefits or abilities that require the character to be Gifted or have an ARC stat, and no longer generates a soul token when killed. Soulless characters become detached and emotionless, gaining immunity to fear, anxiety and terror but also no longer adding their stats when making Social rolls (in time, they might regain some facility in social interactions, adding half their stats (rounded up) to Social rolls, but this requires training – training which the soulless are, as a rule, indifferent to). Social rolls against the soulless suffer a -3 penalty, unless the GM rules that the interaction does not rely on emotional cues (e.g. business negotiations that focus on rational considerations and do not resort to emotional tactics like personal threats or flattery).

This condition is similar to that suffered by soulless Iosans, though patients “recovering” from this device's effects can at least eventually learn to draw on memories of the emotions they used to have, a meagre advantage that Iosan soulless are completely deprived of.

Since the sole purpose of the anima-void engine seems to be to accomplish soul extraction without destroying the body, and since soul extraction has already been mastered by the Cult of Cyriss, the device seems to merely be an experimental proof-of-concept as a part of achieving a larger goal – which could well be re-animation (as in the re-infusion of a living soulless body with a living soul). Considering the mechanized existence the members of the Convergence of Cyriss aspire to is considered their religion's idea of a blessed afterlife, this very concept is heretical in the extreme (though there are rumours that

some high-ranking members of the Convergence rue giving up their flesh and might be interested in returning to a living existence, quite apart from the fact that logic alone dictates the cult needs future generations to be able to grow – which, at the moment at least, requires fleshly parents to have children. It is therefore quite unclear whether the inventor of the engine is “merely” an insane Cyrissist or is acting with the clandestine approval of powerful clergy).

While any of the anima-void engine's true purpose is currently unknown to the authorities, it could be suspected by those learned in matters of necromancy, the soul and mechanika, and is likely horrifyingly clear to any priests of Cyriss who have examined its workings.

Fabrication: The material cost of the anima-void engine's parts is unclear, but likely to be around 4,500 gc. It would probably take at least five weeks to construct the device. The pertinent Craft skill for construction would be Mechanical Engineering.

The anima-void engine's runeplate probably takes five weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 17.

AZOTHIC CRUCIBLE

Cost: 960 gc (capacitor not included)

Description: Festooned with conduits and studded with gauges and dials, this mechanically enhanced alchemical reactor vessel can be used to alter the properties of many alchemical ingredients to get around issues presented by low-quality ingredients or the complete lack of certain exotic materials, though using the device requires significant mechanical expertise in its own right, as well as tables of settings for each formula to effect the correct changes. The device is powered by an alchemical capacitor.

Rune Points: 3

Special Rules: The azothic crucible allows any character to use the Free Style ability (see IKRPG, p. 163) when creating alchemical compounds, though preparing the compound takes twice as long as normal, and the roll to make the compound is made with the lower of the character's INT+Alchemy and INT+Mechanical Engineering skills (though a character with the Alchemy skill and another character with the Mechanical Engineering skill can work together to accomplish an alchemical synthesis in this manner).

If the correct setting tables are on hand for an individual compound, fabricating an alchemical compound with the aid of an azothic crucible does not take longer than normal. Such tables are rare, however, only being sold by major alchemical guilds and workshops, and generally

cost as least as much as the compound costs when fabricated using standard methodology. The GM has the final say on whether such tables are actually available for any given compound.

Fabrication: The material cost of an azothic crucible's parts is 160 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (glasswork).

The azothic crucible's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

CAPACITY-LOCK CASE

Cost: 560 gc (alchemical capacitor case) / 710 (arcanodynamic accumulator case) (power source not included)

Description: It is a well-known problem of mechanika that some of the most common power sources – the alchemical capacitor and the arcanodynamic accumulator – quickly begin to lose their charge once they have been assembled. The simply but sturdily constructed, cylindrical capacity-lock case addresses this issue by allowing the storage of a number of these capacitors without any loss of charge over time, at the cost of requiring one additional capacitor to power the case.

A capacity-lock case can either preserve the charges of alchemical capacitors or those of arcanodynamic accumulators, but not both; additionally, while it would be possible to fabricate capacity-lock cases for other mechanical power sources, this is only rarely done because the capacitors in question are rechargeable (like clockwork accumulators) or long-lived (like storm chambers) anyway.

It should also be noted that mechanika power sources are often custom-fitted for different mechanical items, making capacity-lock cases a less than common sight outside of organisations that use a lot of standardised equipment like Mechanics' Union workshops or the military.

Rune Points: 3 (alchemical capacitor case) / 4 (arcanodynamic accumulator case)

Special Rules: While a capacity-lock case is powered, the lifespan of up to three alchemical capacitors or up to four arcanodynamic accumulators, depending on the type of case used, does not continue to elapse while they are inside the sealed case.

It is quite intentional that each type of capacity-lock case is powered by the same type of power source that it has been designed to store, as this makes it possible to switch out a depleted power source for one of the stored capacitors when the capacitor powering the case runs

down, further extending the time that the remaining capacitors can be stored.

Fabrication: The material cost of a capacity-lock case's housing is 50 gc. It takes one week to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The capacity-lock case's runeplate takes three weeks to inscribe and a successful INT+Mechanical Engineering roll against a target number of 15 for an alchemical capacitor case, and four weeks and a successful INT+Mechanical Engineering roll against a target number of 16 for an arcanodynamic accumulator case.

ENTROPIC TRACE ILLUMINATOR

Cost: 860 gc (accumulator not included)

Description: Looking not unlike a bull's eye lantern except for its complex focussing array and mechanical dials, the entropic trace illuminator causes materials illuminated by its beam to emit a glowing image in the shape of any recent disturbance to their configuration, which can facilitate tracking even for individuals with little or no actual training in the skill. The device is powered by an arcanodynamic accumulator installed in the handle on its back.

Rune Points: 4

Special Rules: While an entropic trace illuminator is powered, it allows a character without the Tracking skill to follow a trail by causing tracks made within a certain time period, as determined by working the device's dials, to glow. Following a trail thus revealed can be done by succeeding at PER+Detection rolls against the same target numbers as are used to resolve regular tracking (see IKRPG, pp. 194-195; the character can only spend feat points to re-roll failed "tracking" rolls, cannot spend feat points to boost "tracking" rolls, and cannot glean any information from tracks apart from when they were made and where they are going, however). Characters with ranks in the Tracking skill instead gain a +2 bonus to their skill rolls when using an entropic trace illuminator, and may move at a normal walking pace while following a trail without incurring any penalties for doing so.

The device is not foolproof, as it only reveals tracks in materials that were altered, e.g. by having being stepped on – even if the material has since sprung back into its normal shape or taken a different imprint – but which are still in the same location (i.e. the device cannot reveal tracks in snow that has since melted, in water, or on solid rock, stone or wood, or if the tracks have been covered by a different material in the meantime). Furthermore, any tracks made within a few minutes of the trail being followed will also be illuminated by the device's beam, quickly leading to a confused snarl of glowing imprints

that may make it difficult or even impossible for an untrained tracker to pick out the correct trail (an actual skilled tracker would be able to pick out identifying characteristics of the desired trail, which a character without the skill would likely miss). Also, the older the tracks are, the more diffuse the glow generated by this device becomes, generally making it useless for tracks older than about four days at most.

Last but not least, while the device is not fooled by tracks that have been erased by a character with the Traceless Path ability (see IKRPG, p. 168; ignore any penalties to the Tracking roll when using this device, even when an untrained character is doing the tracking), abilities that prevent tracks from being formed in the first place, like the Incorporeal or Ghostly traits or the Hidden Path spell (see IKU, p. 248), work normally against it.

Fabrication: The material cost of an entropic trace illuminator's parts is 85 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (glasswork).

The entropic trace illuminator's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

FELL CALL AMPLIFYING COLLAR

From Macavity's Liber Mechanika

Description: Consisting of a ring of amplification chambers worn around the neck, this device greatly enhances the volume of a trollkin's fell calls, making their vocalisations carry over significantly larger distances. The device has also found some fame in Cygnaran opera houses, as it allows even mere human singers to achieve much enhanced vocal projection (as well as, possibly, opening up avenues to entirely new forms of music, as techniques that would not normally be used because they couldn't produce sufficient volume to fill a great space now become viable). The device is powered by an alchemical capacitor.

Rune Points: 3

Special Rules: While a fell call amplifying collar is powered, a fell caller wearing it gains the following benefits:

- Fell calls with RNG:SP have their range increased by one bracket (e.g. from SP6 to SP8, or from SP8 to SP10).
- Fell calls with a range in miles extend their range by one mile.
- Fell calls with a range in feet have their range enhanced by 12 feet (2").
- At the GM's discretion, rolls made to produce

singing performances may also gain a bonus (e.g. +1 to the skill rolls), as the singer can focus on technique instead of producing volume.

Fabrication: The material cost of the parts for a fell call amplifying collar is 80 gc. It takes two weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The runeplate for a fell call amplifying collar takes three weeks to engrave and requires a successful INT+Mechanical Engineering roll against a target number of 15.

FIELD-DEFENSE ARMOUR, HEAVY

Cost: 3,060 gc

DEF Modifier: -2

SPD Modifier: -1

ARM Modifier: +8

Description: This experimental suit of heavy armour is equipped with a boiler and arcane turbine mounted on the back, which not only power substantial compensator systems but also allow the suit to project a power field similar to that generated by warcaster armour while not requiring the wearer to have the warcasting gift or even be Gifted at all. While the gain in defensive value is little compared to that true warcasters enjoy from their suits, field-defense armour does provide a constantly regenerating ablative defense that might just be that crucial bit of additional protection a warrior needs to win through.

Rune Points: 5

Special Rules: While running at full steam, field-defense armour provides the wearer with a power field like that generated by a suit of warcaster armour (see IKRPG, p. 289). The power field has six damage boxes and automatically regenerates a single damage box in each of the wearer's Maintenance Phases (thus, it takes six rounds for the power field to gain full strength when the suit is first powered up). Since the suit does not incorporate bond runes, it cannot be bonded to by a warcaster, which also means a warcaster cannot utilise focus to overboost or regenerate the power field.

If a suit of field-defense armour becomes unpowered, it immediately loses its power field. A character wearing an unpowered suit of field-defense armour suffers -6 DEF and -2 SPD. It is also possible to run the suit at low power in order to reduce the smoke output from its arcane turbine while in confined spaces. Running the suit at this setting does not inflict any additional DEF or SPD penalties, but the suit also does not provide a power field.

The arcane turbine of a suit of field-defense armour provides 8 rune points' worth of power at full steam. This means that additional mechanical devices drawing up to 3

rune points' worth of power may be hooked up to the suit with conductive cabling (see IKRPG, pp. 282-283, for details regarding fueling and running an arcane turbine).

Additionally, a suit of field-defense armour can be equipped with warcaster armour upgrades (see p. 46 and following, or MIKG1, pp. 119-127), as long as these upgrades do not require spending focus to be effective. A suit of field-defense armour comes with the compensator reconfiguration (see p. 47) and power field stabiliser (see MIKG1, p. 125) upgrades pre-installed as part of its basic configuration; the bonuses and stat modifications these systems provide are already factored in.

Fabrication: The material cost of a suit of field-defense armour's parts, including the parts for the integral arcane turbine, is 525 gc. It takes four weeks to construct the suit. The pertinent Craft skill for construction is Craft (metalworking).

The runeplates for a suit of field-defense armour take six weeks to inscribe (including the time required to craft the power field stabiliser) and require a successful INT+Mechanical Engineering roll against a target number of 17.

GIBSON-BELLOWS SENSORIUM SPLICE

Cost: 1,360 gc (accumulator not included)

Description: The product of a mechanika workshop jointly run by Mina Gibson and Kade Bellows, this strange device, which mainly consists of two conduit-covered helmets connected by short trunks of conductive cabling to the device's central unit, allows one user to experience the sensory input of the other in a strictly one-way fashion, with one user "sending" and the other "receiving." While the device is currently mostly a proof of concept, Mr. Bellows has suggested that it could be useful for diagnostic purposes, especially when the patient is *incommunicado*, as the device has been demonstrated to still register sensory inputs even when the "sender" is unconscious. Mrs. Gibson is also rumoured to have proposed the device could be used for certain forms of "entertainment."

The device is powered by an arcanodynamic accumulator installed in the central processor housing.

Rune Points: 4

Special Rules: While the device is powered, it allows the receiving user to experience all sensations felt by the sending user, including pain and internal sensations like hunger and thirst, but does not allow the recipient to sense any emotions or thoughts. The device even allows the recipient to experience the sensory input of an unconscious or comatose sender (this could be useful to

determine whether a sender has an undetected injury or illness, for example).

The device does not provide any input to the recipient if the sender is under the effects of anaesthetics or similar compounds that alter how the senses record and relay stimuli, however, or enable the recipient to receive sensory input originating from below a spinal lesion, for example.

Fabrication: The material cost of the Gibson-Bellows sensorium splice's parts is 290 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The Gibson-Bellows sensorium splice's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

GRAVITIC VICE

Cost: 960 gc (accumulator not included)

Description: This device looks like a short metal cylinder, about three feet tall, with a focusing apparatus visible at its top, and is powered by an internal arcanodynamic accumulator. When switched on, the device creates a small area of localised gravity above its focusing aperture, causing any small object (about the size of a typical steamjack cortex) inserted into this area to hover in place.

Rune Points: 4

Special Rules: The gravitic vice holds one or more small objects hovering in place, about two feet above its focusing aperture, regardless of the object's weight (though it cannot hold objects with a total diameter larger than about two feet).

Forcibly removing an object from the gravitic vice's localised gravity field requires a STR roll against a target number of 12 (though a conveniently-placed foot switch allows the operator to deactivate the device at the same time as picking up the held object).

The device's main uses at present are certain types of construction (e.g. steamjack cortex fabrication), as well as some alchemical applications (e.g. a liquid can be poured into the localised gravity field, creating a perfectly spherical shape without the need for a container and thus potentially allowing an alchemist to grow some unusual crystals or easily create a perfectly homogenous piece of material). It's also possible to effectively hold and study small creatures in the field, as they will be unable to escape if they cannot reach any form of handhold or have wings powerful enough to extricate them from the field.

Fabrication: The material cost of the gravitic vice's parts is 115 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The gravitic vice's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

KINETIC STORM ARMOUR

From Macavity's Liber Mechanika

Cost: 2,200 gc (accumulator not included)

DEF Modifier: -3

SPD Modifier: -2

ARM Modifier: +9

Description: This very heavy suit of mechanical armour contains specialised systems that allow the wearer to store the kinetic energy of impacts on the armour and use them to greatly enhance the force of melee attacks. While the suits are costly indeed, they are particularly useful when advancing in tight quarters with no cover, like tunnels or breaches in fortifications, where being hit on the advance is practically guaranteed. The suit is powered by an arcanodynamic accumulator.

Rune Points: 4

Special Rules: While kinetic storm armour is powered, the wearer receives a power token every time he suffers a damage roll. A suit of kinetic storm armour can simultaneously hold a maximum of three power tokens.

During his activation, the character wearing a suit of kinetic storm armour can use a quick action to expend the armour's power tokens to boost melee attack rolls, boost melee damage rolls or make additional melee attacks, at a rate of one power token per boost or additional attack. The power tokens are always expended on the attacks made, no matter whether they are successful (e.g. when the armour is set to boost both attack and damage rolls but the attack roll fails, the armour still expends two power tokens. Setting the armour to boost attacks or make additional attacks but then not making any attacks means no power tokens are expended).

When a suit of kinetic storm armour becomes unpowered, it loses all currently accumulated power tokens. Unpowered kinetic storm armour has a -5 DEF penalty.

Fabrication: The material cost of a suit of kinetic storm armour's parts is 490 gc. It takes four weeks to construct the suit. The pertinent Craft skill for construction is Craft (metalworking).

The runeplate for a suit of kinetic storm armour takes four weeks to engrave and requires a successful INT+Mechanical Engineering roll against a target number of 16.

MIMETIC HANDLING ENGINE

Cost: 760 gc (accumulator not included), plus 150 gc for each runic key (see Special Rules; it's quite likely that exotic runic keys, especially runic keys for specific individuals, are sold at significantly higher prices)

Description: This cumbersome device looks like a heavy mechanical gauntlet, though compensators ensure that the user can still wield objects without being unduly hindered. More importantly, the device simultaneously masks certain arcane properties of the user's presence and projects a false aura that allows the user to wield certain magical and mechanical items that are keyed to specific users. The device is quite power-hungry, and requires an arcanodynamic accumulator installed in the gauntlet's vambrace to run.

Rune Points: 4

Special Rules: A character wearing a powered mimetic handling engine can fully utilise the properties of certain magical or mechanical items that normally require specific rituals or other factors (e.g. the wielder adhering to a specific faith) to access. In order to wield a magical object with a mimetic handling engine, the hand wearing the gauntlet must be the one to wield the item (or one of the hands wielding the item, in the case of items requiring two hands to wield). Using a mimetic handling engine does not protect the wearer from any negative side-effects of handling certain magical items, e.g. Orgoth fellblades (see IKKNG, pp. 184-185).

The device uses an unusual two-runeplate configuration, with the larger runeplate containing aura-masking and compensator runes and the smaller runeplate holding a runic key for projecting a false presence. By installing the correct key runeplate, the device can quickly be reset to allow the handling of many different items.

While generic runic keys can be quite easily fabricated (e.g. a runic key that allows the user to wield weapons that can only be wielded by Menites), fabricating a runic key for a specific individual should be a challenge, and require a mechanik to at least be able to closely observe the subject several times during the runic key's production.

While the gauntlet is heavy and adds +1 POW to the user's unarmed punch attacks, its complex conduits are easily damaged when the engine is used so cavalierly, rendering the device nonfunctional until it is repaired. When the engine is unpowered, any attacks made with the hand clad in the gauntlet suffer a -2 attack roll penalty, including attacks made with weapons wielded in the gauntleted hand.

***Morgan's Notes:** While the mimetic handling engine may allow the wearer to successfully wield many different kinds of objects, the GM is encouraged to impose limits on the engine's ability to mask and mimic arcane qualities when handling unique, possibly irreproducible magic*

items, like the legendary Witchfire blade. Generally speaking, the engine should be able to handle any non-unique magical item, however, as long as the user possesses the correct runic key.

Additionally, some parties may object to seeing somebody handle items they are not supposed to be handling, and there may be all kinds of other consequences (e.g. handling a Menite paladin's firebrand blade will easily earn the user the ire of paladins, faithful Menites (both of the Old Faith and Protectorate brands of the religion), and scrutators.

Fabrication: The material cost of the mimetic handling engine's parts is 100 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The mimetic handling engine's main runeplate, which only provides handling compensation and masking, takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

The runic key that allows the user to wield specific types of magic items takes one week to inscribe and requires a successful INT+Mechanical Engineering or INT+Lore roll, whichever is lower, against a target number of 13. Fabricating a runic key requires at least 1 rank in a Lore skill relevant to the key (e.g. a key that allows the user to wield weapons that can only be wielded by Menites requires Lore (Menoth) 1).

OREBREAKER [RHULIC]

Cost: 1,850 gc / 860 gc (per elemental projector) (power source not included) / 130 gc (for the clockwork mount and armoured cage)

Type: Ranged (see Special Rules)

Location: Arm (heavy Rhulic steamjack) / Head (light Rhulic steamjack) (see Special Rules)

Ammo: unlimited (mechanika)

Effective Range: SP6

Extreme Range: –

Attack Modifier: 0

POW: 12 (cold damage or fire damage)

Description: The Rhulic orebreaker is an ingenious contraption of mechanical parts and traditional, if complex, clockwork that is used in mining to assist in the breaking of rock. While not dissimilar from the traditional method of piling firewood against a rock face and setting it alight to make the rock easier to break once it has cooled again, the orebreaker has the advantage of producing much less fumes, if any at all, being quicker to set up, and working more quickly.

The orebreaker consists of a sturdy metal cage in which two mechanical elemental projectors are mounted on a

clockwork-powered turntable. Once wound up, the clockwork will first trigger the fire projector and then, after an hour, turn it off and trigger the cold projector instead. After another hour has passed, the clockwork will advance the turntable a little and then trigger the fire projector again, and so on, until the rockface has been weakened by the alternating blasts of heat and cold, making mining much easier.

True to the philosophies many other Rhulic designs adhere to, an orebreaker is also dual-use; the elemental projectors can be dismantled and installed in Rhulic steamjacks in short order if fighting is at hand.

An orebreaker is powered by two alchemical capacitors, one for each elemental projector.

Rune Points: 3 (for each individual elemental projector)

Special Rules: Orebreakers will make mining faster, but is up to the GM to determine how great exactly the benefits are, since this will depend heavily on the kind of rock being tunneled through. That being said, while one of the elemental projectors is active, it continually projects a SP6 template that inflicts POW 12 fire or cold damage (depending on which part of its cycle the orebreaker is in; any character who suffers a fire damage roll from an orebreaker also suffers the Fire continuous effect) on any character that enters the SP6 template or ends their movement in it (Incidentally, this means orebreakers can effectively block tunnel junctions or similar locations as well).

An orebreaker can be attacked to disable it, but the device is well armoured against melee attacks due to the protective cage that guards it against rockfalls. An orebreaker is a small-based stationary target with no back arc which also gains concealment if the attacker strikes from the other side of an active blast cone. Orebreakers have Vitality 12 and ARM 14 (ARM 16 against melee attacks and rockfalls) and stop functioning once they have lost all vitality. Orebreakers are also very sturdily mounted and thus are immune to knockdown unless they are first picked up and bodily turned over.

An orebreaker's elemental projectors can also be mounted on a Rhulic steamjack, either as an Arm system for heavy Rhulic steamjacks (replacing that Arm's fist) or as a Head system on light Rhulic steamjacks. Mounting an elemental projector cannot be done in combat but can otherwise be accomplished quite quickly, following the same rules as replacing that steamjack's Arm (see IKRPG, p. 320). Only a single elemental projector can be mounted as part of a steamjack's Arm or Head system. Elemental projectors are still much less sturdy than steamjack weapons without their protective cage, however, so an Arm or Head system equipped with an elemental projector only has a single damage box on the steamjack's damage grid (treat the other damage boxes of that system as filled in). When used as a steamjack weapon system, an

elemental projector can be used to make one attack each round.

Fabrication: The material cost of an orebreaker's parts is 310 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The orebreakers' runeplates take three weeks to inscribe for each elemental projector and require a successful INT+Mechanical Engineering roll against a target number of 15.

POCKET SCABBARD

Cost: 760 gc (alchemical capacitor not included)

Description: Based on the same space-distorting principles as are employed by the Foxhole spell, the innocuously small pocket scabbard, which is barely longer than the alchemical capacitor mounted at its side, allows a single mostly contiguous object to be stored in an impossibly small space, even if the object would never normally fit inside. While the stored object does not become lighter, it does become much less bulky, and one particularly useful application of this device is secreting backup weapons in furniture or other places where the additional weight is not a problem, but where it might be hard to conceal a weapon's bulk (though care should be taken to regularly swap out capacitors, as the consequences of the device's alchemical capacitor failing while it holds an object can range from embarrassment to property damage or even serious injury).

Rune Points: 3

Special Rules: While this device is powered, it can be used to store a single weapon – even a two-handed sword or rifle (including any ammunition currently loaded in it) – inside a spatial distortion, as long as the weapon (or other object) fits through the scabbard's opening (for the most part pocket scabbards are custom-made to make sure an object can never completely slide inside the scabbard, as, say, fishing out a pistol from the device's extended internal space could be a real hassle). Trying to force a second object into the scabbard simply does not work, so the only option for removing an object that has been pushed into the scabbard all the way is to tip the device out or shut it down (but see below for the consequences of shutting the device down).

The stored object still weighs the same, and the combined weight of the pocket scabbard and its contents could become a problem (e.g. making the scabbard tear off a belt, the wearer of the scabbard walking with a noticeably lopsided gait, or even the scabbard itself breaking apart under the strain).

If a pocket scabbard is shut down or broken, the object stored inside is simply pushed out of the spatial pocket. If there is not enough room for the stored object, it is

destroyed when it emerges, and will probably break the scabbard as well in the process. At the GM's discretion, an object that shatters when it emerges from the scabbard may also injure any nearby characters (centre a 3" AOE on the scabbard, and inflict POW 8 blast damage on all characters in the AOE. At the GM's discretion, this damage may be reduced or increased depending on the size of the reemerging object).

Fabrication: The material cost of the pocket scabbard's parts is 40 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The pocket scabbard's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

PROBABILITY BALANCER

Cost: 960 gc (capacitor not included)

Description: This strange device looks like a large pocket watch with a gauge on its front but is so heavy it cannot be comfortably worn dangling from a necklace, so it is worn on a bandolier or on the belt instead. Unveiled at a recent mechaniks' convention in Steelwater Flats by Lord Hugh Galfrey, this device is clearly a companion piece to his previous designs claiming to be able to affect time and probability (A claim which, incidentally, is hotly debated, as the renowned Victoria Haley is the only other known individual who seems to have power over time itself). Be that as it may, observers at the convention later certainly had reason to comment that if it hadn't been for the serendipitously well-timed Lord Galfrey's precaution of having put on his newest invention several hours prior, a minor but dramatic mishap with another piece of experimental mechanika could have resulted in serious harm, as it likely was only due to the device's effect of balancing misfortune with good fortune that Lord Galfrey could, after accidentally starting a runaway process, also halt it at the very last moment by a near-miraculous effort.

The probability balancer is powered by an alchemical capacitor inserted into its back.

Rune Points: 3

Special Rules: After donning the probability balancer and powering it up, the device takes 1d3+1 hours to attune to its wearer (Attunement is automatic and does not require the wearer's attention; the progress of the attunement process can be observed on the gauge on the device's housing). Once attunement is complete, whenever the wearer of the device rolls doubles when failing a roll, the device gains one power token (If the wearer re-rolls the failed roll, only the final result is used to determine whether the probability balancer gains a power token). In

subsequent rounds, the wearer of the device can then spend the power token like a feat point.

The probability balancer can never hold more than one power token. If the device is turned off or taken off, it loses its power token as well as its attunement to its wearer.

Fabrication: The material cost of the probability balancer's parts is 160 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Mechanical Engineering.

The probability balancer's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

PROTEAN CRUCIBLE

Cost: 2,760 gc (arcane turbine not included; also, only one prototype currently exists, which is not for sale)

Description: Looking disturbingly like a huge brass coffin covered in dials and gauges and usually drawing power from an arcane turbine, this device, which was devised by Order of the Golden Crucible arcane mechanik-chemists S. Lee and E. R. Skine, can semi-permanently imbue a living organism with the beneficial effects of an alchemical. However, the procedure should by all accounts be considered experimental at best, as its effects are still temporary, and there are considerable side-effects. Rumours are Lee and Skine are currently experimenting with alchemical additives to make the procedure more efficient, as well as mechanik and alchemical means of stabilising its effects.

Rune Points: 5

Special Rules: By using a protean crucible, a living character can be granted the beneficial effects of a single alchemical compound for a significant amount of time, regardless of the compound's usual duration of effect. In order to do so, the subject must be hooked up to the device and remain inside for PHY+1d3 hours, during which a mechanik-chemist must constantly monitor and adjust the procedure, while one dose of an alchemical compound must also be administered over the course of each hour.

At the end of the procedure, the character operating the device must make an INT+Alchemy, INT+Mechanical Engineering or INT+Medicine roll, whichever is lowest, against a target number of 10+the subject's PHY (It's possible for up to three operators to work together, with each of them contributing one or two of the required skills). On a success, the subject acquires the Alchemical Enhancement creature template (see below). On a failure, the procedure can either be continued for another 1d3+3 hours, after which another roll can be attempted, or abandoned, in which case the subject is reduced to 1

vitality, must make a roll on the Price of Healing Table (see IKRPG, p. 240) using 1d6+3, and suffers Slow Recovery (see IKRPG, p. 216).

Fabrication: The material cost of the protean crucible's parts is 460 gc. It takes five weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The protean crucible's runeplate takes five weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 17.

Alchemical Enhancement Template

This template can be added to any living character by using a protean crucible (see above). Unlike most other creature templates, this template can also be lost again.

Description: An alchemically enhanced character gains the benefits of a single alchemical compound and retains it for a significant length of time, but may suffer adverse reactions when administered additional alchemicals.

Stat Modifiers: none (see below)

Ability Modifiers: Choose a single alchemical compound for the enhancement procedure. This character gains all the benefits of that compound for a number of days equal to his Vitality circles (i.e. the sum of PHY, AGL and INT) plus an additional 1d6 days, regardless of the compound's usual duration of effect (during the last 1d3 days of this time, this character feels unwell and restless, indicating the enhancement is about to elapse).

Once this duration has elapsed, this character suffers a breakdown unless the procedure is repeated with the same alchemical that was used to initially enhance him. During the breakdown, this character cannot regain vitality and takes 1d3 points of damage every day for a number of days equal to their PHY. If this character becomes incapacitated from this damage, he does not need to make a roll on the Injury Table and stops suffering breakdown damage, but slips into a coma for another 1d3+6 days. Successfully repeating the enhancement procedure at any point during a breakdown will allow this character to immediately begin recovering normally.

Additionally, if a compound has negative effects once its beneficial effects have run their course, these also apply during the breakdown period. Any negative effects normally incurred by using multiple doses of a compound end to end do not apply, however (though addictive compounds are still addictive).

Once the breakdown has run its course, this character loses the Alchemical Enhancement template, including the Alchemical Incompatibility trait (but may regain it in the future via another session in a protean crucible).

Alchemical Incompatibility: This character's metabolism has been seriously thrown out of whack by the

enhancement procedure, and does not respond normally or consistently to alchemical compounds any more.

Every time this character takes a beneficial alchemical compound, roll 1d6 and consult the following table:

Roll Result	Effect
1-3	The alchemical compound takes effect normally.
4	The alchemical compound takes effect, but the duration of any positive effects is halved, while the duration of any negative effects is doubled.
5	The alchemical compound's positive effects become negative effects (e.g. an increase in STR means the character now loses STR). Any negative effects of the compound still apply as well.
6	The alchemical compound does not take effect, and all of the character's aspects are considered crippled for its normal duration (-2 STR, -2 to attack rolls, -2 DEF, cannot upkeep spells).

Alchemical Incompatibility does not change the effects of harmful alchemical compounds on this character.

Skill Modifiers: none (see above).

REFUSION HARNESS

Cost: unknown (probably at least 1,210 gc; capacitor not included)

Description: This cumbersome device looks like a very complex conduit-laced segmented plate that is worn on the upper back, with a receptacle for a small device that can be installed on the back at about shoulder height. Interestingly, the device is constructed in such a way that it cannot be removed without assistance unless the wearer is willing to risk damaging it in the process, as the wearer is locked into the device in a manner not unlike how Gifted Menite vassals in the Protectorate are locked into their armour.

While this device's power supply was missing when it was found strapped to the body of a man who had fallen to his death from a window, certain advanced mechanics associated with the Cult of Cyriss who had a look at the device were noted to become visibly uncomfortable and requested to be allowed to take the device to their own laboratories for further analyses. Unfortunately, the device was later stolen from these laboratories, though there are also whispers that it was the Cyrissists themselves who are responsible for making sure the device disappeared.

Morgan's Notes: All the following information is unknown (though perhaps suspected) by anybody outside the Cult of Cyriss. There was clear indication that the one refusion harness that was found was experimental rather than a fully fleshed-out design; the way a refusion harness can plunge a soul already ascended to a clockwork existence back into the lowly sensations of the flesh is certainly considered heretical by the followers of the Maiden of Gears, even if it is just temporary.

Rune Points: 3

Special Rules: In order for it to work, an essence chamber must be installed into a refusion harness. The device then allows the soul contained in the essence chamber to take over the body of the person wearing the harness, in a manner not unlike being possessed by a ghost, though neither will the soul be removed from the essence chamber in the process, nor will the soul of the character being possessed this way be displaced.

Possession is not automatic and requires the soul in the essence chamber to succeed at a contested WIL roll against the character wearing the refusion harness, which can be repeated once per round. Once possession is successful, the character wearing the harness can make another contested WIL roll against the soul in the essence chamber to regain control over his body. If the soul in the essence chamber wins five consecutive WIL rolls, it remains in control for a full day, and the character wearing the harness can only attempt to regain control once each day thereafter. Once a character wearing a refusion harness regains control, the soul in the essence chamber will immediately begin fighting to regain supremacy, likely giving the wearer very little time to damage, destroy or take off the harness before he succumbs once again.

The character possessed in this manner is only dimly aware of his surroundings while his body is under the foreign soul's control. The possessing soul can use the body and all of its senses as its own while possession lasts, but cannot cast any spells in this state, and must use its own skills and abilities, as well as the possessed character's Archetype benefits (But cannot use Archetype benefits that require the expenditure of feat points).

A character who is soulless only rolls PHY to resist a refusion harness's effects rather than WIL, giving the soul in the essence chamber a distinct advantage.

If a refusion harness becomes unpowered while the soul in the essence chamber is in control, the character wearing the device is knocked down and immediately regains control of his body, starting in their next turn.

Fabrication: The material cost of a refusion harness's parts is 185 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The refusion harness's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

ROSALYN DI FLORYS'S PATENT GRAND-STAND

Cost: 610 gc (capacitor not included)

Description: Another invention of the Llaeese mechanic famous for her penchant for theatrics, at first glance the grand-stand looks like a plain metal disk set into the floor and polished to a mirror sheen. However, once the device is powered up, it will project a significantly enlarged image of the person standing on it.

On the stage, the grand-stand is used to allow actors to portray deities, Ascendants, archons and other larger-than-life entities. However, the device has already also been ordered by people interested in making an impression during public speaking, like aristocrats and even the Church of Morrow.

The grand-stand is powered by an alchemical capacitor.

Rune Points: 3

Special Rules: An activated grand-stand increases the apparent base size of a small-based character standing on it to medium (this means that a human will be as tall as an ogrun). The illusion is perfectly convincing but incorporeal (characters who can see through stealth can also see through this illusion), and does not include sound (so a good speaking voice is still necessary). Using a grand-stand grants the user a bonus of +1 to Social rolls against individuals who are susceptible to being impressed by seeing this larger-than life projection (this bonus is usually conferred to rolls made during theatrical productions, but may also apply when a speaker simply wants to gain attention; at the GM's discretion, this bonus might increase to +2 against individuals who place particular value on physical size).

Incidentally, an individual using a grand-stand also gains +1 DEF against ranged and magic attacks, as their projected image does not quite conform to their true position any more (e.g. an attack targeting the head will simply pass through empty air, while a shot to the chest will probably still hit something).

Grand-stands are portable, if a bit unwieldy. It is recommended to keep their surface well-polished and clean, or the projected image might become fuzzy. It is also possible to make larger versions of the grand-stand that can increase the apparent base size from medium to large as well. This device has the same stats and costs only slightly more to make (costing an additional 30 gc in parts and adding 100 gc to the completed device's cost), but is more difficult to transport because of its increased

bulk, and so far no-one has placed such an order with Madame Di Florys.

Fabrication: The material cost of Rosalyn di Florys's Patent Grand-Stand's parts is 55 gc. It takes two weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The Patent Grand-Stand's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

RUNE MILL

Cost: 1,310 gc, plus 150 gc for each rune point the rune mill imprints (see Special Rules; power source not included)

Description: Looking not unlike a printing press, the rune mill, which is usually powered by an arcane turbine, can be used to imbue a blank runeplate with a specific set of mechanical runes as determined by the mill's own runeplate.

While the rune mill is easy to operate and works quickly, it is limited in the complexity of runes it can imprint on a runeplate, and the process isn't quite reliable. Also, a rune mill requires a separate rune plate for each configuration of runes it is supposed to print, and the heavy-duty conduits in its parts are significantly more complex and expensive to make than one would expect from the device's deceptively simple appearance.

Rune Points: 3-5 (see Special Rules)

Special Rules: After inserting a blank runeplate into a rune mill and activating the device, it will imbue the runeplate with up to three points' worth of mechanical runes. In order to do so, however, the device's runeplate must first be inscribed with the desired runes, in addition to the two points' worth of runes the rune mill requires to function in the first place.

A rune mill works about three times as fast as an arcane mechanik (which is unsurprising, as it doesn't tire and doesn't need breaks), but there is a risk of 1-2 on 1d6 that the process fails, rendering the imprinted runeplate unusable. The reasons for this are currently unknown; slowing down the rune mill does not seem to improve its reliability in any meaningful way.

While it seems it should technically be possible to use two rune mills to imprint a runeplate with up to five points' worth of runes, with one mill imprinting two points' worth and the other imprinting the rest, any attempts to do so have failed more often than not, with the apparent cause always being a misalignment of the imprinted runes, no matter how carefully the mills were loaded before initialising the imprinting process.

Fabrication: The material cost of a rune mill's parts is 310 gc. It takes five weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The rune mill's runeplate takes two weeks to inscribe, plus one week for each rune point's worth of runes it is supposed to imprint, and requires a successful INT+Mechanical Engineering roll against a target number of 14 plus the total rune point value of the runes it imprints.

SPELLSHADOW ARMOUR

Cost: 1,310 gc (accumulator not included)

DEF Modifier: -1

SPD Modifier: +0

ARM Modifier: +7

Description: Emblazoned with the iconography of the arcane organisation it has been commissioned by (like the Fraternal Order, the Greylords Covenant, or the Order of the Golden Crucible), this mechanical suit of armour's properties allow a character holding the correctly keyed mechanical wand to loosen destructive spells into an ongoing melee without risking any harm to the wearer of this armour or even being hindered by their proximity to the intended target (The intended purpose of the suit is to allow bodyguards to accost attackers while still allowing the arcanists they protect to support them with offensive magic). Spellshadow armour is powered by an alchemical capacitor.

Rune Points: 3

Special Rules: While spellshadow armour is powered, this character does not block line of sight when a character holding the correct lodge key wand (see MIKG1, p. 55) makes magic attacks against characters the wearer of the suit of spellshadow armour is in melee with.

Additionally, a character holding the correct lodge key wand does not suffer a penalty for making magic attacks against characters this character is engaged in melee with, and this character isn't an eligible target if a magic attack against a character they are in melee with misses (if a magic attack's target character is in melee with both this character and other characters not wearing spellshadow armour the same lodge key wand is attuned to, the magic attack suffers the normal penalties, but if it misses it still cannot hit this character by accident).

When a suit of spellshadow armour becomes unpowered, it loses its special properties, and its DEF penalty becomes -4.

Fabrication: The material cost of a suit of spellshadow armour's parts is 265 gc. It takes three weeks to construct the suit. The pertinent Craft skill for construction is Craft (metalworking).

The runeplate for a suit of spellshadow armour takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

VARYS BLACKFYRE'S PATENTED FLASH PROTECTOR GOGGLES

From Macavity's Liber Mechanika

Cost: 640 gc (basic version) / 1,250 gc (advanced version)

Description: The Arcane Mechanik Varys Blackfyre developed this piece of dedicated mechanika as an extension of the principles behind the CRS farsight goggles applied in reverse to prevent flashes of light from appearing any brighter than an overcast day.

The goggles appear as a set of heavy, tinted lens goggles that completely seal around the eyes and connect to a heavy belt with a low-slung alchemical capacitor supplying power to the device.

These goggles have been licensed to the Cygnaran Armoury to construct and are handed out to trencher commandos equipped with flash powder grenades for hostage rescue and close-quarters room-clearing operations.

Versions of this device that permit full farsight goggle functionality while providing flash protection have been manufactured, but those versions increase the cost and difficulty of manufacturing the device enormously and require similarly powerful capacitors like storm chambers to run.

Rune Points: 2 (basic version) / 5 (advanced version)

Special Rules: While these mechanika goggles have power, the wearer does not suffer the deleterious effects of flash powder or a flash powder grenade (-4 to DEF and -4 to visual based attacks and perception).

An advanced version of the flash protector goggles that integrates the functionality of standard farsight goggles (see IKRPG, p. 287) can also be constructed. This configuration is never sold and always requires a housing constructed to fit a specific individual in order to precisely line up the focal point of all the lenses with the users's eyes. Unlike the basic flash protector goggles, the advanced version cannot be worn with a helmet.

Fabrication: The material cost of the basic goggles' housing is 75 gc. It takes two weeks to construct the device. The pertinent Craft skill for construction is Craft (glasswork).

The basic goggles' runeplate takes two weeks to inscribe and requires a successful INT + Mechanical Engineering roll against a target number of 14.

When constructing the advanced version of the flash protector goggles, the material cost of the goggles' housing is 150 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (glasswork).

The advanced flash protector goggles' runeplate takes five weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 17.

VARYS BLACKFYRE'S PORTABLE TRUE AIR GENERATOR

from Macavity's Liber Mechanika

Cost: 850 gc (including an integral clockwork capacitor)

Description: This backpack-sized apparatus essentially consists of a central column fitted with a mechanical heat sink that has metered doses of reagents fed into it by a clockwork mixer situated at the top. The gas produced by the reaction, which is known as True Air, is liquefied in the heat sink-equipped column and then pumped into insulated storage tanks, from which it can be extracted either in liquid form via a metered valve at the device's base or, usually in order to run gas-powered machinery, in its gaseous state via an expansion chamber. The device's compact construction allows it to operate continually even when on the move, though constructing, setting up and maintaining the device does require a combination of both mechanical and alchemical expertise, making the device rarely seen outside of larger, multidisciplinary workshops like those of the Order of the Golden Crucible. The device is powered by an integral clockwork capacitor.

Rune Points: 3

Special Rules: A character with the Alchemy skill can set up the True Air generator with up to 10 units of mineral crystal and 10 units of mineral acid in the feed hoppers at the top without needing to make a roll. Topping up the reagents takes about fifteen minutes. Once powered up, the generator will then create one vial of True Air every two hours for each unit of mineral crystal and mineral acid available in the feed hoppers atop the device.

The True Air generator can store up to 10 vials of True Air in the tank. It takes a full action to connect and fill a clockwork grenade from the attached metal hose, creating a concussion grenade (unless other reagents are also contained in the housing). Alternatively, it takes a quick action to connect the hose to a pneumatic or steam-powered tool with the correct quick connector valve set up.

The True Air generator has ARM 14 and can take 5 points of damage (While carried by a character, the True Air generator is only damaged by attacks that specifically

target it, adding +1 to the attack's target number. Striking the True Air generator usually also requires attacking from inside the character's back arc). Once the generator has suffered five points of damage, the canister is punctured and explodes violently in a 5" AOE centred on the device or the character carrying it. Characters in the AOE are knocked down and suffer a blast damage roll with a POW equal to the number of doses of True Air currently stored in the device's tank.

Parts Cost: 120 gc

Fabrication: The material cost of the True Air generator's housing is 120 gc (including parts for the integral clockwork capacitor.) It takes two weeks to construct the device. The pertinent Craft skill for construction is Alchemy.

The True Air generator's rune plate requires three weeks to inscribe and a successful INT+Mechanical Engineering roll against a target number of 15.

Mechanical Modifications

MECHANICAL IRONHEAD ARMOUR

Base Cost: 7,500 gc for the standard suit (though ironhead suits are usually not for sale but their builder-operator's personal pet project. The price does not include the runeplate and power source; an internal arcane turbine that runs off of the suit's boiler raises the standard suit's cost to 8,000 gc)

Description: This suit of ironhead armour has been retrofitted with mechanical conduits that enable the suit to benefit from having armour runeplates installed. The suit's mechanical systems are usually separate from its steam engine fixtures and powered by a dedicated capacitor installed in an armoured compartment, though some ironheads install an arcane turbine instead (though any damage to the boiler or pneumatics might then also compromise the mechanical systems; a dedicated capacitor will at least keep the mechanical systems going when the suit's mechanical systems begin to break down).

While it is technically possible to build mechanical ironhead armour from scratch, the prohibitive cost and the fact that the process of retrofitting armour is relatively simple and efficient compared to retrofitting weapons means most mechanical ironhead armours begin their lives as standard steam armour. Also, the less streamlined retrofitted systems lend themselves far better to further upgrades.

Special Rules: A suit of mechanical ironhead armour uses the same stats and grants the same bonuses as its non-mechanical equivalent (see NQ52, pp. 35-36) in addition to any bonuses granted by its armour runeplate.

If the dedicated capacitor installed in a suit of mechanical ironhead armour becomes depleted, or if the suit suffers the "Loss of Power" result on the Internal Systems Damage table (see NQ52, p. 35) when using an internal arcane turbine as a power source for its mechanical systems, the suit's wearer suffers an additional -2 DEF penalty in addition to losing access to all of the suit's mechanical properties.

When upgrading a suit of mechanical ironhead armour, double the parts costs of the following upgrades (see NQ52, pp. 36-38 for further details): *Ablative Armour*, *Amphibious Construction*, *Artillery Mount*, *Cargo Crane*, *Failsafes*, *Force Amplifier*, *Hardened Case*, *Weight Compensators*. When purchasing these systems, they cost five times their standard price.

Fabrication: The parts cost for fabricating a basic suit of mechanical ironhead armour is 3,000 gc. After constructing the non-mechanical systems, adding the mechanical conduits takes an additional week and a successful INT+Mechanical Engineering or INT+Craft

(metalworking) roll, whichever is lower, against a target number of 15. If this roll is failed, it can be repeated after working on the suit's mechanical systems for another week. The finished suit can be upgraded like any other suit of ironhead armour except for the increased cost for some systems (see above).

Fabricating an internal arcane turbine for a suit of mechanical ironhead armour uses the rules in IKRPG, pp. 282-283 as normal, and requires additional parts worth 160 gc.

ONE-USE CONDUITS

Cost: Housing's Base Cost x 2

Description: These simply-laid conduits will not survive more than a few seconds' flow of arcane energies through them, but this is usually all that is needed for mechanical traps and munitions.

Special Rules: Once activated, a mechanical device with one-use conduits can perform its function for up to one round before burning itself out, completely destroying the housing in the process.

One-use conduits are too large to be used on munitions smaller than those used in artillery pieces or steamjack cannons, though it would be conceivable to construct javelins or ballista bolts as mechanical housings with one-use conduits.

One-use conduits are constructed without any mechanical triggers; they are "triggered" by the flow of energy from their capacitor instead.

Fabrication Requirements: Mechanical Engineering and a pertinent Craft skill (e.g. Craft (gunsmith) to craft mechanical firearm munitions)

Material Costs to Fabricate: 1.5 x the cost of a non-mechanical version of the item

Fabrication: Fabrication of a mechanical housing with one-use conduits requires a mechanical workshop. Constructing the housing takes the same time as constructing the non-mechanical version of the housing plus one day for laying the conduits.

Once the character has spent the required time assembling the housing, make an INT+Mechanical Engineering or INT+Craft skill roll, whichever is lower, against a target number of 14. On a success, the character has created a one-use mechanical housing. On a failure, the character can make another roll after spending another four hours reworking the housing.

ONE-USE RUNEPLATES

Cost: 15 gc per rune point

Description: The simplified runic script and configuration wardings employed on one-use runeplates mean these runeplates can only generate a brief, seconds-long burst of power before becoming consumed by the energies coursing through them – basically all that is needed for mechanical traps and munitions.

Special Rules: Once activated, a mechanical device equipped with a one-use runeplate can perform its function for up to one round before the runeplate burns itself out and is completely destroyed.

Fabrication Requirements: Inscribe Formulae, Mechanical Engineering skill

Material Costs to Fabricate: 3 gc

Fabrication: Inscribing a one-use runeplate takes a day for each rune point's worth of runes on the plate. Once this time has passed, the character makes an INT+Mechanical Engineering roll against a target number equal to 11 plus the total number of rune points inscribed on the runeplate. On a success, the character has created a functioning one-use runeplate. On a failure, the character must spend four hours reworking the runeplate and painstakingly correcting any mistakes before he can attempt to make this roll again.

Seismic Cannon:

Example Mechanical Munitions

Together with burst capacitors (see p. 35), one-use conduits and one-use runeplates are intended to facilitate the construction of mechanical munitions like the seismic cannon's shells (see IKKNG, pp. 105-106):

- A burst capacitor costs 15 gc and can generate up to 4 rune points' worth of power.
- A heavy steamjack cannon shell's base cost is 15 gc (see IKRPG, p. 309). Equipping such a shell with one-use conduits raises the final cost to 30 gc.
- The special effects of the seismic cannon's shell are all characters in the AOE being knocked down on a direct hit (a 2-point effect) as well as a +1" increase to the AOE compared to the standard shell (which is reckoned a 1-point effect, as the blast rune that grants firearm attacks that normally do not have AOE's a 3" AOE is a 2-point rune (see IKRPG, p. 285), and simply expanding a cannon shell's already existing AOE should conceivably be easier to accomplish). A total of 3 rune points means the one-use runeplate would cost 45 gc.

This would put the total for a seismic cannon shell at 90 gc. The cost stated in IKKNG, p. 106, is given as "in excess of 100 gc," but this does include a black market

mark-up for acquiring shells produced using methods that were considered proprietary at the time.

***Morgan's Notes:** While horrendously expensive, the main use of mechanical munitions is that it is possible to grant any artillery piece or steamjack cannon a mechanical attack at a moment's notice without having to (hah) shell out for the major expense of an entire battery of mechanical guns.*

RUNE-SCRIPT WEAPONS

Cost: Weapon's base cost x5 plus 150 gc per rune point (fabricated rune-script weapon) / Weapon's base cost x3 plus 150 gc per rune point (retrofitted rune-script weapon). Power sources not included.

Description: Made in the attempt to streamline mechanical weapon production to cater to an increased demand for armaments with basic mechanical properties, a rune-script weapon is a dedicated mechanical weapon that has the runes directly inscribed onto the weapon itself rather than on a socketed runeplate, reducing the needs for conduits and vastly simplifying the design at the cost of losing the ability to customize a weapon by swapping out or expanding its runic configuration. Still, sometimes cheap and dirty does the trick just as well as a more fancy design, or at least it does the job well enough.

Rune Points: 1-5 (according to the weapon's rune loadout)

Special Rules: A rune-script weapon functions like a regular mechanical weapon, but cannot have its rune configuration swapped out or modified by adding or changing runes.

As usual, attacks with retrofitted rune-script weapons suffer a -1 penalty to attack rolls.

Fabrication: The material cost of the parts for a rune-script weapon housing is twice the cost of the weapon it is based on or the base cost of the weapon plus 20 gc, whichever is higher. Fabricating the housing requires an INT+Mechanical Engineering roll against a target number of 15 or 12 plus the weapon's total rune points, whichever is higher. If the roll fails, the character can spend another four days working on the weapon and can then roll again.

It is also possible to retrofit an existing non-mechanical weapon to become a rune-script weapon. The material cost of the parts to retrofit a weapon into a rune-script weapon is half the cost of the weapon it is based on or the base cost of the weapon plus 20 gc, whichever is higher. Retrofitting a rune-script weapon requires an INT+Mechanical Engineering roll against a target number of 15 or 12 plus the weapon's total rune points, whichever is higher. If the roll fails, the character can spend another four days working on the weapon and can then roll again.

Fabricating or retrofitting a rune-script weapon requires access to a mechanik's workshop. Fabrication takes the same time as fabricating a mundane version of the same weapon plus a number of weeks equal to the weapon's total rune point value. Retrofitting a rune-script weapon takes one week per point of its rune-point value.

Mechanika Power Sources

ARCANOPYRETIC CAPACITOR

Cost: 65 gc

Power Output: 3-5 (see Special Rules)

Lifespan: 1 month

Description: These alchemical capacitors contain specialized reagents that will break down and provide power at a rate dictated by the power draw of the device hooked up to it. Unfortunately, these capacitors are also prone to heating up excessively when large amounts of power are drawn from them. While arcanopyretic capacitors can heat up to the point of inflicting burns on anyone using a mechanical device, the heat will thankfully cause the reactions inside the capacitor to go awry in such a way that they will stop, rather than simply cause the capacitor to explode.

Special Rules: Arcanopyretic capacitors can provide a constant 3 points' worth of power to mechanical devices during their lifespan without problems.

When arcanopyretic capacitors are used to supply more power, however, a die must be rolled at the end of each turn. When arcanopyretic capacitors supply 4 points' worth of power, this roll is considered a failure on a result of 1, if they supply 5 points' worth of power, this roll is considered a failure on a result of 1 or 2.

After the first failed roll, the capacitor becomes noticeably warm, warning the user that a failure is imminent.

After the second failed roll, the capacitor becomes searing hot, inflicting 1d3 points of fire damage to a character holding or wearing the mechanical device it powers in that character's Maintenance Phase each turn (and potentially, at the GM's discretion, damaging the device). Additionally, the capacitor immediately loses a day from its remaining lifespan.

After the third failed roll, the capacitor shuts down and no longer provides power, but is still hot and will still inflict additional fire damage (see above). The capacitor also immediately loses 1d3 days from its remaining lifespan.

An overheated arcanopyretic capacitor cools down slowly while still providing up to 3 points' worth of power, negating the result of one failed roll after 1d3+1 minutes. The capacitor cools down more quickly when it is not powering a device, negating the result of one failed roll each minute.

Arcanopyretic capacitors are usually only used in mechanical devices with a switch that allows the user to step up some of the device's properties when needed and rely on less power-consuming functionality otherwise.

Arcanopyretic capacitors cannot be recharged. They will

also decay slowly while not in use (If an arcanopyretic capacitor has been assembled but not yet been used to power mechanika, roll 1d6 at the end of the month; on a result of 1-2, the capacitor has decayed and no longer provides any power. Even using the capacitor for only a few minutes after assembly will begin a faster breakdown process, meaning the capacitor will always become nonfunctional after a month).

Fabrication Requirements: Alchemy, Mechanical Engineering

Material Costs: 25 gc

Fabrication: Construction requires an alchemy workshop as well as a mechanik's workshop.

Once a character has the raw materials to construct the arcanopyretic capacitor, he must spend one day preparing and assembling the components. At the end of this time, the character makes an INT+Alchemy or INT+Mechanical Engineering roll, whichever is lower, against a target number of 14. If the roll succeeds, the character creates a functional capacitor. If the roll fails, the character can make another attempt after he has spent an additional hour reworking the capacitor.

Morgan's Notes: Arcanopyretic capacitors are only slightly more expensive than arcanodynamic accumulators while clearly being not as good (except for some potentially better longevity before use, and being able to potentially provide more power for a brief period of time). However, they do have one marked advantage: They do not require a Gifted mechanik to make.

BURST CAPACITOR

Cost: 15 gc

Power Output: 4 (see Special Rules)

Lifespan: 1 round (see Special Rules)

Description: Intended for use with mechanical munitions like the shells fired by the Cygnaran Avenger heavy warjack's seismic cannon, the alchemical burst capacitor is constructed with an impact trigger that sends a brief, powerful burst of energy into its attached runeplate and then expends itself. Their somewhat complex construction makes burst capacitors comparatively expensive, however.

Special Rules: When the impact trigger of a burst capacitor is depressed, the capacitor delivers a jolt of 4 rune points' worth of power that can supply a mechanical device for a single turn.

Burst capacitors cannot be recharged (as a matter of fact, they usually don't survive the impact and their mechanical device's destructive activation). Once assembled, burst capacitors have a shelf life of a year before their components have decayed to the point of uselessness.

Burst capacitors can only be used to power mechanical munitions sized for artillery pieces or steamjack cannons, though they could be used in mechanical javelins or ballista bolts as well (though such capacitors probably need a differently constructed trigger).

Fabrication Requirements: Alchemy skill

Material Costs: 5 gc

Fabrication: Construction requires an alchemy workshop as well as the kind of metalworking tools needed to fabricate grenades.

Once a character has the raw materials to construct a burst capacitor, he must spend four hours preparing and assembling the components. At the end of this time, the character makes an INT+Alchemy or INT+Craft (metalworking) roll, whichever is lower, against a target number of 14 (The character can also substitute INT+Mechanical Engineering for Craft (metalworking), or another character can construct the housing instead so an alchemist only needs to fill the capacitor with the required ingredients). If the roll succeeds, the character creates a functional capacitor. If the roll fails, the character can make another attempt after he has spent an additional hour reworking the capacitor.

Steamjack Gear, Upgrades and Weapons

ARCANORESONANCE DRIVE

Cost: 750 gc

Description: The arcanoresonance drive is a device that draws on excess arcane energies emanating from sustained magical effects. The accumulator processes these energies through a modified arcanodynamic generator connected directly to the steamjack's cortex in order to give it an extra jolt of power in combat.

Special Rules: A steamjack with an arcanoresonance drive installed is allocated 1 focus point at the beginning of its turn when there is a friendly and/or enemy upkeep spell on it.

Mounting a resonance drive takes eight hours and requires the cortex to be removed from the steamjack's cortex bay as well as the proper tools and a successful INT+Mechanical Engineering roll against a target number of 16. On a failed roll, the character can try again after another hour of labour.

Paying to have an arcanoresonance drive installed costs an additional 120 gc.

Fabrication: Constructing an arcanoresonance drive takes three weeks and requires the Inscribe Formulae ability as well as parts costing 250 gc. Fabricating an arcanoresonance drive requires a successful INT+Mechanical Engineering or INT+Lore (Arcane or Occult) skill roll against a target number of 16.

ARMOUR REDISTRIBUTION

Cost: 300 gc (light steamjack) / 450 gc (heavy steamjack); no additional cost if the chassis is constructed with redistributed armour

Description: This modification adds additional plates to the steamjack's front side while reducing the armour on its back, thus gaining additional protection against attacks from the front without sacrificing maneuverability by layering excessively heavy armour all over the chassis. Of course, should an enemy actually manage to attack the steamjack from behind, they are likely to inflict severe damage.

This modification is quite popular in Rhul, where steamjacks are often deployed in tunnels where enemies cannot attack them from behind as long as the steamjack does not turn around.

Special Rules: A steamjack with redistributed armour gains +1 ARM against damage rolls originating in its

front arc, but suffers -1 ARM against damage rolls originating in its back arc.

When resolving damage inflicted by continuous effects, use the steamjack's unmodified ARM. If the steamjack becomes knocked down, roll 1d6: On a result of 1-3, all attacks against it while it is knocked down are resolved against its back arc, on a result of 4-6 all attacks against it while it is knocked down are resolved against its front arc.

Applying armour redistribution to a steamjack (or removing it) requires the proper tools, six hours of labour, and a successful INT+Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labour.

Paying to have armour redistribution applied to a steamjack costs an additional 75 gc.

BANDERILLA SPEAR

Cost: 200 gc (light steamjack, plus 30 gc for each additional spear tip), 280 gc (heavy steamjack, plus 40 gc for each additional spear tip)

Type: Melee

Location: Arm

Attack Modifier: 0

POW: 4 (light steamjack) / 5 (heavy steamjack)

Description: This Ordic steamjack spear is based on an implement used in bullfighting and pit fighting. The spear's tip contains a spring-loaded, barbed blade section that can be released by the steamjack wielding the spear, lodging the tip in the target and restricting the target's movements. The only downside is that the steamjack requires assistants to replace the spear tip once it has been detached.

Special Rules: On a critical hit with a banderilla spear, the steamjack wielding the spear may choose to detach the spear's head, which causes spring-loaded barbs to erupt from the spear tip's base that lodge it firmly in the steamjack hit. If the targeted steamjack suffered system damage from the attack, the first damaged system is then considered crippled until the spear tip is removed. If the attack dealt no system damage, the targeted steamjack suffers a -1 penalty to any rolls (e.g. attack rolls and damage rolls for limbs, or PER and INT rolls for the cortex) made with the first system in its damage grid's column rolled. If the attack dealt no damage at all, the spear tip would simply fall off if released, without becoming lodged anywhere in the intended target.

A banderilla spear with its tip detached suffers a -1 attack modifier and a -2 POW penalty. Banderilla spears are Reach weapons, with or without their tips attached.

Replacing a banderilla spear's tip requires no roll but must be performed by a character in B2B with the steamjack. Replacing the spear tip takes a full action and cannot be

done when the steamjack wielding the banderilla spear or the character replacing the spear tip are engaged in melee.

Dislodging a banderilla spear tip from a steamjack requires an assistant to be in B2B with the steamjack, use a full action and succeed at a STR roll against a target number of 14.

A steamjack must have a non-crippled arm system with an open fist to pick up a banderilla spear. While armed with a banderilla spear, the steamjack cannot make attacks with the fist in which it holds the weapon.

Banderilla spears can also be used on warbeasts (they will then cripple one aspect if the attack dealt at least 5 points of damage, or inflict a -1 penalty on STR, DEF, or attack rolls, depending on which branch of their life spiral was rolled, if less or no damage was rolled). In contrast to steamjacks, warbeasts are generally sufficiently agile and aware to remove a banderilla spear tip on their own, but will suffer 1d3 points of damage if they do so, as the spear tip's barbs tear their flesh if they simply rip it out. Frenzying warbeasts cannot remove banderilla spear tips, nor can they have them removed by other characters in a turn in which they have frenzied, unless they are rendered stationary first.

BURST-LOCUS NODE

Cost: 500 gc

Description: This variant of the standard arc node configuration allows a channeller to send area-of-effect offensive spells to a steamjack in their battlegroup to provide an additional close-in attack. The downside is that a burst-locus node does not allow the warcaster to channel any other spells through that steamjack. A burst-locus node must be linked to the steamjack's arcane turbine to draw power.

Special Rules: A steamjack with a burst-locus node is a channeller (see IKRPG, p. 234), with the following changes: The steamjack's controlling warcaster can only channel offensive spells with an AOE through that steamjack, but may channel such spells through that steamjack even when it is engaged in melee. When an offensive spell with an AOE is channeled through this steamjack, the spell automatically hits and the AOE is centered on the steamjack, but this steamjack is not affected by the spell. All other characters in the AOE suffer blast damage from the spell, with the blast damage's POW being 2/3 of the spell's normal POW (rounded up). This blast damage may be boosted by the warcaster normally.

When outfitted with a burst-locus node, mark the lowest boxes in columns 3 and 4 of the steamjack's damage grid that do not already contain letters with the letter "B," which represents the burst-locus node. A steamjack

cannot have both a burst-locus node and any other form of arc node at the same time.

A burst-locus node must be mounted on the steamjack's chassis and connected to its arcane turbine (see "Installing an Arc Node," IKRPG, p. 319).

Paying to have a burst-locus node installed costs an additional 30 gc.

DEFENCE-FIELD NODE

Cost: 650 gc

Description: Installed in place of a standard arc node system or variant thereof, the defence-field node system allows the warcaster controlling a steamjack to briefly generate deflective power fields around a steamjack in their battlegroup. These deflective fields do not offer the ablative qualities of a true power field, and they preclude the installation of an arc node for projecting spells, but for those warcasters who have not studied offensive magics this system is an interesting option. A defence-field node must be linked to the steamjack's arcane turbine to draw power.

The defence-field node system has been a recent innovation and certainly has not enjoyed widespread use on the battlefield, as it represents a significant drain on a warcaster's energies and is also both more expensive to manufacture than arc node systems and less versatile. At present, the system has mostly been seen installed in warjacks of the Cygnaran military, though similar devices are rumoured to be in use on Iosan myrmidons. Considering Iosans make much more widespread use of force field technology than even the most advanced Western nations, this hints at the device actually being a reverse-engineered version of a Iosan innovation.

Special Rules: Whenever a steamjack with a non-crippled defence-field node system suffers a damage roll while within its controlling warcaster's Control Area, the warcaster can spend a point of focus to grant that steamjack +5 ARM against that damage roll. Like a standard arc node, the defence field node stops operating while the steamjack equipped with the system is disrupted.

When outfitted with a defence-field node, mark the lowest boxes in columns 3 and 4 of the steamjack's damage grid that do not already contain letters with the letter "D," which represents the defence-field node system. A steamjack cannot have both a defence-field node and any other form of arc node at the same time.

A defence-field node must be mounted on the steamjack's chassis and connected to its arcane turbine (see "Installing an Arc Node," IKRPG, p. 319).

Paying to have a defence-field node installed costs an additional 30 gc.

GUNNERY LOCK

Cost: 450 gc (+150 gc for each additional ranged weapon beyond the first)

Description: Making use of a steamjack's ability to in turn provide both a mobile as well an exceptionally stable artillery platform, this series of modifications to a steamjack's guns and optics allows them to either significantly increase their accuracy against unmoving targets or, by dint of their precision bombardments, encourage their opponents to displace, at the cost of requiring the steamjack to also become largely immobile while laying down a barrage.

Special Rules: Once a steamjack has scored a direct hit against an enemy character or structure with a ranged weapon, this steamjack gains a +2 bonus to all subsequent ranged attack rolls against the same enemy character or structure as long as neither the steamjack nor the target character move or are placed. This bonus is cumulative with gaining an aiming bonus by forfeiting movement.

A gunnery lock provides no benefits if the cortex or the system the steamjack uses when making the ranged attack are crippled.

Mounting and sighting in a gunnery lock takes a day, plus half a day for each ranged weapon installed in the steamjack beyond the first, and requires successful INT+Mechanical Engineering roll against a target number of 15. On a failed roll, the character can try again after another four hours of labour, plus an additional hour for each ranged weapon after the first.

Paying to have a gunnery lock installed costs an additional 75 gc, plus 25 for each ranged weapon after the first.

JACKHAMMER LINK

Cost: 300 gc

Description: Installed in place of a standard arc node system or variant thereof, the jackhammer link system allows the warcaster controlling a steamjack to directly pour power into a steamjack's limb, bypassing its cortex's limits and enabling the construct to deliver an additional blow to a vulnerable foe.

Special Rules: During their activation, a warcaster can spend one focus point to cause a non-disrupted steamjack in their battlegroup that has been fitted with a jackhammer link to make a single melee or ranged attack with one of its weapons (This attack cannot be a power attack, and since it is made outside of the steamjack's activation, no focus points on the steamjack can be spent to enhance the attack). A steamjack can only benefit from a jackhammer link once each turn, and any attacks made with the aid of a jackhammer link system count against

the maximum number of attacks a weapon can make each turn, if such a limit applies (as it does with many ranged weapons).

When outfitted with a jackhammer link, mark the lowest boxes in columns 3 and 4 of the steamjack's damage grid that do not already contain letters with the letter "J," which represents the jackhammer link system. A steamjack cannot have both a jackhammer link and any other form of arc node at the same time. If a jackhammer link becomes crippled, it can no longer be used to make an additional attack.

A jackhammer link must be mounted on the steamjack's chassis and connected to its arcane turbine (see "Installing an Arc Node," IKRPG, p. 319).

Paying to have a jackhammer link installed costs an additional 30 gc.

OVERBOND ARRAY

Cost: 225 gc

Description: Sometimes an accomplished warcaster has to rely on a single warjack even though they have the ability to command a full battlegroup. Installing an overbond array allows such a warcaster to capitalize on their ability to power up a full battlegroup by focusing this ability into a single warjack, freeing up the warcaster's own focus reserves for their personal use.

Special Rules: When using the Mk III Power Up rules (see NQ66, p. 109), a warcaster may use an additional bond slot to bond to an overbond array installed in a steamjack that is already part of their battlegroup. That steamjack will then receive an additional point of focus from being Powered Up, up to the steamjack's normal focus allocation capacity.

Up to three overbond arrays may be installed in a steamjack (though technically only warjacks with an imprint have the capacity to gain four instead of the usual three points of focus). Each overbond array must be separately bonded to.

Mounting an overbond array takes a day and requires the cortex to be removed from the steamjack's cortex bay as well as the proper tools and a successful INT+Mechanical Engineering roll against a target number of 16. On a failed roll, the character can try again after another four hours of labour.

Paying to have an overbond array installed costs an additional 120 gc.

POWER-UP OVERBOOSTER

Cost: 450 gc

Description: This device can be grafted to a warjack's cortex and will dramatically enhance the effect a warcaster's presence has on that cortex, at the risk of severe damage. However, a one-time boost is usually considered a safe enough investment in a battle.

Special Rules: When using the Mk III Power Up rules (see NQ66, p. 109), a warcaster may decide to activate the power-up overbooster of a steamjack in their battlegroup and in their Control Area. The steamjack then gains a number of focus points equal to the number of its undamaged cortex damage boxes after having focus allocated to it instead of the usual amount of focus gained from the Power Up rule, up to that cortex type's usual maximum focus points. At the end of that steamjack's activation, it then suffers 1 point of damage to its first undamaged cortex system damage box.

Mounting a power-up overbooster takes a day and requires the cortex to be removed from the steamjack's cortex bay as well as the proper tools and a successful INT+Mechanical Engineering roll against a target number of 16. On a failed roll, the character can try again after another four hours of labour.

Paying to have a power-up overbooster installed costs an additional 120 gc.

"ROAD-RUNNER" VALVES

Cost: 2% of the base chassis's cost in gc per arm

Description: Usually, steamjacks are moved over large distances on carts or trains, as it's both faster and more economical to do so. However, sometimes this is not an option. In order to enhance a steamjack's efficiency while marching long distances, it is possible to shut off steam pressure to unneeded systems like the arms, which will improve fuel and water efficiency at the cost of losing the ability to fight effectively and hindering cross-country manoeuvrability. While shutting off the supply of steam to a steamjack's arms can be done by any mechanic, "road-runner" valves make this procedure much easier and faster both to accomplish or undo.

Special Rules: A steamjack with "road-runner" valves can have its arm systems shut down to allow it to run for 10% longer for each arm system shut down this way. Since the steamjack can no longer use its arms to counterbalance its movement, however, it cannot move faster than its SPD or move through rough terrain or over obstacles (If a steamjack attempts to do any of these, it is knocked down at the end of its movement). A steamjack with both arm systems shut down cannot get up after going prone or being knocked down. An arm system that

has been shut down cannot be used to make attacks or manipulate any kind of object.

Shutting down or reenabling a steamjack's arm systems equipped with "road-runner" valves requires no skill roll and takes a full action by a friendly character standing on the left or right side of the steamjack. (Technically, an enemy could attempt to twist the valves of a stationary steamjack as well, but mechanics usually employ a variety of tricks to throw that kind of attack off, from installing dummy valves to using unusual valve handles that may be hard to spot or require unusual movements or turns to operate, which an enemy would not know about). "Road-runner" valves only offer a benefit to steamjacks with arm systems.

Unfortunately, "road-runner" valves' accessibility can also make them a liability. If a steamjack with "road-runner" valves suffers 5 or more points of damage from a damage roll originating in its back arc which also causes damage to an Arm system, that Arm system is considered crippled until the valve is fixed (While a simple repair, it cannot be done in combat, but unless the rest of the Arm system's damage boxes are also filled in, that Arm system at least won't suffer any roll on the Catastrophic Damage table).

Special: Mechanics can also manually shut down any steamjack's arm systems to create the same effect as using "road-runner" valves, but doing so requires the Mechanical Engineering skill, some mechanic's tools like a wrench, and takes a few minutes to effect. Manually reenabling a steamjack's arms in combat is a frankly unpleasant prospect.

Mounting "road-runner" valves takes one hour per Arm system and requires a successful INT+Mechanical Engineering roll against a target number of 14. On a failed roll, the character can try again after another half an hour of labour.

Paying to have "road-runner" valves installed costs an additional 30 gc.

RUNE CANNON [LIGHT STEAMJACK]

Cost: 2,860 gc

Type: Ranged

Location: Arm

Ammo: 10

Effective Range: 72 feet (12")

Extreme Range: 360 feet

Attack Modifier: 0

POW: 12

Description: This light, self-loading mechanical cannon is mounted in place of one of a steamjack's arms. The cannon's mechanical systems allow a gun mage-warcaster or a gun mage with the correct training who is commanding the steamjack to use the cannon to safely

fire shells imbued with a limited load of their rune shot spells. The rune cannon is powered by an internal arcanodynamic accumulator.

Rune Points: 4

Special Rules: This weapon can only be fired once per round, but a bonded steamjack with this weapon can spend a focus point to make one additional attack with this weapon during its activation, or a 'jack marshal with the Drive: Ancillary Attack ability can use that drive to make one immediate attack in addition to the steamjack being able to use the cannon once per round.

While the steamjack equipped with this weapon is not suffering from Disruption or otherwise prevented from channelling spells, and while the steamjack is within its warcaster's Control Area, the rune cannon's mechanical systems can prime the shell currently loaded to allow it to accept a single rune shot spell known by its commander, who must pay the COST of that spell as if casting it themselves (see the Runesmith ability in IKKNG, p. 90, for how 'jack marshal-gun mages can make the steamjacks they command fire rune shot spells). The rune cannon does not require pre-etched shells, and as long as the total COST of the rune shot spells it loads its shells with each round does not exceed 4, the rune cannon does not risk being damaged from being used to fire rune shot spells. If it is used to fire too powerful rune shots, the rune cannon's runeplate will burn out before the gun itself is damaged, requiring a replacement runeplate costing 600 gc before it can be used to fire rune shot shells again.

Morgan's Notes: A warcaster-gun mage can use the rune cannon to fire rune shot-imbued shells even though it's not the warcaster's activation, as long as the warcaster pays the rune shots' COST (In essence, the rune cannon contains a specialised arc node system to allow this). Gun mage 'jack marshals use the standard rules for the Runesmith ability instead.

When the rune cannon weapon system becomes crippled or unpowered, it can no longer be used to fire shells imbued with its warcaster's rune shot spells and suffers an additional -1 attack roll modifier. A gun mage with the Runesmith ability can still use a crippled or unpowered rune cannon to fire rune shot shells, but risks damaging the entire weapon instead of just burning out the runeplate (see "Imperfect Instruments" in IKKNG, p. 244).

Reloading the cannon outside of combat takes twenty minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

The rune cannon fires light artillery rounds in metal casings. Light artillery rounds cost 5 gc each.

Mounting the rune cannon on a steamjack chassis requires the mechanic to first remove the steamjack's old arm and replace it with the rune cannon (see "Removing or Replacing Arms" in IKRPG, pp. 319-320).

Paying to have an arm system removed and a rune cannon mounted on a steamjack in place of an arm costs an additional 60 gc unless the character does the job himself.

Fabrication: The material cost of the rune cannon's housing is 685 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (gunsmithing).

The rune cannon's runeplate requires four weeks to inscribe, as well as a successful INT+Mechanical Engineering roll against a target number of 16.

"IGOR" [LIGHT LABOURJACK]

Cost: 19,800 (with Crucible-grade cortex and hazard reflex array) / 18,000 gc (chassis only)

Description: The "Igor" light labourjack uses a variant of the venerable Talon warjack chassis that has been upgraded with mechanical conduits and a secondary arcane turbine. Intended for work in hazardous laboratory conditions, the "Igor" can have different armour runeplates installed courtesy of its mechanical upgrades, allowing its owners to adapt it to many different kinds of work environment at a moment's notice, as long as the required runeplate is on hand.

PHY	STR	SPD	AGL	PRW	POI	INT	PER
8	8	6	4	5	3	2	1

Initiative	MAT	RAT	DEF	ARM
12	5	3	11	16

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

Height/Weight: 9' / 3.25 tons

Fuel Burn/Load Usage: 330 lbs / 5 hours general, 1 hr combat

Initial Service Date: 605 AR

Original Chassis Design: Fraternal Order of Wizardry / Cygnaran Armory

Stock Cortex: Crucible-grade (ferrum-grade variant; see MIKG1, p. 93. Crucible-grade cortices grant higher INT as well as the Ambidextrous Skilled archetype benefit and

the Two-Weapon Fighting ability, but gain no bonuses to MAT and RAT and cannot improve their fighting skills).

Armament: The “Igor” light labourjack comes stock with a pair of light steamjack fists, a hazard reflex array (see MIKG1, p. 100), and no weapons.

Costly Repairs: Double the cost for any repairs because of the mechanical parts required. Spare parts cost five times the usual amount (except for repairs to the cortex and replacement cortices). At the GM's discretion, cheaper, non-mechanical arms or movement systems may be installed, but those will not benefit from any of the effects of the runeplate installed in the steamjack.

Morgan's Notes: If, for example, non-mechanical arms have been installed in the “Igor” and it walks into a blaze while it has a runeplate installed that grants it immunity to fire, the GM may decide to apply fire damage to any damage grid boxes that are directly above or part of the Arm systems, but not to the damage boxes of the Movement or Cortex systems and the columns of the damage grid directly above them that don't also have Arm system boxes. Any damage that should be marked in the immune systems is still counted (but not marked) when determining whether damage rolls over to any unprotected columns.

Hazard Reflex Array: When this steamjack fails a roll and the failure causes a hazardous environment effect (e.g. missing with a swing and hitting a volatile mechanical device by accident), the steamjack may repeat the roll, and the repeat roll is automatically boosted. A success on the repeat roll will not mean success on the

failed action the steamjack was attempting in the first place (e.g. the swing still misses its target), but it will avoid any possible hazardous environment effects.

A hazard reflex array has no effect on ranged attacks that miss, on rolls the steamjack has to make in order to avoid the hazardous situation in the first place (e.g. making an AGL roll to avoid falling off a ledge), or when the hazardous environment effect is not caused by the steamjack's actions (e.g. the steamjack is slammed into a volatile device by another character).

A hazard reflex array stops working when the steamjack's cortex or movement system are disabled.

A 'jack handler has to “train” the steamjack to recognise the dangers of a certain environment, which usually takes about 1d3+6 days. A steamjack with a hazard reflex array can learn to safely navigate a number of environments equal to its INT+PER.

Mechanical Conduits: The “Igor” light labourjack can have any armour runeplate installed and gains its benefits as though it was wearing mechanical armour. Its secondary arcane turbine provides up to 8 rune points of power to the installed runeplate, as well as to any additional mechanical devices the steamjack could potentially be equipped with.

Special Rules: Initiative is only rolled in the case of an uncontrolled steamjack. Otherwise, the 'jack activates on its controller's initiative.

Initiative, MAT, RAT and DEF assume a stock Crucible-grade cortex.

Warcaster Armour

WARCASTER ARMOUR, LODGE

Cost: 3,540 gc

DEF Modifier: -1

ARM Modifier: +7

Description: This elegantly crafted suit of medium warcaster armour has some special enhancements integrated into it that greatly enhance the suit's defensive capabilities when worn by someone who casts many spells – which is unsurprising, as this suit was specially designed for warcasters associated with the Fraternal Order of Wizardry.

Rune Points: 5

Special Rules: This suit follows all the regular rules for warcaster armour (see IKRPG, p. 289). Additionally, whenever the character wearing this suit casts a spell, the suit's power field regains a number of damage boxes equal to 1d3 or the spell's COST, whichever is lower.

When lodge warcaster armour becomes unpowered, its wearer suffers -4 DEF and -1 SPD.

This suit of armour can be upgraded like other suits of medium warcaster armour (see p. 46 for rules for upgrading warcaster armour), but cannot receive any other upgrades that regenerate the power field or enhance power field regeneration, like the arcanoresonant field integrator (see p. 46) or the power field stabiliser (see MIKG1, p. 125).

Fabrication: The material cost of lodge warcaster armour parts is 950 gc. It takes two months to construct the suit. The pertinent Craft skill for construction is Craft (metalworking) or Lore (Arcane), whichever is lower.

The runeplates for lodge warcaster armour take five weeks to inscribe and require a successful INT+Mechanical Engineering roll against a target number of 17.

WARCASTER ARMOUR, WRAITH

Cost: unknown (probably around 2,010 gc)

DEF Modifier: -0

ARM Modifier: +6

Description: This sinister-looking suit of black steel warcaster armour has only been seen on Cryxian warcasters. Instead of empowering a standard power field to absorb and deflect incoming blows, a warcaster wearing this suit can evade attacks by rendering themselves incorporeal for brief moments, allowing most attacks to harmlessly pass through their temporarily

ethereal forms unless magical or blessed weapons are used.

Rune Points: 5

Special Rules: This suit follows all the regular rules for warcaster armour (see IKRPG, p. 289), with one exception: Instead of overboosting the power field in the standard manner, the warcaster may spend a point of focus to render themselves incorporeal against a single attack (see IKRPG, pp. 219-220, for the effects of being incorporeal, and how to counter incorporeality). Turning incorporeal will also immediately cause all continuous effects on the warcaster to expire.

The incorporeality granted by wraith warcaster armour cannot be used to pass through obstacles or rough terrain, it is purely defensive in nature.

When wraith warcaster armour becomes unpowered, its wearer suffers -2 DEF.

While no schematics for this suit are currently in the hands of mechanics not associated with the Nightmare Empire, it is probably still safe to assume this suit of armour can be upgraded like other suits of light warcaster armour (see p. 46 for rules for upgrading warcaster armour), but cannot receive any upgrades that enhance overboosting the power field or grant it any ARM bonuses in other ways.

Fabrication: The material cost of wraith warcaster armour parts is likely around 225 gc. It is surmised to take one month to construct the suit. The pertinent Craft skill for construction is Craft (metalworking).

The runeplates for wraith warcaster armour probably take five weeks to inscribe and require a successful INT+Mechanical Engineering roll against a target number of 17.

WARCASTER BARDING

Cost: 1,360 gc (light warcaster barding) / 1,960 (medium warcaster barding) / 3,460 (heavy warcaster barding). Power source not included.

ARM Modifier: +4 (light warcaster barding) / +6 (medium warcaster barding) / +8 (heavy warcaster barding)

Description: These sets of mechanical warhorse barding are equipped with arcantrik field repeaters and stabilizers that extend the effects of the power field of the warcaster seated in the saddle over their mount. While warcaster barding could be supplied with power via a conduit to the warcaster's arcane turbine, most cavalry warcasters are wary of being attached to their mount in a way that could prevent them from rapidly dismounting when needed, and thus power their horse's barding with a separate alchemical capacitor installed in an armoured compartment.

Rune Points: 3

Special Rules: While warcaster barding is powered, the horse wearing the barding gains all the benefits of a warcaster's power field as long as the warcaster is mounted (e.g. marking damage on the power field before the horse becomes injured, or overboosting the power field to increase the horse's ARM; see IKRPG, p. 289 for details).

The horse wearing warcaster barding also benefits from all other effects a mounted warcaster's power field generates (e.g. the air bubble generated by naval warcaster armour power fields (see IKKNG, p. 307), or the effects of power field modifications in MIKG1, pp. 119-127, or in this volume).

If warcaster barding becomes unpowered, the horse (or its mounted warcaster) suffers an additional -1 DEF penalty, and the warcaster's power field no longer protects their mount or provides any other benefits to it.

Fabrication: The material cost of warcaster barding parts is 280 gc for light warcaster barding, 460 gc for medium warcaster barding and 910 gc for heavy warcaster barding. It takes three weeks to construct the barding. The pertinent Craft skill for construction is Craft (metalworking).

The runeplate for warcaster barding takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

WARCASTER CHARIOT

(see Appendix A: Vehicles of the Iron Kingdoms in pp. 31-40 of the *Bitter Medicine* adventure for full vehicle rules)

Cost: 2,960 gc

Skill: Driving

Skill Modifier: 0

SPD: As horses

DEF: 10

ARM: 16

Damage Capacity: 16

Damage Threshold: 4

Passengers: 1

Description: Most infamously seen used by the Menite warcaster Servath Reznik and for the most part considered a superfluous update on an impractical relic of the past (except, for example, in the open plains so characteristic of Protectorate territory), this armoured chariot is drawn by two horses and allows its charioteer-warcaster great mobility while also including mechanical systems that spread the protection granted by the charioteer's suit of warcaster armour across the chariot and its horses, as well as compensators that reduce the impact of the chariot's movement on the riding warcaster's ability to make attacks. The warcaster chariot is especially useful for

warcasters with little skill in riding as well as for those who wear suits of warcaster armour that are substantially heavier than most standard designs and cannot easily be borne by a mount. An arcane turbine installed in the chariot provides power to its mechanical systems, which include emitters in the horses' tack.

Rune Points: 5

Special Rules: While a warcaster chariot's arcane turbine is powered, the chariot and the horses drawing the chariot gain all the benefits of the warcaster's power field as long as the warcaster is inside the chariot (e.g. marking damage on the power field before the horses or chariot become injured or damaged, or overboosting the power field to increase the horse's and chariot's ARM; see IKRPG, p. 289 for details).

The horses and chariot also benefit from all other effects a mounted warcaster's power field generates (e.g. the air bubble generated by naval warcaster armour power fields (see IKKNG, p. 307), or the effects of power field modifications in MIKG1, pp. 119-127, or in this volume).

A warcaster chariot can provide cover to its warcaster-charioteer if an attacker specifically aims at the charioteer from anywhere but the chariot's back arc (though the charioteer must use a quick action to gain the benefits of cover as usual). Use the rules on pp. 34-35 of Appendix A: Vehicles of the Iron Kingdoms in the *Bitter Medicine* adventure to resolve attacks on a warcaster chariot, e.g. to resolve whether an attack strikes a mount or the chariot itself, or when targeting the charioteer directly (the warcaster chariot is considered a small vehicle, so attacks aimed at the charioteer are made against the chariot's DEF, with a -2 penalty to the attack roll).

Last but not least, the warcaster riding the warcaster chariot does not suffer penalties to ranged or magic attacks from the chariot's movements.

The warcaster chariot's arcane turbine generates 8 rune points' worth of power each round, but only uses 5 rune points' worth of power for the chariot itself. It is possible to hook up additional mechanical devices to the arcane turbine via conductive cabling, as per the arcane turbine rules (see IKRPG, pp. 282-283).

If a warcaster chariot becomes unpowered, the warcaster's power field no longer protects the horses or chariot, nor does it provide any other benefits to them. Additionally, the warcaster suffers the normal penalties to ranged and magic attacks while the chariot is moving.

Making Repairs: Making repairs to a warcasting chariot requires the Mechanical Engineering skill and costs three times as much as normal repairs, unless the warcaster-charioteer can live with compromised mechanical systems. The GM is the final judge of what improperly repaired mechanical systems could mean (e.g. if the emitter tack for one of the horses was not repaired after

the horse had been cut loose, that horse may no longer be protected by the charioteer's power field).

Fabrication: The material cost of a warcaster chariot's parts, including parts for tack fitted with mechanical emitters and parts for the integral arcane turbine, is 680 gc. It takes five weeks to construct the chariot. The pertinent Craft skill for construction is Craft (cartwright). A warcaster chariot already includes the armoured panels vehicle upgrade (see *Bitter Medicine*, Appendix A, p. 39).

The runeplates for a warcaster chariot take five weeks to inscribe and require a successful INT+Mechanical Engineering roll against a target number of 17.

WARCASTER CHARIOT SYSTEMS DAMAGE TABLE

D6 RESULT	SYSTEM DAMAGED
1-2	Body – no specific system is damaged.
3-4	Horses – One of the horses pulling the chariot is hit. Apply the damage roll to that horse. If one horse is killed, the chariot may not move faster than half its SPD until the dead horse is cut loose, which requires the charioteer to dismount as well as a full action. If all the chariot's horses are killed, the chariot becomes stationary at the end of its next turn.
5	Wheels – A randomly determined wheel is hit. Reduce the chariot's DEF and SPD by 1.
6	Driver – The driver of the chariot is hit. Apply the damage roll to the driver.

Warcaster Armour Upgrades

Warcaster armour upgrades can be installed in a suit of warcaster armour to improve its performance by utilising the excess power generated by the armour's arcane turbine. These upgrades only provide their benefits when the arcane turbine is running at full steam (IKRPG, p. 289).

Every upgrade has a power requirement. This power requirement must be met by the armour's arcane turbine, limiting the total number of upgrades to 3.

Fabricating Upgrades

Constructing the upgrade systems requires parts costing one third of the final cost of the upgrade and a mechanik's workshop. Crafting some parts requires additional expertise, like the Inscribe Formulae ability.

Installing Upgrades

Since warcaster armour is already one of the most complex pieces of mechanika in existence, installing further upgrades is difficult and risks unbalancing or damaging the armour's systems. The target number for installing upgrades is increased by +1 for the second upgrade, by +2 for the third upgrade, and so on. When an upgrade test is failed, a roll on the upgrade failure table must be made:

D6	Result
1	No significant failure – the character can retry the roll after two hours spent reworking the armour
2	Botched installation – the upgrade does not work, and the upgrade somehow interferes with the wearer's movements, inflicting a -1 DEF penalty until the upgrade is removed and reworked.
3	Upgrade damaged – the upgrade itself is damaged and requires replacement parts costing 20% of its price before it can be repaired and reinstalled.
4	Boiler leak – the armour's arcane turbine leaks, venting steam into the armour and causing 1 point of damage to the wearer at the end of each turn. Outside of combat this damage is suffered once per minute.
5	Assist Failure – the armour's assists stop working, giving the armour the SPD and DEF penalties of unpowered warcaster armour. Repairing the assists takes 1 day and a successful INT+Mechanika roll against a target number of 15.
6	Power Field Failure – the armour's power field stops working. Repairing the power field takes 1 day and a successful INT+Mechanika roll against a target number of 17.

ARCANORESONANT FIELD INTEGRATOR

Cost: 150 gc

Effect: When a warcaster with this upgrade installed in their suit of warcaster armour has a friendly upkeep spell on them in their Maintenance Phase, his armour's power field recovers 1d3 depleted damage boxes at the end of the warcaster's Maintenance Phase.

This upgrade is not compatible with other upgrades that regenerate a power field, like the power field regenerator or the power field stabiliser (see MIKG1, p. 125).

Power Requirement: 1

Installation: Installing an arcanoresonant field integrator requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 17.

Fabrication: The material cost of the arcanoresonant field integrator upgrade's parts is 50 gc. It takes one week to construct the device. Fabricating an arcanoresonant field integrator requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 17.

AUGMENTED ARC-LINK (AAL)

Cost: 300 gc

Effect: While the suit of warcaster armour fitted with an augmented arc-link is running its arcane turbine at full power, the warcaster wearing that suit of armour can cast spells on themselves or channel spells through arc nodes carried by steamjacks in their battlegroup without making quick actions. As usual, the warcaster still cannot cast spells when running.

Power Requirement: 2

Installation: Installing an augmented arc-link requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 14.

Fabrication: The material cost of the augmented arc-link upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating an augmented arc-link requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 14.

AUGMENTED BOND TRANSCEIVER (ABT)

Cost: 300 gc

Effect: In their Control Phase, the warcaster bonded to and wearing the suit of warcaster armour equipped with this upgrade and running its arcane turbine at full steam can spend a point of focus to double their Control Area when determining whether one of the steamjacks in their battlegroup is within their Control Area.

An augmented bond transceiver can only be used once per round, and its effects apply for one round. Since the augmented bond transceiver is triggered after a warcaster of Veteran or higher level allocates focus through the Power Up rule (see NQ66, p.109), the steamjack benefiting from the augmented bond transceiver does not receive this free point of focus if it is outside of the warcaster's non-augmented Control Area.

If the steamjack targeted by an augmented bond transceiver also has an augmented cortex receiver (see IKKNG, p. 110), the warcaster's effective Control Area is tripled, not quadrupled.

Power Requirement: 2

Installation: Installing an augmented bond transceiver requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 14.

Fabrication: The material cost of the augmented bond transceiver upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating an augmented bond transceiver requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 14.

BOND-RELAY

Cost: 300 gc

Effect: The warcaster gains an additional bond slot that can be used to bond to a mechanical weapon or steamjack while the suit of warcaster armour they are wearing and have bonded to is running at full steam.

A mechanical weapon bonded to via bond-relay becomes unbonded if the warcaster's armour becomes unpowered or is set to run at minimal power, and a bonded steamjack becomes autonomous.

Power Requirement: 2

Installation: Installing a bond-relay requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 14.

Fabrication: The material cost of the bond-relay upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating a bond-relay requires the Inscribe

Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 14.

BOND-TUNER

Cost: 300 gc

Effect: The warcaster bonded to this suit of armour can bond to steamjacks and other mechanical devices by using a quick action instead of a full action while their armour is running at full steam.

Power Requirement: 2

Installation: Installing a bond-tuner requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 14.

Fabrication: The material cost of the bond-tuner upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating a bond-tuner requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 14.

COMPENSATOR RECONFIGURATION

Cost: special (see below)

Effect: Warcaster armour usually comes with advanced compensators installed to enhance its wearer's mobility. However, while being light on one's feet to be able to evade attacks is certainly useful, some warcasters argue that being able to run quickly is less so, especially when warjacks often aren't exactly sprinters in their own right, and there is usually little purpose to a warcaster having the ability to outrun their bonded wrecking crew.

By reducing the compensator systems in a suit of warcaster armour, the warcaster loses a little in mobility (though this is certainly not an issue with the lighter suits), but gains more power that can be used to power weapons or other equipment. Likewise, a suit of warcaster armour with compensator reconfiguration installed can install warcaster armour upgrades with a total power requirement of 4.

Warcaster armour with compensator reconfiguration installed has the following stat modifiers ("Cost" states how much it costs to have a finished suit of warcaster armour reconfigured; "Fabrication Parts Cost Reduction" is how much cheaper the parts for a suit of warcaster armour are that is going to have built-in compensator reconfiguration from the start, and "Cost Reduction" is how much cheaper it is to buy a suit of warcaster armour that already comes with compensator reconfiguration pre-installed):

Light Warcaster Armour (IKRPG, p. 289)

Cost: 30 gc
SPD Modifier: +0
Fabrication Parts Cost Reduction: -10 gc
Cost Reduction: -150 gc

Naval Warcaster Armour (IKKNG, p. 307)

Cost: 30 gc
SPD Modifier: +0
Fabrication Parts Cost Reduction: -75 gc
Cost Reduction: -150 gc

Medium Warcaster Armour (IKRPG, pp. 289-290)

Cost: 45 gc
SPD Modifier: +0
Fabrication Parts Cost Reduction: -75 gc
Cost Reduction: -225 gc

Heavy Warcaster Armour (IKRPG, p. 290)

Cost: 60 gc
SPD Modifier: -1
Fabrication Parts Cost Reduction: -100 gc
Cost Reduction: -300 gc

Superheavy Warcaster Armour (MIKG1, p. 118)

Cost: 90 gc
SPD Modifier: -2
Fabrication Parts Cost Reduction: -140 gc
Cost Reduction: -420 gc

Fortress Warcaster Armour (MIKG1, p. 116)

Cost: 90 gc
SPD Modifier: -3
Fabrication Parts Cost Reduction: -140 gc
Cost Reduction: -420 gc

"Iron Bear" Warcaster Armour (MIKG1, p. 116)

Cost: 120 gc
SPD Modifier: -3
Fabrication Parts Cost Reduction: -140 gc
Cost Reduction: -420 gc

Ironhead Warcaster Armour (MIKG1, p. 116)

Cost: 120 gc
SPD Modifier: -3
Fabrication Parts Cost Reduction: -140 gc
Cost Reduction: -420 gc

The unpowered stats of these suits of warcaster armour are not changed by installing compensator reconfiguration.

Power Requirement: -1 to the suit's normal power requirement

Installation: Applying compensator reconfiguration to a suit of warcaster armour requires one day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 14.

Fabrication: The material cost of applying compensator reconfiguration varies between different suits of warcaster armour (see above for details; for refits, this cost actually mostly covers replacing conduits). Fabricating a suit of

warcaster armour with compensator reconfiguration already applied reduces the parts cost (see above), and also lowers the time required to inscribe the suit's runeplates by one week and reduces target number for the INT+Mechanical Engineering roll to 16.

CONTROL AMPLIFIER

Cost: 150 gc

Effect: Once per turn, when the warcaster bonded to the suit of warcaster armour equipped with this upgrade and running the armour's arcane turbine at full steam allocates a point of focus to a steamjack in their battlegroup, the steamjack receives 2 points of focus instead.

Only a single steamjack can benefit from the effects of a control amplifier each turn, but the warcaster can choose to affect a different steamjack in their battlegroup each turn. A suit of warcaster armour can be equipped with multiple control amplifiers, but each steamjack in their battlegroup can only benefit from a control amplifier once per turn.

Power Requirement: 1

Installation: Installing a control amplifier requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 13.

Fabrication: The material cost of the control amplifier upgrade's parts is 50 gc. It takes one week to construct the device. Fabricating a control amplifier requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 13.

CORTEX-LINK PULSER

Cost: 300 gc

Effect: During their Control Phase, a warcaster bonded to and wearing a suit of warcaster armour equipped with a cortex-link pulser and running the suit's arcane turbine at full steam can spend a point of focus to render a steamjack in their battlegroup and currently in their Control Area that has suffered Disruption non-Disrupted. The warcaster can re-enable any number of Disrupted steamjacks in their battlegroup this way, but must spend focus separately for each steamjack.

A Disrupted steamjack re-enabled with the use of a cortex-link pulser is re-enabled after getting Powered Up by a Veteran warcaster (i.e. it does not receive a free point of focus), but before being allocated focus.

Power Requirement: 2

Installation: Installing a cortex-link pulser requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 14.

Fabrication: The material cost of the cortex-link pulser upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating a cortex-link pulser requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 14.

ENERGISER

Cost: 150 gc

Effect: A warcaster of at least Veteran level or higher wearing a suit of warcaster armour equipped with an energiser allocates one additional point of focus to a single steamjack in their battlegroup and in their Control Area at the beginning of each Control Phase while the suit's arcane turbine is running at full steam.

A suit of warcaster armour may have any number of energisers installed, as long as the armour's arcane turbine can power them (which usually limits a suit to having three energisers installed). Any single steamjack can only be allocated one point of focus from an energiser per turn, however.

Power Requirement: 1 per energiser

Installation: Installing an energiser requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 15.

Fabrication: The material cost of the energiser upgrade's parts is 50 gc. It takes one week to construct the device. Fabricating an energiser requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 13.

ENERGISER, JOURNEYMAN

Cost: 300 gc

Effect: A warcaster wearing a suit of warcaster armour equipped with a journeyman energiser allocates one additional point of focus to a single steamjack in their battlegroup and in their Control Area at the beginning of each Control Phase while the suit's arcane turbine is running at full steam.

In contrast to the standard energiser (see p. 49), which requires its user to have achieved a certain degree of arcane accomplishment to function, even Hero-level warcasters can benefit from having a journeyman energiser installed in their suit of warcaster armour, and can add additional standard energisers to further increase the upgrade's capacity to provide power to their

battlegroup's steamjacks, as long as the arcane turbine can supply the required power draw.

Power Requirement: 2

Installation: Installing a journeyman energiser requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 16.

Fabrication: The material cost of the journeyman energiser upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating a journeyman energiser requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 14.

FOCUS SPLITTER

Cost: 450 gc

Effect: At the beginning of their Control Phase, a warcaster bonded to and wearing a suit of warcaster armour equipped with a focus splitter and running the suit's arcane turbine at full steam can activate the device before allocating focus. For one round, focus directly allocated to steamjacks in the warcaster's battlegroup can only be used to make the steamjacks run, charge, make power attacks, make additional attacks or shake effects. At the same time, focus allocated to the focus splitter grants all steamjacks in the warcaster's Control Area and in their battlegroup +1 to all attack or damage rolls. These bonuses are cumulative, up to a total +2 to all attack and damage rolls for 4 points of focus.

Disrupted steamjacks and steamjacks with crippled cortex systems cannot benefit from a focus splitter.

Power Requirement: 3

Installation: Installing a focus splitter requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 15.

Fabrication: The material cost of the focus splitter upgrade's parts is 150 gc. It takes three weeks to construct the device. Fabricating a focus splitter requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 15.

HOLTZMANN FIELD

Cost: none (see below) / 480 gc for a set of replacement runeplates

Effect: While providing six power field damage boxes like a standard power field, a Holtzmann field responds differently when the warcaster bonded to the suit spends focus to overboost the field. Instead of providing a +5 ARM bonus, a warcaster may spend a point of focus to

halve all damage from a single damage roll that exceeds ARM (round up).

Holtzmann fields are considered highly experimental at this point, and are usually only seen as a viable option for warcasters wearing very light suits or commonly facing extremely powerful enemies (like, say, colossals or heavy warjacks).

Holtzmann fields are not compatible with any warcaster armour upgrades that increase the power field's ARM bonus, including any upgrades that enhance overboosting. They are fully compatible with upgrades that affect the number of a power field's damage boxes or how quickly a power field can be regenerated.

Power Requirement: none

Installation: None needed. A Holtzmann field is installed in place of the standard power field systems of a suit of warcaster armour. Replacing the standard power field runeplates with Holtzmann field runeplates requires no roll and is handled like replacing any other runeplates.

Fabrication: A Holtzmann field is normally constructed in place of the standard power field systems of a suit of warcaster armour as part of the process of fabricating the suit.

If a mechanik intends to replace the standard power field with a Holtzmann field, new runeplates must be inscribed and installed. Fabricating the Holtzmann runeplates requires raw materials costing 30 gc and takes three weeks, after which the mechanik must make an INT+Mechanical Engineering roll against a target number of 17 to successfully fabricate the runeplates.

Morgan's Notes: A Holtzmann field is a superior option to a standard power field when a warcaster expects to routinely suffer more than 12 points of damage over ARM from a single damage roll (for comparison, a Nomad heavy warjack (STR 11) with a battleblade (POW 6) achieves this on average unboosted damage rolls against a character with an ARM of 12).

A Holtzmann field only works when resolving power field overboosting according to Warmachine Mk III rules. It has no purpose when resolving power field overboosting according to IKRPG, p. 289.

IRONCLAD FIELD

Cost: 300 gc

Effect: When spending focus to overboost their power field, the warcaster may decide to spend an additional point of focus and gain an additional +5 ARM against a single damage roll (usually, for a total +10 ARM against a single damage roll for two points of focus, unless other overboosting upgrades like the power field overbooster (see MIKG1, p. 124) have been installed as well).

Power Requirement: 2

Installation: Installing an ironclad field requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 17.

Fabrication: The material cost of the ironclad field upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating an ironclad field upgrade requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 17.

Morgan's Notes: The ironclad field upgrade only works when resolving power field overboosting according to Warmachine Mk III rules. It has no purpose when resolving power field overboosting according to IKRPG, p. 289.

OVERBOOST CAPACITOR

Cost: 150 gc per overboost capacitor

Effect: The warcaster may spend a point of focus to place a power token in the overboost capacitor. Subsequently, the warcaster may then spend the power token from the overboost capacitor instead of spending a point of focus to overboost the power field when suffering a damage roll. A single overboost capacitor can only hold one power token, but up to three overboost capacitors may be installed in a suit of warcaster armour.

Power Requirement: 1 per overboost capacitor

Installation: Installing an overboost capacitor requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 17.

Fabrication: The material cost of the overboost capacitor upgrade's parts is 50 gc. It takes one week to construct the device. Fabricating an overboost capacitor requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 17.

Morgan's Notes: The overboost capacitor upgrade only works when resolving power field overboosting according to Warmachine Mk III rules. It has no purpose when resolving power field overboosting according to IKRPG, p. 289.

OVERBOOST RECYCLER

Cost: 300 gc

Effect: When the warcaster spends focus to overboost their power field, immediately after the damage roll has been fully resolved the power field recovers damage as if the warcaster had just spent a point of focus (usually, this means a single box of damage is recovered, unless an

upgrade that modifies this like the power field charger (see MIKG1, p. 124) has been installed as well (Because of the total power draw, the above combination is only possible when the suit of armour has also been modified with a compensator reconfiguration (see p. 47)).

Power Requirement: 2

Installation: Installing an overboost recycler requires 1 day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 17.

Fabrication: The material cost of the overboost recycler upgrade's parts is 100 gc. It takes two weeks to construct the device. Fabricating an overboost recycler requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 17.

Morgan's Notes: The overboost recycler upgrade only works when resolving power field overboosting according to Warmachine Mk III rules. It has no purpose when resolving power field overboosting according to IKRPG, p. 289.

POWER FIELD CYCLER

Cost: 450 gc

Effect: The warcaster may activate the power field cyclor by spending 1 point of focus in their Control Phase. Subsequently, the warcaster gains +5 ARM against all damage rolls they suffer, as long as none of these damage rolls overcomes their ARM. Once a damage roll overcomes the warcaster's ARM, the warcaster loses the ARM bonus provided by the power field cyclor until their next Maintenance Phase, and cannot choose to overboost their power field until then.

A power field cyclor cannot be activated when the warcaster's power field is depleted.

It should be noted here that only warcasters wearing the heaviest suits of warcaster armour and possessing the most impressive constitution bother with this device.

Power Requirement: 3

Installation: Installing a power field cyclor requires one day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 17.

Fabrication: The material cost of the power field cyclor's upgrade's parts is 150 gc. It takes three weeks to construct the device. Fabricating a power field cyclor requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 17.

Morgan's Notes: The power field cyclor upgrade only works when resolving power field overboosting according to Warmachine Mk III rules. It has no purpose when

resolving power field overboosting according to IKRPG, p. 289.

It should also be noted that damage rolls that do not need to overcome ARM, like the Corrosion continuous effect or damage inflicted by the Anatomical Precision ability, will not cause the power field cyclor to fail.

POWER SHELL

Cost: 450 gc

Effect: During their activation, a warcaster may spend any number of focus points and gains +1 ARM for each focus point spent this way until their next Maintenance Phase. Power shells are usually used as part of a decoy gambit by powerful warcasters, with the warcaster advancing into harm's way in order to entice the opposition to sally forth to take them out, unawares that the warcaster has wrapped themselves in a formidable barrier to weather the assault.

Junior warcasters are warned that they will likely lack the arcane power required to make a power shell strong enough to offer viable protection.

Power Requirement: 3

Installation: Installing a power shell requires one day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 17.

Fabrication: The material cost of the power shell upgrade's parts is 150 gc. It takes three weeks to construct the device. Fabricating a power shell requires the Inscribe Formulae ability and a successful INT+Mechanical Engineering roll against a target number of 17.

Morgan's Notes: The power shell upgrade only works when resolving power field overboosting according to Warmachine Mk III rules. It has no purpose when resolving power field overboosting according to IKRPG, p. 289.

VITALITY RECONVERTER

Cost: 450 gc

Effect: An offshoot of devices like parasitic generators and the vitality conduit warcaster armour upgrade (see MIKG1, p. 127), the vitality reconverter allows a warcaster to channel some of their arcane energies back into their own bodies to mend minor injuries during their activation, allowing them to recover 1 point of vitality per point of focus spent.

A vitality reconverter cannot repair major trauma, and cannot repair injuries caused by rolls on the Injury Table (see IKRPG, p. 217), nor can it be used to restore

individuals suffering from slow recovery (see IKRPG, p. 216) or taking damage from illnesses.

Power Requirement: 3

Installation: Installing a vitality reconverter requires one day of labour followed by a successful INT+Mechanical Engineering roll against a target number of 15.

Fabrication: The material cost of the vitality reconverter upgrade's parts is 150 gc. It takes three weeks to construct the device. Fabricating a vitality reconverter requires the Inscribe Formulae ability and the Medicine skill, as well as a successful INT+Mechanical Engineering or INT+Medicine skill roll, whichever is lower, against a target number of 15.

Devices and Vessels of Cyriss

Clockwork Vessel Reconditioning

When a living worshipper of Cyriss ascends to a fleshless existence as a clockwork vessel, it is quite possible that some of the advances that character has gained while still alive (e.g. increases to PHY, SPD or STR, skills like Seduction, abilities like Poison Resistance and, conceivably, some Archetype benefits) are no longer relevant.

Instead of simply losing such advances, as described in NQ48, p. 67, it's perfectly justified to allow such a character to replace such advances with clockwork vessel upgrades or advances that make more sense in the character's new form of existence. While it's straightforward to simply replace these advances all at once when assigning the character's new clockwork vessel form, the following propositions are intended to more accurately and, perhaps, more entertainingly reflect a slower adaptation to a fleshless existence or, alternatively, adaptation to a different clockwork vessel.

From Living Character to Clockwork Vessel

At the end of each scenario, as well as every time the character gains an advance on the advancement table and for every 5 points of experience past 150 XP, the character may replace one advance that is no longer appropriate with an advance allowed by his clockwork vessel:

- Two skill points that are no longer relevant may be reassigned to an occupational or general skill available to the character and relevant to a clockwork vessel existence. Abilities that have reassigned skills as a prerequisite may no longer be used.
- A stat increase that is no longer relevant is replaced by a clockwork vessel upgrade.
- A military skill rank that is no longer relevant is replaced by a relevant military skill rank.
- An ability that is no longer relevant is replaced by a clockwork vessel upgrade or an ability available to the character that is relevant to a clockwork vessel existence.
- An Archetype benefit that is no longer relevant to a clockwork vessel is replaced by a clockwork vessel upgrade or an Archetype benefit that is relevant.

Changing Clockwork Vessels

A clockwork vessel character who has their essence chamber transferred to a different type of clockwork vessel has a much easier time adapting to the new vessel, as they are intimately familiar with this mode of existence

already. A character whose essence chamber is transferred from one clockwork vessel to another can immediately swap out a number of clockwork vessel upgrades equal to the lower of their INT and PER, and may then begin switching out additional clockwork vessel upgrades and advances in subsequent scenarios as described under the rules for resolving clockwork reconditioning after first ascending to this form of existence.

ADAPTIVE GEAR TRAIN CLOCKWORK VESSEL UPGRADE

The clockwork vessel gains either +1 STR or +1 AGL. During its Maintenance Phase, the clockwork vessel may decide to either render itself stationary for one round or spend a feat point to switch this stat bonus to a different stat (i.e. from STR to AGL or the other way round).

If a clockwork vessel has this upgrade installed more than once, it may freely distribute the stat bonuses granted by this upgrade (e.g. three upgrades allow the clockwork vessel to switch between STR +3/AGL +0, STR +2/AGL +1, STR +1, AGL +2, or STR +0/AGL +3).

A clockwork vessel may gain this upgrade up to three times. This upgrade also counts against the maximum number of times the clockwork vessel can gain both the Improved STR and Improved AGL clockwork vessel upgrades (see NQ48, p. 68; this also means clockwork vessels with the Heavy Frame or Light Frame traits can only take this upgrade twice).

Morgan's Notes: Yes, this is a gear shift for clockwork vessels. Nothing more, nothing less. Don't forget to recalculate DEF when changing AGL.

ANIMA DRIVE CLOCKWORK VESSEL UPGRADE

Prerequisite: Gifted

A focuser with an anima drive installed gains an additional point of focus in their Control Phase (i.e. the character will always gain ARC+1 focus points).

A will weaver with an anima drive installed removes an additional point of fatigue each Maintenance Phase, only needs to make a fatigue roll after gaining ARC+1 points of fatigue, and can gain up to (ARCx2)+2 points of fatigue.

Clockwork vessel characters with an anima drive installed can upkeep ARC+1 spells outside of combat.

Note that the anima drive does **not** increase the character's ARC for the purposes of determining their Control Area,

making magic attack rolls, or making skill rolls based on ARC.

A clockwork vessel can only have a single anima drive upgrade installed.

An anima drive stops working when the character suffers the Essence Chamber Damage result on the Clockwork Vessel Internal Damage table (see NQ48, p. 67).

ANIMA ENGINE CLOCKWORK VESSEL UPGRADE

Prerequisite: Anima Drive clockwork vessel upgrade (p. 53).

A clockwork vessel character with an anima engine clockwork vessel upgrade gains +1 ARC and +1 to their racial maximum ARC each level.

A clockwork vessel can only have a single anima engine upgrade installed, with the effects of an anima engine replacing the effects of the previously installed anima drive clockwork vessel upgrade.

Unlike the anima drive upgrade, the anima engine clockwork vessel upgrade does not stop working when the character suffers internal damage on the Clockwork Vessel Internal Damage table (NQ48, p. 67).

ARCHETYPE RECONDITIONING CLOCKWORK VESSEL UPGRADE

Prerequisite: Gifted, Intellectual, Skilled or Mighty Archetype

Restriction: Clockwork vessels with the Light Frame trait cannot be reconditioned to gain the Mighty Archetype. Clockwork vessels with the Heavy Frame trait cannot be reconditioned to gain the Skilled Archetype. Characters who did not start out with the Gifted Archetype cannot gain it through reconditioning their clockwork vessel.

The character's Archetype (Gifted, Intellectual, Skilled or Mighty) is permanently changed to a different Archetype. The character does not gain that Archetype's basic abilities (e.g. an additional melee damage die for Mighty characters), but may buy any applicable benefits available to his new Archetype afterwards.

Reconditioned characters cannot gain any new benefits available to their old Archetype, but retain those they have already gained, including that Archetype's basic ability. Additionally, characters can gain this upgrade multiple times to switch between different Archetypes, if they so desire.

***Morgan's Notes:** For clarity, it might be a good idea to write down a clockwork vessel character's Archetype(s) in the order they were gained, with the character only gaining the basic ability from the first Archetype listed, e.g. writing down Gifted/Mighty (60)/Intellectual (115) for a character who started out Gifted but was then reconditioned to the Mighty Archetype at 60 XP and then, at 115 XP, to the Intellectual Archetype.*

APERTURE BLADE CLOCKWORK VESSEL UPGRADE

Skill: Melee Weapon

Attack Modifier: +0

POW: 4

The character can project a construct of pure stabilized force from an aperture installed in one of their hands that can be wielded as a melee weapon. An aperture blade counts as a magical weapon. Focusers can spend focus to boost attack or damage rolls made for attacks with aperture blades, and can also spend focus to make additional attacks.

Because an aperture blade is a construct made from projected force, a clockwork vessel armed with an aperture blade cannot be disarmed.

A character can take this upgrade more than once to add one of the following bonuses each time this upgrade is chosen: Attack Modifier +1, POW +2, Reach (2"), project a second aperture blade with the same stats. Each of these upgrades can only be taken once.

The character can choose in their Control Phase which upgrades to their aperture blade are going to be active until their next Control Phase.

APERTURE FOCUS CLOCKWORK VESSEL UPGRADE

Prerequisite: Aperture Beam clockwork vessel upgrade (see NQ48, p. 68) or Aperture Stream clockwork vessel upgrade (p. 55)

The character's aperture beam or aperture stream ranged attack rolls are automatically boosted.

APERTURE RESONANCE CLOCKWORK VESSEL UPGRADE

Prerequisite: Aperture Beam clockwork vessel upgrade (see NQ48, p. 68) or Aperture Stream clockwork vessel upgrade (p. 55)

When a character with this upgrade directly hits a character with an aperture beam or aperture stream ranged attack who has been directly hit by another character with an aperture beam or aperture stream ranged attack with this upgrade since this character's previous activation, center a 3" AOE on the character directly hit. The AOE remains in play for one round. Characters who begin their activation in this AOE or end their movement in it immediately suffer a POW 6 electrical blast damage roll.

If a character who is already at the center of an aperture resonance AOE is directly hit by a second aperture beam or aperture stream ranged attack with the aperture resonance upgrade, the AOE becomes 4" and the electrical blast damage roll becomes POW 7. A third aperture resonance hit increases the AOE to 5" and the electrical blast damage roll to POW 8.

Morgan's Notes: Yes, it is possible to create several overlapping aperture resonance AOE's with this upgrade, especially with aperture stream attacks, and yes, characters who are within several AOE's simultaneously will suffer multiple blast damage rolls. That being said, please not that this upgrade is a bit of a riff on Ghostbusters in the first place, so feel very welcome to disallow this in your game.

Also, apologies for the complicated and repetitive wording.

APERTURE RELAY CLOCKWORK VESSEL UPGRADE

Prerequisite: Gifted

Friendly clockwork vessel characters who also have an aperture relay installed can channel spells through this character (see IKRPG, pp. 233-234, for channeling rules).

A character cannot have both an aperture relay and any other aperture clockwork vessel upgrade (e.g. Aperture Beam; see NQ48, p. 68, for details) installed simultaneously.

APERTURE STREAM CLOCKWORK VESSEL UPGRADE

The character's clockwork vessel has a ranged weapon built into it. The weapon is a RNG:SP8, POW 12 attack that causes electrical damage. When making an aperture stream ranged attack, the character makes the attack roll using their POI.

A character can take this upgrade more than once to add one of the following bonuses each time this upgrade is chosen: Attack Modifier +1, POW +2. A character can take each of these bonuses only once.

Special: A character cannot install both an aperture beam (see NQ48, p. 68) and an aperture stream clockwork vessel upgrade.

MOMENTUM ACCUMULATOR CLOCKWORK VESSEL UPGRADE

By forfeiting their movement, a clockwork vessel equipped with this upgrade can gain a momentum token, and may then spend this momentum token to gain +2 to a single STR roll or melee damage roll, or +2" (12 feet) to their movement. Unspent momentum tokens are lost after six hours.

If a clockwork vessel equipped with a momentum accumulator suffers the Loss of Power or Movement Damaged results on the Clockwork Vessel Internal Damage Table (see NQ48, p. 67), it immediately loses all accumulated momentum tokens and cannot gain any more momentum tokens until both systems have been repaired.

A character can take this upgrade an additional time to gain the ability to accumulate up to three momentum tokens. Only one momentum token can be spent on a single STR or melee damage roll, or on increasing movement.

MULTIFOCAL APERTURE BURST CLOCKWORK VESSEL UPGRADE

The character's clockwork vessel has multiple small aperture beam projectors built into it that can be used to saturate the immediate surrounding area with a powerful electrical burst. Once per activation, instead of making attacks a character with this upgrade can cause every character within 0.5" to suffer a POW 10 electrical damage roll.

A character can take this upgrade more than once to add one of the following bonuses each time this upgrade is chosen: 2" range, POW +2. A character can take each of these bonuses only once.

PANOPTIC LINK CLOCKWORK VESSEL UPGRADE

Prerequisite: Focuser

A character with a panoptic link does not suffer the normal -2 penalty to Social skill rolls when perceiving through the senses of vectors bonded to them.

Additionally, when making PER+Detection rolls, a character with a panoptic link can replace the total result

of the two lowest dice in the roll by the number of vectors in their battlegroup and currently in their Control Area.

TALISMANIC ENGINE CLOCKWORK VESSEL UPGRADE

Prerequisite: None (but see Special)

The clockwork vessel has a slot that can be used to install a single runeplate that could normally be used in mechanical armour. A clockwork vessel character cannot simultaneously benefit from both its talismanic engine runeplate's effects and the effects of any mechanical armour it is wearing.

For a Hero-level clockwork vessel, the talismanic engine can handle an armour runeplate with a total rune point value of 2. Veteran-level clockwork vessels' talismanic engines can handle an armour runeplate with a total rune point value of 3, and Epic-level clockwork vessels can install an armour runeplate with a total rune point value of 4 in their talismanic engines.

A talismanic engine's runeplate can be switched out according to the usual rules for swapping runeplates in mechanical armour (see IKRPG, p. 280).

Special: Gifted characters can use their ARC minus 3 to determine how many rune points their talismanic engine can handle if this result is higher than their talismanic engine's power output due to character level.

TELEFORCE BEAM CLOCKWORK VESSEL UPGRADE

Prerequisite: none (but see Special)

Special: This clockwork vessel upgrade is not compatible with any aperture beam clockwork vessel upgrade except for the aperture focus upgrade (p. 54) and the burst fire aperture beam upgrade (see MIKG1, p. 128; the burst fire aperture beam upgrade cannot be used with the teleforce lock functionality).

The character's clockwork vessel has a force beam projector built into it that can be used as a tool or, to some degree, as a weapon. The basic teleforce beam upgrade has RNG 8, AOE -, and POW -. When making ranged attacks, the character makes the attack roll using their POI.

When taking this clockwork vessel upgrade, a character can initially choose between two options:

- *Teleforce Impeller:* The character hit is pushed 1d3" directly away or directly towards this character.

- *Teleforce Lock:* The character hit is rendered immobile and can do nothing except attempt to escape by using a full action and succeeding at a contested PHY or STR roll, whichever is higher, against this character's WIL. The character hit is also freed if this character makes another attack with their teleforce beam (though if they also have the teleforce impeller installed, they can drag the immobilised character closer or push them away without breaking their hold), this character is disabled or knocked down, or the immobilised character is no longer in this character's front arc or within the teleforce beam's RNG.

Morgan's Notes: Many Cyrissists use the teleforce lock functionality to simply hold an object they are working on, essentially giving them an extra hand that can even be used to hold volumes of liquid. Without a teleforce impeller, a character doing this still needs to manipulate the object they hold by hand, e.g. when moving about or turning around, or the object will drop to the ground when they move.

A character can take this upgrade more than once to add one of the following bonuses each time this upgrade is chosen:

- *Force Amplifier:* When pushing characters, characters are pushed 1d6" rather than 1d3". On a critical hit with any version of the teleforce beam, the character hit can be knocked down if this character wishes it. Additionally, when holding a character in a teleforce lock, this character can re-roll their WIL rolls when trying to prevent the held character from escaping.
- *Range Amplifier:* This character's teleforce beam attacks gain +4 RNG.

TRANSFERENCE RECEIVER CLOCKWORK VESSEL UPGRADE

Prerequisite: none

The character with this clockwork vessel upgrade may have a point of focus inducted into them as if they were a vector bonded to a friendly Cyrissist warcaster, as long as they are in that warcaster's Control Area and within induction range of the vector. This character may then spend that point of focus in their next activation to boost a melee attack or damage roll. Unspent focus is lost at the end of this character's activation. This character may simultaneously hold up to three points of focus inducted into themselves this way.

Special: If the character with this upgrade is Gifted, they may spend the focus inducted into them to upkeep, cast, boost or enhance spells as well, following the normal applicable rules (Will weavers may spend the inducted focus instead of gaining fatigue).

Morgan's Notes: Non-Cyrissists who have got their hands on a dispersion array better hope they do not catch the eye of members of the Cult of the Maiden of Gears, as they are likely to take steps to aggressively relieve the uninitiated of this device.

DISPERSION ARRAY

Cost: 1,110 gc (ambient accumulator cost not included; this device is generally not for sale except to devoted Cyrissists)

Skill: Great Weapon

Attack Modifier: -3

POW: 5

Description: Usually wielded by a Cyrissist algorithmic dispersion optifex, this heavy and complex (and quite proprietary) device allows its wielder to temporarily become a relay for a friendly warcaster's spells, though this requires constantly retuning the device to align with that warcaster. A dispersion array is powered by an ambient accumulator installed in its haft.

Rune Points: 4

Special Rules: A character with the Mechanical Engineering skill wielding a powered dispersion array can choose a single friendly warcaster in whose Control Area this character currently is and spend a quick action to become a channeler for that warcaster for one round.

If a dispersion array is used as a melee weapon, its delicate mechanical fittings will be knocked out of alignment on a successful attack roll, preventing it from granting its wielder the ability to become a channeler. This requires the device to be retuned by a character with the Mechanical Engineering skill, which takes one hour per attempt and requires a successful INT+Mechanical Engineering roll against a target number of 14. Retuning a dispersion array cannot be done in combat.

Dispersion arrays must be wielded two-handed both in order to strike with them and to provide a viably stable platform for channelling spells.

On a critical melee hit with a dispersion array, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+10. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the dispersion array's housing is 160 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The dispersion array's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

LATERNA ANIMA

Cost: 810 gc (ambient accumulator not included; generally, a laterna anima is not sold on the open market)

Description: Initially considered a mere curiosity, this device, which has about the same shape and size as a hat box, projects an image of the living countenance of an individual who has transcended to a clockwork existence when their essence chamber is installed in a socket in the front facing of the device, which is powered by an integral ambient accumulator.

While most Cyrissists who have forsaken the flesh consider using this device frivolous at best and borderline heretical at worst, there are some Cyrissists who have made some potentially disquieting observations – while most subjects of a laterna anima merely project an image of what they looked like before transferring their souls to an essence chamber, there are some whose images look distinctly different from what their fellows remember of their enfleshed existence, and others still whose images seem to have slowly shifted over an extended period of time and become less and less human in the process. The spiritual ramifications of this are far from clear, with some seeing this as evidence of perfecting one's ascension and others fearing that an essential part of the subject's soul is slowly degrading for unknown reasons.

Rune Points: 4

Special Rules: When an essence chamber is installed in a laterna anima and the device is powered up, a projection of the last living features of the character whose soul inhabits the essence chamber appears above the device. The projection cannot be interacted with, but it can be observed in minute detail. Generally, the projected images appear asleep or relaxed, as the essence chamber is essentially idling while not installed in a clockwork vessel, though the images projected by essence chambers whose clockwork vessels were destroyed in combat often also appear with features twisted by fear or fury.

It is up to the GM what kinds of information can be gleaned from the image projected by a laterna anima. The device's main purpose is to provide clues that can then prompt further investigations.

Fabrication: The material cost of the laterna anima's parts is 70 gc. It takes two weeks to construct the device. The pertinent Craft skill for construction is Craft (glasswork).

The laterna anima's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

OVERRIDER SERVITOR

This innocuous-looking servitor splays open to reveal a multitude of adaptive power couplings and gear linkages that can easily link up with exposed parts of damaged vectors or clockwork vessels, restoring functionality (In a display of subtle irony that is unusual for the Cult of the Maiden of Gears, the way this servitor adheres to the surface of a damaged construct seems to have at least partially inspired its name).

PHY	STR	SPD	AGL	PRW	POI	INT	PER
6	3	6	3	3	3	1	3

Initiative	DEF	ARM	WIL
12	12	13	7
	(Armour -1)	(Armoured Hull +7)	

Damage Boxes: 6

Command Range: 1

Base Size: Small

Bodger: As a full action, the overrider servitor can temporarily restore some of a vector's or clockwork vessel's damaged systems. The overrider servitor must be in base-to-base contact with the target character. When the overrider servitor deploys, remove it from the table, and 1d3 crippled or damaged systems of a small- or medium-based vector or clockwork vessel are restored to functionality. When restoring a large-based vector or clockwork vessel, only one system can be restored this way. Overrider servitors cannot restore the systems of huge-based or larger characters.

A small- or medium-based vector or clockwork vessel can only have one overrider servitor attached at any one point of time. Two overrider servitors may simultaneously attach to large-based vectors or clockwork vessels.

While an overrider is attached to a damaged vector or clockwork vessel, the overrider takes 1d3 points of damage every time the character it is attached to takes damage. If the overrider loses its last damage box, it is destroyed, and any systems restored by the overrider immediately become crippled or damaged again. If the character the overrider is attached to is destroyed but the overrider has not lost its last damage box, it is placed in B2B with the destroyed character and rendered stationary until its next Maintenance Phase.

An overrider servitor cannot prevent a clockwork vessel's soul from being lost if the vessel is destroyed while the overrider servitor is attached, even if the overrider survives the vessel's destruction. It only keeps systems

functioning while the character it has restored has not been completely destroyed.

Construct: This character is not a living character and never flees.

Non-Combatant: The overrider servitor has no melee range and cannot make free strikes.

Pathfinder: This character can move over rough terrain without penalty.

Steady: This character cannot be knocked down.

Skills:

Detection [PER] (2): 5

Sneak [AGL] (2): 5

AMPLIFIER

[CONVERGENCE LIGHT VECTOR]

This small hovering vector represents the result of a branch in the development path that lead to the Corollary vector. Its purpose is similar – enhancing the power of its controlling warcaster – but it arrives at it in a roundabout way by refining its warcaster's energies into a much more potent form, rather than simply storing currently unneeded power generated by the warcaster for later release. While undeniably effective, the process comes at the price of rendering the vector prone to detonations, however (in fact, the Amplifier's systems are so volatile that a visible trail of smoke can often be seen to be seeping from the vector's systems when they engage).

PHY	SPD	STR	AGL	MAT	RAT
7	6	6	4	X	X

Initiative	DEF	ARM
-	12	15

DAMAGE					
1	2	3	4	5	6
M					M
	M	I	I	M	
		I	I		

Armament: none (The Amplifier can only make bash attacks using its STR).

Base Size: Medium

Amplifier: At the beginning of its activation, a number of points of focus on the Amplifier up to its undamaged Interface Node system boxes are turned into amplification tokens. As a full action, the Amplifier may then induce

these amplification tokens into any vectors in its controlling warcaster's battlegroup that are within induction range (6", unless modified by other equipment, spells or effects). These amplification tokens count against a vector's focus allocation limit, but have different effects when spent during a vector's activation:

- When making an attack, a vector can spend an amplification token to boost both the attack's attack roll and the damage roll against the character directly hit by the attack.
- When making additional attacks, a vector can spend an amplification token to make two additional attacks with that weapon, up to the maximum number of attacks allowed by that weapon.
- When spending an amplification token to run or charge, or to make slam or trample power attacks, the vector gains +3" movement.

When a vector has spent an amplification token, a regular point of focus is inducted into a nearby friendly vector instead of an amplification token.

Construct: This character is not a living character and never flees.

Enhanced Focus Capacity: The Amplifier can have up to 4 points of focus allocated to it or inducted into it.

Non-Combatant: The Amplifier does not have a melee range, cannot engage other models in melee, and cannot inflict free strikes.

Pathfinder: This character can move over rough terrain without penalty.

Peak Operational Duration: 2.5 hours combat

Volatile: If an Amplifier ends its activation with any unspent amplification tokens on it, it suffers 1 point of damage to its first available Interface Node system box for each amplification token still on it, then all amplification tokens are discarded.

If an Amplifier's Interface Node system is crippled while the vector has focus points or amplification tokens on it, center a 4" AOE on the Amplifier. All characters within the AOE suffer a blast damage roll with POW 12 plus the number of points of focus or amplification tokens on the Amplifier. The Amplifier is completely destroyed in this explosion.

FULCRUM [CONVERGENCE LIGHT VECTOR]

Another support vector derived from the Corollary chassis and rendered distinct through the four glowing masks of Cyriss arrayed equidistantly around its circumference, the hovering Fulcrum is intended to capitalise on the unique

way in which vectors process their controlling warcaster's energies in order to allow junior Cyrissist warcasters to handle significantly larger battlegroups than they could normally direct at their novice degree of enlightenment – though relying on the Fulcrum's capabilities also creates some serious vulnerabilities that could leave an entire battlegroup swiftly crippled if an enemy managed to damage the Fulcrum or separate the vector from its controlling warcaster.

PHY	SPD	STR	AGL	MAT	RAT
7	6	6	4	X	X

Initiative	DEF	ARM
-	12	15

DAMAGE						
1	2	3	4	5	6	
M						M
	M	I	I	M		
		I	I			

Armament: none (The Fulcrum can only make bash attacks using its STR).

Base Size: Medium

Battlegroup Control Extension: The warcaster bonded to the Fulcrum may bond to an additional number of vectors equal to the number of the Fulcrum's undamaged Interface Node system boxes. When determining whether these vectors are in the warcaster's Control Area for the purposes of allocating focus, measure the distance from the Fulcrum, not from the warcaster, but otherwise vectors bonded to via a Fulcrum are handled according to the usual rules. A warcaster can only be bonded to a single Fulcrum at a time.

If the Fulcrum's Interface Node becomes damaged, vectors bonded to the Fulcrum risk becoming unbonded and shutting down, starting with the vector which is the farthest away from the Fulcrum, until the number of vectors bonded to the Fulcrum is equal to or less than the remaining undamaged Interface Node system boxes (it is for this reason that, usually, a Fulcrum's capabilities aren't used to their full extent, to leave some leeway in case of damage).

If a Fulcrum is rendered stationary, any vectors bonded to via the Battlegroup Control Extension ability also immediately become stationary, but they do not become unbonded. If the Fulcrum shakes the stationary effect, any vectors rendered stationary because the Fulcrum was stationary immediately shake the stationary effect as well.

If a Fulcrum is not within ARC inches of its controlling warcaster at any point during its warcaster's turn, any vectors controlled through the Fulcrum's Battlegroup Control Extension ability immediately become stationary until the warcaster is within ARC inches (ARCx6 feet) of the Fulcrum again. Vectors bonded to via a Fulcrum cannot be allocated focus if the warcaster is not within ARC inches of the Fulcrum during their Control Phase.

Construct: This character is not a living character and never flees.

Non-Combatant: The Fulcrum does not have a melee range, cannot engage other models in melee, and cannot inflict free strikes.

Pathfinder: This character can move over rough terrain without penalty.

Peak Operational Duration: 2.5 hours combat

Satellite: When the Fulcrum's controlling warcaster advances, the Fulcrum immediately also advances, and must always end its movement within ARC inches (ARCx6 feet) of its controlling warcaster (or as close as possible to its warcaster). The Fulcrum may run without spending focus in order to remain within ARC inches of its controlling warcaster as long as its Movement system is not crippled.

A Fulcrum's movement as part of its controlling warcaster's movement counts as the Fulcrum's movement for that round. The only instances in which a Fulcrum does not move in this way is if the warcaster does not end their movement more than ARC inches away from the Fulcrum, or if the warcaster was placed or moved outside of their activation (e.g. because the warcaster was thrown, pushed, slammed or dragged by another model).

OCULUS

[CONVERGENCE LIGHT VECTOR]

Intended exclusively as a support vector, this small hovering construct is dominated by its huge central eye lens and an array of enhanced transmission vanes. Intended to be kept far away from the front lines, the Oculus constantly updates other vectors and its controlling warcaster on the presence of threats, mitigating the risk of ambushes.

PHY	SPD	STR	AGL	MAT	RAT
7	6	6	4	X	X

Initiative	DEF	ARM
-	12	15

DAMAGE					
1	2	3	4	5	6
M					M
	M	H	H	M	
		I	I		

Armament: none (The Oculus can only make bash attacks using its STR).

Base Size: Medium

Construct: This character is not a living character and never flees.

Defensive Calculations: The Oculus gain +2 DEF against attacks originating in its front arc.

Additionally, when the Oculus has line of sight to enemy characters in its front arc, those enemy character do not gain back strike bonuses and cannot make free strikes or gain an aiming bonus against the warcaster or vectors in the warcaster's battlegroup and in the warcaster's Control Area.

The Oculus must be within its controlling warcaster's Control Area to perform Defensive Calculations.

Extended Control Range: Double the warcaster's ARC when determining whether the Oculus is within the warcaster's Control Area.

Hyper Perception: The Oculus's Perception rolls (i.e. the Perception rolls its controlling warcaster makes while observing from the Oculus's point of view) are boosted.

Night Vision: The Oculus can see normally in darkness.

Non-Combatant: The Oculus does not have a melee range, cannot engage other models in melee, and cannot inflict free strikes.

Pathfinder: This character can move over rough terrain without penalty.

Peak Operational Duration: 3.5 hours combat

Surveyor Array: While the Oculus's Head system is crippled, the Oculus loses Defensive Calculations, Hyper Perception and Night Vision.

UNIFIER

[CONVERGENCE HEAVY VECTOR]

Capitalising on the way both the combat doctrines and religious dogma of the Convergence emphasise a blessed synchronicity of will and action, the pillar-like, hovering Unifier, the mask of the Maiden rising high on each of its

facings, binds together the abilities of several junior warcasters into a more powerful whole.

On a more disturbing note, however, the way this unique vector interfaces with Cyrissist warcasters and synchronises both their minds and their arcane might also resembles the way an infamous trio of Cryxian witches is linked through a strange, hovering black iron sphere of unknown origin, a resemblance that becomes even more unsettling when further recalling rumours that one of the founders of the Convergence actually defected to the Nightmare Empire and now serves as one of the Dragonfather's warcasters and necrotechs.

PHY	SPD	STR	AGL	MAT	RAT
12	5	10	3	X	X

Initiative	DEF	ARM
-	11	19

DAMAGE					
1	2	3	4	5	6
L	L	G	G	R	R
M	L	I	I	R	M
	M	I	I	M	

Armament: none (The Unifier can only make bash attacks using its STR).

Base Size: Large

Circular Vision: The Unifier's front arc extends to 360°.

Construct: This character is not a living character and never flees.

Control Area: The Unifier has a Control Area equal to the sum of twice the ARC stats of all warcasters currently bonded to it. Only count the ARC stats of warcasters in whose Control Areas the Unifier currently is; if the Interface Node system to which one of the warcasters is bonded is crippled, that warcaster must remain within ARCx6 feet (ARC inches) of the Unifiers instead to still be able to contribute to its Control Area, and only adds their ARC rather than twice their ARC to the radius of the Unifier's Control Area.

Warcasters contributing to the Unifier's Control Area may use the Unifier's Control Area to determine the AOE of spells with RNG:CTRL, the ranges at which spells can be upkeep, and whether vectors are within their individual Control Areas.

When the Unifier's Control Area is used to determine the AOE of an upkeep spell, that spell is considered to be on the Unifier, rather than on the warcaster who cast it. Therefore, only a single non-offensive upkeep spell can

be in effect at the same time via the Unifier's Control Area.

Non-Combatant: The Unifier does not have a melee range, cannot engage other models in melee, and cannot inflict free strikes.

Field-Dependent: If the Unifier's Field Generator system (G) becomes disabled, it loses its power field.

Pathfinder: This character can move over rough terrain without penalty.

Peak Operational Duration: 2.5 hours combat

Power Field: The Unifier can generate a power field that provides up to 6 additional boxes of damage. Any damage the Unifier suffers is first subtracted from its power field damage boxes. During their activations, warcasters bonded to any of the Unifier's Interface Node systems and within its Control Area can regenerate the power field by spending focus, restoring one box of power field per point of focus spent. Additionally, bonded warcasters in whose Control Area the Unifier currently is can spend focus to overboost the Unifier's power field, granting the Unifier +5 ARM against a single damage roll by spending one point of focus.

Synchroniser: The Unifier has three sets of Interface Node systems: Left (L), Right (R) and Main Interface Node (I). A different warcaster can bond to each set of Interface Nodes, but only the character bonded to the Main Interface Node (I) controls the vector's activation. If the warcaster bonded to the Main Interface Node falls unconscious or is destroyed, the Unifier becomes stationary but does not go inert as long as at least one other warcaster is still bonded to one of its Interface Node systems. During their activation, one of the warcasters currently bonded to the Unifier can switch their bond to the Unifier's Main Interface Node to take over control and fully reactivate it. Switching a bond in this way is handled just like bonding to and activating a vector, but does not require the warcaster to also break the original bond first (see NQ48, p. 74, for details on bonding and activating vectors).

While bonded to the Unifier, the warcasters take their turns on the Initiative of the warcaster bonded to the Unifier's Main Interface Node. After simultaneously resolving first these warcasters' Maintenance Phases and then their Control Phases, they may activate in any order they wish.

Unified Power: When spending focus or assigning focus to vectors, any of the warcasters bonded to the Unifier and in whose Control Areas the Unifier is can spend focus from the focus points on any of the other warcasters bonded to the Unifier.

All vectors bonded to by warcasters who are also bonded to a Unifier are considered to belong to the same battlegroup for the purposes of inducing focus into each other, as long as their controlling warcasters are currently

contributing to the Unifier's Control Area. When determining the MAT and RAT of vectors being controlled with the aid of a Unifier, use the highest of all bonded warcasters' PRW or POI, no matter which warcaster actually holds the bond to the vector in question.

When making magic attack rolls, each warcaster in whose Control Area the Unifier is uses their own ARC stat, but adds +1 for each additional bonded warcaster in whose Control Area the Unifier currently is.

CLOCKWORK ANGEL VESSEL

This is one of the most advanced clockwork vessels produced by the Convergence, and reserved for those of the faithful who show an aptitude for the kind of three-dimensional thinking that is required for a clockwork vessel that is only lightly armoured but capable of sustained flight.

PHY	SPD	STR	AGL	PRW	POI	ARM
6	6	5	4	4	3	12

Base Size: Small

Damage Boxes: 12

Flight: Clockwork Angels can advance through terrain and obstacles without penalty and can advance through obstructions and other models if they have enough movement to move completely past them. Clockwork Angels ignore intervening characters when declaring their charge target.

Clockwork Angel vessels can remain aloft indefinitely, can fly at any height since they are not affected by a lack of oxygen, and can hover in place just as easily, as their flight is due to their displacer drives negating the pull of gravity rather than aerodynamics. However, a flying Clockwork Angel that is knocked down mid-flight will fall and potentially be subject to falling damage.

***Morgan's Notes:** Even though nothing prevents Clockwork Angels from flying indefinitely, few will choose to do so, if only because these vessels are lightly armoured and there is no cover in mid-air; let alone no way of hiding from observers unless there is cloud cover or fog.*

For the same reason, and because most foes are actually earthbound, Clockwork Angels on the battlefield usually manoeuvre in quick bursts and stay on or near the ground when flight isn't absolutely necessary.

Alternatively, a Clockwork Angel could also Fly High (A character who Flies High cannot be targeted by melee attacks, and ranged and magic attacks against this character suffer -3 RNG. Other characters can advance through this character if they have enough movement to completely move past this character's base. If this character loses Flight, they also lose ability to Fly High).

Light Frame: The Clockwork Angel vessel can only receive the following clockwork vessel upgrades twice (see NQ48, p. 68): *Hardened, Increased ARM, Increased STR.*

Pre-Allocated Resources: Clockwork Angel vessels cannot receive any form of Aperture Beam upgrade (see NQ48, p. 68), unless that upgrade's Special Rules specifically state Clockwork Angel vessels may take it.

Arcanomechanikal Tools

These specialised pieces of dedicated mechanika are specifically designed to augment spellcasting and are only used as melee or ranged weapons in a back-up capacity, if at all.

Arcanomechanikal Tool Restrictions

Unless otherwise indicated, a spellcaster can only benefit from wielding one arcanomechanikal tool at a time. This usually includes using other dedicated mechanika that affects spellcasting but is not considered a dedicated arcanomechanikal tool.

AUTONOMATION STAFF

Cost: 910 gc (basic version; accumulator cost not included) / 1,160 gc (advanced version; power source not included)

Skill: Great Weapon

Attack Modifier: -1

POW: 4

Description: The arcantrik modulators installed along the length of this staff can be used to “detach” spells from their caster, giving them a short but autonomous existence that can be used to extend certain spell's effects to multiple targets. An automation staff is powered by an arcanodynamic accumulator set into its haft.

With the standard version of the automation staff limiting the potency of spells that can be detached this way, a more complex (as well as more power-hungry) version is also available that can handle more demanding magic. This version is usually powered by a storm chamber or an arcane turbine worn as part of a suit of mechanical armour, but few arcanists can muster the power to make the most of its effects.

Rune Points: 4 (5 for the advanced version)

Special Rules: When casting an upkeep spell with a COST of 1 or 2 while wielding a powered automation staff, a spellcaster can decide to make the spell last for one round instead of making it an upkeep spell, allowing the spellcaster to cast the same spell on multiple targets as long as they have the required quick actions and fatigue, focus or fury available (Remember, though, that multiple castings of the same spell on the same target still do not stack).

The advanced version of the automation staff can handle upkeep spells with a COST of up to 4.

Automation staves have no effect on spells that are being channeled.

Automation staves are Reach weapons and must be wielded two-handed when they are used as melee

weapons, but can be wielded one-handed during spellcasting.

A character wielding an automation staff can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the automation staff's housing is 100 gc for the standard version and 130 gc for the advanced version. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The basic automation staff's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16. The advanced automation staff's runeplate takes five weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 17.

CASTING ENGINE

Cost: 570 gc + 150 gc per point of the spell's COST (see Special Rules; power source not included)

Skill: Great Weapon

Attack Modifier: -2

POW: 4

Description: This conduit-covered staff may be utilised to cast a single spell that a spellcaster does not know, though casting a spell with the use of this device is a more involved process that also does not allow a spellcaster the same amount of control over a spell's parameters that they'd usually enjoy. A casting engine is usually powered by an arcanodynamic accumulator, though for some particularly powerful spells a stronger power source like a storm chamber or arcane interval generator must be installed instead.

Rune Points: 2-5 (Basic power draw of 1 plus the spell's COST; see Fabrication)

Special Rules: Once per activation, a spellcaster wielding a casting engine may use it to cast the spell inscribed on its runeplate as though he had actually learned the spell in question. The caster must use an attack action to cast that spell instead of a quick action, however, as additional attention is needed to properly direct the spell. The caster may boost attack and damage rolls normally, but cannot use abilities or Archetype benefits that modify a spell's parameters like a will weaver's Increase the Range of a

Spell Ability (see IKRPG, p. 229) or the Feat: Dominator Archetype benefit (see IKRPG, p. 115).

A casting engine's spell runeplate can be swapped out like other runeplates, but a spell runeplate may only contain a single spell, regardless of COST.

A casting engine cannot be used to cast spells that are being channelled, and it has no effect on rune shots. If a spellcaster is upkeeping a spell cast with the aid of a casting engine, dropping the casting engine immediately causes that spell to expire.

Casting engines are Reach weapons and must be wielded two-handed when they are used as melee weapons (though their weight makes casting engines exceptionally unwieldy melee weapons), as well as during spellcasting.

A character wielding a casting engine can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of a casting engine's parts is 140 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The casting engine's core runeplate takes one week to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 13.

The casting engine's spell runeplate takes a number of weeks equal to the spell's COST to inscribe, as well as a successful INT+Mechanical Engineering roll against a target number of 12 plus the spell's COST. Inscribing a spell runeplate requires the character inscribing the runeplate to know the spell in question.

CHANNELLING CRUCIBLE

Cost: 1,060 gc (accumulator not included)

Description: This somewhat unwieldy device appears rather similar to the crystal balls generally associated with Gifted individuals with an interest in divination, except for its metal cowl and mechanical conduits. When powered up, the channelling crucible can be bonded to a marshalled warjack's arc node, allowing a Gifted individual to cast spells through that warjack.

The device is powered by an arcanodynamic accumulator installed underneath. As it is heavy and unwieldy, it comes with a tripod underneath, or is being carried around by an assistant so as to not take the spellcaster's attention off of their magic.

Rune Points: 4

Special Rules: A channelling crucible must be attuned to a steamjack's arc node system and will then allow any Gifted character (or even any number of Gifted characters, if they can manage to take turns at the crucible) to channel spells through that steamjack's arc node as if they were warcasters bonded to that steamjack as long as they are within 8" (48 feet) of the steamjack (Double this distance if the steamjack is equipped with an augmented cortex receiver (see IKKNG, p. 110)). Channelling spells this way is subject to all restrictions that apply to channelling, including arc node damage.

Setting up a channelling crucible on its tripod or stowing it again takes a quick action. If the spellcaster has to carry the channelling crucible in their hands during spellcasting (e.g. because they have no time to set up the tripod, and no other character is carrying the crucible for them), all magic attack rolls for channelled spells suffer a -2 penalty.

Attuning a channelling crucible to a steamjack requires no roll but takes half an hour to accomplish, and must be done out of combat.

A channelling crucible cannot be used with a steamjack that is bonded to a warcaster.

Fabrication: The material cost of a channelling crucible's parts is 145 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (glasswork).

The channelling crucible's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

CONVECTION CASCADE STAFF

Cost: 1,110 gc (accumulator cost not included)

Skill: Great Weapon

Attack Modifier: -2

POW: 4

Description: Using this heavily armoured, unwieldy coil-wrapped mechanical staff to cast area-affecting destructive spells may trigger a ravenous conflagration of energy far beyond what the caster could normally achieve, as the energies released by the demise of one target are fed back into the spell to increase its potency against another, until all targets have been eliminated or one of the victims caught in the blast survives the chain reaction. The staff is powered by an arcanodynamic accumulator installed in its haft.

Rune Points: 4

Special Rules: Once per round, when casting a damaging spell that can affect multiple targets (including spells with an AOE or spells that leap from target to target like Ashes to Ashes or Chain Lightning) while wielding a powered

convection cascade staff, the spellcaster may choose to attempt to trigger a convection cascade, and must choose to do so before resolving any damage rolls for that spell.

Once the convection cascade has been triggered, whenever a living character damaged by that spell is destroyed, the next damage roll made against another character caught by the same instance of casting that spell is automatically boosted. This can happen any number of times until that spell's effects have been completely resolved, but can only be used for one spell each round, no matter whether any living character is actually destroyed by the spell or not.

***Morgan's Notes:** Using a convection cascade staff has no effect on spells that can affect multiple targets if that spell's description says its damage rolls cannot be boosted (e.g. the Star Fire spell; see IKRPG, p. 244, for details).*

Also, remember that a roll can only be boosted once.

Convection cascade staves are Reach weapons and must be wielded two-handed when they are used as melee weapons, but can be wielded one-handed during spellcasting.

On a critical hit, a living target has a chance of being knocked out by a melee attack made with a convection cascade staff. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+10. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the convection cascade staff's housing is 160 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The convection cascade staff's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

EFFECT-DURATION ENGINE

Cost: 960 gc (accumulator cost not included)

Skill: Great Weapon

Attack Modifier: -1

POW: 4

Description: A variant of the automation staff (see p. 63), casting certain spells with the aid of this mechanical staff allows the caster to gift these spells a limited lifespan outside of the spellcaster's control. An effect-duration engine is usually powered by an arcanodynamic accumulator installed in its haft.

Rune Points: 4

Special Rules: When casting an upkeep spell with the aid of a powered effect-duration engine, the spellcaster may

spend up to 3 additional points of focus or fury, or gain up to 3 additional points of fatigue, to give the spell's target a number of lifespan tokens equal to amount of focus or fury spent or the amount of fatigue gained. The spell is no longer considered to have been cast by the spellcaster and is from hereon treated as a spell upkeep by a different character friendly to the original spellcaster instead (remember that multiple instances of the same spell still do not stack). During the original spellcaster's Control Phase, one of the lifespan tokens on the spell's target must be spent to upkeep it or the spell expires (if there is an effect that makes upkeep more expensive, like the Lamentation spell, this will similarly increase the cost in lifespan tokens and may cause a spell to expire prematurely if the required amount of lifespan tokens is unavailable).

Effect-duration engines are Reach weapons and must be wielded two-handed when they are used as melee weapons, but can be wielded one-handed during spellcasting.

A character wielding an effect-duration engine can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the effect-duration engine's housing is 115 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The effect-duration engine's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

ESSENCE DISSIPATOR

Cost: 560 gc (capacitor not included)

Description: Deceptively small, this device fits in the user's palm and is usually installed in a gauntlet or fitted with a clasp to allow it to be comfortably worn on the user's hand. Developed by the mechanics of the Order of Illumination, the brief arcane link that is formed between this device's balefully yawning aperture and an Infernal horror once a spell has been successfully cast on it allows the caster to rip a measure of the monster's animating essence away, often hastening its dissolution long before its corpus has actually been blasted apart. The device is powered by an alchemical capacitor worn on a vambrace.

Rune Points: 2

Special Rules: After a magic attack has been successfully made against an Infernal horror with the aid of a powered essence dissipator and the magic attack's normal effects have been completely resolved, the targeted horror loses 1 essence point (this happens independently of whether the horror suffered damage from the magic attack roll, and can even be used with non-damaging offensive spells). If the horror already has no essence, the essence dissipator has no additional effect. Essence dissipators also have no effect on Infernal masters.

A character may not wield a weapon in a hand equipped with an essence dissipator. Putting on or taking off an essence dissipator takes a quick action.

Channelled spells are unaffected by the use of an essence dissipator.

Fabrication: The material cost of an essence dissipator's parts is 85 gc. It takes two weeks to construct the device. The pertinent Craft skill for construction is Craft (metalwork).

The essence dissipator's runeplate takes two weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 14.

FARCASTING STAFF

Cost: 1.060 gc (power source not included)

Skill: Great Weapon

Attack Modifier: -1

POW: 4

Description: The mechanical amplifiers carefully aligned along the entire length of this staff allow spellcasters to greatly enhance the range of their spells, at the price of a significant drop in accuracy beyond a given spell's minimum range. The staff's enormous power draw requires special power sources to satisfy, like storm chambers, arcane turbines hooked up via conductive cabling, or arcane interval generators.

Farcasting staves are most often used by the arcanists of the Maritime Order of the Trident, as ship-to-ship combat usually takes place at ranges at which spellcasters can do little to affect the outcome without the use of such aids (also, ships are generally large and relatively slow targets that can be reliably hit with spells at such extended ranges).

Rune Points: 5

Special Rules: When wielding a powered farcasting staff in both hands during spellcasting, spells that do not have RNG:SP or RNG:CTRL gain an Extreme Range of five times their normal range. When casting an offensive spell at Extreme Range, the magic attack roll suffers a -5 penalty.

Will weavers who use the Increase the Range of a Spell ability (see IKRPG, p. 229) use the spell's increased RNG when determining its Extreme Range.

It should be noted that using a farcasting staff can easily put upkeep spells outside of the spellcaster's upkeep range (ARCx10", or ARCx60 feet), especially when will weavers extend a spell's range through gaining additional fatigue. If this is the case, the upkeep spell can still be cast normally, but will expire in the caster's next Control Phase.

Farcasting staves have no effect on spells that are being channeled.

Farcasting staves are Reach weapons and must be wielded two-handed during spellcasting as well as when used as melee weapons.

A character wielding a farcasting staff can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the farcasting staff's parts is 100 gc. It takes five weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The farcasting staff's runeplate takes five weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 17.

GOVERNING ROD

Cost: 910 gc (accumulator cost not included)

Skill: Great Weapon

Attack Modifier: -1

POW: 4

Description: Sometimes, having great power becomes a burden rather than an asset, and precise control becomes tactically superior to brute-force domination. This mechanical staff greatly enhances a spellcaster's control over the parameters of his spells, allowing them to tailor their spells to their needs. The governing rod is powered by an arcanodynamic accumulator.

Rune Points: 4

Special Rules: While the governing rod has power, a spellcaster wielding it may choose one of the following options when casting a spell. Once made, a choice cannot be altered without recasting the spell:

- The caster may choose to reduce the RNG or AOE for a spell with RNG:CTRL or AOE:CTRL to half its usual radius or any radius in between (i.e. the RNG or AOE can be anything between the normal ARCx2" (ARCx12 feet) or ARC" (ARCx6 feet).
- The caster may choose to reduce the RNG of a spell with RNG:SP from RNG:SP10 to RNG:SP8 or RNG:SP6, or can choose to reduce a spell with RNG:SP8 to RNG:SP6.
- The caster may reduce the AOE of a spell with AOE 5" to AOE 4" or AOE 3", or he can reduce the AOE of a spell with AOE 4" to AOE 3".

The governing rod cannot be used to alter spells that are being channelled, and it has no effect on rune shots.

Governing rods are Reach weapons and must be wielded two-handed when they are used as melee weapons, but can be wielded one-handed during spellcasting.

A character wielding a governing rod can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the governing rod's housing is 100 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The governing rod's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

MIND-FORCE AMPLIFIER STAFF

Cost: 410 gc (capacitor cost not included)

Skill: Great Weapon

Attack Modifier: 0

POW: 3

Description: This slender, unassuming staff can be wielded to great effect during the casting of certain spells that rely on the strength of the caster's will, enhancing the caster's ability to overcome their target's resistances. The staff is powered by an alchemical capacitor set into its haft.

Rune Points: 2

Special Rules: While the mind-force amplifier staff is powered, the spellcaster wielding the staff gains +2 Willpower when resolving the effects of spells that

depend on Willpower (e.g. the Influence and Overmind spells).

Mind-force amplifier staves are Reach weapons and must be wielded two-handed when they are used as melee weapons, but can be wielded one-handed during spellcasting.

A character wielding a mind-force amplifier staff can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

Fabrication: The material cost of the mind-force amplifier staff's parts is 40 gc. It takes two weeks to construct the device. The pertinent Craft skill for construction is Craft (carpentry).

The mind-force amplifier staff's runeplate takes two weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 14.

PROXIMITY PROJECTION GAUNTLET

Cost: 610 gc (accumulator cost not included)

Description: This somewhat delicately constructed mechanical gauntlet with its palm-mounted projection lens allows a spellcaster to re-channel that portion of arcane forces that is normally used to propel a spell's energies over a large distance into granting the spell greater accuracy or penetrating power, at the cost of a significant reduction in range. The proximity projection gauntlet is powered by an alchemical capacitor set into its vambrace.

Rune Points: 3

Special Rules: While a proximity projection gauntlet is powered, a spellcaster wearing the gauntlet may choose to have a spell they are casting suffer -5 RNG. In exchange for this, the spellcaster gains one of the following benefits:

- The spellcaster reduces the amount of fatigue gained or the amount of focus or fury spent by 1, to a minimum of 1.
- The spell gains a boosted magic attack roll.
- One of the spell's damage rolls is boosted.

Proximity projection gauntlets cannot be used with spells that have RNG: Self, RNG:B2B, RNG: ≤4, RNG:SP or RNG:CTRL. Spells with RNG: 5 become RNG:B2B instead. Proximity projection gauntlets have no effects on channelled spells.

Donning or doffing a proximity projection gauntlet takes a quick action. It is possible to wield a weapon in the gauntleted hand, but all attack rolls made with that weapon suffer a -2 penalty.

Fabrication: The material cost of a proximity projection gauntlet's parts is 55 gc. It takes two weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The proximity projection gauntlet's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

SPELL-SHAPER

Cost: 1,310 gc (accumulator cost not included)

Description: These mechanical gauntlets contain complex mechanical systems that temporarily stabilize arcane energy constructs (read: spells) as they are forming, thus giving spellcasters additional time to fine-tune their casting, rather than simply pouring raw power into an imperfect spell to make it perform as intended. This way, spell-shapers make spellcasting slower but less straining, which can be a substantial benefit when casting more demanding spells. Spell-shapers are powered by an arcanodynamic accumulator usually worn in a small armoured housing on the caster's belt.

Rune Points: 4

Special Rules: While a spell-shaper has power, a spellcaster wearing the gauntlets may spend additional quick actions after casting a spell, but before actually resolving that spell, to gain tuning tokens (a spellcaster may not gain more tuning tokens this way than their INT, PER or ARC, whichever is lowest). When subsequently resolving that spell's magic attack roll (if applicable) and its effects, tuning tokens may be spent to gain the benefits the spellcaster normally gets from gaining additional fatigue or spending additional focus or fury (e.g. boosting attack or damage rolls, or, if the caster is a will weaver, also increasing the spell's RNG). The spellcaster may also gain fatigue or spend focus or fury to enhance the spell as usual.

Once a spellcaster has begun casting a spell with the aid of a spell-shaper, they must either resolve or abandon that spell before the end of their current activation. Similarly, they cannot cast a different spell without losing all the tuning tokens they have accumulated. All unused tuning tokens are lost at the end of the spellcaster's current activation.

Remember that a spellcaster using spell-shapers must still pay the spell's base COST in fatigue, focus or fury in order to cast the spell.

Spell-shapers only grant their benefits to characters who are wearing the gauntlets on both hands and have both hands free during spellcasting. Additionally, a character wearing spell-shaper gauntlets suffers an additional -2

attack roll penalty when attacking with weapons held in their gauntleted hands.

Fabrication: The material cost of the spell-shapers' housing is 200 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The spell-shapers' runeplate (which actually consists of two complementary partial runeplates installed in either gauntlet) takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

SPELLSLINGER

Cost: 760 gc (capacitor cost not included)

Skill: Unarmed Combat (for punching attacks; see below)

Attack Modifier: -1 (for punching attacks; see below)

POW: 1 (for punching attacks; see below)

Description: Perhaps more of a curiosity rather than an eminently useful device, especially for more advanced spellcasters, this conduit-laced gauntlet allows a Gifted individual to literally fling spells as though they were actual missiles, allowing them to rely on physical coordination rather than arcane might to guide spells at their targets. The device is powered by an alchemical capacitor set into the gauntlet's back.

On an aside note, attempts to design a spellslinger variant that handles like a rifle or pistol have been oddly unsuccessful. Currently, arcanists and mechaniks are hypothesising that there is too large a mental disconnect between the actions of casting and firing a handgun, while “throwing” a spell is very close to the mnemonic devices many spellcasters use anyway.

Rune Points: 3

Special Rules: While the spellslinger has power, the character wielding it can make magic attack rolls using their POI+Thrown Weapon skill, rather than ARC, and gains a +1 bonus to magic attack rolls made with the spellslinger because of the accuracy rune incorporated into the device. “Throwing” spells this way still takes a quick action, but the character cannot also make regular attacks with the hand wearing the spellslinger in their current activation (and if the character is not wearing the spellslinger on their dominant hand, the character also suffers a -2 magic attack roll penalty).

A character using a spellslinger cannot boost their magic attack rolls by gaining fatigue or spending focus or fury, and cannot alter a spell's range through the use of a will weaver's Increase the Range of a Spell ability (see IKRPG, p. 229) or the Gifted archetype Feat: Powerful Caster benefit (see IKRPG, p. 115). Instead, any abilities and spells that enhance thrown weapons can be used (e.g. the Snipe spell).

Spellslingers cannot be used to cast spells with RNG:CTRL, or when channelling spells.

A character cannot be wielding a melee weapon in the hand wearing the spellslinger during spellcasting. A melee weapon wielded in the hand wearing a spellslinger suffers an additional -1 attack roll penalty.

If the spellslinger becomes unpowered, it inflicts an additional -1 attack roll penalty on weapons wielded in the hand wearing the spellslinger, and can no longer be used to launch spells.

Fabrication: The material cost of the spellslinger's housing is 100 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The spellslinger's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

THERMAL DISTRESSOR STAFF

Cost: 910 gc (accumulator cost not included)

Skill: Great Weapon

Attack Modifier: -1

POW: 4

Description: This unusual mechanical staff is really only useful for spellcasters who are trained in using elemental spells that employ fire as well as ice, or when wielded by teams of spellcasters who are each dedicated to one of those elements, but these staves do enhance the effects quite dramatically when fire spells impact on frozen targets or ice spells envelop those currently set on fire. Thermal distressor staves are powered by arcanodynamic accumulators.

Rune Points: 4

Special Rules: While a thermal distressor staff is powered, the damage rolls for magic attacks that do fire damage against target characters who have been rendered stationary by cold spells gain an additional die. Similarly, the damage rolls of magic attacks that do cold damage gain an additional die against characters that are currently suffering the Fire continuous effect.

For the purposes of thermal distressor staves, cold spells are any spells as well as mechanical and magical effects that can render a target that doesn't have Immunity: Cold stationary.

Thermal distressor staves have no effect on spells that are being channeled.

Thermal distressor staves are Reach weapons and must be wielded two-handed when they are used as melee weapons, but can be wielded one-handed during spellcasting.

A character wielding a thermal distressor staff can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the thermal distressor staff's housing is 100 gc. It takes four weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The thermal distressor staff's runeplate takes four weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 16.

VARIABLE-BURN STAFF

Cost: 710 gc (accumulator cost not included)

Skill: Great Weapon

Attack Modifier: -1

POW: 4

Description: This mechanical staff is equipped with a complex focussing array at one end, which can be used to focus or spread the force delivered by area-of-effect spells as desired. A variable-burn staff is powered by an alchemical capacitor.

Rune Points: 3

Special Rules: While the variable-burn staff has power, a spellcaster wielding it in both hands may choose one of the following options when casting an AOE spell (They may also decide to cast the spell normally). The caster must choose before casting the spell, but can make a different choice for each subsequent casting:

Tight Burn: The caster adds a die to all damage rolls. Remove the highest die from all blast damage rolls, and remove the lowest die from the damage roll against the target directly hit by the spell.

Wide Burn: The caster adds a die to all damage rolls. Remove the lowest die from all blast damage rolls, and remove the highest die from the damage roll against the target directly hit by the spell.

A variable-burn staff cannot affect rune shots or channeled spells. It also cannot be used on spells that do not require attack rolls or affect all characters in the AOE equally (e.g. Shatter Storm, IKRPG, p. 244, or Tempest, IKRPG, p. 245).

Variable-burn staves are Reach weapons and must be wielded two-handed when they are used as melee weapons and during spellcasting.

A character wielding a variable-burn staff can spend 1 feat point to make a trip attack instead of a normal attack. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target has a chance of being knocked out by the attack. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Fabrication: The material cost of the variable-burn staff's housing is 85 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The variable-burn staff's runeplate takes three weeks to inscribe and requires a successful INT+Mechanical Engineering roll against a target number of 15.

From the Workshop of Doctor Arkadius

ANIMANTIC INVERTER [BRAIN ENHANCEMENT]

Cost: This item is manufactured exclusively in the workshops of Dr. Arkadius. It is usually only available to farrow warlocks with Connections: Thornfall Alliance. Only Dr. Arkadius knows how to successfully graft this device onto the brain of a farrow warbeast.

Description: By carefully destroying portions of a warbeast's brain and installing the animantic inverter in their place before securing it with a steel cover bolted to the skull, a warlock may grant their warbeasts the ability to use some of their spells as animi. The price is that the warbeast in question loses its native animus, but for some warlocks that is a worthwhile trade.

Special Rules: A farrow warbeast equipped with an animantic inverter loses its animus but may use any of its controlling warlock's non-offensive spells as its animus instead. In order to use a spell as its animus, the warbeast must gain a number of points of fury equal to the spell's COST. Regardless of its usual stats, the spell becomes RNG: Self and AOE: -. Such a spell also lasts for one turn and cannot be upkeep.

A warbeast with an animantic inverter cannot use an animus its controlling warlock gains from another bonded warbeast as its animus. Casting one of the warlock's spells as an animus using an animantic inverter does not count as the warlock casting a spell.

A warbeast can only have one brain enhancement grafted to it. Brain enhancements cannot be removed once installed.

ANIMUS LOCK [BRAIN ENHANCEMENT]

Cost: This item is manufactured exclusively in the workshops of Dr. Arkadius. It is usually only available to farrow warlocks with Connections: Thornfall Alliance. Only Dr. Arkadius knows how to successfully graft this device onto the brain of a farrow warbeast.

Description: An animus lock, which is installed in a warbeast's brain and usually covered with a plate bolted to the skull, alters the arcane capacity of a warbeast in such a way that it can sustain its animus over a period of time. While this tends to make warbeasts harder to control, it can prove to be a worthwhile gamble, freeing the warbeast's capacity to follow its warlock's directions for other actions.

Special Rules: A farrow warbeast equipped with an animus lock can upkeep its animus (even if the animus normally cannot be upkeep) by gaining 1 fury in its warlock's Control Phase after the warlock has leached fury from the warbeast but before checking for whether the warbeast frenzies.

If a warbeast is prevented from gaining fury in any way (e.g. because it's Intellect aspect is crippled), it cannot use its animus lock to upkeep its animus. An animus lock can also only be used on non-offensive animi.

A warbeast can only have one brain enhancement grafted to it. Brain enhancements cannot be removed once installed.

CODOMINANCE [BRAIN ENHANCEMENT]

Cost: This item is manufactured exclusively in the workshops of Dr. Arkadius. It is usually only available to farrow warlocks with Connections: Thornfall Alliance. Only Dr. Arkadius knows how to successfully graft this device onto the brain of a farrow warbeast.

Description: This device is always fabricated in matched sets of two and installed in two farrow warbeasts who must be of the same type. Once the surgery scars around the steel covers bolted over the modification have healed, these two warbeasts can then be managed as one by a warlock, though his control will not be as tight as it would normally be.

Special Rules: Two warbeasts of the same type who have had matching codominance modifications installed can be bonded to using the same bond slot. However, when making threshold checks, always use the higher number of points of fury on the two warbeasts (If one of the pair is currently outside of the warlock's Control Area, each warbeast only uses its own fury points when it has to make a threshold check, but must add +1 to the required target number).

Additionally, if one of the warbeasts of a codominated pair is slain, the surviving warbeast must always make a threshold check in each Control Phase, as it is irked by the lack of its partner's presence. The only way to end this state is temporarily disabling the codominance modification, which can only be done to a sedated warbeast outside of combat by characters with the Medicine skill who have been trained by Doctor Arkadius, or by manufacturing a matching codominance modification and installing it in a new partnering warbeast.

A warbeast can only have one brain enhancement grafted to it. Brain enhancements cannot be removed once installed.

COMFORT FEEDER **[BRAIN ENHANCEMENT]**

Cost: This item is manufactured exclusively in the workshops of Dr. Arkadius. It is usually only available to farrow warlocks with Connections: Thornfall Alliance. Only Dr. Arkadius knows how to successfully graft this device onto the brain of a farrow warbeast.

Description: This device, which leaves little evidence of its installation besides a scar on the warbeast's forehead that is often covered by a reinforced metal patch, short-circuits the connections between a farrow warbeast's pleasure and sensory centres, specifically, the connections to its exceedingly well-developed senses of smell and taste. This enables warlocks to more easily control their warbeasts while they are on a streak of defeating and devouring their enemies, but may make the warbeasts harder to handle when food is scarce.

Special Rules: A farrow warbeast equipped with this brain enhancement may reduce its current fury by 1 by spending a quick action to devour a destroyed (formerly) living character in melee range (If the warbeast also has the Snacking ability (e.g. via the Battle Boar's "Heightened Metabolism" animus in IKU, p. 281), it may reduce its current fury by 2 in addition to regaining vitality from Snacking, as the doubled rush of reduced pain from its injuries and delicious food is an even more effective calming influence on the warbeast's primal mind).

There is a decided downside to this brain enhancement, however: Warbeasts with this enhancement become nigh addicted to food, and require restraining when it's not possible to keep them nearly constantly chewing on something, as they tend to get extremely aggressive when suffering even mild hunger pangs. Similarly, these warbeasts tend to overeat if not given pre-measured portions, and are certainly not willing to countenance others feeding from the same trough.

A warbeast can only have one brain enhancement grafted to it. Brain enhancements cannot be removed once installed.

DEPRIMER **[BRAIN ENHANCEMENT]**

Cost: This item is manufactured exclusively in the workshops of Dr. Arkadius. It is usually only available to farrow warlocks with Connections: Thornfall Alliance. Only Dr. Arkadius knows how to successfully graft this device onto the brain of a farrow warbeast.

Description: This modification, which was derived by combining some of the workings of the animantic diffuser and lobotomizer (see MIKG1, p. 154 and p. 157),

severely curtails a warbeast's learning and arcane capabilities but makes the warbeast easy to control and drive to the utmost limits of its physical potential. The modification requires extensive brain modifications, which are then covered up by a steel plate bolted to the skull.

Special Rules: A farrow warbeast equipped with a deprimer loses its animus and cannot gain behaviours or increases to its MAT, RAT, PRW, POI, INT or PER from experience, and cannot learn or improve skills or learn to use new weapons (see IKU, pp. 296-297, for rules for improving warbeasts).

In its Maintenance Phase, a warbeast with a deprimer installed loses all of its current fury points. Therefore, such warbeasts do not need to make threshold checks and cannot frenzy. Similarly, warlocks cannot leach fury from warbeasts with a deprimer.

A warbeast can only have one brain enhancement grafted to it. Brain enhancements cannot be removed once installed.

RAGE MODULATOR **[BRAIN ENHANCEMENT]**

Cost: This item is manufactured exclusively in the workshops of Dr. Arkadius. It is usually only available to farrow warlocks with Connections: Thornfall Alliance. Only Dr. Arkadius knows how to successfully graft this device onto the brain of a farrow warbeast.

Description: This small device, which can be installed without leaving a significantly noticeable hole in the skull, slows down a frenzied warbeast's responses somewhat and makes it lash out in a more controlled fashion, if "control" is a word that can at all be applied in any way to that state of primal wrath.

Special Rules: When a warbeast equipped with a rage modulator frenzies, instead of making a single attack with its highest-POW melee weapon it makes one attack each with each of its melee weapons if it has been able to get into melee range with a target character. If the warbeast has been unable to get into melee range, it will instead make one attack with each of its ranged weapons at the character targeted by its frenzy (and will switch targets if one such attack destroys the target character). Unlike during a normal frenzy, none of these attacks receive boosted attack or damage rolls. In all other respects frenzy is resolved according to the normal rules.

A warbeast can only have one brain enhancement grafted to it. Brain enhancements cannot be removed once installed.

VITALITY EXCHANGER

[BRAIN ENHANCEMENT]

Cost: This item is manufactured exclusively in the workshops of Dr. Arkadius. It is usually only available to farrow warlocks with Connections: Thornfall Alliance. Only Dr. Arkadius knows how to successfully graft this device onto the brain of a farrow warbeast.

Description: This device, which is inserted into the back of a farrow warbeast's skull and then has a steel cover bolted over it, greatly strengthens the link between a warlock and their warbeast for the purposes of transferring life-force between the two of them, making this transfer effortless on the warlock's part.

It should be noted that Doctor Arkadius and his students have become somewhat reluctant to install this device since its first test runs, as farrow warlocks tend to all too enthusiastically use the warbeasts with this device merely as a grounding rod of sorts, killing the beasts in short order and wasting all the other precious work the doctor has performed on them – however, using warbeasts purely as grounding rods without installing any other enhancements would be a waste of a warlock's potential and a tactical weakness. The doctor is rumoured to be pondering a limiter of sorts to prevent abuse of the vitality exchanger, but such a restriction could easily end up becoming a weakness in its own right, as a more widely useful brain enhancement could then have been installed instead.

Special Rules: The warlock may transfer damage to the warbeast equipped with a vitality exchanger without spending a point of fury to do so. After transferring damage to this warbeast, this warbeast gains 1 fury. As usual, the warlock can't transfer damage to this warbeast when it has a number of fury points on it equal to its FURY.

A warbeast can only have one brain enhancement grafted to it. Brain enhancements cannot be removed once installed.

Alchemy

#3 BATTLE SPIRITS

Cost: 57 gc per vial

Description: This glowing compound can be drunk by warcasters to temporarily expand their ability to command multiple warjacks. While this compound's effects do not last long enough to empower a warcaster during a protracted battle, they can be useful to enable an experienced warcaster to lead a devastating sortie. On an interesting side note, it is rumoured that this compound represents one of the Order of the Golden Crucible's first glimpses of the possibility of alchemically manufacturing the warcasting gift.

Special Rules: 1d6+3 rounds after downing a vial of #3 battle spirits, a living warcaster gains a number of additional bond slots equal to the lowest of their INT, PER or ARC. These bond slots persist for 1d3x10+10 minutes, after which all steamjacks currently bonded via these bond slots suffer cortex shock and become inert. Other mechanical devices bonded to via these bond slots become unbonded and deactivate.

Once the effects of #3 battle spirits have worn off, a warcaster's ability to bond to steamjacks and mechanika becomes diminished. Roll 1d6 for each warjack or piece of mechanika the warcaster is currently bonded to via their regular bond slots. On a result of 1-2, the bond is broken (this will cause steamjacks to suffer cortex shock and mechanical items to shut down). Furthermore, when attempting to establish a new bond to a steamjack or piece of mechanical equipment for the same duration that the warcaster had additional bond slots granted to them by the compound, the warcaster must always roll another 1d6 when attempting to bond to steamjacks or mechanika, and on a result of 1-2 the bond does not form. No further dose of #3 battle spirits taken during this time will take effect.

Incidentally, Gifted non-focusers who take #3 battle spirits also gain bond slots, but are unlikely to have the ability to capitalize on them (e.g. because they likely lack cortex lock codes and do not have focus points to allocate to steamjacks). The best such characters could likely achieve is commanding steamjacks mentally (which merely gives them the ability to direct a steamjack's path and actions but does not enable them to enhance them in any way), utilizing arc nodes and perceiving through a steamjack's senses. However, such characters are also not used to the experience of bonding to steamjacks, and suffer a -2 penalty to all Social rolls as well as a -2 penalty to all attack rolls from confusing mental input while the compound is in effect and they are bonded to a steamjack.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of heavy metals, 1 unit of mineral crystals, 1 unit of mutagenic extract

Total Material Cost: 19 gc

Alchemical Formula: Creating #3 battle spirits requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one vial of #3 battle spirits. If the roll fails, he creates one unit of alchemical waste (liquid).

A BREATH'S PALE SHADOW

Cost: 54 gc per vial

Description: This poetically named compound causes an unpleasant burning sensation when inhaled, and may even up causing minor damage to the user's lungs. Immediately afterward, however, the user leaves a ghostly replica of themselves behind when they move away. While incorporeal and unmoving, the replica looks quite convincing in all other regards, and thus may enable the user to confound pursuers or perform some impressive tricks of stagecraft.

Special Rules: A living character who spends a quick action to inhale a dose of A Breath's Pale Shadow suffers a -1 penalty to all rolls for one round, and must succeed at a PHY roll against a target number of 14 or suffer one point of damage.

Apart from this unpleasant side-effect, inhaling this compound will then immediately generate a convincing, incorporeal and completely unmoving replica of the user, including all worn and carried equipment, which will stand in the same place and have the same posture and facial expression as the user did a heartbeat after inhaling the compound. The replica remains in place for 1d3+1 rounds and will then fade away.

Characters who can ignore concealment or stealth will immediately see through a replica generated by this compound, though this only means they know it isn't real – they still can't see what's hiding behind, for example.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of bioluminescent extract, 1 unit of ectoplasm

Total Material Cost: 18 gc

Alchemical Formula: Creating A Breath's Pale Shadow requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one vial of A Breath's Pale Shadow. If

the roll fails, he creates one unit of alchemical waste (liquid).

ARCANE BONDING CATALYST

Cost: 30 gc per vial (each vial contains three units of arcane bonding catalyst)

Description: Harkening back to the beginnings of the science of alchemy, the time before synthesis was understood sufficiently well for people without the Gift to be able to perform it reliably, this crystalline catalyst can replace the more commonly used alchemical stone to allow those with arcane powers to rely on their Gift rather than their understanding to perform alchemical procedures.

Special Rules: Arcane bonding catalyst can replace alchemical stone in any alchemical formula that requires it (If multiple units of alchemical stone are required, they must all be replaced by arcane bonding catalyst to reap the benefits). Then, when synthesizing the compound, a Gifted alchemist can use ARC+Alchemy instead of INT+Alchemy to make the roll (Obviously, and perhaps disconcertingly, this makes the arcane bonding catalyst only useful for those individuals whose arcane powers exceed their understanding, bringing to mind the old adage of one's reach exceeding one's grasp).

Arcane bonding catalyst cannot be used in alchemical formulae that do not require alchemical stone.

Brewing Requirements: Alchemy

Ingredients: 1 unit of arcane minerals, 1 unit of mineral crystals

Total Material Cost: 10 gc

Alchemical Formula: Creating arcane bonding catalyst requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of arcane bonding catalyst. If the roll fails, he creates one unit of alchemical waste (crystal).

BLANK

Cost: 60 gc per flask (each flask contains two doses of the compound)

Description: Imbibing this black, thin serum has the strange effect of somehow making the user slip from the focus of any onlooker's attention. While this does not make it more difficult to notice the user is there, it does make it very challenging to draw a bead on them or pinpoint their exact location.

Special Rules: Starting 1d3 turns after imbibing a dose of blank, a living character gains stealth (see IKRPG, p. 220). Stealth granted by blank lasts for a number of minutes equal to the user's Willpower.

While there are no immediately detrimental side-effects of prolonged use of blank or of taking several doses end to end, frequent users tend to develop clammy, slightly transparent skin and prematurely whitened hair.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of ectoplasm, 1 unit of mutagenic extract

Total Material Cost: 20 gc

Alchemical Formula: Creating blank requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one flask of blank, which is sufficient for two applications. If the roll fails, he creates one unit of alchemical waste (liquid).

BLESSED BIND-CATALYST

Cost: 27 gc per jar (each jar contains three doses of the compound)

Description: Harkening back to the roots of alchemy in magical practices, there are still a few extant formulas that require magical energies, most often in the form of priestly blessings. Unfortunately, priests of sufficient strength in the faith may not always be easy to come by, but using catalysts prepared by such priests in manufacturing compounds that require a blessing offers a convenient, if costly, workaround.

Special Rules: When preparing a compound that requires the blessing of a priest of Veteran level or higher, the alchemist can use a dose of blessed bind-catalyst in place of a unit of alchemical stone to successfully prepare such a compound even when no priest is available.

Blessed bind-catalyst cannot be used in compounds that do not require any alchemical stone in their manufacture.

Brewing Requirements: Alchemy, alchemist must also be a priest of Veteran level or higher

Ingredients: 3 units of alchemical stone, 2 units of mineral crystals

Total Material Cost: 9 gc

Alchemical Formula: Creating blessed bind-catalyst requires an alchemy lab and one hour of labour spent grinding, combining and stabilising the ingredients. At the end of this time, the priest-alchemist makes an INT+Alchemy roll against a target number of 14. If the

roll succeeds, the priest-chemist creates one jar of blessed bind-catalyst, which contains three doses of the compound. If the roll fails, he creates two units of alchemical waste (crystal).

BODY-IN-A-BOTTLE

Cost: 63 gc per bottle

Description: Another product of the Tamarite researcher and chemist Jedediah Gyser, this vaporous compound will readily intermix with the ectoplasmic structure (or lack thereof) of the incorporeal restless dead, making them semi-corporeal for an extended period of time. However, while similar compounds like Ashes of Urcaen are made to render the restless dead vulnerable to blades, body-in-a-bottle will instead grant them some form of tangible presence for their own benefit, and some spirits will greatly delight in the chance to regain the ability to touch and speak, even to the point of willingly sharing their secrets – or at least they will until they realize the effect is only temporary...

Special Rules: Body-in-a-bottle can be applied by simply leaving an open bottle of the compound where an incorporeal undead will pass through in the next few moments, or by smashing the bottle while B2B with an incorporeal undead.

An incorporeal undead who is exposed to the compound gains a somewhat corporeal existence for a number of minutes equal to its Willpower+2d6. This effect is sufficient to allow the ghost to speak (if in a somewhat muffled voice), feel by touch, and move small objects (like a pen or key), but will quickly lose its efficacy if the ghost tries to exert more force (e.g. shouting, pushing heavy objects, or striking a target – dancing is actually possible, as a matter of fact, unless the dance requires the partners to hold each other tightly). Each round of exertion reduces the time the ghost can hang on to its semi-corporeal existence by 1d3 minutes.

Since body-in-a-bottle acts as a medium between the ghost's true existence and corporeal reality rather than truly changing the ghost's essence into a material form, this compound does not make the ghost vulnerable to attacks (In fact, a ghost who wishes to end the effect prematurely can simply do so by forcing themselves through a material object, which takes a full action and expels the compound from its ectoplasmic form).

While the exact effects of body-in-a-bottle on interactions with the restless dead very much depend on the individual ghost, there could be many other situations where the compound can be useful indeed (e.g. when a ghostly form always approaches a bookshelf and moves as if taking out a book and turning its pages, leaving a bottle of the compound will allow witnesses to see which page the book is actually turned to, which might be an important

clue; likewise, a ghost that habitually seems to write could be made to actually pick up a pen and spell out what it wants to say).

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of ectoplasm, 1 unit of mineral acid, 1 unit of mineral crystals

Total Material Cost: 21 gc

Alchemical Formula: Creating body-in-a-bottle requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the chemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the chemist creates one application of body-in-a-bottle. If the roll fails, he creates one unit of alchemical waste (liquid).

BOON OF ELLENA

Cost: 33 gc per vial

Description: Sometimes when a traveller gets lost, being able to retrace one's steps for just a few hours could be enough to enable them to get their bearings again. This compound accomplishes just that by putting the user into a light trance that allows them to perfectly recall their own movements for a few hours. Since a dose of Boon of Ellena is just a few drops, savvy (and wealthy) explores sometimes wear a small vial of the compound on a necklace, just in case.

Special Rules: 1d6 minutes after drinking a dose of Boon of Ellena, a living user gains the Port of Call ability (see IKRPG, p. 165) for a number of hours equal to their INT or PER, whichever is better, and may consider any location they were at 24 hours ago as their Port of Call.

Boon of Ellena does not work if the user did not pass by any landmarks while traveling (i.e. it does not work at high seas, though it would work as long as the coastline was visible throughout the journey; additionally, the compound would also work if the user was able to use at least some of their senses to perceive their surroundings even if they couldn't *see* them, potentially allowing a location to be traced that the user was being led to while blindfolded as long as they could still hear sounds and smell odours specific to their path). The light trance the user is in while under the effect of this compound also makes them a little oblivious to more impermanent features of his surroundings, inflicting a -1 penalty to PER while the compound is in effect and reducing the number of dice rolled for Initiative by 1.

While multiple doses of Boon of Ellena can be taken end to end, there is usually little benefit to doing so, as the 24-hour-mark that determines what location the user can

trace their steps back to will have kept shifting throughout the duration of travel.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of heavy metals, 1 unit of mineral crystals

Total Material Cost: 11 gc

Alchemical Formula: Creating Boon of Ellena requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of Boon of Ellena. If the roll fails, he creates one unit of alchemical waste (liquid).

2d6 minutes after taking the dose), the user cannot be roused except by effects that counteract toxins.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 burrow-mawg adrenal gland, 1 unit of organic toxin

Total Material Cost: 11 gc

Alchemical Formula: Creating bottled sleep requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of bottled sleep. If the roll fails, he creates one unit of alchemical waste (liquid).

BOTTLED SLEEP

Cost: 33 gc per vial

Description: This cloyingly sweet potion causes the imbiber to lapse into an alchemically induced sleep that is just as restful as regular sleep but takes very little time. However, apart from setting the user at odds with the activity cycles of everybody else, the compound becomes much less effective with prolonged use. Still, the compound can help the user remain alert in highly stressful situations that only allow very short rest periods (e.g. a mechanic having to perform extensive repairs on multiple warjacks during a siege).

Special Rules: A living character who consumes a dose of bottled sleep and remains at rest will fall asleep after 1d6 minutes and become completely unresponsive in another 1d6 minutes. This state lasts for one hour, after which the user wakes up just as refreshed as after a full night's sleep.

If multiple doses of bottled sleep are taken, the induced rest state is extended by 1 hour for every additional dose (so it's two hours after the second dose, three hours after the third dose, and so on). Every two days that pass without using bottled sleep reduce the length of the induced rest state by an hour until it has reached the normal duration again.

Resting by using bottled sleep only helps the user become mentally alert and functioning again, it does not aid recovering from injuries. Bottled sleep also cannot be used to counteract sleep states inflicted by toxins or other alchemical compounds (e.g. compounds that render the user asleep after their beneficial effects have elapsed still have their regular durations of induced sleep states no matter whether the user has also taken bottled sleep or not). An imbiber can prevent the onset of the sleep state caused by bottled sleep by being constantly active for 10+1d6 minutes after taking a dose (e.g. by briskly walking around). Once bottled sleep is in full effect (i.e.

COLDFLAME WICK

Cost: 33 gc for a length of wick sufficient for one lantern

Description: This otherwise standard oil lamp's wick has been coated with a crystalline alchemical compound that causes the oil-soaked wick to self-ignite at room temperature and then burn with a bright pale flame that does not produce more heat than you might expect from a summer's day. Useful for stage tricks, lanterns that can be safely used in volatile environments, and light sources that do not require a match to light, a coldflame wick will unfortunately slowly degrade over time, as the crystals gradually flake off of the wick until too many have been lost to produce worthwhile illumination.

Special Rules: One round after being exposed to air, an oil-soaked coldflame wick produces a flame that is merely slightly warm to the touch and a little brighter than a standard oil lantern (providing bright light within 30 feet (5") and dim light within 60 feet (10")). A coldflame wick burns oil just as fast as a standard wick, but it cannot be used if the temperature is low enough for water to freeze (or the oil to solidify).

Burning coldflame wicks do not cause fire damage, cannot be used to set other materials alight, and usually do not cause explosions except in the most extremely volatile environments. The wick will also not evaporate and burn most alchemical and aromatic admixtures to the oil. Last but not least, each coldflame wick is specific for a certain type of oil, so a coldflame wick that burns whale oil will not light up when soaked in olive oil, for example. Coldflame wicks still require air to burn, so they are usually doused by screwing an airtight cap over them (removing the wick is not advised, as this will simply cause it to lose its coating of catalytic crystals faster; in fact, most coldflame wicks are mounted in a protective wire cage to prevent anything bumping into them and breaking off the crystals).

A coldflame wick is usually good for a year's worth of light. Particularly rough treatment (e.g. travelling and

having the carelessly packed lantern bump around in your luggage) often cuts the wick's lifespan in half.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of alchemical waste (crystal), 1 unit of arcane minerals, 1 unit of heavy metals

Total Material Cost: 11 gc

Alchemical Formula: Creating a coldflame wick requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients, after which the wick needs to set for another 1d3+2 days. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist has created a length of coldflame wick sufficient for a standard hand lantern. If the roll fails, he has created one unit of alchemical waste (crystal).

CONDUITING AMALGAM

Cost: 45 gc per application (see Special Rules)

Description: Conduiting amalgam is a carefully concocted suspension of metal shavings that will react and fuse into a solid, arcantrikally conductive aurum layer when exposed to air, and is thus usually stored in a stoppered ceramic or glass syringe. While expensive and somewhat more difficult to work with than standard techniques for laying conduits during the construction of mechanical housings, conduiting amalgam does allow mechaniks with a steady hand to work significantly faster.

Special Rules: A single application of conduiting amalgam contains enough material to lay conduits for a mechanical housing that can accommodate five rune points' worth of runes. Laying conduits with the use of conduiting amalgam takes half as long as fabricating a housing through standard procedures but requires very steady conditions (e.g. it cannot normally be done while, say, on board of a ship at sea). Additionally, if the Mechanical Engineering roll when crafting the housing is failed, the conduiting amalgam spent on crafting the housing is wasted, and reworking the housing takes the standard week plus all the time saved by using conduiting amalgam unless the mechanik can use more of the compound.

The GM may also rule that some pieces of mechanika are simply too large to be constructed with the aid of conduiting amalgam, or require additional doses (e.g. mechanical gear intended for medium-based or large-based characters might require double or triple the amount of amalgam to make, and constructing a steamjack or vehicle with a mechanical hull might simply be too impractical, since the amalgam can only be used on unbroken surfaces like blades or armour plates, or the

amounts of amalgam needed are simply too costly to use unless time is of the essence).

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical stone, 1 unit of arcane minerals, 2 units of heavy metals, 2 units of organic oil

Total Material Cost: 15 gc

Alchemical Formula: Creating conduiting amalgam requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates enough conduiting amalgam to lay five rune points' worth of conduits. If the roll fails, he creates one unit of alchemical waste (liquid).

DOCTOR HAYES'S INVESTIGATIVE INFUSION

Cost: 39 gc per vial

Description: Injecting this compound triggers a strange mania in the subject that causes them to become absorbed in their memories in a specific manner that makes them extremely sensitive to changes in their environment, potentially allowing them to pick out changes (e.g. disturbed, missing or added objects) with uncanny accuracy (though the usefulness of the compound is very situational, as highly-frequented areas usually have too many changes on a constant basis to offer a good baseline for comparisons).

It's perhaps also unsurprising that Doctor Hayes's name has led to constant puns along the lines of "looking for needles in Hayes's stack."

Special Rules: 1d3+3 rounds after injecting a dose of Doctor Hayes's Investigative Infusion, a living subject gains a form of the Photographic Memory Intellectual archetype benefit (see IKRPG, p. 116) as well boosted PER rolls when determining whether any objects are out of place in an area they are at least passingly familiar with (i.e. they can spot at a glance whether a single book is missing in a bookshelf that they regularly see, even if they have never consciously examined the books, but a new cobweb in the same library's corner would preoccupy them just as badly. The specialised form of the Photographic Memory benefit granted by this compound is focused on largely unchanging objects, which excludes people and other living creatures). The subject also becomes incapable of any meaningful interaction with people, as the mere presence of anything moving about on its own becomes intensely disturbing to them (Usually, the compound is administered to a volunteer who knows the area and has agreed to walk along a certain route beforehand, and an observer then follows them quietly as they walk about, taking pains to remain out of line of

sight and observing which areas the subject becomes visibly preoccupied with).

While under the effects of Doctor Hayes's Investigative Infusion, which last for 8+2d6 minutes, the subject suffers a -2 penalty to all rolls not involving PER, and automatically fails Social rolls (While subjects can't lie convincingly while under the effect of this compound, they appear immensely preoccupied and disturbed during any interaction no matter whether they are lying or telling the truth, so the compound is worthless as a truth serum).

Once the compound has run its course, the subject remains disturbed for another d6+6 minutes, suffering a -1 penalty to all rolls during this time. Their distraction also means all Social rolls made against them or by them suffer a -2 penalty. It's unsurprising few individuals agree to have this compound administered more than once – similarly, the specialised form of recall induced by this compound does not persist once its effects have worn off, except for a nagging sense of wrongness if any disturbance has been spotted during the session.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of heavy metals, 1 unit of organic toxin

Total Material Cost: 13 gc

Alchemical Formula: Creating Doctor Hayes's Investigative Infusion requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one vial of Doctor Hayes's Investigative Infusion. If the roll fails, he creates one unit of alchemical waste (liquid).

DOCTOR HERBERT'S ANTI-DISSEMBLING DRUG

Cost: 48 gc per vial

Description: Invented by the alchemist Doctor F. Herbert, drinking or injecting this pale blue liquid will render the subject supremely attuned to physiological cues and tics that usually accompany dissembling. Unfortunately, the drug also renders the user somewhat detached from other kinds of thought processes, somewhat limiting its usefulness. There are also rumours that long-term users may start having difficulties with reading such social cues when not under the compound's influence.

Special Rules: 1d3+3 minutes after drinking a dose of anti-dissembling drug, or 1d3+3 rounds after injecting it, a living character gains the Truth Reader ability (A character with this ability automatically knows when somebody is willingly lying to them. It will not detect honest mistakes or determine what the actual truth is).

The compound's effect lasts for PER or INT hours, whichever is less.

The user also suffers a -2 penalty to all Social rolls while the drug is in effect, and for the same time again afterwards. If multiple doses of the compound are taken end to end, the duration of this side-effect are cumulative and will only start elapsing when the last dose has worn off.

***Morgan's Notes:** Usually, an observer under the effect of the drug is attached to negotiations or interrogations to limit the negative impact of the user's altered social awareness on the actual business of conducting talks. Of course, that also means that the observer can lie about their findings (e.g. when bribed or otherwise motivated to do so), easily putting off suspicions about any telltales they themselves might display as being caused by the effects of the drug...*

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane minerals, 1 unit of organic acid, 1 unit of organic toxin

Total Material Cost: 16 gc

Alchemical Formula: Creating Doctor Herbert's Anti-Dissembling Drug requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one vial of Doctor Herbert's Anti-Dissembling Drug. If the roll fails, he creates one unit of alchemical waste (liquid).

DREAM'S WHISPERS

Cost: 27 gc per vial

Description: This sweet-tasting compound is sometimes used for therapeutic reasons, but can, in probably unusual circumstances, also used in investigations and, possibly, spying, as it causes the imbiber to not only dream more vividly, but also talk aloud in their sleep. Perhaps even more nefariously, slipping this compound into people's food and drink could even be used to falsely paint them as deranged, as they will speak and even cry out in their sleep without waking up.

Special Rules: A living character who falls asleep within 1d3+1 hours of drinking dream's whispers (or consuming food or drink laced with it) will start talking in their sleep within a few minutes of actually falling asleep (an interesting side-effect of the compound being that the subject becomes harder to awaken by noises, and usually will not wake up even when crying out in their sleep, or when observers standing near the bed speak with each other).

The GM is the final arbiter of what the subject of dream's whispers speaks about in their sleep. However, when used on characters under a lot of stress or already suffering from recurring nightmares, what they say can yield important clues to the cause of their condition or what they are stressing about.

The subject of this compound will wake up a little more groggy than usual in the morning, but will otherwise not remember having had any unusual dreams (unless that is their problem anyway).

Brewing Requirements: Alchemy

Ingredients: 1 units of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of heavy metals, 1 unit of organic toxin

Total Material Cost: 9 gc

Alchemical Formula: Creating dream's whispers requires an alchemy lab and two hours of labour spent combining, cooking and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of dream's whispers. If the roll fails, he creates one unit of alchemical waste (liquid).

EXOFLOW ENHANCER

Cost: 48 gc per vial

Description: Rumoured to be another product of the Order of the Golden Crucible's research into alchemically manufacturing warcasters, inhaling this compound grants a temporary boost to a focuser's ability to enhance bonded steamjacks, with the drawback of hampering their ability to cast spells or otherwise direct the flow of arcane energies to themselves rather than bonded cortices.

Special Rules: Starting one round after inhaling exoflow enhancer, steamjacks in a living warcaster's battlegroup which are in their Control Area receive one point of focus at the beginning of the warcaster's Control Phase. This focus allocation is in addition to focus received from Veteran warcasters through the Power Up rule (see NQ66, p. 109). This effect lasts for a number of rounds equal to the warcaster's Willpower.

While exoflow enhancer is in effect, and for the same number of rounds afterwards, the warcaster also only receives half his usual number of focus points in their Control Phase (rounded up). A warcaster can use multiple doses of exoflow enhancer end to end to gain the benefits over an extended period of time, but the duration of the focus point gain reduction is cumulative and only begins to elapse after the last dose of exoflow enhancer has worn off.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of mineral acid, 1 unit of mutagenic extract

Total Material Cost: 16 gc

Alchemical Formula: Creating exoflow enhancer requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one vial of exoflow enhancer. If the roll fails, he creates one unit of alchemical waste (liquid).

***Morgan's Notes:** For obvious reasons, exoflow enhancer is only really useful for warcasters who have multiple bond slots available, though simultaneously taking a dose of [#3 battle spirits](#) will mitigate this problem.*

FIVE FINGERS EXPRESS

Cost: 69 gc per vial (equivalent to four doses for small small-based characters like gobbers, three doses for dwarf- or human-sized small-based characters, or two doses for medium-based characters)

Description: This evanescent compound is applied by inhalation, and briefly effects a strange change to a living being's body that renders it not quite insubstantial but nearly weightless. Named after the common process of moving about Five Fingers by climbing the omnipresent rigging, inhaling Five Fingers Express allows safe, rapid ascents and descents, which can be enough to escape pursuit.

Special Rules: A living character who has inhaled a dose of Five Fingers Express becomes near weightless for 1d3+1 rounds, starting in their next round (though the weight of any worn and carried equipment does not change, which may in effect be a boon considering the user wouldn't actually be able to drop down from any height without being weighted down somehow). While in this weightless state, the user can climb extremely rapidly by grabbing even minimal handholds or simply drop down from great heights without suffering injuries (though care should be taken when carrying fragile objects). Generally, a character who has both hands free can ascend six times their SPD+Climbing skill in feet per round without the need for making Climbing rolls instead of advancing, or may climb double that distance when spending a full action to do so. The user may cover the same distances when climbing along a rope. When dropping down, a user can drop a distance of about 100 feet per round without ill effect to themselves (though fragile equipment may well be at the risk of damage).

Five Fingers Express does not allow a user to scale perfectly sheer surfaces (like many of the walls of Caspia); the GM has the final say as to what handholds are available and what climbing speed they will

accommodate. Also, bear in mind that e.g. securing yourself with ropes or receiving the help of others while climbing defeats the purpose of Five Fingers Express, as all of these precautions take too much time to be able to make the most of the alchemical's effects.

Being nigh-weightless has its drawbacks, too. While under the effects of the compound, there is considerably less force behind the user's melee attacks, which suffer -3 POW. Additionally, any attack that strikes the user will knock them back 1d3," and any critical hit they suffer will knock them down (Users who are currently climbing are not affected by knockback or knockdown, since they are considered to be using their hands to cling on to the surface they are scaling).

Brewing Requirements: Alchemy

Ingredients: 1 units of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of ectoplasm, 1 unit of mineral crystals, 1 unit of mutagenic extract

Total Material Cost: 23 gc

Alchemical Formula: Creating Five Fingers Express requires an alchemy lab and two hours of labour spent combining, cooking and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one vial of Five Fingers Express. If the roll fails, he creates one unit of alchemical waste (liquid).

FLIT

Cost: 33 gc per vial

Description: Injecting this compound greatly enhances the user's threat responses, allowing them to easily evade attacks. The downside is that users also become jittery, which makes it difficult to engage in stealthy activities or ranged combat, or pay close attention to the details of one's surroundings apart from what is required to get out of harm's way. It's for these reasons that the compound is also known under other names like 'flinch' or 'flutter.'

Special Rules: Starting one turn after injecting a dose of flit with the help of a syringe and lasting for another PHY rounds, a living character gains +2 DEF. While under the effects of flit, the character also cannot gain an aiming bonus for ranged attacks and suffers a -2 penalty on all PER and Sneak rolls.

Once the bonuses have worn off, the penalties persist for another PHY rounds. It's possible to use multiple doses of flit end to end, but the accumulated duration of the penalties will only begin wearing off when the bonuses gained from the last dose have elapsed. Prolonged use of flit has been known to lead to permanent tremors.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 burrow-mawg adrenal gland, 1 unit of organic toxin

Total Material Cost: 11 gc

Alchemical Formula: Creating flit requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one vial of flit. If the roll fails, he creates one unit of alchemical waste (liquid).

FREEZE POWDER

From Macavity's Liber Alchemica

Cost: 20 Nyoss / 20 gc for a two-part dose

Description: Freeze powder is a fast-acting alchemical compound that produces a strong endothermic reaction when mixed in the presence of water, rendering both flesh and most materials brittle for a brief time, though unlike the more commonly known rust agent freeze powder affects targets that do not consist of metals or wear metal armour, too. Freeze powder is made up of two reactive substances that must be mixed to start the reaction.

Freeze powder is not uncommon in Ios (which is why the price is given in both Nyoss and gold crowns), probably due to the fact that Iosans manufacture a number of their armaments – most famously their myrmidons – from ceramics and other non-metallic substances, so rust agents would be of less use against them.

Special Rules: Mixing the two parts of freeze powder with water in a cup or flask requires a quick action. Once mixed, the substance must be immediately applied or thrown as an attack. A thrown gout of freeze powder has a RNG of thirty-six feet (6"). Targets hit by freeze powder suffer -2 ARM for one round unless they have Immunity: Cold.

The usual form of delivery for freeze powder is an alchemical grenade which contains both the components of freeze powder as well as some water and a reservoir of "true air" in order to create a blast of extreme cold. A brittle frost grenade costs 30 Nyoss/30 gc, has RNG 8" (48 feet), and creates a 3" AOE. All characters in the AOE without Immunity: Cold suffer -2 ARM for one round.

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical stone, 1 unit of alchemical waste (crystal), 1 unit of mineral crystals, 1 unit of mineral acid

Total Material Cost: 8 Nyoss/8 gc

Alchemical Formula: Creating the two components of freeze powder requires an alchemy lab and two hours of

labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates the two component powders. If the roll fails, the ingredients are wasted.

GRAVE-BOW

Cost: 57 gc per vial

Description: Sometimes, it is of great tactical benefit to peer through a door or similar obstacle without having to open it. Inhaling this lambent green, gaseous compound accomplishes just that, though the experience is usually so unpleasant that few individuals are willing to use this compound on a regular basis, or even just a single additional time after the first use. This is also what has given the compound its name, as some users have described the experience as “feeling as though you were standing before your own yet-unfilled grave and bowing forward.”

Special Rules: After inhaling a dose of grave-bow, a living character may peer through one obstacle within arm's reach that isn't more than two feet thick, as long as the obstacle is not warded against ghosts, and may spend one round to observe without the need for a source of illumination (The GM should require a PER+Detection roll to determine how much useful detail can be picked up in one round, however. Obvious details – e.g. ambushers waiting behind a door – could be noted without the need for a roll, but the exact details of their weapons or faces should require a PER+Detection roll).

Immediately afterwards, the user is rendered stationary for one round and loses 1d6 points of Willpower. Willpower lost this way recovers at a rate of 1 point every 3 hours. If the user runs out of Willpower from using this compound, they become catatonic (i.e. stationary) until they have recovered 1 point of Willpower, and must make a roll on the Price of Healing Table (see IKRPG, p. 240), rolling 1d6+2, to determine whether they suffer long-term effects.

Morgan's Notes: What most people do not realise (though some might suspect) is that grave-bow's name is quite literal – the compound partially dislodges the user's soul, and the point of view of the “vision” is actually the point of view of the user's soul extending out from their body and through the obstacle. Therefore, soulless individuals cannot use grave-bow, and characters who can perceive souls (e.g. Skorne extollers or characters with an ability that allows them to gather soul tokens) can actually see a ghostly presence extend from the user's body, which might even tip off such individuals that someone is peering in on them.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of ectoplasm, 1 unit of mineral crystals, 1 unit of organic toxin

Total Material Cost: 19 gc

Alchemical Formula: Creating grave-bow requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one vial of grave-bow. If the roll fails, the ingredients evaporate and are wasted.

GUT-GLAZE

Cost: 27 gc per flask

Description: Drinking this milky, flat-tasting fluid has a strange effect on the user's intestinal tract, somewhat deadening the sense of taste and basically rendering the entire length nonfunctional except for maintaining peristaltic motion. This means that any food or drink ingested following a dose of gut-glaze will not be digested or absorbed into the body, but will simply pass through unaltered

The compound's main use supposedly is assassination, as it allows the user to partake in a poisoned feast without needing to worry (much) about also succumbing to the poison. There are also stories that the compound has been used in diplomacy, allowing envoys to share drinks or foods with their opposing numbers that would be harmful to them – or merely extremely intoxicating – instead of having to be so impolite as to decline an offered plate or cup. Last but not least, spies could make use of the compound in order to swallow papers or other objects in a pinch that would normally not survive digestion, enabling them to smuggle such items past even intimate searches.

It should be noted that gut-glaze is not particularly widely used among the nobility or other more justifiedly paranoid groups, as the effects of prolonged use include dehydration and malnourishment. It's also simply not pleasant to be unable to properly taste the fine kinds of dishes prepared by an aristocratic kitchen.

Special Rules: Beginning 1d6+3 minutes after ingesting a dose of gut-glaze, anything else a living character ingests for the next 1d3+1 hours passes through their body without being digested, and with very little of the contents of the food being absorbed by the gut. Particularly active ingredients in food or drink that can have an effect in very small doses, like potent toxins or alchemicals, may only take effect on a result of 1 on 1d6, and even on a result of 1 on this roll they can still be resisted normally.

Because the compound also dulls the user's sense of taste somewhat, they may also be able to ingest foods they would normally find disgusting (though users can still be

sickened by the smell of such food; taking extra care to not look too closely at what exactly it is you are ingesting may also be warranted).

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of heavy metals, 1 unit of mineral crystals, 1 unit of organic oil

Total Material Cost: 9 gc

Alchemical Formula: Creating gut-glaze requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one flask of gut-glaze. If the roll fails, he creates one unit of alchemical waste (liquid).

HEREMON FRANKLIN'S AWARENESS-SPECTRUM ADDITIVE

Cost: 45 gc per vial

Description: This bluish, slightly luminescent compound enhances prophetic abilities, though it is also poisonous and often leaves users dazed and physically drained.

There are rumours that the alchemist who has “popularised” this compound in Western Immoren didn't actually come up with it on its own. Since he was last seen heading into the Bloodstone Marches and has not been seen since, it has been impossible to provide any verification either way, however.

Special Rules: 1d3 minutes after taking a dose of this compound and for the next 1d3+1 hours, a living character gains boosted rolls when using magical abilities or performing ritual magic in order to gather information (e.g. when using the Haruspex ability (see IKUA, p. 68) or performing the Revelation of Angellia ritual (see MIKG1, p. 288)).

Once the compound's duration has worn off, the character must make a PHY roll against a target number of 16. On a success, they only suffer dulled senses for the same duration that the compound has been in effect, and which inflict a -2 penalty on PER and attack rolls. On a failure, the character also suffers painful muscle cramps that inflict an additional -2 penalty to all STR rolls (including STR-based damage rolls) and AGL rolls, for the same duration.

Multiple doses of the compound can be taken end to end, but the duration of any after-effects is cumulative and only begins to elapse once the current dose's effects have worn off. Additionally, if even a single PHY roll to resist the after-effects is failed, the user will suffer the effects of the failed roll for the entire cumulative duration of the

after-effects (There are also rumours that prolonged and repeated use of the compound may lead to insanity).

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of arcane extract, 1 unit of mineral crystals, 1 unit of organic toxin

Total Material Cost: 15 gc

Alchemical Formula: Creating Heremon Franklin's Awareness-Spectrum Additive requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one dose of Heremon Franklin's Awareness-Spectrum Additive. If the roll fails, he creates one unit of alchemical waste (liquid).

HOLTZMANN'S KINETIPHAGIC COATING

Cost: 48 gc per flask

Description: This sludgy, dun-coloured fluid is attributed to the mechanik and alchemist Holtzmann, who is well known for his interest in defensive applications of the sciences. After applying this compound to a suit of armour composed of reasonably rigid plates and exposing it to air, it will expand and harden into a leathery coating over the course of several minutes. While the coating will begin to decay again within a few hours, it provides a significant, if temporary, boost to the capacity of the treated armour to absorb kinetic impacts in the meantime.

Special Rules: A single flask of Holtzmann's Kinetiphagic Coating contains enough of the compound to treat the armour of a single small-based character (two doses must be used to treat the armour of a medium-based character, while three are required for a large-based character). Applying the compound takes about 10 minutes per flask and requires no special tools, though wearing gloves is recommended. The compound cannot be applied during combat, and requires armour composed of rigid plates (usually, armours with an ARM bonus of +6 or better qualify, though the GM is the final judge of whether a specific suit of armour can be treated). Once the armour has been treated, another 10 minutes must pass for the compound to fully set and bond, after which the character wearing the suit of armour gains +2 ARM against attacks that do not deal corrosion, fire, electrical or cold damage. After 1d3+1 hours have passed, this ARM bonus is reduced to +1, and after another 1d3+1 hours the bonus is completely lost, as the compound begins flaking off of the armour (Applying a new coating of this compound either requires the armour to be

thoroughly cleaned first, or the previous coating to have fully decayed).

Area-of-effect attacks will cause Holtzmann's Kinetiphagic Coating to break down prematurely. If the character is caught in the AOE of an attack that deals blast damage, the coating's ARM bonus is reduced by 1 if any damage gets past the character's ARM (including the bonus provided by this compound) once the damage roll has been completely resolved.

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical stone, 2 units of alchemical waste (liquid), 1 unit of arcane extract, 2 units of mineral acid, 1 unit of mineral crystals

Total Material Cost: 16 gc

Alchemical Formula: Creating Holtzmann's Kinetiphagic Coating requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one flask's worth of Holtzmann's Kinetiphagic Coating. If the roll fails, he creates two units of alchemical waste (liquid).

HOMUNCULITMUS ASSAY

*From the Smoke Knight's Liber Alchemica, courtesy of Professors Phil and Kaja Foglio,
<https://www.girlgeniusonline.com/comic.php?date=20200928#.X3yz9FmxVZI>*



Cost: 45 gc per vial (each vial contains three applications of homunculitmus assay)

Description: Mixing this milky solution with freshly-drawn blood will reveal the presence of certain toxins or

illnesses in the target's system. Though neither very specific nor foolproof, applying homunculitmus assay will at least reveal whether the target's life is in immediate danger.

Special Rules: A few moments after homunculitmus assay has been mixed with fresh blood, it will cause the blood sample to visibly clot, rot and decay if there is any lethal toxin or illness in the bloodstream of the character the blood has been drawn from (toxins and illness that deal vitality damage, reduce vitality or reduce Physique count as lethal for the purposes of the homunculitmus assay). The speed with which the blood sample is destroyed by the assay shows how potent the toxin or illness is, even if the victim is not currently suffering any symptoms yet. Conversely, slow-onset toxins or chronic illnesses will only result in a very slow decay of the blood sample that may take several minutes or even nearly an hour.

Toxins and illnesses that don't deal damage or kill (e.g. toxins that cause hallucinations or weaken but don't kill directly) cause no visible decay when the blood is examined with homunculitmus assay. Similarly, ingested toxins may not have reached the bloodstream yet if the sample was drawn too quickly after consuming poisoned food or drink, and may thus remain undetected.

It is suspected that some details of the decay homunculitmus assay triggers in poisoned blood reveal exactly what toxin or illness is present, but studies are understandably hard to conduct, considering the risk to the subject's life.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of alchemical waste (liquid), 1 burrow-mawg adrenal gland, 1 unit of mutagenic extract

Total Material Cost: 15 gc

Alchemical Formula: Creating homunculitmus assay requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of homunculitmus assay. If the roll fails, he creates one unit of alchemical waste (liquid).

HOMUNCULUS STONE

Cost: 57 gc per crystal

Description: While few alchemists may still pursue the alchemical creation of new life, homunculus stones actually only owe their name to such blasphemous efforts. Rather than actually being a form of life, these carefully grown crystals are merely sensitive to supernatural effects that would inflict harm on a living individual, betraying the presence of such effects by visibly degrading, and thus

offering a possibly vital way of assaying artifacts, creatures or locations for the presence of such perils. It is paramount to store homunculus stones in airtight lead vials to ensure no ambient energies damage the crystals beforehand, and even then few homunculus stones remain viable for more than a year.

Special Rules: When a homunculus stone touches an object or enters a place that places harmful supernatural effects on living characters (e.g. Orgoth fellblades (see IKKNG, p. 184-185), the presence of a thrall with the Grave Chill ability (see IKUA, p. 74), a cursed location, or the area of effect of a spell like Winter Storm (see IKRPG, p. 245)), the normally clear crystal begins to crack and discolour (this can be spotted by examining the crystal and succeeding at a PER+Detection or PER+Alchemy skill roll, whichever is higher, against a target number of 14. Using a jeweller's loupe to examine the crystal grants a +2 bonus to these PER rolls; extended exposure or particularly strong effects, like dragonblight, will make the crystal's decay very obvious in short order, while faint, long-term effects may make the decay more difficult to spot).

Homunculus stones are unaffected by non-harmful supernatural effects or presences, and beneficial effects will not undo any decay a homunculus stone has already suffered.

The GM has final say on when a homunculus stone has decayed to the point of uselessness for further assaying (though this can be expected to take place within 1d3+1 hours when touching a powerful magical item like a fellblade, but might take 1d3+1 days of constant or near-constant exposure to harmful spells). It is therefore practically impossible to store homunculus stones in magical research facilities even when using lead containers.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane minerals, 1 unit of mineral crystals, 1 unit of mutagenic extract

Total Material Cost: 19 gc

Alchemical Formula: Creating a homunculus stone requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients, followed by the crystal slowly growing over 1d3+6 days. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one homunculus stone. If the roll fails, he creates one unit of alchemical waste (crystal).

LEADFINGER

Cost: 24 gc per vial

Description: Named after the way lead poisoning renders its victims' hands nerveless, this simple, sweet-tasting toxin inflicts a temporary but much faster-acting version of that affliction, making it nigh impossible to wield weapons or climb, among other things. While useful when trying to apprehend an individual by robbing them of their ability to fight back effectively, leadfinger can also be used to comedic effect by pranksters, e.g. by making sure an unpopular aristocrat will suddenly start spilling wine and food all over themselves during a formal dinner as their hands and coordination fail them, or by rendering their grip as limp as a dead fish during a dance, to their partner's disgust.

Special Rules: Leadfinger must either be injected with the help of a syringe or envenomed weapon or ingested (the latter usually requires concealing the toxin's taste in a suitably sweet drink or piece of confectionary). One round after having had a dose of leadfinger injected, or 1d3+3 minutes after ingesting a dose, a living character must make a PHY roll against a target number of 14. On a success, the character experiences a fleeting weakness of grip that inflicts a -1 penalty on attack rolls and AGL rolls involving manual dexterity that lasts for 1d3 minutes. On a failure, the character's hands become nerveless for about half an hour, and the character suffers a -3 penalty to all attack and melee damage rolls (except for kick attacks and headbutts, of course), as well as all STR and AGL rolls made for actions that rely on the character using their hands and arms during this time. Furthermore, after making an attack with a ranged or melee weapon, the character must succeed at rolling the lower of their STR and AGL against a target number of 10 or drop the weapon they were using for the attack.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of heavy metals, 1 unit of organic toxin

Total Material Cost: 8 gc

Alchemical Formula: Creating leadfinger requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of leadfinger. If the roll fails, he creates one unit of alchemical waste (liquid).

MASTER WILLEM'S BOTTLED BATTLEFIELD AWARENESS

Cost: 36 gc per vial

Description: Despite his reputation of being a bit of a quack and his slightly unsettling fixation with eyes and visions, the alchemist only known by his sales-pitch name of 'Master Willem' has managed to produce at least one efficacious compound of his own. The so-called “bottled battlefield awareness” is a liquid so dark it seems to swallow all light, but drinking down a dose grants a certain omnidirectional awareness that can be a lifesaver during chaotic melees and tight-quarters combat. The compound does engender a distracting sense of paranoia, however, which is rumoured to become persistent for heavy users.

Special Rules: 1d3+1 minutes after drinking a dose of Master Willem's Bottled Battlefield Awareness, a living character gains immunity to back strikes from enemies within PER+Detection inches (PER+Detection times 6 feet). Characters within this distance and in the user's back arc no longer gain an attack roll bonus against the user, and similarly cannot use any other abilities that further enhance back strikes (e.g. the Backstab ability from IKRPG, p. 157) against the user.

The compound also causes a strong sense of paranoia in the user. This prevents them from gaining an aiming bonus while any character – friend or foe – is within PER+Detection inches, and inflicts a -2 penalty to Social rolls.

The compound's effects last for 1d3x10 minutes. Once its effects have worn off, the sense of paranoia continues for the same duration. Frequent use may cause the imbiber to become permanently paranoid.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of arcane extract, 1 unit of organic toxin

Total Material Cost: 12 gc

Alchemical Formula: Creating Master Willem's Bottled Battlefield Awareness requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of Master Willem's Bottled Battlefield Awareness. If the roll fails, he creates one unit of alchemical waste (liquid).

NIGHT CANDLE

Cost: 42 gc per candle

Description: Lighting candles made from this translucent compound has the strange effect of creating a pool of shadow rather than a pool of light. This makes night candles popular with all kinds of shady folk, who can use a strategically placed night candle to block others from observing them when no physical obstruction is possible, but the candles are difficult to make and require expensive ingredients, limiting how widespread their use is.

Special Rules: Once lit, a night candle creates a 2” (12 feet) diameter pool of complete darkness, and conditions of dim light within an area with a diameter of 4” (24 feet) centered on the candle (See IKRPG, p. 225, for how darkness and dim light affect characters; if the light is already dim, then the area in which the candle normally causes dim light instead becomes completely dark). Light cannot penetrate the darkness created by a night candle, but the darkness behaves like normal light in all other regards (e.g. it is blocked by obstacles; and individuals standing in the pool of darkness can actually potentially be seen from outside, as they cast a “shadow” in which the night candle's effect doesn't apply – though this only happens when a character is standing directly in front of the candle from the point of view of the observer).

Night candles burn for an hour. Care must be taken that the user can locate the candle again unless they want to risk burning themselves or accidentally knocking the candle over (Usually, a candlestick-holder with a thread attached is used, with the thread unwound so it leads out of the pool of shadow).

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of alchemical waste (crystal), 1 unit of arcane minerals, 1 unit of mineral crystals, 2 units of organic oil (wax)

Total Material Cost: 14 gc

Alchemical Formula: Creating a night candle requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients, which must be performed in complete darkness (Usually, alchemists make use of magic or mechanika to be able to accomplish this, though a careful workplace layout and taking three hours instead of two allows any alchemist to perform the synthesis without such aids). At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one night candle. If the roll fails, he creates one unit of alchemical waste (crystal).

PACK BLOOD

Cost: 42 gc per preparation (sufficient for two individuals; pack blood is generally not stored (see below))

Description: This compound is a secret of the Wolves of Orboros, the warrior order pledged to serve the blackclads. Usually, pack blood is brewed by a blackclad while several of the Wolves are in attendance and consumed immediately. The compound creates a strong bond between the imbibers that incites them to feats of superhuman strength and endurance when they see one of their number fall to an enemy, assuring swift retribution.

The compound's effects seem to depend heavily on minute impurities in its ingredients, making it necessary that all users drink from the same bowl if the draught is to have any efficacy at all.

Special Rules: Living characters who drink from the same preparation of pack blood gain the Righteous Anger Mighty archetype benefit towards each other (see IKU, p. 111). The compound's effects set in 1d6+1 minutes after drinking, and last for a number of hours equal to 1d3 plus the user's Willpower. Once the compound's effects have elapsed, the user suffers from a nagging feeling of emptiness for the same duration, during which they suffer -2 to all Social rolls, as well as the same -2 penalty to all actions when no friendly character is in the user's command range. During this time, no further doses of pack blood have any effect.

Users who have taken different preparations of pack blood gain no bonuses, but still suffer the penalties once the compound has worn off.

Brewing Requirements: Lore (Orboros) 2

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 burrow-mawg adrenal gland, 1 unit of mineral crystals, some blood of each individual who is going to be joined in a pack

Total Material Cost: 14 gc

Alchemical Formula: Creating pack blood requires only basic cooking utensils and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy or INT+Lore (Orboros) roll, whichever is higher, against a target number of 15. If the roll succeeds, the alchemist creates one draught of pack blood, which is sufficient for two individuals. If the roll fails, he creates one unit of alchemical waste (liquid).

PRIMALICE POTION

Cost: 33 gc per vial

Description: Imbibing this acrid and bitter potion alters the ability of certain spellcasters to maintain control over

beasts bonded to their will, allowing them to direct or silence their rage with the ease of a conductor standing before their orchestra.

Special Rules: 1d3 minutes after drinking the potion, a living harnesser gains the ability to be able to choose to have their bonded warbeasts re-roll each threshold check once (both failed and successful ones). This ability persists for a number of minutes equal to the user's Willpower plus 2d3 minutes. Once the compound's effects have elapsed, no further dose can take effect before the same period of time has passed again.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of heavy metals, 1 unit of mineral crystals

Total Material Cost: 11 gc

Alchemical Formula: Creating primalice potion requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one dose of primalice potion. If the roll fails, he creates one unit of alchemical waste (liquid).

RENT-PATCH PASTE

Cost: 69 gc per container (each container holds six applications of the compound; see Special Rules)

Description: This sludgy compound must be stored in a non-metallic container (usually, a leather bag or a wooden syringe are used, as these are less fragile in battlefield conditions than a container made from glass or ceramics). When the compound is applied to metal, it immediately begins to expand and set, and can thus be used to quickly, if messily, seal rents in steamjack hulls or ironhead armour (The compound is useless when trying to patch up, say, hull breaches or punctured pressurised pipes, as it does not set fast enough, and it cannot be used on delicate machinery without gumming it up – though a mechanism that keeps moving when this compound is used on it usually keeps running, as the compound becomes displaced by any moving parts and gears. It'll just be a mess afterwards).

Special Rules: A character with a container of rent-patch paste can use a full action to apply it to a stationary damaged steamjack or suit of steam armour, restoring 1 hull box per round plus an additional number of hull boxes equal to their Mechanical Engineering skill (Characters with the Bodge ability instead restore 1d3 hull boxes in addition to their Mechanical Engineering skill). Rent-patch paste cannot be used to repair systems damage.

A single container of rent-patch paste contains enough of the compound to repair up to 6 boxes of damage.

Mark all damage boxes repaired via rent-patch paste with a circle; any further damage in these boxes cannot be repaired again with this compound unless proper repairs have been made in the meantime. Performing proper repairs to these damage boxes requires no additional materials but takes twice as long, as the solidified amalgam paste must be cleaned away first.

Brewing Requirements: Alchemy

Ingredients: 3 unit of alchemical stone, 3 units of alchemical waste (crystal), 1 unit of arcane minerals, 3 units of heavy metals, 1 unit of mineral crystals, 1 unit of organic oil

Total Material Cost: 23 gc

Alchemical Formula: Creating rent-patch paste requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates six applications of rent-patch paste. If the roll fails, he creates six units of alchemical waste (crystal).

SATURATION CATALYST

Cost: 36 gc per jar (sufficient for three castings; see Special Rules)

Description: The crystalline saturation catalyst fumes when directly exposed to even moderate flows of arcane energy, and evaporates in a flash when used in spellcasting. Using a pinch of this catalyst significantly enhances the power of area-of-effect spells, at the cost of dissipating the spell's focus. Saturation catalyst must be stored in a lead-lined jar so that it isn't slowly consumed by reacting with ambient arcane energies.

Special Rules: A spellcaster may use a quick action to transfer a pinch of saturation catalyst to their hand. When casting an area-of-effect spell with the hand holding the catalyst, the spell will no longer cause direct hits or critical effects, but blast damage rolls are resolved at 2/3 the spell's POW (rounded up) instead of half the spell's POW (rounded up).

If a spellcaster casts a spell without an AOE with the hand holding the saturation catalyst, the catalyst is wasted; additionally, the spell automatically misses if it was an offensive spell. A spellcaster may hold a dose of saturation catalyst in one hand and cast spells with the other without using up the catalyst, however. Alternatively, the spellcaster may use a quick action to return a pinch of unused saturation catalyst to a storage jar.

Brewing Requirements: Alchemy

Ingredients: 1 units of alchemical stone, 1 unit of alchemical waste (crystal), 1 unit of arcane minerals, 1 unit of mineral crystals

Total Material Cost: 12 gc

Alchemical Formula: Creating saturation catalyst requires an alchemy lab and two hours of labour spent grinding, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one jar of saturation catalyst, which is sufficient to enhance three castings. If the roll fails, he creates one unit of alchemical waste (crystal).

SINGLEMIND SOLUTION

Cost: 42 gc per vial

Description: Injecting this drug with the help of a syringe will temporarily break the hold certain types of subtle mesmerism have on the subject. Unfortunately, the drug will not prevent being directly – rather than subtly – controlled by supernatural means or protect from non-magical forms of coercion. There are also severe side-effects that make the subject incapable of functioning in most social contexts.

Special Rules: A living character who is injected with singlemind solution becomes free of many forms long-term mental reprogramming after about 1d6+6 minutes, as long as such forms of reprogramming are supposed to influence attitudes and motives or consist of pre-programmed actions that can be triggered at a later point of time (The drug will not actually erase such effects, it will merely prevent them from taking effect temporarily, thus allowing the subject to act according to their own desires; additionally, if the reprogramming would normally lapse after a certain period of time, time spent under the effects of singlemind solution still counts against the reprogramming's lifespan. The GM has the final say as to whether any form of supernatural influence can be affected by singlemind solution – the Influence and Overmind spells, for example (see IKRPG, p. 241), are not affected by this compound, as they are a direct rather than subtle form of control).

The effects of singlemind solution last for 1d3+1 hours. However, since the drug works by temporarily sequestering the subject's consciousness from their subconscious thoughts, users will also suffer a loss of all empathic abilities while the drug is in effect, which means they are no longer capable of recognizing feelings in others, and may become prone to acting in an egregiously uncaring, (unintentionally) hurtful manner (If the subject is a player character, the GM could misstate social cues and contexts to the player, for example), and prolonged use of singlemind solution looks like a certain path to insanity.

Brewing Requirements: Alchemy

Ingredients: 1 units of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of arcane extract, 1 unit of heavy minerals, 1 unit of organic toxin

Total Material Cost: 14 gc

Alchemical Formula: Creating singlemind solution requires an alchemy lab and two hours of labour spent combining, cooking and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one vial of singlemind solution. If the roll fails, he creates one unit of alchemical waste (liquid).

SKRIM THREAD

Cost: 35 gc per spool of Skrim thread and storage jar (usually, a spool of Skrim thread is sufficient to treat at least 10 patients or for one garment; see below for details)

Description: Developed by and named after the Khadoran alchemist Kellen Skrim, this alchemically treated flaxen thread constricts when moistened. This leads to a number of interesting applications, from the beneficial (like sutures that will tighten on their own) to the humorous (like sewing garments with Skrim thread so their seams will split or the garments will tighten uncomfortably after a while – an especially likely occurrence with undergarments, which are easily exposed to sweat) to the nefarious (like briefly holding a length of Skrim thread in your mouth and then looping it around the trigger of a pistol so it will fire in a few minutes, or by wrapping Skrim thread around limbs and then waiting until it painfully constricts). In order to prevent Skrim thread from slowly constricting from ambient moisture, it is usually stored in stoppered jars filled with salt.

Special Rules: When used to suture wounds to prevent a critically injured character from bleeding out, Skrim thread adds +1 to the INT+Medicine roll made to stabilize the dying character. In other situations, how much and how quickly Skrim thread constricts will depend on how much moisture it is exposed to (e.g. if briefly held in the mouth and thoroughly soaked in saliva, it will constrict sufficiently to trigger a firearm within 1d3 minutes; if merely exposed to not overly sweaty skin, it may take the thread 1d3x10+10 minutes to constrict to the point that e.g. an undergarment will become uncomfortable or splits its seams – strategically inviting the unwitting victim to an energetic dance could be used to easily speed this process up if Skrim thread-sewn garments are worn at a social event).

Once fully constricted, Skrim thread no longer responds to moisture. Drying the thread will not cause it to expand again.

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of arcane extract, one spool of flaxen thread

Total Material Cost: 11 gc

Alchemical Formula: Creating Skrim thread requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients, after which the thread impregnated with the solution must be carefully dried in an oven for about two more hours. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one spool of Skrim thread. If the roll fails, he creates one unit of alchemical waste (crystal).

RECOILING ROPE

From Macavity's Liber Alchemica

Cost: 51 Nyoss / 51+ gc for a 24-foot length of treated rope (see Ingredients)

Description: An Iosan piece of alchemically treated equipment that is similar to Skrim thread but, owing to a different formula, differs in its exact properties, the silken recoiling rope can not only be made to shorten in length with much greater speed, but can also be made to relax into its original length again afterwards. Once alchemically treated and dried, the rope is coiled into water-tight containers. When tied off and moistened again, the rope quickly contracts with great force and strength – pulling with enough strength to lift several people or tensioning between two points till there is no give in the splay.

Special Rules: When moistened the rope shortens to half its length if possible, pulling on its ends with up to 400 lbs of force. Recoiling rope is much stronger than regular rope, requiring 2 points of damage to cut and having ARM 14 resistance to damage. When recoiling rope is tied off and then moistened, it tensions till completely taut and can be trod upon by individuals of up to 200 lbs' weight without sagging or deforming under that weight. Recoiling rope can be loosened again by drying it out overnight next to a campfire, though this usually requires cutting off the rope first, as the knots are impossible to undo once the rope has contracted.

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical stone, 1 unit of alchemical waste (liquid), 1 unit of Menoth's Fury, 1 unit of organic oil, cave spider silk rope (24 feet / 10 Nyoss; cave-spider silk is very difficult to procure outside of Ios, either substantially driving up the price or requiring substitution via the Free Style ability (see IKRPG, p. 163))

Total Material Cost: 17 Nyoss / 24-foot length of rope

Alchemical Formula: Creating recoiling rope requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist takes a coil of rope, submerges it in the alchemical compounds with enough water to cover the rope and makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist has created a recoiling rope. If the roll fails, the ingredients are wasted.

STACIA'S BLOOD

Cost: 33 gc per vial

Description: Injecting this roiling blackish compound into one's veins allows Gifted individuals to access their powers with exceptional ease, but pay for this by drawing on their own life-force if they overtax their capabilities, potentially causing serious harm to themselves or, sometimes, even dying from the side-effects. The compound does have the advantage of being cheap and easy to manufacture compared to similar alchemicals, however.

Special Rules: Starting in the round after injecting Stacia's Blood with a syringe and lasting for a number of minutes equal to the user's Willpower plus 1d6, whenever the user fails a fatigue roll, the roll is instead automatically considered to have been passed, but the user suffers 1d3+1 points of damage to a randomly rolled branch of their life spiral. If the user is incapacitated by this damage, they automatically suffer the Battle Scars result on the Injury Table (see IKRPG, p. 217), in addition to having to make a regular roll on the Injury Table and applying those results as well. The scars suffered from using Stacia's Blood manifest as a network of blackened veins becoming starkly visible beneath the user's skin.

Stacia's Blood only affects will weavers and has no effect on focusers or harnessers. Only living characters can benefit from Stacia's Blood.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 burrow-mawg adrenal gland

Total Material Cost: 11 gc

Alchemical Formula: Creating Stacia's Blood requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one vial of Stacia's Blood. If the roll fails, he creates one unit of alchemical waste (liquid).

STONEBREAKER CATALYST

Cost: 45 gc per jar (one jar of stonebreaker catalyst contains three doses of the compound)

Description: A Rhulic invention, a spellcaster can smear a dose of this slightly greasy powder on their palm and then touch an object in order to channel a destructive spell into that object without risking any harm to themselves or bystanders (unless the whole thing caves in, of course).

This compound enjoys some popularity with Rhulic miners, as they can use it to have a sorcerer or arcanist break down troublesome rock when using conventional tools is imprudent (e.g. when there is firedamp present in the mine and tools risk causing sparks that could set off an explosion), and like with so many other Rhulic inventions there is a significant secondary use in siege warfare.

Special Rules: After applying a dose of stonebreaker catalyst to their palm by using a quick action, when the spellcaster touches a structure and casts a damaging spell with an AOE on that structure, only those parts of the targeted structure contiguous with the section touched by the spellcaster suffer a damage roll, even if the spellcaster and any other individuals are within the AOE. Furthermore, if the spell normally leaves effects in its AOE after the damage rolls are resolved (e.g. cloud effects or continuous effects), those effects also only apply to the structure touched by the spellcaster.

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical stone, 1 unit of arcane minerals, 2 units of mineral crystals metals

Total Material Cost: 15 gc

Alchemical Formula: Creating stonebreaker catalyst requires an alchemy lab and two hours of labour spent grinding, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one jar of stonebreaker catalyst, which contains three doses of the compound. If the roll fails, he creates one unit of alchemical waste (crystal).

SUBSTITUTION CATALYST

Cost: 30 gc per vial (one vial of substitution catalyst contains three doses of the compound)

Description: While some alchemists are already skilled at repurposing reagents to replace ingredients they are missing when performing an alchemical synthesis, this process can be quite difficult, especially when replacing more rarefied substances. While expensive, adding a little substitution catalyst helps this process along nicely, and allows alchemists to quickly and reliably prepare compounds from less than ideal materials when the issue

is speed and making certain the finished compound is made available *right now* rather than saving on cost.

Special Rules: When an alchemist uses the Free Style ability to synthesise alchemical compounds while missing ingredients (see IKRPG, p. 163), adding a dose of substitution catalyst provides a +2 bonus to the INT+Alchemy skill roll to perform the substitution.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane minerals, 1 unit of heavy metals

Total Material Cost: 10 gc

Alchemical Formula: Creating substitution catalyst requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates one vial of substitution catalyst, which contains three doses of the compound. If the roll fails, he creates one unit of alchemical waste (liquid).

TRUE AIR

From Izza's Liber Alchemica

Cost: 15 gc per flask

Description: True Air is only ever seen as a white liquid that must either be kept mechanically chilled or in a pressurised flask. When its temperature is raised or the container is breached, True Air violently evaporates, making it extremely useful for concussion grenades, emergency flotation devices and force redistribution sacks.

Special Rules: True Air must be stored chilled or in an alchemical grenade or similar sturdy pressurised container. This need for a suitable container means True Air cannot be reliably delivered as an improvised weapon by just throwing a flask of True Air at a target, as the flask is either too sturdy to reliably break on impact or fragile enough that carrying it around becomes just as dangerous to the user as to the intended target.

Brewing Requirements: Alchemy

Ingredients: 1 unit of mineral crystals, 1 unit of mineral acid

Total Material Cost: 5 gc

Alchemical Formula: Creating True Air requires an alchemy lab and two hours of labour spent combining, condensing and chilling the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the character creates one vial of True Air. If the roll fails, he creates one unit of alchemical waste (crystal).

UNIVERSAL REAGENT

Cost: 54 gc per vial (one vial of universal reagent contains three doses of the compound)

Description: While insanely expensive, these strange crystals, which can be readily identified by their slow, ceaseless transition from one colour and configuration to another, can be the gift of Corben himself to alchemists, as they allow even more hidebound practitioners of the science to substitute this reagent for an ingredient they are missing when preparing a specific exotic formula *right now* is of the essence, regardless of whether the required ingredients are available.

Special Rules: Any character can always replace one unit of an alchemical ingredient with a dose of universal reagent as if they were using the Free Style ability (see IKRPG, p. 163), even if they don't actually have it, and gains a +2 bonus to the INT+Alchemy skill roll to perform the substitution. Using universal reagent in an alchemical formula will increase the time it takes to synthesise an alchemical compound by 50%, however.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane minerals, 1 unit of heavy metals, 1 unit of mutagenic extract

Total Material Cost: 18 gc

Alchemical Formula: Creating universal reagent requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one vial of universal reagent, which is sufficient to replace three alchemical ingredients. If the roll fails, he creates one unit of alchemical waste (crystal).

VEIL OF LIFE'S LAST BLUSH

Cost: 57 gc per jar (one jar of the compound contains three applications)

Description: When a pinch of this powder is scattered onto a ghost or other form of incorporeal restless dead, their visage briefly returns to what they looked like in the last days of their lives. This can be important when attempting to ascertain the true identity of some undead who have become twisted from their erstwhile living features, but serves little other purpose, as most restless dead will not even notice the change, nor respond to it. Some may even lash out all the more fiercely at the living for having been reminded of the life they have lost.

Special Rules: A character may spend a quick action to scatter some of this compound onto an incorporeal undead they are in base-to-base contact with (this does not require

an attack roll). The undead will then resume their last mortal appearance for 1d3+3 rounds.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane minerals, 1 unit of mineral crystals, 1 unit of mutagenic extract

Total Material Cost: 19 gc

Alchemical Formula: Creating Veil of Life's Last Blush requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of this time, the alchemist makes an INT+Alchemy roll against a target number of 16. If the roll succeeds, the alchemist creates one jar of Veil of Life's Last Blush. If the roll fails, he creates one unit of alchemical waste (crystal).

VOYLE'S WINGS

Cost: 57 gc per dose

Description: Named in honour of the Protectorate Hierarch Garrick Voyle and his legendary ability to sidestep any and all attacks, injecting this powerful compound briefly grants the user a similar ability to evade much (though not all) of the harm sent their way, at the price of profound sluggishness afterwards – so it's really important to make the brief time of “flight” you get from Voyle's Wings count.

Special Rules: Starting in the next round after injecting a dose of Voyle's Wings with the aid of a syringe, a living character who has not been rendered stationary or knocked down and has not forfeited their movement can perform one Heroic Dodge (see IKRPG, p. 221) each round without the need to spend a feat point. This ability lasts for a number of rounds equal to the user's AGL or PER, whichever is lower.

Once the effects of a dose of Voyle's Wings have expired, performing any Heroic Dodges requires the expenditure of two feat points for the same number of rounds, and the user also suffers -2 SPD and -2 DEF during this time. Also, no additional dose of Voyle's Wings can take effect during this time.

Frequent use of Voyle's Wings has been known to lead to constant, debilitating tremors and insomnia.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 burrow-mawg adrenal gland, 1 unit of mineral crystals, 1 unit of organic toxin

Total Material Cost: 19 gc

Alchemical Formula: Creating Voyle's Wings requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of

this time, the alchemist makes an INT+Alchemy roll against a target number of 15. If the roll succeeds, the alchemist creates one dose of Voyle's Wings. If the roll fails, he creates one unit of alchemical waste (liquid).

WHELP-WARD

Cost: 39 per vial (each vial contains three doses of whelp-ward)

Description: Coating a weapon with this toxin prevents trolls from spawning whelps when they are struck with the envenomed weapon. Alternatively, coating a troll's skin with this compound via an alchemical grenade prevents any whelps from being spawned from injuries that troll suffers while the compound is viable. Unfortunately, some types of troll prevent this compound from being used effectively in this manner (e.g. swamp trolls' amphibious habits tend to make any skin coating wash off).

Special Rules: A character can use a quick action to coat a melee or ranged weapon with a dose of whelp-ward (the compound cannot be used on firearm ammunition except for harpoons or similar missiles, and is mostly used on javelins, arrowheads, crossbow bolts and blades instead; a character can also coat the weapon of a friendly character – like that of a warbeast – by using a quick action while they are in B2B with that character). When a troll is struck with the envenomed weapon, the injury cannot spawn whelps, no matter how severe the injury is. Once applied, a single dose of whelp-ward is viable for one successful attack that deals damage or for up to one hour, whichever comes first.

Whelp-ward cannot be used on weapons that deal fire damage (including weapons that can deal the Fire continuous effect).

Alternatively, an alchemical grenade loaded with whelp-ward can be used to completely cover a troll with the compound as long as a direct hit is scored. A whelp-ward grenade must be filled with three doses of whelp-ward to be effective, and renders the affected troll unable to spawn whelps for 1d3 rounds (except when attacks deal fire damage or the Fire continuous effect, as such attacks render the compound covering the struck area inert). Whelp-ward grenades cost 50 gc each.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of alchemical waste (crystal), 1 unit of alchemical waste (liquid), 1 unit of heavy metals, 1 unit of mutagenic extract

Total Material Cost: 13 gc

Alchemical Formula: Creating whelp-ward requires an alchemy lab and two hours of labour spent cooking, combining and stabilising the ingredients. At the end of

this time, the alchemist makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the alchemist creates a vial of whelp-ward. If the roll fails, one unit of alchemical waste (liquid) is created instead.

Bone Grinding

BONE WARD

Description: These protective charms are made from an unbroken bone of a slain beast, and will break in place of one of the wearer's bones if they suffer an injury that would ordinarily cause a fracture, and may even prevent the loss of a limb.

Special Rules: When a character wearing a bone ward suffers a broken bone or the loss of a limb, whether as the result of a roll on the Injury Table (see IKU, p. 217) or for any other reasons, the bone ward is destroyed instead, leaving the character's bone undamaged (though no vitality damage is restored or prevented by this; in case of a roll on the Injury Table, the Broken Limb or Lost Limb result is instead treated as Concussed. The GM may rule that certain injuries that may cause limb loss are due to damage to the musculature and nerves instead, rendering the limb destroyed without shattering the bones (e.g. damage caused by illness, toxins, or a creature's fangs rending the flesh when the creature isn't actually strong enough to tear off the limb); in such cases, a bone ward will offer no protection. A bone ward will also protect against other injuries to the skeleton like a fractured skull or shattered spine).

Any character can use a bone ward. A character may not carry multiple active bone wards, however; if he does so, they all shatter when the character suffers an injury to a limb.

Creation: Creating this fetish requires the carcass of a living beast that was slain without breaking any of its bones or severing a limb (if the Injury Table was not used when the beast was incapacitated, make one roll on the Injury Table when the bone grinder attempts to create the fetish to see if the carcass is suitable). The carcass must also have had the same base size or larger as the character intended to benefit from this fetish. Creating the fetish requires the bone grinder to remove a large bone from the carcass (usually a femur) and carefully clean it, which requires two hours of labour as well as a successful INT+Alchemy or INT+Craft (skinner) skill roll, whichever is lower, against a target number of 15. On a failure, the bone grinder can make one more skill roll after another thirty minutes of labour.

A bone ward retains its potency for d3+3 weeks, or until it prevents a broken bone or limb loss, whichever comes first.

CARRIONBANE

Description: Usually made from the beak, jaws or claws of carrion-eaters and mounted on armbands, these fetishes enhance a bone grinder's attacks against corporeal undead.

Special Rules: A character with the Bone Grinder ability who is wearing a carrionbane fetish gains +1 to all attack and damage rolls made against undead without the Incorporeal or Ghostly traits.

A character can only benefit from one carrionbane fetish at the same time.

Creation: Creating this fetish requires the claws, jaws or beak of a carrion-eater (Some undead creatures may also qualify for this as long as they eat corpses or add corpse parts to their own bodies; undead who hunt down the living and then devour them are not considered carrion-eaters for the purposes of crafting these fetishes). Creating the fetish requires the bone grinder to carefully clean the collected parts and mount them on armbands (technically, only one armband is required, but bone grinders often create matching sets, especially when working from claws), which requires two hours of labour as well as a successful INT+Alchemy or INT+Craft (tanner) skill roll, whichever is lower, against a target number of 15. On a failure, the bone grinder can make one more skill roll after another hour of labour.

A carrionbane fetish retains its potency for d6+6 days.

CHATTERBIRD CHARM

Description: These small bird-skull charms can be used as decoys, as they will produce whispers and voices. They're also small enough to be easy to throw or launch large distances via sling without being noticed, and light enough to (probably) survive reaching their destination.

Special Rules: A character with the Bone Grinder ability can spend a quick action to whisper or speak to the chatterbird charm, telling it to either begin or stop speaking. The charm will then begin "speaking" in the next round and continue until it is destroyed, it is told to stop by a character with the Bone Grinder ability, or its lifespan expires (The charm does not actually produce intelligible words, instead producing gibberish that just sounds like a voice (and, incidentally, quite like the bone grinder who made the charm)). The charm will speak as quietly or loudly as the bone grinder did when activating the charm (usually, bone grinders are careful to speak just loudly enough that the charm can serve as a useful distraction, but quietly enough that it doesn't become too apparent that it's not really a voice).

When a chatterbird charm is thrown instead of being placed by the bone grinder, the charm will shatter on a

result of 1 on 1d6 upon landing, destroying it. While wrapping the charm in some padding would mitigate this, it would also make its chattering much more muffled and indistinct, reducing its value as a decoy.

Creation: Creating this fetish requires the undamaged skull of a talking bird (e.g. a raven or parrot; the individual bird used does not actually need to have learned to speak, however). Creating the fetish requires the bone grinder to carefully clean the skull, whispering to it all the while, which requires one hour of labour as well as a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 13. On a failure, the bone grinder can make one more skill roll after another thirty minutes of labour.

A chatterbird charm retains its potency for d6+6 days.

FETISH-EATER

Description: Made from a cured thrullg tentacle and usually either wrapped around a club or around the bone grinder's fist, striking a character under the effect of a bone grinder fetish while wielding this charm will destroy both the fetish-eater and one bone grinder fetish utilised by the bone grinder's opponent.

Special Rules: When a character with the Bone Grinder ability hits a character currently under the effect of a bone grinder fetish with a fist or weapon with this fetish wrapped around it, the fetish-eater as well as the bone grinder fetish used by the target character will be immediately destroyed. If the target character is using more than one bone grinder fetish, roll randomly to see which fetish is destroyed by the fetish-eater.

Wrapping a fetish-eater around a fist takes a quick action. Wrapping a fetish-eater around a weapon and securing it with twine or similar materials takes a full action. It's not a good idea to wrap the fetish around a bladed weapon, as there is a substantial risk of the weapon cutting the fetish-eater apart before it can take effect, ruining it.

Creation: Creating this fetish requires the carcass of a thrullg. Creating the fetish requires the bone grinder to cut off one of the creature's feeder tentacles and carefully cure and preserve it, which requires two hours of labour as well as a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 15. On a failure, the bone grinder can make a new skill roll after another hour of labour. A successfully created fetish must dry for a week before it can be used.

A fetish-eater retains its potency for d3+1 weeks.

FLIGHT-FEATHERS

Description: Crafted from the wing feathers of a bird of prey and either used to fletch an arrow or attached to a javelin or other throwing weapon, flight-feathers grant the missile greatly extended range.

Special Rules: Flight-feathers can be attached to any aerodynamic missile (i.e. to arrows or javelins, but not throwing axes, sling bullets or firearm projectiles), and can be used by any character. When the missile in question is loosed or launched, it gains +4 RNG (and also has its extreme range increased by +20" (+120 feet), if it has one). No matter whether the missile hits or misses, the feathers' power is spent after one flight.

Flight-feathers are not compatible with the Snipe spell (see IKU, p. 251).

Creation: Creating this fetish requires the carcass of a bird of prey or other predatory creature with feathered wings (e.g. griffons). Creating the fetish requires the bone grinder to choose and carefully pluck and clean the best feathers from the creature's wings and mount them together, which requires one hour of work as well as a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 14. On a failure, the bone grinder can make one more skill roll after another twenty minutes of labour.

A set of flight-feathers retains its potency for d3+3 weeks.

GULLET CHARM

Description: This rather unappealing fetish is made from the preserved gullet, or esophagus, of a creature, and is used in a probably even less appealing fashion: By passing unknown foodstuffs or drinks through the tube of preserved skin, the bone grinder can find out whether that food is poisonous, as the charm will become covered in blackened veins when poisonous food is passed through it (Of course, even if this test has a negative result, there is still the matter of who wants to eat something that has already been passed through a somewhat fresh gullet that has likely not been thoroughly cleaned out between different portions of food being, hah, fed through it...).

Bone grinders must take care to only make these charms from creatures without specific resistances to toxins, as the gullet charm will retain these immunities, rendering it less than useful when examining foodstuffs.

Special Rules: A character with the Bone Grinder ability can feed food or drink through a gullet charm to test it for poison, or to determine whether it is too rotten to eat; if the food would have been harmful to the creature the gullet charm was made from, a network of blackened veins will appear on the charm within a few moments.

Once this has happened, the charm becomes inert and cannot be used again.

The assay provided by a gullet charm is not foolproof: If a poison works extremely slowly, it will take an equivalent amount of time for the fetish to report its presence, which may lead to falsely identifying a certain portion of food as poisoned or free of poison. Similarly, if a poison does not inflict damage or kill (which is the case for hallucinogenic toxins, for example), the fetish will not show any changes, and if the creature the fetish was made from was immune to a toxin present in the food, the fetish will similarly not respond to that toxin.

A gullet charm also offers no clue as to whether the food would actually be nutritious (e.g. when passing food through it that the creature could not have digested, but which would not have harmed it).

Creation: Creating this fetish requires the carcass of any animal (though some care is usually taken to make sure the animal is large enough to create a fetish from it that doesn't require the food to be mashed first; also, the beast shouldn't be too different in metabolism from the intended user – for these reasons, gullet charms are most commonly made by farrow). Successfully creating the fetish takes one hour and involves extracting, cleaning and preserving the beast's gullet, and requires a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 15. On a failure, the bone grinder can make one more skill roll after another thirty minutes of labour. Once created, a gullet charm must dry for a week before it can be used.

Once created, this fetish deteriorates slowly, losing its mystical properties completely after 1d3+1 weeks or when the gullet charm detects the presence of poison, whichever comes first.

HIDEPECKER CHARM

Description: Usually made from the skulls and beaks of certain birds that pick parasites off of the hides of larger beasts or, more rarely, from dried fish that perform similar functions for marine animals, wearing a hidepecker charm protects its wearer from becoming infested by parasites, unless those parasites actually live inside the wearer's body like tapeworms.

Special Rules: Any character may wear a hidepecker charm and become immune to infestations by parasites like fleas, lice and ticks. Any such parasites already present either begin to leave the character or wither away and die over the span of 1d3+1 hours.

Hidepecker charms do not protect their wearer from internal parasites like tapeworms or vektiss larvae. They similarly offer nearly no protection from bloodsuckers like mosquitoes and horseflies that do not spend much

time on their hosts, and may only reduce the number of leeches that find the wearer appealing rather than prevent them from latching on altogether.

It bears mentioning that creating a single hidepecker charm and passing it around in a group of infested individuals will usually not offer any relief, as sufficiently mobile parasites like fleas and lice will simply keep migrating to evade the individual currently wearing the fetish.

Creation: Creating this fetish requires the carcass of a bird or similar creature that gleans parasites off of the hide and, occasionally, teeth of larger creatures; additionally, the creature's head must be undamaged. Successfully creating the fetish takes one hour and involves extracting and cleaning bones or cleaning and preserving the skin and skull of a suitable creature to fashion the carcass into a charm that can be worn around the neck, and requires a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 14. On a failure, the bone grinder can make one more skill roll after another thirty minutes of labour. Once created, a hidepecker charm must dry for a week before it can be used.

Once created, this fetish deteriorates slowly, losing its mystical properties completely after 1d3+3 weeks.

HOMING CHARM

Description: Crafted from the skull of a beast with a homing instinct, this charm grants the bone grinder a measure of the same ability and allows them to reliably find their way to a location the charm has previously visited.

Special Rules: A character with the Bone Grinder ability and wielding a homing charm gains the Port of Call ability (see IKRPG, p. 165), but can only use it to find their way back to a single location, which they must have attuned the homing charm to previously. Attuning a homing charm takes 10 minutes but requires no roll, and involves rubbing dirt and vegetation on the charm, as well as holding it aloft to allow the area to imprint itself on the lingering spirit bound to the charm. A homing charm can be imprinted on a new location by any character with the Bone Grinder ability, but this removes the previous imprint.

Occasionally, bone grinders use homing charms to guide others to secret locations by imprinting the charm with the location and then giving it to another bone grinder (however, since the charm does not bestow any information on the route to that location or about the location itself, this can also be used to lay traps).

Creation: Creating this fetish requires the skull of an animal with a homing instinct (usually, and simply for

reasons of practicality, this means birds, though only birds that have a fixed nest or roost count – e.g. a bird that is not currently nesting cannot be used to create the charm. Usually, bone grinders wait at a nest to kill an appropriate bird to make sure of its suitability). Creating the fetish requires the bone grinder to carefully clean the skull, which requires one hour of labour as well as a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 14. On a failure, the bone grinder can make one more skill roll after another thirty minutes of labour.

A homing charm retains its potency for d3+1 weeks.

KIN-EYE

Description: This grisly fetish is usually simply one of a creature's eyes, carefully excised from its socket, stuffed into a small leather pouch and now worn dangling over one of the user's eyes, though with some creatures other body parts like feelers, antennae or even whiskers are used. While the fetish will lose its potency very quickly, it will alert the user when other creatures of the same kind approach, and may even help the user gauge such creatures' mood.

Special Rules: A character with the Bone Grinder ability who is wearing a kin-eye gains boosted Perception rolls against creatures of the same kind as the one the kin-eye was made from. Additionally, this character can also make normal PER+Detection rolls to notice the approach of such a creature when asleep.

Yes, kin-eyes can be made from sentient creatures. Bone grinders who make a habit of this and fall into their enemies' hands can expect to have their own eyes put out.

Creation: Creating this fetish requires the body of any living creature which must not have had its eyes (or other sensory organs it primarily relies on) destroyed. Creating the fetish requires the bone grinder to carefully remove one eye (or other primary sensory organ) without damaging it, and requires one hour of work as well as a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 15. On a failure, the bone grinder can make one more skill roll after another hour of labour.

A kin-eye retains its potency for 12+2d6 hours.

MORESEL

Description: This innocuous-looking fetish appears to be little more than a small lump of fat, usually rubbed with herbs and stored in a small jar or simply wrapped in leaves. However, eating (or just swallowing) the fetish will replenish the user as if they'd been eating their fill

each day for at least a week. While this seems a bit of a superfluous use of a bone grinder's talents compared to simply cooking and preserving game after a successful hunt, the advantages are that moresels are very easy to carry since they are small and light, and can even be forced down the throat of someone who is too ill to eat to at least prevent them from starving. Additionally, preparing a moresel could allow the user to gain nourishment from a creature with poisonous flesh by the simple expedient of vastly reducing the amount of actual meat that is going to be consumed.

Special Rules: Swallowing a moresel will immediately remove all effects of starvation and dehydration and also reset the time until the character will start suffering from such to zero again. A moresel's potency is used up upon consumption.

It should be noted that characters who like their food often and in large portions, like gatomen and trollkin, generally find moresels unappealing, though this is more for psychological reasons.

Creation: Creating this fetish requires the carcass of any living creature that must at least have the same base size as the moresel's intended recipient, and must not have been suffering from starvation or dehydration. During the moresel's creation, the bone grinder slowly strips the body of all fat and meat, which he discards as he mystically concentrates its essence into a single lump of fat. Successfully creating the fetish takes one hour per point of the carcass's base size (e.g. one hour for a small-based carcass, two hours for a medium-based carcass, and so on) and requires a successful INT+Alchemy skill roll against a target number of 15. On a failure, no useable fetish is created. In either case, the discarded meat and fat are rendered inedible and unusable for further bone grinding by the process.

A moresel retains its potency for d6+6 days.

MORTAL REMAINS

Description: This fetish comes in many forms, though smashed bones tied together with dried sinew or string, bags of skull fragments or bundles of slashed hide are the most common. A warlock-bone grinder may use such a fetish to entirely displace an injury to a warbeast even if this destroys the warbeast in question, though the fetish will be destroyed in the process.

Special Rules: When a warlock who also has the Bone Grinder ability and who has got one of these fetishes in their possession spends a point of fury to transfer damage to a warbeast, the warlock always transfers all of the damage, even if the damage exceeds the warbeast's unmarked damage circles. No damage is transferred back to the warlock, though the fetish is destroyed if at least

one point of damage is left over after marking all of the warbeast's damage circles.

A warlock may have any number of these fetishes in their possession at the same time, using up one of them each time they transfer damage in excess of a warbeast's unmarked damage circles.

Creation: Creating this fetish requires the carcass of a warbeast which was killed by a single attack that left a wound (e.g. no fetishes of this type can be created from warbeasts killed by disease, toxins, transferred damage or continuous effects; the GM has the final say when determining whether a warbeast's carcass is suitable for creating this fetish). Successfully creating the fetish takes thirty minutes, involves extracting and cleaning bones, hide or organs damaged by the fatal attack, and requires a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 14. On a failure, no useable mortal remains can be created from the warbeast's remains.

Mortal remains retain their potency for 1d3+3 days.

POACHER'S CLAWS

Description: Fashioned from a beast's claws, beak or jaws and worn on a gauntlet or bracer, this fetish causes injuries inflicted by the bone grinder's melee attacks to gain the appearance of having been inflicted by the beast the fetish was made from, concealing the bone grinder's hand when the remains of a kill are later investigated.

Special Rules: When a character with the Bone Grinder ability wears a poacher's claws fetish on their weapon arm and makes a melee attack against another character (or butchers a carcass while wielding the knife in the same hand), the damage inflicted always looks identical to the injuries the beast the fetish was made from would have inflicted (even if this makes no sense; it'd technically be possible to make a carcass appear to have been chewed to death by a cow).

Neither the actual damage inflicted nor the locations of the injuries are changed, only their appearance. Also, the alterations effected by this fetish are no illusion. At the GM's discretion it may be possible for investigators to notice that a "beast" seems to have been oddly picky in choosing which parts to "tear off" its kill, however, unless the bone grinder is careful to inflict damage consistent with the beast the fetish was made from (For example, wearing poacher's claws made from a wolf's fangs might be a little unconvincing if the "wolf" does not seem to have brought down its prey by biting at its legs to trip it up and then tearing out its throat).

Additionally, a poacher's claw fetish cannot conceal damage inflicted by electricity, fire, cold or corrosion (The

fetish still changes the shape of the wound but does not remove scorch marks, for example).

Creation: Creating this fetish requires the jaws, claws or talons of an animal that must have the same base size as the bone grinder who intends to wear the fetish. Also, poacher's claws cannot be created from the remains of a creature who had its head or claws destroyed.

Creating the fetish requires the bone grinder to carefully extract and clean the carcass's claws, talons, or jaws, and mount them on a leather gauntlet or bracer, which takes two hours and a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 15. If this roll succeeds, the bone grinder successfully crafts a poacher's claws fetish. On a failure, the bone grinder can make another skill roll after another hour of labour.

Poacher's claws begin to lose their potency once they have been crafted, becoming completely inert after d3+1 weeks.

POACHER'S PAWS

Description: Wearing these charms tied to one's feet, a bone grinder will leave the trails of the creature the fetishes were made from rather than their own, concealing their presence by implying the presence of a different kind of creature. The charm will even create the trails of a four-legged creature without requiring its user to walk on all fours.

Special Rules: A character with the Bone Grinder ability will leave the trail of the creature the poacher's paws they are wearing were made from instead of their own, including that creature's scent (though care must still be taken not to fall over or in other ways affect the environment in ways that the charm will not conceal – for example, a skilled tracker will likely notice that for some reason a "wolf" left lots of broken-off twigs at the height of a man walking upright. A bone grinder who has been knocked over or gone prone while wearing poacher's paws will likewise still leave an imprint in the shape of their body. The fetish will cause even a two-legged bone grinder to leave the trail of a four-legged creature, however, even when they are still walking upright).

Creation: Creating this fetish requires the paws of an animal that must have the same base size as the bone grinder who intends to wear them. Poacher's paws cannot be created from the remains of a creature who had one or more of their legs or feet destroyed.

Creating the fetish initially takes two hours and requires the bone grinder to skin the carcass's feet and pass an INT+Craft (skinner) roll against a target number of 14. On a failure, the roll can be repeated after another fifteen minutes of labour. On a failure, the bone grinder can make

another skill roll after another 30 minutes of labour. After that, the bone grinder must preserve the skins and fashion them into two anklets, which takes another two hours of labour and requires a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 15. If this roll succeeds, the bone grinder successfully crafts a set of poacher's paws. On a failure, the bone grinder can make another skill roll after another hour of labour. A successfully created fetish must dry for a week before it can be worn.

Poacher's paws slowly lose their potency once they have been crafted, becoming completely inert after d3+3 weeks.

RAPTOR CHARM

Description: Crafted from the wing feathers of a bird of prey and either used to fletch an arrow or attached to a javelin or other throwing weapon, a raptor charm enhances such a missile's power and accuracy.

Special Rules: A raptor charm can be attached to any missile that is thrown or launched by a bow or crossbow (i.e. the charm cannot be used on sling bullets or firearm ammunition), and can be used by any character. Making an attack with the weapon that has had this charm attached grants a +1 bonus to both the attack and damage rolls. No matter whether the missile hits or misses, the feathers' power is spent after one flight.

Creation: Creating this fetish requires the carcass of a bird of prey or other predatory creature with feathered wings (e.g. griffons). Creating the fetish requires the bone grinder to choose and carefully pluck and clean the best feathers from the creature's wings and mount them together, which requires one hour of work as well as a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 14. On a failure, the bone grinder can make one more skill roll after another twenty minutes of labour.

A raptor charm retains its potency for d3+3 weeks.

ROT-BITE

Description: Crafted from the beak or jaws of carrion-eaters, a rot-bite is mostly used when it is necessary to quickly destroy a carcass, e.g. because it is diseased, too large to be shifted, or inconvenient to remove for other reasons.

Special Rules: A character with the Bone Grinder ability can thrust this somewhat dagger-shaped fetish into a cadaver, after which the cadaver will quickly begin to decay, rendering it into unrecognisable fragments within 1d3+PHY minutes (and, incidentally, rendering it non-

infectious if diseased as well as useless for bone grinding and many forms of necromantic magic). This process will not destroy any inorganic components and cannot affect the undead, though it can be used to break down the remains of destroyed undead.

A single rot-bite can destroy the carcass of a small- or medium-based creature. For large-based creatures, two rot-bites are necessary, and the cadavers of huge-based creatures require five rot-bites to eliminate.

Creation: Creating this fetish requires beaks or jaws of a substantially-sized carrion-eater, e.g. a vulture or at least wolf-sized animal. Creating the fetish takes two hours and requires the bone grinder to carefully clean the carcass's beak or jawbones and then make a successful INT+Alchemy or INT+Lore (extraordinary zoology) roll, whichever is lower, against a target number of 14. On a failure, the bone grinder can make one more skill roll after another 30 minutes of labour.

A rot-bite quickly loses its potency once it has been crafted, becoming completely inert after 1d6+6 days.

TOOTH-SEED

Description: Fashioned from the teeth of animals known for the ability to regrow their dental equipment, the tooth-seed can be a godsend to wilderness folk suffering from tooth loss due to age or injury. "Planting" a tooth-seed into the gap left after a tooth has been removed will cause a new tooth to grow, though getting the process right can sometimes require multiple agonising tries.

Special Rules: A character with the Bone Grinder ability can place a tooth-seed into the wound left by a lost tooth (if the wound has already healed over, it must be reopened first) and make an ARC+Medicine roll against a target number of 12. On a success, a new tooth grows in place of the lost tooth within about an hour. On a failure, the tooth grows, but does not grow correctly; on a result of 1-3 on 1d6, the new tooth is a bit too small, leaving a somewhat unsightly gap, and on a result of 4-6 it is too large, making chewing increasingly painful over time and likely requiring the new tooth to eventually be pulled as well, which is not likely to endear the bone grinder to their patient. Whether successful or not, a tooth-seed is always destroyed in the attempt to use it to regrow a tooth.

Creation: Creating this fetish requires the carcass of an animal that can regrow teeth or whose teeth never stop growing, e.g. a shark or rodent (and there will be many individuals, especially among warlike people like the Tharn, who will refuse a tooth-seed crafted from a rodent, just so they will not have to deal with the smirks and whispered nicknames like "rat-tooth" later on). Creating the fetish takes one hour and requires the bone grinder to carefully select and extract an undamaged tooth with a successful INT+Alchemy or INT+Lore (extraordinary

zoology) roll, whichever is lower, against a target number of 15. On a failure, the bone grinder has damaged the tooth in the process of extraction, rendering the carcass useless.

Once created, a tooth-seed slowly loses its potency, and becomes inert after d3+1 weeks have passed.

TORPID WRAP

Description: Used to preserve some more delicate fetishes for later use, torpid wraps are made from the skins of creatures that hibernate or become torpid in the cold. When carefully wrapped around another bone grinder fetish, that fetish loses its effects, but its lifespan also does not continue to elapse.

Special Rules: A character with the Bone Grinder ability can spend a minute to carefully wrap another bone grinder fetish in a torpid wrap, which is usually secured with twine or even sewn shut. Unless the wrap is removed or its power elapses, it will render the wrapped fetish powerless but prevent its lifespan from elapsing any further.

A torpid wrap does not need to cover another bone grinder fetish completely to be effective, but it does need to be large enough to cover at least half of the target fetish. A torpid wrap can only preserve a single fetish at the same time, but it can be reused as many times as needed as long as its potency has not yet expired.

Creation: Creating this fetish requires the skin of a creature that hibernates (e.g. a bear or hedgehog) or becomes torpid in the cold (e.g. a lizard or snake). Creating the fetish requires the bone grinder to carefully skin the carcass with a successful INT+Craft (skinner) roll, which may take from half an hour to several hours, depending on the size of the needed skin, plus an additional three hours of work to preserve the skin and craft it into a fetish, which requires a successful INT+Alchemy or INT+Lore (extraordinary zoology) skill roll, whichever is lower, against a target number of 15. On a failure, the bone grinder can make one more skill roll after another hour of labour.

A torpid wrap retains its potency for d3+3 weeks hours.

TOTEM OF TRANSFIXION

Description: Made from the skull of a black tatzylwurm and wielded like a shield, in the hands of a bone grinder the hollow eyesockets of this totem come to life again with the same baleful glow they used to exhibit in life, sapping the will of all living beings attempting to strike down the bearer of this grisly totem.

Special Rules: A character with the Bone Grinder ability can hold this totem in one free hand like a shield (though no actual Shield skill is needed). When a living character in the bone grinder's front arc and within 2" then attempts to attack the bone grinder, that character suffers a -2 penalty to their attack rolls.

A totem of transfixion has no effect on black tatzylwurms, however.

Creation: Creating this fetish requires the skull of a black tatzylwurm with undamaged eyes (e.g. when the creature was slain, no roll on the Injury Table must have indicated an eye was damaged; see IKU, p. 217, for details). Creating the fetish takes three hours and requires the bone grinder to carefully clean the skull with a successful INT+Alchemy or INT+Lore (extraordinary zoology) roll, whichever is lower, against a target number of 15. On a failure, the bone grinder has damaged one of the skull's eye sockets in the attempt, rendering the skull useless.

A totem of transfixion rapidly loses its potency once completed, and becomes completely inert after 1d6+6 days.

VENDETTATTOO

Description: This sinister fetish is created by tattooing the face, hands and chest of the recipient with a mixture of blood drawn from the body of a loved creature or person and pigments. A vendettattoo empowers the wearer when avenging the death of the slain, but will leave a permanent mark that makes it impossible to create another vendettattoo ever again. Additionally, many bone grinders have strong misgivings about potentially rendering someone they themselves may have known into a fetish, and many individuals further see the creation of a vendettattoo as desecrating the dead.

Special Rules: A character with the Bone Grinder ability can apply vendettattoos to themselves or to another character by tattooing patterns around the recipient's eyes, wrists, and over the heart. The bone grinder must use the blood of a dearly beloved individual (this may be a spouse, sibling, or child, but one's lord or lady may also qualify) or creature (e.g. the recipient's favourite warbeast or mount; in either case, the GM has final say on whether the individual or creature in question qualifies, but should work with the player character in question when determining whether a vendettattoo can be created from the materials).

The wearer of the vendettattoo gains boosted attack rolls against all characters that struck blows against the person or creature they want to avenge within the last 24 hours of its life, and also gains boosted PER rolls when attempting to track or spot these characters. Additionally, the wearer's unarmed attacks against their quarry are considered magical attacks.

If the wearer of a vendettattoo manages to slay all the characters against whom they wanted to exact their revenge, the vendettattoo turns bright red and remains this way for the rest of their life, only gradually fading like regular tattoos do. If the wearer fails to slay all parties responsible, the tattoo instead turns black once its effects elapse after a number of weeks equal to the wearer's Willpower. In either case, having received a vendettattoo counts as having rolled the Battle Scars result on the Injury Table (see IKU, p. 217), and the character can never again receive another vendettattoo.

Creation: Creating this fetish requires the body of a beloved character (which can be either a person or creature; see above) who was slain by another character. The bone grinder draws blood from the victim's heart (if possible) and mixes it with mineral and plant-based pigments to create tattooing ink. Creating the tattoo takes four hours and requires a successful INT+Alchemy or INT+Craft (tattooing) skill roll, whichever is lower, against a target number of 16. On a failure, the recipient receives the effects of the Battle Scars result on the Injury table, but the bone grinder can make another attempt to empower the vendettattoo after working on it for another two hours. If this attempt also fails, the vendettattoo does not work, and the recipient can never receive another vendettattoo (Also, considering his likely frame of mind, the bone grinder will be lucky to get away with his life at this point).

A vendettattoo lasts for a number of weeks equal to the Willpower of the character who received the vendettattoo.

VENOM-DRINKER

Description: Conceivably one of the oldest known applications of the alchemical principle of “like attracts like,” jabbing this charm into an envenomed wound will reliably draw out the harmful agent. Unfortunately, the charm is one-use only, and making it requires overpowering a venomous creature in the first place.

Special Rules: Jabbing a venom-drinker into a wound through which any kind of venom has entered a living target's bloodstream causes 1 point of damage and immediately ends the effect of the venom. No damage is healed, but recovery is certain and begins immediately. A venom-drinker can only be used once, and can be used by any character.

Venom-drinkers have no effect on toxins that have been breathed in or ingested. Additionally, the injury through which the venom has entered the target's system must be identified. If the target is suffering from multiple doses of the same venom, a single venom-drinker removes all doses, but if different venoms are present, more than one venom-drinker may be needed (if a mixture of venoms was injected through the same wound, roll randomly to determine which venom is affected by any single venom-drinker).

If a character has to make a roll on the Injury Table (see IKU, p. 217) because of the vitality damage caused by the use of a venom-drinker, roll 1d6 instead of the usual 3d6: On a result of 1-3, the target is *Concussed*, on a result of 4-5, the target is *Battered*, and on a result of 6 the target suffers *Battle Scars* (usually in the form of an ugly network of veins permanently becoming visible around the wound).

Creation: Creating this fetish requires the carcass of a venomous animal. The bone grinder must carefully extract and clean the organ responsible (usually a tooth or stinger) until no trace of poison remains, but without causing any major damage to the organ, which takes two hours. At the end of this time, the bone grinder must make an INT+Alchemy or INT+Lore (Extraordinary Zoology) roll, using whichever is lower, against a target number of 14. If the roll succeeds, the bone grinder creates the fetish. On a failure, the bone grinder can try again after another half an hour of work.

A venom-drinker's power deteriorates slowly, and it loses its mystical properties completely after 1d3+3 weeks.

Field Alchemy

BONE GREASE [BONE GRINDING]

Description: By mixing a portion of powdered minerals with arcane properties with their own blood and smearing the mixture onto a bone grinder fetish that has become inert, a bone grinder may temporarily revitalise that fetish, regaining its benefits for a few brief moments before the fetish is utterly consumed.

Special Rules: A character with the Bone Grinder ability can spend a quick action to use a knife to draw some of their own blood, which causes 1 point of damage to a randomly determined branch of the bone grinder's life spiral, to then spend another quick action to mix powdered arcane minerals and alchemical stone with that blood and rub the whole mixture into a bone grinder fetish whose lifespan has expired. The fetish then regains its powers for a number of rounds equal to the bone grinder's ARC plus 1d3. At the end of this time, the fetish crumbles to dust and is utterly destroyed.

This compound cannot be used on bone grinder fetishes which can't have the resulting mixture rubbed into them (e.g. because they are salves or potions), or on bone grinder fetishes who have expended their power as a consequence of having been used (e.g. a bone fetish (IKU, p. 349) whose power has already been used). Furthermore, bone grease has no effect on bone grinder fetishes once twice their normal lifespan has expired.

Brewing Requirements: Alchemy, Bone Grinder ability

Ingredients: 1 unit of alchemical stone, 1 unit of arcane minerals

Total Material Cost: 8 gc

Alchemical Formula: Creating bone grease doesn't require an alchemy lab. After spending one quick action to draw 1 point of vitality's worth of blood from themselves, the character must then spend another quick action to combine the ingredients and apply them to the inert bone grinder fetish and make an INT+Alchemy roll against a target number of 14. If the roll succeeds, the inert fetish regains its powers for ARC+1d3 rounds, as described in the Special Rules. If the roll fails, the ingredients are wasted.

CORPSE-FLAME

Description: This volatile mixture of ectoplasm and oil yields an inextinguishable flame that burns without heat, and is probably only useful in unusual circumstances (e.g. to create distractions, when signaling in high winds, or for

some dramatic stage effects like providing an actor with seemingly burning hair).

Special Rules: A character can spend a quick action to mix some ectoplasm and organic oil and set the mixture on fire. The resulting flame is pale white and produces no heat, but cannot be extinguished except by incorporeal beings or magic. The flame burns out after 1d3+3 minutes.

Brewing Requirements: Alchemy

Ingredients: 1 unit of ectoplasm, 1 unit of organic oil

Total Material Cost: 11 gc

Alchemical Formula: Creating a corpse-flame doesn't require an alchemy lab and requires a character to mix ectoplasm and organic oil and set the mixture on fire. The character must spend a quick action to combine the ingredients and then makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the character creates one corpse-flame, with the effects listed under Special Rules. If the roll fails, the ingredients are wasted, and the character suffers 1 point of fire damage from burning his fingers in the process (if the character was attempting to apply the corpse-flame to another character, that character also suffers 1 point of fire damage).

VENGEFUL STREAKS [BONE GRINDING]

Description: A bone grinder may draw forth his own fury at a foe who has successfully shed his blood and bind it to a weapon that can then be used to deliver a retributive strike.

Special Rules: A character with the Bone Grinder ability can spend a quick action to mix some of their own blood from an injury an enemy has inflicted on them since the bone grinder's last activation with powdered arcane minerals and spread the mixture on a weapon to bind their vengeful wrath to it, which then grants that weapon +1 to its next attack and damage roll as well as making it a magical weapon for the next attack against the foe who has injured the bone grinder. If no attack against this foe is made before the bone grinder's next Maintenance Phase, the compound becomes inert, and all ingredients are wasted.

Vengeful streaks can be applied to melee weapons, thrown weapons, arrows and bolts, but they cannot be applied to firearm ammunition.

Brewing Requirements: Alchemy, Bone Grinder ability

Ingredients: The bone grinder's freshly spilled blood, 1 unit of arcane minerals

Total Material Cost: 7 gc

Alchemical Formula: Creating vengeful streaks doesn't require an alchemy lab and requires a character to mix his own blood with finely powdered arcane minerals. The character must spend a quick action to combine the ingredients and then makes an INT+Alchemy roll against a target number of 14. If the roll succeeds, the character creates one application of vengeful streaks, with the effects listed under Special Rules. If the roll fails, one unit of alchemical waste (liquid) is created instead.

Other Equipment

BONE GRINDER TOOLS

Cost: 30 gc

Description: Containing razor-sharp flensing blades as well as saws for cutting through armoured hides, tongs for extracting claws and fangs and even fine probes for locating and dislodging delicate organs, this kit has all the tools a bone grinder needs to disassemble a carcass in order to extract the pieces of a beast's anatomy they desire.

Special Rules: A character using bone grinder tools gets a +1 bonus to rolls made to craft bone grinder fetishes.

CLOCKWORK CENSER

From Macavity's Liber Mechanika

Cost: 20 gc for the clockwork censer, 30 gc for a refill of mineral acid and mineral crystals

Description: This sturdy, pear-shaped metal container is usually hung from a chain, but can be thrown or rolled towards enemies in a pinch (in which case it has RNG 4" (24 feet) and a -2 attack roll penalty. On a miss, roll deviation to determine where the clockwork censer ends up). The top of the container is perforated and holds a clockwork-pumped reservoir of mineral acid that is slowly dripped onto a quantity of mineral crystals in the bottom of the censer once it has been tripped, with a simple stirrer extending from the pumping clockwork into the mineral crystals to ensure they mix well. The combined mineral acid and mineral crystals react violently, producing smoke that vents from the holes in the container to create a long-lasting cloud of smoke around the clockwork censer.

Special Rules: When activated, center an AOE 3" cloud effect on the clockwork censer for 6 rounds. If the cloud effect is caused to expire (e.g. by the use of a concussion grenade), it is replenished by the clockwork censer in the Maintenance Phase of the character who set off the clockwork as long as the clockwork censer has not run down yet.

Enemy characters can turn off the clockwork censer by getting in B2B with it and spending a quick action to stop the clockwork, unless the clockwork censer is being carried by a character.

FIRECLOUD ROUNDS

Cost: Double the cost of regular scattershot rounds

Description: Firing a firecloud round from a scattergun causes a cloud of fiercely burning embers to settle in the blast's wake, saturating the area and making it nigh impossible to escape from at least a grazing hit. These rounds do have the drawbacks of having a reduced range and potentially fouling up the firing mechanism, however.

Special Rules: Firecloud rounds have the same POW as regular scattergun rounds of their type but deal fire damage; on a critical hit, characters directly hit also suffer the Fire continuous effect. Additionally, characters under the spray template that are not directly hit suffer fire blast damage. The range of the gun is reduced by one bracket, however (from RNG:SP10 to RNG:SP8, or from RNG:SP8 to RNG:SP6; scatterguns with RNG:SP6 cannot use firecloud rounds).

Despite firecloud rounds' reputation, scatterguns can actually fire many consecutive blasts without ill effect (apart from the barrel getting much hotter than usual), so under most circumstances there is little risk of permanent damage to the gun unless the character using the gun does not have any ranks in the Rifle or Craft (gunsmith) skills, indicating they may lack the knowledge to properly care for their guns and may end up inadvertently damaging them (This damage usually consists of residue gumming up the firing pin, rendering the gun unable to be fired until it has been thoroughly cleaned).

Firecloud ammunition takes the same amount of time to fabricate as standard grades of scattergun ammunition but requires the Alchemy skill (though no roll has to be made to fabricate the ammunition), as well as components costing twice as much as the components needed to fabricate regular scattershot rounds of the same type.

LANCE ARREST AND GRAPPER

From Macavity's Liber Mechanika

Cost: 80 gc (only available as an upgrade to full plate or heavier armour)

Description: The lance arrest is a folding brace for lances attached to the breastplate of full-plate armour that channels the impact of the lance into the knight's body, allowing them to impart a greater portion of their mount's strength and momentum through the lance upon a successful charge. The lance grapper is an angled plate designed to assist guiding the impact of the lance into the breastplate of the lance wielder and away from the their hand and arm in order to allowing them to deliver greater force without injuring themselves or having the lance torn from their grasp.

Special Rules: A character who has spent a quick action to insert his lance's handle into a lance arrest uses the mount's STR-2 instead of the character's STR when making charge attack damage rolls with the lance.

SCATTERSHOT GRADES

Cost: Identical to regular scattershot rounds

Description: By varying the number and size of the pellets in a scattershot round, ammunition can be created that generates more stopping power against slower, more heavily armoured targets, or is better at hitting an evasive target, at the cost of likely inflicting only superficial damage.

Special Rules: When firing a scattershot round that is not using the standard number of pellets, add a die to the attack and damage rolls and modify the result according to the type of round:

Large Grape: Remove the highest die from the attack roll, and the lowest die from the damage roll.

Small Grape: Remove the lowest die from the attack roll, and the highest die from the damage roll.

Different grades of scattershot ammunition take the same amount of time and raw materials to fabricate as standard grades, and different grades can be converted into each other by melting down and re-casting the shot.

STEAM FRAME

Cost: 750 gc

SPD Modifier: -3

DEF Modifier: -3

ARM Modifier: +5

Base Size: A small-based character wearing a steam frame gains Base Size: Medium.

Description: Essentially suits of steam armour stripped of most of their protective plating and some of their more complicated systems, steam frames are most common in Khador, where they are usually made from decommissioned suits of man-o-war armour and used in the same way that light labourjacks are utilised in the southern Iron Kingdoms, enabling their wearers to shift heavy loads that would otherwise be impossible to handle for humans. Apart from mechanics and field mechanics, steam frames are also often operated by both former and aspiring man-o-war troopers.

Steam frames can carry a full fuel load of 33 pounds of coal and 165 pounds of water. A steam frame will burn its full load in 8 hours of general operation or in 1.5 hours of

combat operation (though the latter is certainly not advisable considering the steam frame's lack of armour and mobility penalties). Every day a steam frame is in operation, it should be refueled and refilled with water.

Special Rules: A character must have the Ironhead ability (available to arcane mechanics, field mechanics, ironheads and, of course, man-o-war troopers) in order to operate a steam frame. Standard steam frames can only be worn by characters with human-like proportions and are optimised for wearers about 6 feet and a half tall (though their open-frame construction makes them much easier to adapt to smaller characters than actual suits of steam armour).

Putting on or removing a steam frame takes three minutes. A character receiving assistance can put on or take off a steam frame one minute faster for each character assisting them, down to a minimum of one minute to put on or remove the steam frame.

A character wearing a steam frame gains +3 STR.

In contrast to proper steam armour, a steam frame does not grant its wearer any additional damage boxes. Additionally, because of its downgraded engine fixtures a character wearing a steam frame cannot run or charge.

If a character wearing a steam frame takes at least 5 points of damage from a single damage roll, there is a risk that some of the steam frame's systems have been damaged. Make a roll on the steam frame systems damage table to determine whether any internal system has been damaged. If all of a steam frame's internal systems have been damaged, the steam frame is destroyed and rendered inoperable, trapping its wearer until they can extricate themselves from the wreckage by using a full action and passing a STR roll or AGL+Escape Artist roll against a target number of 12. Another character can also attempt to free the trapped character by using a full action and succeeding at an INT+Mechanical Engineering roll against a target number of 12 while within B2B with the trapped character.

Upgrades: Steam frames cannot be upgraded (Attempting to do so requires such extensive rebuilding that the project essentially boils down to repairing a suit of man-o-war armour or ironhead armour anyway).

Making Repairs: Repairing a steam frame requires two hours of labour with the proper tools and a successful INT+Mechanical Engineering roll against a target number of 14. On a success, the effect of one damaged system is removed.

Paying to have damage to a steam frame's systems repaired costs 50 gc per effect removed.

Fabrication: Usually, fabricating a steam frame is more akin to stripping down an existing suit of ironhead or man-o-war armour, and requires salvageable parts worth 400 gc. The process takes a week and requires a successful INT+Mechanical Engineering or INT+Craft

(metalworking) skill, whichever is better, against a target number of 15. If the roll is failed, the mechanic can try again after spending another day repairing any components that have become damaged or misaligned.

STEAM FRAME SYSTEMS DAMAGE TABLE

D6 RESULT	SYSTEM DAMAGED
1-2	No internal systems are damaged – no additional penalty.
3	Arm Damaged – One of the arms is crippled. Randomize which arm is damaged. Until the damage is repaired, the character suffers -3 to rolls made for actions attempted with that arm (e.g. attack rolls).
4	Loss of Power – The steam frame's pressure pipes have been compromised. Until repaired, the character loses the steam frame's STR bonus.
5	Movement Damaged – The steam frame's movement systems have been damaged. Until repaired, the character suffers an additional -1 SPD and DEF.
6	Re-roll this result once, and apply the second roll result. If the second roll also comes up on a 6, the steam frame suffers a Boiler Leak – the boiler has been punctured in such a way that the steam frame's wearer is being sprayed with hot steam, suffering d3 damage points at the end of each their turns until they can take off the steam frame. Outside of combat this damage is suffered once per minute.

Steam Armour and Base Size

The following system is a proposal for determining the Base Size a character wearing a suit of ironhead or steam armour gains, especially when wearing custom-designed suits with a large number of modifications beyond the baseline stats. The baseline assumption is that a small-based character stays small-based when putting on steam armour, and a “size score” is then calculated from the armour's stats as follows:

- +1 for each point of STR bonus above +1
- +1 if the ARM bonus is 10 or higher
- +1 for every 2 damage boxes or part thereof beyond 6
- +1 for a heavy boiler (see NQ52, p. 38)

Using this system, a size score of at least +5 means a small-based character wearing the suit of steam armour gains Base Size: Medium.

A size score of +10 or higher means a small-based character gains Base Size: Large while wearing the suit of steam armour. Additionally, suits of steam armour with a

size score of +10 or higher also inflict an additional -1 DEF penalty, for a total of -4, unless modifications are installed to alleviate this issue.

Examples: The standard suit of ironhead armour (see NQ52, p. 35), which is used as the baseline for this proposal, has a size score of +0, meaning a small-based character wearing the suit remains Base Size: Small.

A standard suit of man-o-war armour, on the other hand, has a size score of +5, which breaks down as follows:

- +2 for a STR bonus of +3
- +2 for 10 damage boxes (4 more than the base 6)
- +1 for having a heavy boiler (since man-o-war armour can run and charge)

Accordingly, a small-based character wearing a suit of man-o-war steam armour gains Base Size: Medium.

A suit of man-o-war tanker armour has a size score of +10, which breaks down as follows:

- +3 for a STR bonus of +4
- +1 for an ARM bonus of 11
- +5 for 15 damage boxes (9 more than the base 6)
- +1 for having a heavy boiler (since man-o-war tanker armour can run and charge)

Accordingly, a small-based character wearing a suit of man-o-war tanker armour gains Base Size: Large, and suffers a -4 DEF penalty.

When a suit of steam armour specifically states a Base Size in its description, that Base Size is used instead.

Base Size and Weapons

A character who gains Base Size: Medium from wearing a suit of steam armour and has a total STR of 8 or higher can wield light warjack melee weapons.

A character who gains Base Size: Large from wearing a suit of steam armour and has a total STR of 8 or higher can wield heavy warjack melee weapons.

In either case, a character wearing a suit of steam armour wields warjack melee weapons using the Great Weapon skill.

“STEELBACK” IRONHEAD ARMOUR

Cost: 1,250 gc

SPD Modifier: -2

DEF Modifier: -3

ARM Modifier: +8

Base Size: Small

Description: This suit of steam-powered armour has been developed and fabricated for ironheads of the Steelhead mercenary organisation, though true to the group's mercenary character, the suits are also being sold to anybody willing and able to buy. While smaller and less

powerful than the iconic Khadoran Man-o-War suits, the “Steelback” suits are easier to manoeuvre and transport due to their size, as well as easier to maintain for organisations and individuals that do not have an entire country's military-industrial complex backing them, and no facilities or instructors that can train up large numbers of troops in the intricacies of operating steam armour. Ironheads wearing “Steelback” suits may also continue using their regular armaments in place of specialised weapons that can only be wielded by ironhead troopers or warjacks.

A “Steelback” suit of ironhead armour can carry a full fuel-load of 25 pounds of coal and 105 pounds of water. The suit will burn a full load of fuel in 5.5 hours of general operation or in 1 hour of combat operation. Every day a suit of “Steelback” ironhead armour is in operation, whether in combat or not, it should be refueled and refilled with water.

Special Rules: A character must have the Ironhead ability to use a “Steelback” suit of ironhead armour. The suits can only be worn by characters with human-like proportions who are about six feet tall.

Putting on or removing the suit takes five minutes. A character receiving assistance in putting on or taking off the armour can do so one minute faster for each character assisting them, to a minimum of requiring two minutes to put on or take off the armour.

A character wearing a “Steelback” suit gains +2 STR. Additionally, the character gains 8 additional damage boxes that are lost before the character starts losing vitality on their life spiral. These boxes represent additional protection granted by the armour. After these boxes are gone, the wearer suffers damage to their life spiral normally.

“Steelback” suits cannot be upgraded or modified (though they can serve as the basis for an ironhead's own idiosyncratic suit, this basically means the “Steelback” will be stripped for parts and completely rebuilt from the ground up in the process anyway).

If a character wearing a suit of “Steelback” ironhead armour suffers 5 or more points of damage from a single damage roll, no matter whether they are applied to the suit's damage boxes or the character's own life spiral, a roll must be made on the armour's internal damage table to determine if any of the suit's internal systems are also damaged.

Destruction and Repairs: A “Steelback” suit of ironhead armour is destroyed if it loses all damage boxes and all of its internal systems (both arms, power system, movement system, and boiler) are damaged. When this happens, the character wearing the suit is knocked down and becomes trapped in the suit, and must use a Full Action and pass a STR or Escape Artist roll against a target number of 14 to free themselves. Another character may also free the

trapped character by using a Full Action while in B2B with the trapped character and making a successful Mechanical Engineering roll against a target number of 14. A character trapped in a wrecked suit of “Steelback” armour can take no other action than attempting to escape.

Repairing the suit requires access to sheet metal, scrap, and a full repair kit. Every hour a mechanic labours over the suit, they can repair an amount of damage equal to their Mechanical Engineering skill level. If the character has access to a mechanic's workshop and/or supply of replacement parts, they can remove an additional 1d3 damage points each hour, and a mechanic who is being assisted by their repair work can remove one additional point of damage per hour for each character assisting them. The repair on non-internal damage to the suit costs 10 gc per hour per mechanic working on it.

Repairing internal damage requires parts costing 50 gc for each damaged system, as well as two hours of labour and a successful INT+Mechanical Engineering roll against a target number of 14. Paying to have internal damage repaired costs an additional 20 gc per system.

“STEELBACK” ARMOUR INTERNAL DAMAGE TABLE

D6 RESULT	SYSTEM DAMAGED
1-2	No internal systems are damaged – no additional penalty.
3	Arm Damaged – One of the arms is crippled. Randomize which arm is damaged. Until the damage is repaired, the character suffers -3 to rolls made for actions attempted with that arm (e.g. attack rolls).
4	Loss of Power – The suit's pressure pipes have been compromised. Until repaired, the character suffers -2 STR.
5	Movement Damaged – The suit's movement systems have been damaged. Until repaired, the character suffers an additional -1 SPD and DEF.
6	Boiler Leak – The suit's boiler has been punctured in such a way that steam dangerously vents into the suit itself. The suit's wearer suffers d3 damage points at the end of each their turns until they can take off the suit. Outside of combat this damage is suffered once per minute.

Sample “Steelback” Steelhead Trooper

Hero Human Field Mechanic/Soldier (18 XP)

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
7	4	8	4	4	4	3	4	-


INITIATIVE	14	DEFENSE	11	WILLPOWER	10
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CMD RANGE	4	ARMOUR	15	VITALITY	22*
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Base Size: Small

*This character uses a standard life spiral with 7 vitality in its PHY branches, 4 vitality in its AGL branches and 3 vitality in its INT branches. Additionally, this character gains an additional 8 damage boxes from their “Steelback” ironhead armour suit.

Halberd

	MAT	POW	P+S	Special
	5/6	4/5	12/13	Reach; One-Handed or Two-Handed; +2 to charge attack damage rolls

Hand Cannon

	RAT	RNG	AOE	POW	Special
	6	12	-	12	-

Skills:

Great Weapon (2): 6, Pistol (2): 6, Rifle (1): 5

Command 1, Craft (metalwork) (1): 4, Detection (2): 6, Driving (1): 5, Gambling (1): 5, Intimidation (1), Mechanical Engineering (2): 5, Medicine (1): 4, Navigation (1): 5, Survival (1): 5

Abilities:

Jack Marshal – This character is skilled at instructing steamjacks to act. See IKRPG, p. 322, for details.



































Ironhead – This character knows how to use and control mechanically enhanced steam-powered armour such as the “Steelback” suit of ironhead armour.

Find Cover – At the start of combat before initiative is rolled, this character can immediately advance up to twelve feet (2”) and perform a quick action to take cover or go prone.

Hit the Deck! – While prone, this character does not suffer damage from AOE unless he is directly hit by the AOE. If this character is caught in an AOE that would cause blast damage but was not directly hit by the AOE, this character goes prone but suffers no damage.

Sentry – Once per round when an enemy is placed in or moves into the line of sight of this character, this character can immediately make one attack, targeting that enemy.

“Steelback” Steelhead Trooper

Vitality									
PHY		AGL		INT		Armour Damage			
1	2	3	4	5	6				
									
									
									
									
									

TRUE AIR ROUNDS

Cost: When buying True Air rounds, a single True Air round has the same cost as five regular rounds for the same gun. When manufacturing True Air rounds, two rounds may be produced for the same cost as normal (see IKRPG, p. 271). Manufacturing True Air rounds requires an alchemist's workshop in addition to gunsmithing tools.

Description: These metal-cased rounds are significantly larger than standard blasting powder rounds and must be fired from specially adapted firearms. Instead of blasting powder, they use a reservoir of True Air in the casing to propel the bullet forwards. The benefits are that these guns do not have a muzzle flash (making them both more stealthy as well as useful when fighting in an environment with a lot of flammable materials around), are smokeless and do not leave powder residue or a telltale smell of blasting powder behind. While the report of these rounds being fired is still just as loud, they still make excellent assassination weapons as long as the assassin has a momentary distraction, as there will be little left behind to pinpoint the actual source of an attack once the deed is done.

Special Rules: Firing True Air rounds never risks setting off flammable or explosive materials, has no visible muzzle flash and does not leave any evidence like smoke, scorch marks or a blasting powder smell behind. In all other regards they work like regular firearm ammunition, but are significantly more expensive, as well as heavier and bulkier (meaning a bandolier could only hold eight to ten such rounds, and ammo wheels could only hold three rounds per ammo wheel). They can only be fired from specially adapted firearms, which have the same cost as their standard versions but can only fire True Air rounds.

WATCHMAN'S KEEPER

Cost: 35 gc

Description: Many different versions of this device exist, which usually function along lines not dissimilar from a standard clockwork musical box. A watchman's keeper, which looks like a pocket watch but has no hands, is supposed to be worn against bare skin, usually around the neck. The device's slow-running mechanism causes the device to give off chimes or move (usually by virtue of one or more pegs briefly jabbing out of the device's housing) at odd intervals, which can help individuals keeping watch stay awake by virtue of being nudged awake at unpredictable intervals. A watchman's keeper usually runs for about four hours after being wound, which is sufficient when several individuals are taking turns during a night watch and rewind the keeper at the beginning of their shifts. Moderately more expensive versions can run for an entire night.

Special Rules: If a character falls asleep when keeping watch (e.g. by botching a PER+Detection roll or failing a similar roll that is used to determine whether this happens), they will only be asleep on a result of 1-2 on 1d6 if they actually come under attack. The device does not improve the user's actual awareness (so it's still possible to sneak up on them, but at least they'll likely not be asleep), nor does it protect from unconsciousness induced by toxins, magic, or similar effects.

Skills, Abilities and Archetype Benefits

BAG OF TRICKS [1-3] [NPC ABILITY]

Prerequisite: NPC only

The character with this ability starts with a number of feat points equal to the rating of the Bag of Tricks ability. The character with this ability cannot use feat points to perform a Heroic Dodge, Shake Continuous Effect, Shake Knockdown, Shake Stationary, or Walk It Off (see IKRPG, p. 221; the Revitalize Mighty archetype benefit (see IKRPG, p. 116) can be used normally, however).

This character can only regain feat points by incapacitating a player character or rolling a critical hit on an attack or skill roll, or being assigned feat points by another character. This character can never have more feat points than his Bag of Tricks rating.

Morgan's Notes: The Bag of Tricks ability is intended for NPCs that are supposed to provide an advanced challenge, but are not on par with battle NPCs who gain access to feat points and all of their benefits. A central consideration for this ability is that it allows battle NPCs to use one or two advanced fighting techniques or abilities that require feat point expenditure, but in contrast to NPCs who automatically regain feat points a character who has merely a Bag of Tricks will have to pace themselves, and, specifically, cannot use feat points defensively unless they have an archetype benefit that allows them to do so.

CAREFUL CASTER [GIFTED ARCHETYPE BENEFIT]

Once per activation, the spellcaster may gain one of the following benefits by using an attack in addition to a quick action to cast a spell:

- Reduce the COST of that spell by 1, to a minimum of 1.
- Boost the magic attack roll for that spell for free.
- Boost one damage roll for that spell for free.
- Increase that spell's RNG by 5" (30 feet) for free (This doesn't work on spells with RNG:SP or RNG:CTRL. Only will weavers can gain this benefit).

After casting one spell using this ability, the spellcaster can still continue casting other spells normally by using quick actions.

CHOSEN [ARCHETYPE BENEFIT]

Prerequisite: Non-Gifted Human, Dwarf, Farrow, Iosan, Nyss, Tharn, or Trollkin only

This character gains ARC 1 and becomes Gifted and a will weaver, but continues acquiring archetype benefits from their original list of archetype benefits. Once this character has acquired this archetype benefit, they may choose to increase their ARC when they gain a stat increase on the Character Advancement Table.

When this character chooses a career that grants spellcasting abilities, they can only choose to become a Priest (of Cyriss, Menoth, Morrow or Nyssor, or a Thamarite Advocate) or Shaman (of the Devourer Wurm or Dhunia).

Any non-Gifted character who meets this archetype benefit's prerequisites may take this archetype benefit, and may even choose to take the Chosen benefit in place of taking their usual starting archetype benefit during character creation.

DRAW OUT TRUE STRENGTH [ABILITY]

Prerequisites: Alchemy 3, Bone Grinder ability

When butchering a carcass to craft a bone grinder fetish, this character can craft two bone grinder fetishes from the same carcass as long as the carcass is suitable for both fetishes and the two fetishes don't use the same parts (i.e. they could not craft two bone fetishes (see IKU, p. 349) from a single warbeast, but they could create both a moresel (see p. 97) and swift sinews (see MIKG1, p. 258) from a single suitable carcass, as the former is made from meat and fat and the latter is made from sinews).

Manufacturing two fetishes from the same carcass with this ability still requires the bone grinder to finish one fetish first before they can start working on the other (i.e. the bone grinder uses their raw materials more efficiently, but does not work faster), not counting time needed for a fetish to cure, dry or otherwise become ready to use (e.g. like the warding flesh fetish (IKU, p. 351)).

Alternatively, two bone grinders who both have this ability can also work on the same carcass to create two different fetishes simultaneously, with each of them getting to create a single fetish.

This ability is added to the Bone Grinder's ability options (see IKU, p. 120).

EXPERT FIGHTER [ABILITY]

Prerequisite: Military Skill 3

This character can use one advanced combat technique (see IKUA, pp. 20-25, for examples) each turn without spending a feat point.

If this character gains level 4 in a military skill, he can make any number of advanced combat technique attacks he is eligible for each turn with that skill without spending feat points.

This ability applies to each military skill in which this character has 3 levels.

Special: Any character can pick up this ability as soon as they meet the prerequisites.

MEAT WIZARD [ABILITY]

Prerequisites: ARC 5, Bone Grinder ability

When making rolls to craft a bone grinder fetish, this character may always use their ARC instead of a different stat for the skill roll (e.g. rolling ARC+Alchemy instead of INT+Alchemy).

This ability is added to the Bone Grinder's ability options (see IKU, p. 120).

SOUL MASTERY [ABILITY]

Prerequisites: Gifted

Special: This ability cannot be learned, it can only be granted through a pact with an Infernal.

Once per activation, a character with this ability may spend a soul token to reduce their current fatigue by their ARC (if they are a will weaver) or gain a number of points of focus or fury up to their ARC (if they are a focuser or harnesser). The spent soul token is utterly destroyed by this process.

If the character with this ability does not have the ability to gain and/or manipulate soul tokens on their own, they must rely on other means, like carrying soul cages, to hold the requisite soul tokens.

A character who gains this ability from a pact with an Infernal always also becomes a Marked Soul, and can furthermore be assured of execution by any authorities who become aware of their ability.

SOULBURNING [GIFTED ARCHETYPE BENEFIT]

Once per activation, the character may gain 1d3+1 focus (if a focuser) or fury (if a harnesser), or reduce their current fatigue by 1d3+1 (if a will weaver), and may do this before, after or while resolving a spell (will weavers may use Soulburning to reduce their fatigue after resolving a spell, but before checking whether they need to make a fatigue roll).

At the end of this character's current activation, their ARC is then reduced by 1. ARC lost through Soulburning is recovered at a rate of 1 point every 24 hours. If a character reduces their ARC to 0 this way, they must make a roll on the Price of Healing Table (see IKRPG, p. 240) using 1d6+3 to determine what long-term effects they suffer.

SPIRIT ANIMUS [ABILITY]

Prerequisite: Harnesser, ARC 6

When a warbeast in the warlock's battlegroup has been destroyed, the warlock can still use that warbeast's animus as a spell as long as they have access to that warbeast's spirit bond.

Special: Any warlock may take the Spirit Animus ability as soon as they meet the prerequisites.

Legendary Character Progression

It is inevitable that there will be Iron Kingdoms or Unleashed characters who manage to accumulate 150 XP (which, technically, could happen within the span of 50 scenarios) and thus have reached the end of the experience chart.

For those who would prefer continuing to play their characters at this point but do not wish for them to simply stagnate, the following legendary progression might serve to allow such characters to not only continue adventuring but also continue to grow to become the true legends of their age.

“Listen When the Legend Speaks”

All characters who reach 150 XP add Command 2 and Oratory 2 to their occupational skills (but must gain ranks in these skills via “I used to do things differently” or “Extraordinarily Skilled”) if they do not already have these skills anyway. If the character in question can already gain ranks in the Command and Oratory skills from their careers, the maximum ranks they can gain in these skills are increased by 1 instead, to a maximum of 4.

“I used to do things differently...”

Every 5 XP after 150 (155 XP, 160 XP, and so on), a character can choose one of the following options:

- Reassign up to two occupational skill ranks to different occupational skills, up to the limits set by the character’s careers (care should be taken for abilities that have certain skill ranks as prerequisites – if such prerequisites are not met any more, the ability in question is not usable any more, either, even though the character technically still has it).
- Swap one ability, spell or military skill rank for another ability, spell or military skill rank allowed by the character’s careers, and subject to all the usual restrictions and prerequisites.

“Extraordinary Abilities”

Every 25 XP after 150 (175 XP, 200 XP, and so on), the character can choose one of the following options in addition to gaining the benefit of “I used to do things differently”:

EXTRAORDINARY ABILITY, MILITARY SKILL, OR SPELL

The character can choose an additional ability, military skill rank or spell allowed by their careers, subject to the usual restrictions and prerequisites.

EXTRAORDINARY ARCHETYPE BENEFIT

The character can choose an additional Archetype benefit allowed by their Archetype or careers, subject to the usual restrictions and prerequisites. This should be noted down as “Extraordinary Feat: Flawless Timing” etc. on the character sheet.

EXTRAORDINARILY SKILLED

The character gains 2 skill ranks in occupational skills allowed by their careers.

EXTRAORDINARY STAT

The character can increase a single stat by 1, and may exceed their race’s Epic stat limits this way if the stat was already maxed out when the character reached 150 XP. Each stat can only be increased once this way, noted down as “Extraordinary Physique,” “Extraordinary Speed” etc. on the character sheet.

The Extended Grimoire

An Alternative Proposal for Fatigue Rolls

While focusers and harnessers can make very versatile use of their magical powers by dint of being able to control and enhance devices, constructs and creatures, will weavers benefit from having access to much larger reserves of energy (as well as a slew of archetype benefits that are more useful to them than to focusers or harnessers), making will weavers the premier spellcasters of the Iron Kingdoms setting – in theory, at least.

As a matter of fact, however, the fatigue rules presented for resolving will weavers' spellcasting in IKRPG, p. 229 and IKU, pp. 232-233 paradoxically make it easier for inexperienced will weavers to make full use of their reserves of energy, while making the same feat significantly harder or even impossible for advanced will weavers.

Example: A Hero-level will weaver with ARC 3 needs to roll 2d6 and get a result of 4 or higher once they accumulate a single point of fatigue in excess of their ARC in order to not have to end their activation.

A much more accomplished Veteran-level will weaver with ARC 6, however, must get a result of 7 on 2d6 once their fatigue exceeds their ARC by a single point, making it harder rather than easier for the more powerful spellcaster to make use of the full extent of their powers.

Even worse, if an Epic-level will weaver has an ARC stat of 7 or 8, they cannot actually pass fatigue rolls at all once their current fatigue reaches 13, even though this is still not the limit of their potential (which would be 14 or 16 fatigue respectively).

In order to remedy this paradoxical result, instead of rolling 2d6 against the will weaver's total fatigue, roll 2d6 against a target number equal to 12 minus ARC, plus the number of fatigue points the will weaver has accumulated in excess of their ARC.

Example: The Hero-level will weaver with ARC 3 now must roll 2d6 against a target number of 9 (12 minus their ARC of 3), plus the number of fatigue points by which their fatigue has been exceeded. This yields a final target number of 10 once the caster's ARC has been exceeded by a single point of fatigue.

The more accomplished Veteran-level will weaver with ARC 6, however, must roll 2d6 against a target number of 6 (12 minus their ARC of 6), plus the number of fatigue points past their ARC, which makes it easier for the more powerful spellcaster to pass their fatigue roll once they have exceeded their fatigue limit by a single point when compared to the Hero-level will weaver.

Furthermore, Epic-level will weavers could now exceed their fatigue limits even more easily, with the basic target number being 5 at ARC 7 (12 minus 7) and 4 at ARC 8 (12 minus 8), making it possible for these spellcasters to apply their powers to the fullest without being forced to either automatically fail a fatigue roll once their total fatigue has exceeded 12, or constantly having to resort to the Feat: Strength of Will Gifted archetype benefit if they have it.

Please note that in all of the above examples, the target number that needs to be achieved on 2d6 to pass the fatigue roll will never exceed 12, so it will always be at least possible (if increasingly difficult) for a will weaver to pass their fatigue roll (Also note that fatigue rolls are only made once a spell has been fully resolved in any case, so even though this proposal makes it more difficult for beginning will weavers to pass their fatigue rolls, they can still go all-out for one round, even if it's now much more likely for low-ARC characters to then be unable to cast spells for one turn; also, the Feat: Strength of Will Gifted archetype benefit is now much more useful for low-ARC will weavers, rather than being only a necessity for will weavers whose ARC exceeds 6).

An Alternative Proposal for Magic Attacks

When examining spellcaster stats in the WARMACHINE and HORDES games, many non-warcaster and non-warlock spellcasters have magic skills in excess of 4, which would be the role-playing games' Hero-level ARC limit. While this could simply be seen as a way to simplify minor characters' spellcasting by exchanging the ability to boost attack rolls with a fixed increased magic attack skill, an alternative proposal would be to resolve magic attack rolls in the role-playing in a manner similar to Stormsmithing rolls (see IKKNG, pp. 90-91, for details), which would result in magic attack skill levels similar to those seen in tabletop game characters:

Instead of making an ARC roll against the target's DEF when making a magic attack, roll ARC+Lore (occult) against the target's DEF. This attack roll can also be boosted by gaining additional fatigue or spending additional focus or fury, as per the standard magic attack rules presented in IKRPG and IKU.

Certain careers can also use Lore skills other than Lore (occult) when making magic attack rolls (though these characters, too, can use Lore (occult) if their ARC+Lore (occult) is higher):

- Arcanist: Lore (arcane*)
- Blackclad: Lore (Orboros)
- Bloodweaver: Lore (Devourer Wurm*)
- Bokor: Lore (Kossk)

Croak Conjoined Twin: Lore (arcane)
Extoller: Lore (extoller)
Mortitheurge: Lore (philosophy of Voskune*)
Priest (Cyriss): Lore (Cyriss*)
Priest (Menoth): Lore (Menoth*)
Priest (Morrow): Lore (Morrow*)
Priest (Nyssor): Lore (Nyssor*)
Scrutator: Lore (Menite Faith*)
Shaman (Devourer Wurm): Lore (Devourer*)
Shaman (Dhuniah): Lore (Dhuniah*)
Thamarite Advocate: Lore (Thamarite*)
Warlock (Circle): Lore (Devourer* or Orboros*)
Warlock (Skorne): Lore (philosophy of Morkaash*)

*It is assumed that certain different phrasings of the areas of knowledge covered by these skill are fully equivalent, e.g. Lore (arcane) and Lore (occult), Lore (Morrow) and Lore (faith of Morrow), or Lore (Morkaash) and Lore (philosophy of Morkaash).

It should be pointed out at this juncture that it is quite intentional that there are several spellcasting careers with no associated Lore skill (e.g. arcane mechanics, bone grinders, gun mages, sorcerers and warcasters), as these careers' focus is on different areas of magical expertise than spellcasting, e.g. crafting items or enhancing their weapons or enhancing characters in their battlegroups, or the careers in question at least initially emphasise innate talent in place of training. All of these characters can always acquire the Lore (occult) skill to enhance their magic attacks in the course of play, of course.

Disadvantages of Lore-Based Magic Attack Rolls

If a character has multiple spellcasting careers, it is more complicated to determine which offensive spells' attack rolls are based on which Lore skill. Adding a magic attack skill number in each spell's description, or adding a note or number that makes clear which career each spell belongs to, could remedy this easily enough. The issue could be mitigated by acquiring the Lore (occult) skill, as it can be used for all careers' magic attack rolls, but that is an investment that not all characters may want to make.

It could also be argued that the system proposed here gives too much power to spellcasters, who already have access to an extremely versatile and powerful toolkit, especially since spellcasters wouldn't need to spend military skill lots on enhancing their accuracy with magic attacks. However, it should be noted that basing magic attack rolls simply on ARC will always cause them to significantly lag behind the PRW+skill or POI+skill levels achievable at each level of advancement; even when using ARC+Lore, the maximum possible magic attack rolls will not exceed the maximum possible weapon attack skill rolls, with the exception of characters with ARC 8.

Advantages of Lore-Based Magic Attack Rolls

Adding a Lore to ARC when making magic attack rolls makes character builds viable that intend to be at least somewhat proficient spellcasters but would prefer not to sink a lot of stat advances into ARC. This applies to will weavers in particular, since they may well consider their reserves of energy at ARC 4 to be sufficient for what spells they likely want to cast for a long time. Focusers and harnessers would still desire to increase ARC, as they need a high ARC to achieve a large control area, and their reserves of power are much more restricted when compared to will weavers.

Last but not least, making magic attack rolls using ARC+Lore would allow viable character builds that are proficient spellcasters but also intentionally want to restrict their own power reserves as a character trait, exchanging finesse for raw power.

NEW SPELLS

'JACK FRENZY

SPELL LISTS: WARCASTER (CRYX, IKRPG P. 149 VERSION, LLAEL)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	NO*

The steamjack under the effect of this spell can no longer spend focus to boost attack and damage rolls, but when it spends focus to make additional melee attacks, it can make two additional attacks with the same melee weapon per point of focus spent.

*When this spell targets an enemy steamjack, it is considered an offensive spell and requires a magic attack roll.

ACTION AND REACTION

SPELL LISTS: ARCANIST (MARITIME ORDER OF THE TRIDENT ONLY), PRIEST (CYRISS), WARCASTER (CYRISS, LLAEL)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	NO

Against a character they are directly facing, the character under the effect of this spell gains +2 DEF as well as +2 to all attack rolls. When the character this character is directly facing advances, this character may immediately turn to directly face that character again once that character's movement is completed, but before that character performs any actions.

Morgan's Notes: Llae and Ordic spellcasters often know this spell under the moniker Duello instead of its more technical name.

AEGIS

SPELL LISTS: ARCANIST, BLACKCLAD, PRIEST (MORROW), SHAMAN (DHUNIA)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	YES	NO

Friendly characters in the AOE gain Aegis (Continuous effects on characters with Aegis automatically expire in their Maintenance Phases).

ALTERNATING CURRENT

SPELL LISTS: ARCANIST (CYGNAR), WARCATER (CYGNAR)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	YES	NO

When attacking an enemy character in the AOE with weapons that deal electrical damage, additional attacks against the same enemy character in the same turn gain a cumulative +1 bonus to attack and damage rolls for each successful attack with a weapon that deals electrical damage, up to a maximum of +3.

The damage roll bonus granted by this spell is considered electrical damage.

ANALYSE MECHANIKA

SPELL LISTS: ARCANIST, MECHANIK, PRIEST (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	NO	NO*

The spellcaster instantly learns about the properties of all mechanical items carried by the targeted character. This does not allow the spellcaster to reproduce these items or the runes they employ, and the information gained is somewhat vague (e.g. instead of learning a weapon “grants +1 POW and inflicts the Fire continuous effect on a critical hit,” the spellcaster may learn that an weapon “inflicts more powerful strikes and may set the target alight”).

*When this spell targets an enemy character, it is an offensive spell and requires a magic attack roll.

ANTAGONIZE

SPELL LISTS: WARLOCK (CIRCLE, SKORNE, SWAMP)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	10	-	-	YES	YES

When a warbeast frenzies, the character under the effect of this spell is always considered to be the closest enemy character in LOS of that warbeast.

If a warbeast with this spell upkeep on it frenzies, it will claw at itself instead of attacking a different character.

This attack hits automatically but is otherwise resolved like regular frenzy attacks.

ARC LINK

SPELL LISTS: ARCANIST, MECHANIK

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
1	6	-	-	YES	NO

The spellcaster can utilize the arc node of the steamjack targeted by this spell, which must be under their control, to channel spells as though they were the warcaster bonded to the steamjack, gaining fatigue instead of spending focus (see “Channelling” in IKRPG, pp. 233-234, for details). Channelling spells in this manner is subject to all effects that would affect a warcaster's use of an arc node, like arc node damage (see IKRPG, p. 311 and 315 for details).

ARCANE BURST

SPELL LISTS: ARCANIST, FORCE, SORCERER, WARCATER (CYGNAR)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SP8	-	11	NO	YES

A wave of arcane force bursts forth from the caster's hand.

ARCANE FIRE

SPELL LISTS: ARCANIST, PRIEST (MENOTH), SCRUTATOR

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	10	-	10	NO	YES

When this spell hits an enemy character with an enemy upkeep spell on it, add a die to the spell's damage roll.

ARCANE TORPEDO

SPELL LISTS: ARCANIST (MARITIME ORDER OF THE TRIDENT ONLY), WARCATER (CRYX, ORD)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	10	-	10	NO	YES

This spell can be cast while the caster is in deep water, and ignores target restrictions or attack roll penalties inflicted by the target character being submerged in water when making the magic attack roll. When this spell targets a character in shallow or deep water, add a die to the damage roll, and remove the lowest result. On a critical hit, this spell also inflicts an additional die of damage to a target in shallow or deep water.

ARENA

SPELL LISTS: ARCANIST, SHAMAN (DEVOURER WURM), WARLOCK (SKORNE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
4	SELF	CTRL	-	YES	NO

Characters who enter the AOE, leave the AOE or end their movement only partially inside the AOE immediately suffer an unboostable POW 12 magic damage roll.

It should be noted that the edge of this spell's AOE is always clearly marked by glowing runes.

ARENA OF FIRE

From Macavity's Grimoire

SPELL LISTS: FIRE SORCERER, RHULIC TACTICAL ARCANIST CORPS

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
4	SELF	CTRL	-	YES	NO

Characters who enter the AOE, leave the AOE or end their movement only partially inside the AOE immediately suffer an unboostable POW 12 fire damage roll and the Fire continuous effect.

It should be noted that the edge of this spell's AOE is always clearly marked by flames.

ARENA OF WINTER

SPELL LISTS: ICE SORCERER, PRIEST (NYSSOR)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
4	SELF	CTRL	-	YES	NO

Characters who enter the AOE, leave the AOE or end their movement only partially inside the AOE immediately become stationary unless they have Immunity: Cold.

It should be noted that the edge of this spell's AOE is always clearly marked by glowing runes.

BIG BROTHER

SPELL LISTS: ARCANE MECHANIK, WARCATER (IKRPG, p. 149 VARIANT ONLY)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	YES	NO

A steamjack under the effect of this spell gains +2 STR and is treated as a large-based model when resolving pushes, slams and throws or being pushed, slammed or thrown, and can use power attacks only large-based steamjacks can use (e.g. Trample attacks). The steamjack also gains the lifting and carrying capacity of a large-based model (see IKRPG, p. 199).

BLESSING OF INTEGRITY

SPELL LISTS: PRIEST OF CYRISS

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	YES	NO

Friendly clockwork vessel characters in the AOE do not suffer the effects of having suffered internal damage (see NQ47, p. 67; this also means that the souls contained in damaged essence chambers are not lost unless the essence chamber leaves the AOE or this spell expires before the essence chambers or clockwork vessels are repaired).

BLOOD MAGIC: LUNGING STRIKE

SPELL LISTS: BLOODWEAVER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
1	SELF	-	-	NO	NO

The spellcaster's next empowered melee weapon attack this turn gains Reach (2").

BLOOD MAGIC: SYMPATHETIC STRIKE

SPELL LISTS: BLOODWEAVER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	-	-	NO	NO

If the spellcaster's next empowered melee weapon attack this turn hits, the spellcaster can make an additional melee attack roll against a character within 24 feet (4") of the character hit. On a success, that character suffers a magical damage roll using the spellcaster's empowered weapon's STR+POW, which cannot be enhanced with additional Blood Magic spells. The point of origin of this damage roll is the character originally hit.

This spell's effect is treated as both a melee and magical attack, therefore it cannot target characters who cannot be targeted by magical attacks.

BRAMBLES

SPELL LISTS: BLACKCLAD, SHAMAN (DEVOURER WURM)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	NO	NO

Non-incorporeal living or undead enemies that move more than 2" and end their movement in the spellcaster's Control Area suffer 1d3 points of damage at the end of their movement. Brambles last for one round.

BREACHING CHARGE

SPELL LISTS: ARCANIST (RHUL), STONE SORCERER, WARCATER (RHUL)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	CTRL	3	-	NO	NO

Place a 3" AOE within the caster's Control Range when this spell is cast. The next attack that directly hits a structure or part of a structure in the AOE is considered a

magical attack and gains an additional die to all its damage rolls against the structure hit (including blast damage rolls if the attack had an AOE), then Breaching Charge expires.

Unless triggered, Breaching Charge lasts for one round.

CALAMITY PRIMER

SPELL LISTS: ARCANIST, MIST SPEAKER, SHAMAN (DHUNIA), THAMARITE ADVOCATE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	YES	YES

The next time the target character is directly hit by an attack that has a critical effect, the critical effect automatically applies. After completely resolving that attack, Calamity Primer expires.

CALL OF THE WYLD

SPELL LISTS: BLACKCLAD

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	8	-	-	YES	NO

This spell can only target an unbonded warbeast that can be bonded to by characters with the Resonance: Devourer Warbeast ability. While under the effect of this spell, the warbeast can be directed and forced by the spellcaster as if it was bonded to a warlock as long as it is in the spellcaster's Control Area, though the spellcaster cannot leach or reave fury from it (This also means the only way the warbeast under the control of this spell may normally lose fury is by frenzying, or by resting outside of combat). The spellcaster also gains the target warbeast's animus as a spell while Call of the Wyld is upkeep.

Morgan's Notes: Since wolds cannot frenzy, blackclads will usually only use this spell on them to direct them rather than to force them, as the wolds would otherwise accumulate fury that they could not shed again until a warlock bonds to the wold in question and leaches the accumulated fury. At the GM's discretion, characters with the Artificer ability (see IKU, p. 254) may remove fury from wolds via cleansing rituals without the need for tests, but these rituals will at take time to perform and cannot be performed during combat.

CATAPULT FIELD

SPELL LISTS: ARCANIST (IOSAN), FORCE SORCERER, WARCASTER (IOSAN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	CTRL	3	-	YES	NO

Place a 3" AOE in the caster's Control Area. Friendly characters who end their movement in the AOE may immediately be placed completely within 5" of their current location, facing any direction, and may then complete the rest of their activation (e.g. performing any quick actions and/or attacks they are still allowed).

CHOICE CUTS

SPELL LISTS: BONE GRINDER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	YES	YES

When a character is destroyed while under the effect of this spell, all subsequent rolls made to create a bone grinder fetish or glean alchemical ingredients from the remains gain a +2 bonus. The same bonus is applied to Craft (cooking), Craft (skinning) and Craft (tanning) rolls made to process the carcass.

CHOPPING BLOCK

SPELL LISTS: WARLOCK (FARROW)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	8	3	-	NO	NO

Melee attacks made by friendly characters against enemy characters in the AOE gain an additional damage die. Chopping Block lasts for one round.

CONTAINMENT

SPELL LISTS: ARCANIST

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	YES	NO*

This spell either targets a character, a piece of equipment or an object. The target of this spell is not considered to be touched when it is handled, examined or carried, preventing it from affecting other characters positively or negatively (e.g. this prevents curses from affecting a team of occultists examining an artifact, or doctors from being infected by a diseased cadaver they are examining). This spell only stops passive effects on the target's environment (e.g. a thrall's Grave Chill (see IKUA, p. 74), or the effect of upkeep spells), but does not prevent the spell's target from making attacks or directing other characters with spoken commands (e.g. Battle Plans, Drives, or the basic Intellectual archetype benefit), and does not suppress the effects of spells on the target character that the target character is upkeeping on themselves.

When this spell targets a character rather than a piece of equipment, it only stops effects emanating from the character rather than effects caused by equipment.

The GM may rule that some effects are too powerful to be contained by this spell (e.g. the dragonblight emanating from an athanc shard), or may rule that the spell only mitigates such effects to a lesser degree.

*When this spell targets an enemy character, it is considered an offensive spell and requires a magic attack roll.

CONTROL MOMENTUM

SPELL LISTS: ARCANIST (IOSAN), FORCE SORCERER, WARCATER (CYRISS, IOSAN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	No

When rolling to determine how far a character under the effect of this spell slams, pushes or throws another character, this character's player rolls twice and chooses one of the results.

CORDON

SPELL LISTS: ARCANIST (IOSAN), FORCE SORCERER (MIKG1, p. 290)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	CTRL	WALL	-	YES	No

Place the wall template completely within the spellcaster's Control Area where it does not touch a character's base, an obstruction, or an obstacle. Characters cannot make melee attacks through the wall template, though the template does not grant concealment or cover. Furthermore, the wall template acts as an obstruction unless a character attempting to move across it succeeds at a contested PHY or STR roll, whichever is higher, against the spellcaster's WIL. On a failure, the advancing character's movement ends when their base touches the wall template.

Morgan's Notes: When a character is pushed, thrown or slammed into the wall template generated by the Cordon spell, make the same check to determine whether the character penetrates the template, but use the higher of the thrown character's PHY or the attacker's STR instead. If the contested roll fails to beat the spellcaster's WIL, treat the template area as an obstacle or obstruction (i.e. add a die to a slam damage roll).

CORTEX OVERCHARGE

SPELL LISTS: ARCANIST MECHANIK, WARCATER (CYGNAR, KHADOR, IKRPG p. 149 VERSION)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	YES	No*

The steamjack under the effect of this spell gains a number of points of focus equal to its focus maximum in each Control Phase, then immediately suffers a point of damage to its first available undamaged cortex system box.

This spell can only be cast on a steamjack with a functioning cortex. If the steamjack under the effect of this spell becomes disrupted, this spell does not expire, but the steamjack gains no focus and does not suffer cortex damage from this spell while it is disrupted (A steamjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round).

*When this spell targets an enemy steamjack, it is considered an offensive spell and requires a magic attack roll.

Morgan's Notes: Note that Cortex Overcharge has no effect on Cyristist vectors, since they have interface nodes instead of cortices.

If this spell is cast on a Colossal, roll randomly to determine whether the left or right damage grid is checked for an available undamaged cortex system box first, and if the rolled damage grid does not have an undamaged cortex system box, apply the damage to the first available cortex system box in the other damage grid instead.

CURB MENACE

SPELL LISTS: BLACKCLAD, MIST SPEAKER, PRIEST (MORROW), SHAMAN (DHUNIA)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	YES	YES

The target character loses Terror and cannot regain it while this spell is being upkeep on them, and also rolls one fewer die on Social rolls made to actively inspire fear (e.g. Intimidation or Oratory rolls).

CURSED ARMOUR

SPELL LISTS: BOKOR, SCRUTATOR, THAMARITE ADVOCATE, WARCATER (CRYX)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	YES	YES

All attacks and damage rolls against the target character are treated as Blessed (Blessed attacks ignore spell effects that add bonuses to the target character's DEF and ARM and do full damage against incorporeal characters).

DAMPEN FIELDS

SPELL LISTS: ARCANIST (IOS), WARCATER (IOS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	No	No

When rolling to determine how many power field or arcantrik force field boxes enemy characters in the AOE recover, roll twice and use the lower result. Dampen Fields lasts for one round.

DEATH TRADE

SPELL LISTS: BOKOR, MORTITHEURGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	B2B	-	-	No	No

Casting this spell on a living incapacitated character who has suffered a roll on the Injury Table (see IKRPG, p. 217, or IKU, p. 217) allows that character to re-roll the result immediately. The second result is final.

This spell can only be cast once on a character each day, and only applies to a single roll on the Injury Table.

DEFENSIVE WARPING

SPELL LISTS: BLACKCLAD, SHAMAN (DEVOURER), WARLOCK (CIRCLE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	No

When the character under the effect of this spell suffers a damage roll, that character can decide on which branch of their life spiral they begin applying the result.

DELAYED REACTION

SPELL LISTS: ARCANIST (REQUIRES CONNECTIONS: ORDER OF THE GOLDEN CRUCIBLE), WARCATER (ORDER OF THE GOLDEN CRUCIBLE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	YES	No

Friendly characters in this spell's AOE no longer trigger alchemical or magical effects when entering their AOE's (e.g. entering a cloud effect or wall template), unless the AOE in question acts as an obstruction. Characters still trigger an AOE's effects if they end their movement within it.

EMPATHIC CONNECTION

SPELL LISTS: WARLOCK (CIRCLE, FARROW, LEGION, SWAMP, SKORNE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	No

The target warbeast in the caster's battlegroup gains Empathic Transference (A warbeast with Empathic Transference can have damage transferred to it even if it has a number of fury points on it equal to its FURY stat).

ENHANCE INTEGRITY

SPELL LISTS: PRIEST OF CYRISS, WARCATER (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	YES	No

Number of points of damage friendly clockwork vessel characters in the AOE must suffer from a damage roll to risk taking internal damage is increased by 3 (This usually means the vessel must take 8 or more points of damage before suffering internal damage; see NQ47, p. 67 for details).

ENTROPIC REALIGNMENT

SPELL LISTS: PRIEST OF CYRISS

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	B2B	-	-	No	No

Casting this spell on a mechanical construct which is currently suffering the result of a roll on the internal systems damage table (see NQ47, p. 67, for details; also, note that clockwork vessels normally have two arms, which can suffer internal system damage separately) or has had to make a roll on a catastrophic damage table (see IKRPG, pp. 315-317), allows that construct to re-roll the result immediately. The second result is final.

This spell can only be cast once on a construct unless it has been fully repaired since the last application of this spell (i.e. has had all damage boxes restored and all other damage effects repaired), and only applies to a single roll on the respective tables.

ENTROPY TRANSFER

SPELL LISTS: PRIEST OF CYRISS [CLOCKWORK VESSEL ONLY], WARCATER (CYRISS) [CLOCKWORK VESSEL ONLY]

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	12	No	YES

When this spell damages a mechanical construct, the spellcaster recovers 1d3 points of damage or the amount of damage the target construct has suffered, whichever is less.

EROSIVE HEALTH

SPELL LISTS: BLOODWEAVER, MORTITHEURGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	No

After determining on which branch of the life spiral of a living character under the effect of this spell to begin marking damage, instead of working inward damage is marked clockwise in the outermost unmarked vitality points of each consecutive branch.

Morgan's Notes: This spell grants the target some protection against a single damage roll knocking out an entire aspect in one swoop. While spells like Blessing of Morrow (see IKRPG, p. 237) prevent friendly characters from suffering the effects of injury, Erosive Health makes it less likely aspects are knocked out completely by changing the distribution pattern of the damage (and once Erosive Health is no longer upkept, damage will still have been distributed this way, while characters will feel the pain of their crippled aspects when a Blessing of Morrow expires).

ERUPTION

SPELL LISTS: FIRE SORCERER, WARCASTER (PROTECTORATE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	No	No

Center a 3" AOE on all enemy characters in the caster's Control Area that are currently suffering from the Fire continuous effect, in any order chosen by the caster. All characters under the AOE suffer an unboostable POW 8 Fire blast damage roll, then the Fire continuous effect on the character under the center of the AOE expires.

ETHEREAL SANCTUARY

SPELL LISTS: ARCANIST (ORDER OF ILLUMINATION), THAMARITE ADVOCATE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	CTRL	5	-	Yes	No

Corporeal characters in the AOE cannot be damaged by the melee and ranged attacks of incorporeal undead, though an incorporeal undead's magic attacks and abilities which aren't melee and ranged attacks still have their normal effects, including doing normal damage.

This spell is intended to provide a safe space for investigators wishing to interact peacefully (or at least more safely) with ghosts.

FERAL FETTERS

SPELL LISTS: BOKOR, BLACKCLAD, SHAMAN (DEVOURER)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	8	-	-	Yes	No*

If a living non-sentient creature is destroyed while under the effect of this spell, it becomes a feralgeist (see IKU, pp. 374-375) under the caster's control as long as the upkeep is paid (this spell is upkept on the feralgeist, not on the caster; when the feralgeist created through this spell possesses a warbeast's corpse via Spiritbind (see IKU, p. 375), this spell becomes upkept on the possessed corpse instead, and is returned to the feralgeist when it exits the possessed corpse for any reason).

A creature that is destroyed while under the effect of this spell does not generate a soul token at that point, though the feralgeist will generate the soul token once this spell expires or the feralgeist is destroyed. Also, warbeasts destroyed while under the effect of this spell are unavailable as spirit bonds until this spell has expired or the feralgeist has been destroyed.

*If this spell is used on an enemy character, it is considered an offensive spell and requires a successful magic attack roll.

Morgan's Notes: This spell does not work on dragonspawn, since they have no souls. For the same reason, it does not work on Infernal horrors.

FIELD-TRANSFER INTERLINK

SPELL LISTS: WARCASTER (IOS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	No	No

Any damage points currently marked in the power fields and force fields of the warcaster's bonded suit of warcaster armour and all myrmidons in their battlegroup and in the spell's AOE can be immediately redistributed in any manner the caster chooses when this spell is cast (i.e. the caster may recharge some power fields by depleting others).

FIREPIT

SPELL LISTS: FIRE SORCERER, PRIEST (MENOTH)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	CTRL	5	-	Yes	No

Place the 5" AOE anywhere completely within the spellcaster's Control Area. Characters inside the AOE cannot inflict Fire damage or the Fire continuous effect on characters outside of the AOE (unless an attack that deals Fire damage is magical; roll one less die of damage in this case. Attacks that deal Fire damage which are also Blessed are unaffected by this spell). Additionally, the Fire continuous effect on characters inside the AOE does not expire (This will both prevent any fires from spreading outside the AOE as well as make sure they cannot be extinguished until all fuel has been consumed).

FLOW OF BLOOD

SPELL LISTS: BLOODWEAVER, MORTITHEURGE, WARLOCK (SKORNE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	B2B	-	-	No	No

After casting this spell on a living character, any number of damage points currently on that character's life spiral is immediately redistributed in any manner decided by the caster, potentially restoring crippled aspects (and possibly crippling a different aspect in the process). No damage is actually healed by this spell.

FOCUS CAPACITOR

SPELL LISTS: ARCANIC MECHANIK, WARCASTER (CYGNAR, CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	Yes	No

No focus points are removed from the target steamjack or vector at the beginning of their or their controlling warcaster's Maintenance Phases. Focus points can still be removed from the target steamjack or vector for other reasons (e.g. suffering Disruption or cortex damage).

FORCE BULLET

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	-	-	No	No

After casting this spell, the gun mage may make a single ranged attack with a firearm this turn without loading that firearm first. The attack is resolved like a regular ranged attack, including POW and RNG, but does not get an Extreme Range or an AOE even if the firearm would normally do so. This spell cannot be cast on firearms with RNG:SP. A ranged attack made with a firearm after casting this spell is a magical attack.

This spell is not a rune shot and thus requires using a quick action to cast.

The force bullet generated by this spell cannot be enhanced by rune shot spells, unless the gun mage also casts the Prime Bullet spell on it first (see MIKG1, p. 281).

When a gun mage fires a force bullet from a firearm that isn't a magelock, the firearm may be damaged or destroyed as if a rune shot had been fired from it (see "Imperfect Instruments" in IKKNG, p. 244).

FORCE SPIKE

SPELL LISTS: ARCANIST (IOSAN), CEPHALYX, FORCE SORCERER (MIKG1, p. 290), WARCASTER (IOSAN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	10	-	11	No	YES

If this spell's damage roll fails to exceed the target character's ARM, the target character suffers 1d3 points of damage instead of the damage rolled.

HYPERTROPHISM

SPELL LISTS: MORTITHEURGE, WARLOCK (FARROW WITH CONNECTIONS; THORNFALL ALLIANCE ONLY)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	YES	No

The target friendly living warbeast gains 1 additional point of vitality in each branch of its life spiral, as well as +2 STR and +2 ARM.

When this spell expires while the warbeast is injured, any damage in any circles of the warbeast's life spiral granted by this spell is immediately applied to the next unmarked circles of the warbeast's life spiral. If this reduces the warbeast to zero vitality, it is disabled and must make a roll on the Injury Table.

IMBUED ANIMUS

SPELL LISTS: WARLOCK (CIRCLE, LEGION, SKORNE, SWAMP, TROLLKIN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	No

The target warbeast in the caster's battlegroup gains the animus of one other of the warbeasts in the warlock's battlegroup in addition to its own when this spell is cast, and can be forced to use the additional animus normally as long as the target warbeast can gain the requisite fury points.

Morgan's Notes: Since the warbeast under the effect of the Imbued Animus spell actually gains the imbued animus, the warlock will retain the ability to use this animus as a spell even when there is no other warbeast left in their battlegroup with that animus (e.g. because the bond has been dismissed or the warbeast in question has been destroyed).

Furthermore, since a spell expires immediately when the same spell is cast again, but before it is resolved, a warbeast will lose its imbued animus immediately upon recasting this spell, so if there is no other warbeast left with that animus in the warlock's battlegroup, the warlock cannot imbue that animus into another warbeast.

IMPERISHABLE WALLS

SPELL LISTS: ARCANIST (RHUL), PRIEST (MENOTH), STONE SORCERER, WARCASTER (PROTECTORATE, RHUL)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	YES	No

Place a 5" AOE anywhere completely within the spellcaster's Control Area. In the caster's Maintenance Phase, any damaged sections of structures within the AOE regain 1d3 points of damage they have suffered as long as they have not been completely destroyed. Structures cannot regain damage points in excess of the remaining damage capacity they had when this spell was cast on them.

INERTIAL FIELD

From Macavity's Grimoire

SPELL LISTS: ARCANIST (IOSAN), FORCE SORCERER, WARCASTER (CYRISS, IOSAN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
4	SELF	CTRL	-	No	No

Roll twice when determining how far a character in the spell's AOE is pushed, slammed, or thrown. The spellcaster's player then chooses one of the results. Inertial Field lasts for one round.

INTERLOCKING GEARS

SPELL LISTS: WARCASTER (CYRISS; CLOCKWORK VESSEL
WARCASTERS ONLY)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	No	No

Friendly clockwork vessel characters in the AoE gain +2 ARM and cannot be knocked down while within B2B with friendly clockwork vessel characters. Interlocking Gears lasts for one round.

INVERT FIELD-FLOW

SPELL LISTS: ARCANIST MECHANIK (IOSAN ARCANIKAL
ENGINEERING ARCANE MECHANIK VARIANT),
WARCASTER (IOS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	Yes	No

During its activation, a myrmidon under the effect of this spell and under the caster's control may choose to take 1d3+1 points of damage to its force field to gain a point of focus. The myrmidon may use this ability as often as its controller desires, but if its force field does not have sufficient remaining damage boxes to take this damage, the force field is depleted but no focus is gained.

Additionally, focus gained from this spell cannot be used to regenerate the myrmidon's force field.

LIFE-SEEKER

SPELL LISTS: BLOODWEAVER, MORTITHEURGE, SHAMAN
(DEVOURER), WARLOCK (LEGION)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	Yes	No

The character targeted by this spell gains +2 to melee attack rolls against living characters and the Anatomical Precision ability (When a character with the Anatomical Precision ability hits a living character with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled).

LOAN ESSENCE

SPELL LISTS: BONE GRINDER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	Yes	No*

The effects of one bone grinder fetish worn or carried by the caster no longer apply to the caster but to the target of this spell instead.

If the caster drops the bone grinder fetish or its effects expire, this spell immediately expires as well.

*If this spell targets an unwilling or enemy character, it is an offensive spell and requires a successful magic attack roll.

LOBOTOMIZE

SPELL LISTS: WARLOCK (SKORNE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	Yes	No*

The warbeast under the effect of this spell automatically passes all threshold checks.

*When this spell targets an enemy warbeast, it is considered an offensive spell and requires a magic attack roll.

LOCK AND LOAD

SPELL LISTS: ARCANIST (MARITIME ORDER OF THE TRIDENT),
FORCE SORCERER (MIKG1, p. 290),
WARCASTER (LLAEL, ORD), WARLOCK
(SKORNE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	-	-	No	No

Casting this spell places a hand weapon or pistol in each of the caster's hands as long as they are carrying these weapons on their person at the time (e.g. in a scabbard or, possibly, even concealed in a boot). The spell also activates mechanical weapons and loads one shot of ammunition or one ammo wheel into each firearm that is drawn this way as long as the caster is carrying the appropriate ammunition on their person.

MANAGE FEED

SPELL LISTS: GUN MAGE, WARCASTER (CYGNAR)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	Yes	No

When the character under the effect of this spell makes a ranged attack using a type of chain gun (e.g. a mini-sluggger (see IKKNG, p. 96) or a metal storm (see IKKNG, pp. 108)), that character can make three additional attacks. This bonus is not cumulative with that provided by a character assisting in the firing of the chain gun (see IKKNG, p. 95).

MARK OF FRAILTY

SPELL LISTS: BOKOR, MORTITHEURGE, SHAMAN (DEVOURER),
THAMARITE ADVOCATE, WARLOCK (SKORNE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	No	Yes

When the character under the effect of this spell is directly hit by an attack and suffers a damage roll, always start marking damage in the branch of the character's life spiral or the column of the character's damage grid that was chosen by the caster when this spell was cast. Mark of Frailty lasts for one round.

MARK OF THE PHOENIX

SPELL LISTS: ARCANIST MECHANIK (IOSAN ARCANIKAL ENGINEERING ARCANE MECHANIK VARIANT), WARCATER (IOS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	YES	NO

A myrmidon under the effect of this spell ignores the effects of crippled systems and gains Phoenix Field (A myrmidon with Phoenix Field removes d6 damage points from its force field after resolving continuous effects during its Maintenance Phase; if the target myrmidon already has Phoenix Field, roll twice for the number of damage boxes removed from its force field because of Phoenix Field and use the higher result).

Morgan's Notes: This spell is essentially an Iosan variant of the Fail Safe spell (see IKRPG, p. 238), geared towards additional utility with power field-equipped myrmidons.

MESHING GEARS

SPELL LISTS: PRIEST (CYRISS; CLOCKWORK VESSEL PRIESTS OF CYRISS ONLY), WARCATER (CYRISS; CLOCKWORK VESSEL WARCATER ONLY)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	NO	NO

Friendly clockwork vessel characters in the AOE gain +2 to melee attack and damage rolls against characters in the melee range of at least one other friendly clockwork vessel character. Meshing Gears lasts for one round.

MOON'S CALL

SPELL LISTS: BLACKCLAD

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	YES	NO

When this spell is cast, all friendly Tharn, warpwolves and skinwalkers in this character's Control Area immediately transform into their bestial forms (If a character wants to resist this transformation, they must succeed in a contested Willpower roll against the caster).

In contrast to normal transformations, this transformation is painless and instantaneous. Additionally, while in this spell's area of effect the caster determines which phase of the moons holds sway over friendly characters (e.g. when determining warpwolf stats; see *Lunar Warp* in IKU, p. 433, for details).

PARASITIC PRESENCE

SPELL LISTS: BOKOR, SHAMAN (DEVOURER)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	-	-	YES	NO

When a living character within 2" of the character under the effect of this spell recovers vitality, half of the vitality

points recovered (rounded down) are recovered by the character under the effect of this spell instead.

PHANTOM ACCUMULATOR

SPELL LISTS: ARCANE MECHANIK, PRIEST OF CYRISS

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
1-4	B2B	-	-	YES	NO

The targeted mechanical device, which must not have a power source installed, becomes powered for as long as this spell is upkept, as long as the device's power draw in rune points is equal to or less than the COST of casting this spell.

PHANTOM LIMB

SPELL LISTS: ARCANIST (IKRPG, p. 122 VERSION ONLY), FORCE SORCERER (MIKG1, p. 290), MORTITHEURGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	YES	NO

The targeted living character ignores the effects of a single broken or missing hand, arm, foot or leg while this spell is upkept (The spell manifests a "replacement," so a broken arm or leg can recover normally in the meantime).

Morgan's Notes: The Phantom Limb spell can also be used to manifest a limb when a character still is in possession of all of their limbs, e.g. potentially allowing them to free themselves from restraints with the additional limb they have just manifested.

However, the phantom limb is only as agile as its real counterpart, so depending on the nature of the restraints the character might be out of luck trying to reach a lock or knot; additionally, the GM is encouraged to inflict some penalties when this spell is used to add a limb to a character who has not actually lost a limb, as the spell does not allow a character to effectively coordinate a limb he still has as well as the phantom limb. Last but not least, phantom limbs always appear in the same location as the regular appendages of their kind, e.g. the wrist, elbow, or shoulder, which may be particularly inconvenient when the original limb is still present.

PHOENIX TOUCH

SPELL LISTS: ARCANIST MECHANIK (IOSAN ARCANIKAL ENGINEERING ARCANE MECHANIK EQUIVALENT), WARCATER (IOS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	5	-	-	NO	NO

The targeted character with a power field or force field (i.e. a warcaster wearing a bonded suit of warcaster armour, or an Iosan myrmidon with a force field) immediately recovers power field boxes or force field boxes as if that character had just spent a point of focus to that effect. A myrmidon must have a non-crippled Field

Generator system to benefit from this spell, but does not need to have a non-crippled cortex.

The force field recovery granted by this spell is in addition to other ways to regenerate a depleted force field.

PROJECT POWER FIELD

SPELL LISTS: WARCASTER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	-	-	YES	NO

The caster immediately gains a power field with six damage boxes, three of which are marked at the point of time the spell is cast but may be regenerated by spending additional focus normally. The power field generated by this spell behaves like a regular power field in all respects (see IKRPG, p. 289, for power field rules).

A character can only have one power field at the same time, no matter whether from this spell, equipment or abilities.

PROJECT PRESENCE

SPELL LISTS: ARCANIST (ARCANIST-SPY ONLY), CEPHALYX, MIST SPEAKER, THAMARITE ADVOCATE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	-	-	YES	NO

The caster creates a perfectly convincing illusory image of themselves within 6" of their current location and within their line of sight. The illusory image activates at the same initiative as the caster and moves at the same speed, but is unaffected by terrain. The caster can perceive and speak through the image as well as make it move about (suffering a -2 penalty to Social skill rolls when doing so) as long as it is within their Control Area. The caster can still move the image even when it is outside of his Control Area, but obviously cannot make it interact convincingly with terrain (e.g. walking up stairs instead of passing through the steps) when doing so.

The projected image is incorporeal and completely unaffected by all attacks and abilities unless they can dispel magical effects. Abilities that allow a character to ignore Stealth also allow them to recognize the image as being illusory.

The projected image is not marked by the glowing runes that usually accompany spellcasting, but the caster is.

RADIANT EXPONENT

SPELL LISTS: ARCANIST, PRIEST (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	-	-	YES	NO

When casting this spell, place a marker that represents this spell at any point within this spell's range and within the spellcaster's line of sight. While Radiant Exponent is being upkeep, any upkeep spell the spellcaster casts and

upkeeps on themselves affects the marker instead (Usually, this spell is used to protect an area with an area-of-effect spell like Aura of Protection or Force Field while freeing the spellcaster to be somewhere else, as long as they stay within Radiant Exponent's upkeep range).

The marker placed by this spell is a stationary tiny small-based model with DEF 6 and no back arc that does not block line of sight and can be moved through by any character. While it is a highly visible swirl of runes, the marker cannot be affected by any attacks or abilities except by those that can cause spells to expire. If the marker expires while the spellcaster has an upkeep spell on themselves, that upkeep spell also immediately expires.

RAMPAGE

SPELL LISTS: FORCE SORCERER (MIKG1, p. 290), WARLOCK (FARROW)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	-	-	NO	NO

The spellcaster gains the ability to perform a Trample power attack (see IKRPG, p. 314) as well as +2 to all Trample damage rolls, but may only make attacks that use the Unarmed Combat skill while trampling. Rampage lasts for one round.

REPURPOSE SYSTEMS

SPELL LISTS: PRIEST OF CYRISS, WARCASTER (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	NO	NO

Casting this spell on a clockwork vessel character repairs the result of a single failed roll on the Clockwork Vessel Internal Damage Table (see NQ48, p. 67). Immediately after the damaged system has been restored, the target character suffers 1d3+1 points of damage. This spell cannot be cast on clockwork vessels which cannot suffer this damage for any reason, though it still takes effect normally even if the clockwork vessel is destroyed by the damage suffered.

Morgan's Notes: This spell is only cast as a last resort on a heavily damaged clockwork vessel which has already suffered damage to its essence chamber, potentially sacrificing the vessel to make sure the essence chamber survives, or to restore a critical system to a clockwork vessel that has suffered some sort of fluke damage but is otherwise expected to easily survive the effects of this spell repurposing some of the vessel's structure.

REROUTE SYSTEMS

SPELL LISTS: PRIEST OF CYRISS, WARCASTER (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	No	No

This spell must target a friendly clockwork vessel character who is currently suffering the result of a roll on the internal systems damage table but still has at least one undamaged internal system (see NQ47, p. 67, for details; also, note that clockwork vessels normally have two arms, which can suffer internal system damage separately).

Once this spell has been cast, swap the result of one roll on the clockwork vessel internal damage table with another result chosen by the caster that the clockwork vessel has not suffered yet (e.g. a result of 6 – a damaged essence chamber – may become a result of 3, 4 or 5, restoring the essence chamber by sacrificing an arm or the vessel's power or movement system).

RUNE SHOT: BREAKER

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
1	SELF	CTRL	-	No	No

The spellcaster's next rune shot attack may damage inanimate structures (see IKRPG, p. 223, for rules on attacking and damaging inanimate structures; usually, it is also necessary to add Rune Shot: Brutal so that the rune shot can actually do any damage).

RUNE SHOT: BURROWING BULLETSPELL LISTS: GUN MAGE (RESTRICTED), PISTOL WRAITH
SPELLSLINGER, SATYXIS GUNSLINGER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF*	CTRL	-	YES*	No

When a living character suffers damage from a rune bullet enhanced by this rune shot, that character will start suffering 1d3 points of damage to a randomly determined branch of his life spiral in each Maintenance Phase. Additionally, the aspect represented by that branch of the character's life spiral is also considered crippled until the character's next Maintenance Phase (if the target only uses a single vitality track, Physique is considered crippled, inflicting -2 STR).

The target of this rune shot will keep suffering damage and a crippled aspect until the rune shot is dispelled, the caster no longer upkeeps the spell (remember that the upkeep range is ARCx60 feet), the target character dies, or the burrowing bullet is removed by making a successful INT+Medicine roll against a target number equal to the caster's WIL+4 as a full action.

*This spell is upkept on the character hit by the rune shot, not on the gun mage.

Morgan's Notes: Rune Shot: Burrowing Bullet is a terror weapon – it is not meant to be effective at killing, but to

sow panic and disrupt a gun line by having the rune shot's victim requiring the aid of one or more allies, unless they're happy to watch them die screaming.

A non-Cryxian gun mage should only gain access to this rune shot through some dark bargain; being caught using it will certainly invite extreme retribution if the gun mage should be unlucky enough to be captured by the victim's comrades (Simple execution might, at this point, be considered the most charitable prospect).

RUNE SHOT: BURST

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	-	-	No	No

The spellcaster's next rune shot attack becomes RNG:SP8. No further rune shots may be used to enhance this attack, with the exception of Rune Shot: Silencer (see IKRPG, p. 244), Rune Shot: Arcane Reload (see MIKG1, p. 282), and rune shots that change the damage type of the rune shot attack.

RUNE SHOT: BUZZING BULLET

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	3	-	No	No

When making a rune shot attack enhanced by this spell, instead of targeting a character the spellcaster places a 3" AOE anywhere within the RNG of the gun mage's gun and in their LOS. Characters who enter this AOE or end their activation in it suffer an unboostable damage roll with a POW equal to that of the gun the shot was fired from. This damage roll is considered to be inflicted by a ranged attack and is magical. Rune Shot: Buzzing Bullet lasts for one round.

A rune shot enhanced by this spell can only be further enhanced by Rune Shot: Silencer (see IKRPG, p. 244), Rune Shot: Arcane Reload (see MIKG1, p. 282), or rune shots that change the damage type of the rune shot.

RUNE SHOT: DESIGNATE TARGET

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
1	SELF	CTRL	-	No	No

When the rune bullet enhanced by this rune shot directly hits a character, the gun mage may designate a friendly character within their Control Range. That character's next firearm ranged attack roll against the character hit is boosted. Rune Shot: Designate Target lasts for one round.

The gun mage who has fired a rune bullet enhanced by this spell may also designate themselves as the recipient of this rune shot's bonus.

RUNE SHOT: DISPLACED REPORT

From Old Crowle's Grimoire

SPELL LISTS: GUN MAGE, PISTOL WRAITH SPELLSLINGER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	No	No

When firing a rune bullet enhanced by this rune shot, the shot's point of origin can be made to appear to be anywhere in the caster's Control Area (including muzzle flash and blasting powder smoke and smell, as well as the sounds of the shot and the bullet whizzing past. The bullet is still truly fired from the gun mage's position). Characters who can ignore Stealth will automatically see through this illusion, however.

Casting this rune shot on a rune bullet before casting any other rune shots also displaces the appearance of runes caused by casting further rune shots on the same bullet to the designated apparent point of origin; similarly, a character with the Magic Sensitivity Gifted archetype benefit (see IKRPG, p. 115) will identify the location to which the shot has been displaced as the location of the caster. This spell by itself does not cause runes to appear or trigger Magic Sensitivity.

Morgan's Notes: Rune Shot: Displaced Report has so far only been observed in use by a pistol wraith spellslinger who used it to frame others for his attacks in a tense situation while using his incorporeal nature to quickly and stealthily change position. Unsurprisingly, the wraith was nearly successful at setting those present against each other.

RUNE SHOT: INTERCEPTOR

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	No	No

When a character within this spell's AoE and within the gun mage's line of sight would be directly hit by a ranged attack, the gun mage may immediately fire the bullet that has had this rune shot cast on it to make that ranged attack automatically miss.

This spell has no effect on ranged attacks with RNG:SP.

Rune Shot: Interceptor lasts for one round or until the rune bullet is fired, whichever comes first.

RUNE SHOT: MAN-CATCHER

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	-	-	No	No

When a living character is directly hit by a rune bullet enhanced with this spell and incapacitated by that rune bullet's damage roll, the character hit does not make a roll on the Injury Table but is always concussed.

RUNE SHOT: POLARIZER

From Macavity's Grimoire

SPELL LISTS: GUN MAGE (CYGNARAN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	-	-	No	No

Characters hit by this rune shot take no damage but become negatively charged for one round, attracting lightning strikes in their vicinity and granting any ranged attacks against them that deal electrical damage +5" RNG during this time.

RUNE SHOT: REPLACE BULLET

SPELL LISTS: GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	No	No

After completely resolving an attack made with a rune bullet enhanced by this spell, roll 1d6. On a result of 2-6, the rune bullet reappears in the gun it was fired from, back in its casing and with its charge of blasting powder also restored, and may be fired again. On a result of 1, the bullet also reappears in the gun it was fired from and with its blasting powder charge restored, but is now only a normal bullet, not a rune bullet. Rune Shot: Replace Bullet lasts for one round or until the bullet has been fired, whichever comes first.

Morgan's Notes: While great for economic use of rune bullets at the cost of a vastly increased strain to the gun mage's arcane reserves, an additional benefit of this rune shot spell is that it cleans up evidence – there is no bullet lodged in the wound, and no empty casing (though such a strange occurrence points toward a Gifted attacker all by itself, of course).

Also, note that if a rune shot was fired using the Prime Bullet spell (MIKG1, p. 281), Rune Shot: Replace Bullet will only ever return a regular bullet, not a rune bullet.

SALLY PORT

SPELL LISTS: ARCANIST (RHUL), STONE SORCERER, WARCASTER (RHUL)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6	3	-	Yes	No

When this spell is cast, place the 3" AoE anywhere completely within range and within the caster's line of sight. Friendly characters may draw lines of sight through any part of an obstacle completely covered by the AoE, ignoring any cover provided by the obstacle, and may advance unhindered through parts of an obstacle completely covered by the AoE as long as they move completely past the obstacle.

Morgan's Note: It should be noted that the walls of most major fortifications are thick enough to make this spell a less than useful way of gaining entry, especially considering such walls tend to be thicker at the base.

While gates would offer a more convenient place to utilise this spell, they also tend to be more heavily guarded, as they are a fortification's natural weak points.

SALVAGE FIELD

SPELL LISTS: WARCASTER (IOSAN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	8	-	-	YES	NO*

This spell can only target characters with power fields or arcantrik force fields, like warcasters wearing powered suits of warcaster armour or Iosan House Shyeel myrmidons. When the target character suffers damage to their power field, the spellcaster's power field immediately recovers a number of damage boxes equal to the damage boxes the target's power field has suffered.

*When this spell targets an enemy character, it is considered an offensive spell and requires a magic attack roll.

SECRET LIGHT

SPELL LISTS: ARCANIST (ARCANIST-RANGER AND ARCANIST-SPY ONLY), THAMARITE ADVOCATE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	YES	NO

The area around the spellcaster glows with enough light for anyone within their Control Area to see in darkness (see IKRPG, p. 225). However, this light does not illuminate anything outside of the caster's Control Area, and characters outside of the spell's AOE cannot see that the area in the AOE is illuminated unless they can ignore camouflage or stealth (e.g. through the True Sight spell, IKRPG, p. 245).

SOLOVIN'S LIGHT*

SPELL LISTS: PRIEST (MORROW, SCYRAH*)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	NO	NO

The time during which any grievously injured friendly character in the spell's AOE can be stabilised before dying is reset when this spell is cast (i.e. the characters affected by this spell can survive another PHY rounds each; see the Injury Table, IKRPG, p. 217 for details).

*This spell is also known as *Scyrah's Light* to Iosan Priests of Scyrah.

Morgan's Notes: Yes, if need be, Solovin's Light can be recast as many times as desired – though many priests may understandably become reluctant to keep doing so after a while if all they can do is stave off death and prolong suffering.

For the most part, this spell is learned by battle chaplains, since they may have to commonly deal with large numbers of casualties occurring very quickly.

SOUL PARASITE

SPELL LISTS: ARCANIST, CEPHALYX, MORTITHEURGE, THAMARITE ADVOCATE, WARCASTER (CRYX), WARLOCK (SKORNE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	YES	NO*

When casting spells, the spellcaster may spend focus or fury points on a spellcaster under the effect of this spell, or have a spellcaster under the effect of this spell gain fatigue in their stead (but may not cause the targeted spellcaster to gain more fatigue than their ARC this way).

*When this spell targets an enemy character, it is considered an offensive spell and requires a magic attack roll.

SOUL VESSEL

SPELL LISTS: EXTOLLER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	6"	-	-	YES	NO*

When collecting soul tokens, the caster can deposit them in a living character under this spell and inside their Control Area instead of holding them themselves. The character under this spell can hold a number of soul tokens equal to the lower of their INT or PER or their ARC, whichever is highest, but can only hold a soul token for a maximum of six hours or until this spell expires, whichever comes first. As long as the character under this spell is holding a soul token, they also suffer a -2 penalty to all rolls, as their own soul rebels against the foreign presence.

The souls held in a soul vessel may be manipulated as if they were held by the caster while the soul vessel is in the caster's Control Area (which usually means depositing them in sacral stones).

*If this spell targets an unwilling character, it is considered an offensive spell and requires a magic attack roll. However, Extollers usually only use this spell on friendly Skorne or on restrained captives.

SOUL WELL

SPELL LISTS: ARCANIST, EXTOLLER, MIST SPEAKER, PRIEST (SCYRAH), SHAMAN (DHUNIA)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	NO

When casting spells, the spellcaster under the effect of this spell may spend focus or fury points on the caster of this spell, or have the caster of this spell gain fatigue in their stead (but may not cause the caster of this spell to gain more fatigue than their ARC).

SPELL SATELLITE

SPELL LISTS: ARCANIST, PRIEST (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	YES	No

This spell must target a friendly spellcaster, who can then channel spells through the character who has cast Spell Satellite (see IKRPG, pp. 233-234, for details on channeling). Use the smaller of the Control Areas of the character who has cast Spell Satellite and the targeted spellcaster to determine channeling range.

SUPPRESS ELEMENTS

SPELL LISTS: BLACKCLAD

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
4	8	-	-	YES	YES

The character targeted by this spell cannot deal Corrosion, Cold, Electrical or Fire damage, and the target's Corrosion, Cold, Electrical or Fire attacks cannot cause any additional effects like rendering the target stationary, disrupting it or inflicting continuous effects. If the target character's Corrosion, Cold, Electrical or Fire attacks are magic attacks, they work normally, but roll one less die when making damage rolls. If the target character's attacks are blessed, they are unaffected by this spell.

SUPPRESS FIRE

SPELL LISTS: ARCANIST, BLACKCLAD, FIRE SORCERER, SCRUTATOR

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	8	-	-	YES	YES

The character targeted by this spell cannot deal Fire damage, and the target's Fire attacks cannot cause the Fire continuous effect. If the target character's Fire attacks are magic attacks, they work normally, but roll one less die when making damage rolls. If the target character's attacks are blessed, they are unaffected by this spell.

TEMPESTUOUS WATERS

SPELL LISTS: BLACKCLAD, CROAK CONJOINED TWIN, MIST SPEAKER

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	CTRL	-	YES	No

Characters in the AoE lose all benefits of the Amphibious rule except for the abilities to stay submerged for extended periods of time and being able to gain concealment when in water (i.e. such characters now treat shallow water as rough terrain and find moving in deep water just as difficult as characters without the Amphibious trait. Note that the exact abilities conferred by the Amphibious rule differ between creatures).

TOOL KIT

SPELL LISTS: ARCANE MECHANIK, PRIEST (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	SELF	-	-	YES	No

The spellcaster is considered to be equipped with a mechanic's tool kit (see IKRPG, p. 275) while under the effect of this spell. This spell provides no spare parts and does not allow any other characters to cooperate when working on mechanical or mechanical items (since there are no actual tools to share).

TRACE TRAJECTORIES

SPELL LISTS: GUN MAGE, WARCASTER (CYGNAR, ORD, IKRPG P. 149 VERSION)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
1	SELF	CTRL	-	YES	No

While this spell is being upkept, the spellcaster sees the trajectories of all missiles (e.g. thrown weapons and bullets) that pass through this spell's AoE as burning trails for one round after an attack has been made, enabling the spellcaster to easily spot hidden sniper perches even when they use silent or silenced weapons.

Morgan's Notes: While eminently useful for bodyguards, and famously used by some of the Order of the Amethyst Rose gun mages in Llael, the spell is not foolproof, as it still requires line of sight and a reasonably long trajectory to leave a visible trail – if the gun mage is facing the other way and is prevented from turning around quickly enough, or if a ranged attack is made behind an obstacle (e.g. under a table) or at extremely short range (e.g. by jamming a pistol into the target's gut), this spell can be made to fail to reveal the trajectory.

TRANSFER BARRIER

SPELL LISTS: WARCASTER (CYGNAR, IOSAN, PROTECTORATE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	YES	No

Friendly living characters in the spell's AoE may spend a focus point on the spellcaster to gain +5 ARM against the result of a single damage roll. No more than one focus point may be spent this way per damage roll.

TRANSFER MOMENTUM

SPELL LISTS: WARCASTER (CYRISS, IOSAN)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	YES	No

When a friendly character in this spell's AoE resolves slamming, pushing or throwing another character with a melee attack, they may spend a point of focus on the caster to be considered one base size larger than they are (Slam, push or throw distances are halved when the attacking character has a smaller base size than the targeted character. Add +2 to slam or throw distances

when the attacking character has a larger base size than the target character).

TRANSFER SPELL

SPELL LISTS: ARCANIST

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
1	6	-	-	No	No*

An upkeep spell currently being upkeep by the caster is removed from the character the spell is currently being upkeep on and applied to a different eligible character within this spell's range instead (which is often cheaper than simply recasting the spell).

*If the upkeep spell transferred by this spell is an offensive spell and/or the target character is an unwilling recipient for that upkeep spell, this spell is also considered an offensive spell and requires a magic attack roll.

*When this spell targets an enemy character, it is considered an offensive spell and requires a magic attack roll. The character targeted by this spell has no way to end the spell once it has been successfully cast except by moving out of upkeep range, so it is possible to use this spell as a form of psychological warfare as long as the spellcaster is able and willing to go through the experiences they want to force on their target.

Morgan's Notes: More than one would-be inflicter of tortures has fallen foul of the fact that they cannot choose what a victim subjected to this spell observes, either – which has led to victims observing information they would not have been able to otherwise gain, or allow a restrained captive to see a way to free themselves they could not have spotted from their own vantage point.

WHITE PENNY

SPELL LISTS: ARCANIST (MARITIME ORDER OF THE TRIDENT),
GUN MAGE

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	6	-	-	Yes	No

The character under the effect of this spell is not considered to be engaging other characters in melee for the purposes of making ranged or magic attacks against characters this character is engaged in melee with, and is never considered a valid target when a ranged or magic attack targeting a character in melee misses.

WILDFIRE

SPELL LISTS: BLACKCLAD, FIRE SORCERER, WARCASTER
(PROTECTORATE)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
2	SELF	CTRL	-	Yes	No

Whenever an enemy character in this spell's AOE suffers the Fire continuous effect, the closest enemy character within 5" and within this spell's AOE also suffers the Fire continuous effect. The Fire continuous effects generated by this spell do not cause further Fire continuous effects.

WITNESS

SPELL LISTS: ARCANIST, BLACKCLAD, CEPHALYX, MIST
SPEAKER, PRIEST (CYRISS)

COST	RANGE	AoE	POWER	UPKEEP	OFFENSIVE
3	8	-	-	Yes	No*

The character under the effect of this spell can see and hear everything the spellcaster sees and hears as long as the spellcaster and the target character are within upkeep range of each other (ARCx60 feet). The target character suffers a -2 penalty to skill rolls from distraction while this spell is in effect.

Ritual Magic

See IKWA, pp. 60-63, for general ritual magic rules.

BONEFIRE

From Macavity's Grimoire

Difficulty: 14

Knowledge: Widespread

Duration: 1 hour

Description: This ritual wards off evil spirits by burning a large pyre of bones – literally, a bone fire. Originally an ancient Menite ritual during which the bodies of the spawn and worshippers of the Devourer as well as heretics were burned with Menoth's sacred fire to protect Menite villages, it spread far and wide through all the human kingdoms and is still carried out in rural communities to this day – though exclusively using the carcasses of livestock rather than human bodies in Morrowan lands.

Once the ritual has been completed successfully, embers can be taken from the pyre, and the light from these embers extends the wards as far as the meager light from the embers reaches. These embers are often carried away to burn in the hearths of homes or placed in hollowed-out gourds carved with frightening faces and placed by the doorways of homes to keep evil spirits away.

Special Rules: A bonfire is a massive 4-foot diameter and 4-foot tall pyre of the burning bones of six carcasses and a small tree's worth of firewood that illuminates an area with a radius of 48 feet (8") with bright light and a further area with a radius of up to 96 feet (16") with dim light, and protects the illuminated area as per the Warding Circle Gifted archetype benefit (see IKRPG, p. 115), except the bonfire's effects do not alert any individual to the presence of intruders.

The bonfire's protection only extends to areas illuminated by the flames, though the protection also extends to areas illuminated by embers pulled from the fire as long as these embers continue to be within the area illuminated by the initial pyre. Embers withdrawn from the bonfire as part of the ritual remain aflame, illuminating an area with a radius of 4" (24 feet) around them with dim light, until they either leave the area illuminated by the pyre or the pyre has burned out, whichever comes first, but they only extend the protection if they illuminate a location until the pyre has burned down completely.

Modifications:

- **+2 difficulty, ritual's duration is 2 hours:** The ritual's protection lasts for ARC weeks.
- **+2 difficulty, bonfire twice the size (requiring**

a large tree's worth of firewood and a dozen animal carcasses): The ritual protects an area with twice the radius around the pyre (16" (96 feet)/32" (192 feet); since a larger area is illuminated, the protection can also be extended into more homes through embers pulled from the pyre).

- **+4 difficulty, ritual's duration is 4 hours:** The ritual's protection lasts for ARC months.
- **+6 difficulty, bonfire four times the size (requiring two large trees' worth of firewood and two dozen animal carcasses):** The ritual's protection extends for up to the ritualist's ARC in miles from the pyre, but only to areas with a direct line of sight to the flames (When performing this version of the ritual, no embers may be pulled from the fire, and the ritual is usually performed on a hilltop or specially built tower).
- **+6 difficulty, ritual's duration is 4 hours:** The ritual's protection lasts for half a year.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect.
- **Fail by 5-7:** The ritual fails to take effect, and the pyre attracts 1d6 predators native to the area.
- **Fail by 8-9:** The ritual fails. It also attracts 2d6 predators native to the area and produces a single feralgeist (see IKU, pp. 374-375) from the flames.
- **Fail by 10 or more:** The ritual fails to take effect. It also attracts 3d6 predators native to the area and summons 1d6 feralgeists from the carcasses in the pyre.

CHARGED BULLET

Difficulty: 12 plus the total rune shots' COST (see Special Rules)

Knowledge: Exclusive (Arcane Tempest (Cygnar), Order of the Amethyst Rose (Llael))

Duration: 1 hour

Description: This ritual charges a rune bullet with rune shot spells so it can be used later without draining the gun mage, at the cost of the risks of engaging in ritual magic and not being able to change that bullet's runic load later.

Special Rules: The gun mage performing the rite may charge a rune bullet with a predetermined set of rune shot spells that they know. The rune bullet may then be used with the rune shots imbued during the casting of the ritual without requiring the gun mage to gain fatigue or expend focus or fury upon firing the bullet, though the gun mage

cannot decide to omit any of the rune shot spells the bullet has been charged with, nor can they cast additional rune shot spells on the charged bullet. A rune bullet remains charged for ARC days; after this period of time has elapsed, the bullet can be re-enchanted with this ritual or used as a regular rune bullet again.

Please note that a charged bullet must still be fired by a gun mage to work as a rune bullet (though it need not be fired from a magelock gun; using a non-magelock gun to fire a charged bullet entails the usual risks of damaging the firearm in question (see “Imperfect Instruments” in IKKNG, p. 244)). The gun mage firing the charged bullet need not be able to cast the rune shot spells the bullet is imbued with, however, so one gun mage could enchant a charged bullet for use by another.

This ritual cannot be assisted.

Modifications:

- **+2 difficulty, +30 minutes of duration:** Up to ARCx2 bullets are enchanted (all bullets receive the same rune shot spells).
- **+2 difficulty:** The ritual's effects lasts for ARC weeks.
- **+2 difficulty:** The rune bullet may be used by another gun mage as well instead of only the gun mage who enchanted the bullet.
- **+4 difficulty, +1 hour of duration:** The ritual's effects last for ARC months.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect. The gun mage does not suffer any damage from this degree of failure.
- **Fail by 5-7:** The ritual fails to take effect, and the rune bullets burn out, ruining them, though the gun mage does not suffer any damage from failing the ritual.
- **Fail by 8 or more:** The ritual fails to take effect, and in addition to all other penalties the rune bullets explode, causing the gun mage to suffer the normal damage roll for failing a ritual.

DELUDE

Difficulty: Target character's Willpower

Knowledge: Exclusive (or, to be more precise, forbidden – this ritual is considered a form of mesmerism, and practice or just knowledge of it is subject to harsh penalties if discovered. Usually, only arcanists with Thamarite leanings know this ritual, though bog trog mist speakers are also suspected to have similar knowledge.)

Duration: 10 minutes

Description: This ritual causes the subject to perceive the world in a manner different from what it is, in a manner specified by the ritualist (though elaborate delusions can be very, very difficult to generate). It is usually employed for subtle long-term manipulation.

Since the ritual only alters the subject's perceptions onward from the time the ritual is used, most subjects are drugged while the ritual is being performed so they do not know they are being mesmerised. Sometimes, however, it is possible to trick individuals into believing they are being subjected to a completely different, possibly beneficial, kind of ritual.

Special Rules: In its basic form, a simple sensory impression can be changed (e.g. the target can be rendered incapable of noticing they are drunk so they will keep drinking, possibly to the point of imbibing dangerous amounts of alcohol, or can be made to misinterpret a sensory impression for one sense, e.g. they may think a foul smell is actually pleasant).

A basic delusion lasts for a number of hours equal to the ritualist's ARC. It is possible to demonstrate to the subject that their perceptions are false, but this will not allow them to penetrate the delusion.

It should be noted that this ritual's effects do not become apparent to characters with the Magic Sensitivity Gifted archetype benefit (see IKRPG, p. 115).

The ritualist cannot be assisted by other ritualists when performing this ritual.

***Morgan's Notes:** While it shouldn't come as a surprise that this ritual sees some use during espionage and interrogation, this is actually a lot harder to pull off than one might think at first glance.*

To provide an example, if the ritualist intends to delude a captured spy into thinking that an interrogator is actually an ally (or even superior), they need to know the intended ally to fabricate a convincing delusion (otherwise, the ritual's subject will simply think that the interrogator looks a lot like someone they know, but will probably not act on that similarity alone). Additionally, even if the delusion is perfect, the interrogator probably doesn't know the correct challenge-and-response key phrases that could make a captured spy reveal anything.

Modifications:

- **+2 difficulty, +20 minutes of duration:** The delusion lasts for a number of days equal to the ritualist's ARC.
- **+4 difficulty, +1 hour of duration:** The delusion lasts for a number of weeks equal to the ritualist's ARC (not cumulative with the lesser modification for extending the ritual's effects).
- **+2 difficulty, +10 minutes of duration:** The subject will misperceive an object or person as being a different object or person, as long as some

similarities exist (e.g. one human may be misperceived as being a different human (or even an Iosan or Nyss), but a human couldn't be made to be misperceived as a trollkin or dwarf).

- **+4 difficulty, +30 minutes of duration:** The subject will misperceive an object or person as being a different object or person, even when the object or person is very different from what it is misperceived as (e.g. the subject could be made to believe a door is blocked by a boulder just because a pebble has been placed before it. Not cumulative with the lesser modification for creating elaborate delusions).
- **+6 difficulty, +1 hour of duration:** The subject will misperceive an entire situation (e.g. they may think they are hiding in an inn when they are really incarcerated). The subject will interpret all evidence and encounters as fitting the narrative set by the ritualist and fill in blanks and inconsistencies automatically, though if the real situation drastically diverges from the false narrative, the subject likely will at least realize *something* is off (though they will probably be unable to identify what is real and what is delusional; e.g. by freeing the subject mentioned above from incarceration, they may suddenly “transition” from an “inn” to the woods around an enemy fortress, but be quite unable to tell whether the “inn” or the woods are the delusion). If the ritualist wants specific individuals to be misperceived as specific different individuals as well, the respective modifiers for these delusions must be added as well.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect. Instead of the usual penalties for failing a ritual, the ritualist merely suffers a -2 penalty to all rolls made to affect another person's mind through magical means (e.g. when making contested Willpower rolls) until they have had a good night's sleep.
- **Fail by 5-7:** The ritual fails to take effect. Instead of the usual penalties of failing a ritual, the ritual suffers the penalties of the lesser degree of failure. Additionally, if the ritualist fails a Willpower roll against the ritual's target number, they suffer a minor form of the delusion they intended to inflict for ARC+2d6 hours (for example, if the ritualist wanted the subject to misperceive a cheaply printed book as being the rare grimoire they were looking for, the ritualist may become unable to read while the failed ritual's aftereffects last, as writing seems to shift and waver whenever they try to read any text).

- **Fail by 8 or more:** The ritual fails to take effect. Instead of the normal penalties for failing a ritual, the ritualist suffers the penalties for the smallest degree of failure, and suffers from the same delusion they wanted to inflict on their subject for ARC days. Succeeding on a Willpower roll against the ritual's target number halves the time the ritualist suffers from this delusion.

DUEL ARCANES

Difficulty: 14

Knowledge: Widespread (or, to be more correct, not restricted; many arcanist organisations simply do not resort to this ritual)

Duration: 10 minutes

Description: Developed so that arcanists can more safely train their combat spells, as well as in order to allow them to resolve disputes and duels of honour in a less lethal manner, this ritual dampens the spells of the participants to mere shadows of their true power.

Casting this ritual involves marking out a circle in which the participants' spells are dampened. Voluntarily leaving this circle is usually considered forfeiting the duel, while being forced to leave by one's opponent is considered being defeated.

Special Rules: When characters affected by this ritual cast spells, these spells cannot inflict continuous effects. Additionally, when a character is disabled by a spell cast by a character under the effect of this ritual, that character does not roll on the Injury Table and always suffers the Concussed result instead (see IKRPG, pp. 216-217). The ritual's effects last for 1 hour; if a character affected by the ritual leaves the ritual circle, that character is also no longer affected by the ritual, even if they subsequently reenter the circle (The maximum size of the ritual circle is the ritualist's Control Area).

The ritual can only affect willing characters; if any target character is unwilling, the ritual simply expires at once (usually, a character with the Magic Sensitivity Gifted Archetype benefit watches over the ritual in order to make sure it is working as intended, though it's not possible to say which participant is responsible for causing the ritual to fail. Often enough, having the ritual fail in this manner will also cause the duelists to come to blows for real, accusing each other of ungentlemanly conduct, and will definitely lead to suspicion if either side comes to harm in the aftermath of a failed ritual).

If used by accomplished arcanists, the Duel Arcane ritual is usually jointly performed by the individuals who are about to engage in the duel (often enough simply as a matter of pride and honour), though it is just as common

that the seconds or a neutral party perform the ritual instead.

Modifications:

- **+2 difficulty:** The ritual affects two spellcasters who aren't performing this ritual themselves.
- **+2 difficulty, +10 minutes of duration:** The ritual affects a total number of individuals up to the ritualist's ARC (As long as the ritualists are among the number of characters affected, the penalty for casting the ritual on others does not apply).
- **+4 difficulty, +20 minutes of duration:** The ritual affects a total number of individuals up to twice the ritualist's ARC (As long as the ritualists are among the number of characters affected, the penalty for casting the ritual on others does not apply).

Failure:

- **Fail by 4 or less:** The ritual fails to take effect, but if any of the ritualists is disabled by the damage suffered from a failed ritual, they only suffer the Concussed result on the Injury Table.
- **Fail by 5 or more:** The ritual fails to take effect, and the ritualists suffer damage from failing the ritual normally.

FORBIDDANCE

Difficulty: 14

Knowledge: Widespread

Duration: 1 hour

Description: This very commonly practiced ritual imbues an area with supernatural dread in an attempt to dissuade intruders. While by no means foolproof, the clear warning that this ritual sends is usually enough to deter any but truly determined intruders.

The ritual always involves marking the perimeter of the warded area in some way. In the wilds, poles with skulls on them are erected, but in civilized circumstances this may involve erecting leering gargoyles or statues of guards with stern expressions.

Special Rules: A living character wishing to enter the warded area must overcome Terror [the ritualist's Willpower +2]. The ritual's effects never force a character to flee unless they are already in the warded area (e.g. because they were carried inside), but if the characters cannot overcome their fear, they cannot enter the warded area and must remain outside its perimeter (It should be noted that even characters who make their Willpower rolls will continue to feel uneasy in the warded area).

The ritual can ward an area of up to the size of the ritualist's Control Area.

A Forbiddance normally remains in effect until the next new moon of Calder (i.e. for one month). While the ritual is commonly renewed on such occasions, many sites will have developed an eery reputation while the ritual was in effect, which is a major reason why many ritualists eventually allow the ritual to lapse and only reinvest the area when it is truly required.

Modifications:

- **+2 difficulty:** The ritualist may double their ARC when determining the size of the warded area.
- **+2 difficulty, +1 hour of duration:** The ritualist creates an exclusion that allows individuals to enter the warded area without suffering the ritual's effects. When excluding only specific individuals, they must be present during the casting, but other exclusions are also possible (e.g. the ritual does not affect anybody wearing a certain ceremonial costume or item or performing a certain short ritual at the warded area's perimeter before entering, or is not in effect during a certain part of the day (e.g. allowing free entry during the daytime or only during dawn or dusk)).
- **+3 difficulty:** The ritual inflicts Terror [the ritualist's Willpower +6].
- **+4 difficulty, +2 hours duration:** The ritual's effects remain in power for a year.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect.
- **Fail by 5-7:** The ritual fails to take effect, and all participants must succeed at a Willpower roll against the Terror the ritual was supposed to inflict. If the roll fails, for one week the participants will suffer from a -1 penalty to all skill rolls and attacks while they are in the area the ritualists wanted to ward.
- **Fail by 8 or more:** The ritual fails to take effect, and the participants automatically suffer from a -1 penalty to all skill rolls and attacks while in the area they wanted to ward. This penalty lasts for as long as the ward was supposed to last or until the ritualists successfully perform the ritual in the area, whichever comes first.

GUN RITE

Difficulty: Firearm's POW + 4

Knowledge: Exclusive (Arcane Tempest (Cygnar), Order of the Amethyst Rose (Llael))

Duration: 10 minutes

Description: This ritual temporarily renders a non-magical, non-mechanical firearm impervious to being damaged from being used to fire rune shots.

Special Rules: A non-magical, non-mechanical firearm that has been attuned with this ritual is immune to the damage firing rune shots usually inflict on non-magelock firearms (see “Imperfect Instruments” in IKKNG, p. 244), for a number of hours equal to the gun mage's ARC.

Note that the gun mage still needs rune bullets suitable for the gun in question if they want to fire rune shots from it.

This ritual cannot be assisted.

Modifications:

- **+2 difficulty, ritual's duration is 30 minutes:** The ritual's protection lasts for ARC days.
- **+4 difficulty, ritual's duration is 1 hour:** The ritual's protection lasts for ARC weeks.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect, and the target firearm may become damaged as if it had been used to fire a rune shot (see “Imperfect Instruments” on IKKNG, p. 244). The gun mage does not suffer any damage from this degree of failure.
- **Fail by 5-7:** The ritual fails to take effect, and in addition to all other penalties the target firearm automatically becomes damaged as if it had been used to fire a rune shot and failed the roll to determine whether it suffers damage from it (see above).
- **Fail by 8 or more:** The ritual fails to take effect, and in addition to all other penalties the target firearm is destroyed.

READING

Difficulty: 14

Knowledge: Widespread

Duration: 10 minutes

Description: This ritual attunes a Gifted individuals to the flow of magic in order to allow them to sense and identify arcane workings (though it is still not quite as effective as actually studying and extensively developing such abilities).

Special Rules: The ritualist gains the Magic Sensitivity and Rune Reader Gifted Archetype benefits (see IKRPG, p. 115) for a number of hours equal to their ARC stat (though the version of the Rune Reader benefit granted by this ritual does not allow the ritualist to identify the spell list a spell comes from, as the ritual simply does not grant the erudition necessary to do this. However, the ritual

does allow the ritualist to identify spell runes clearly enough that they may research them in an appropriate arcanist library later).

Alternatively, the ritualist may apply the ritual's effects to a single magical event (usually, the corpse of an individual who has been killed by a spell, or some other clear physical evidence of a magical effect) that took place within the last ARC hours (For arcanist organisations with an experimental bent of mind, this is a very common use in the aftermath of a failed ritual, especially when none of the involved ritualists is capable of answering questions any more).

Modifications:

- **+2 difficulty, +20 minutes of duration:** The ritual's effects last for ARC days; alternatively, when analysing a past magical effect the effect may have occurred within the last 24 hours.
- **+2 difficulty:** The ritual's effects apply to magical and mechanical weapons and devices instead of spells and rituals.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect, but the caster does not suffer any damage from having failed the ritual.
- **Fail by 5 or more:** The ritual fails to take effect. The ritualist does not take any damage from having failed the ritual, but suffers a -2 penalty to all ARC rolls for 2d6 hours, including magic attack rolls and rolls made to perform ritual magic.

SHIPSENSE

Difficulty: 12 + 1 for every 10 points of a ship's Damage Capacity (rounded up)

Knowledge: Restricted (Maritime Order of the Trident)

Duration: 1 hour

Description: This ritual, which must be performed on board of a ship, grants the ritualist a strong sense of that ship's structure and how it responds to the onslaught of waves, wind and even cannon shells, enabling the ritualist to better dodge dangers when a ship's hull, masts and rigging fail, as well as enabling them to direct repairs more effectively and call out warnings to others.

Special Rules: The ritualist gains +2 ARM against any damage rolls inflicted by damage to a ship (e.g. from a falling mast or a cannon shell punching through the hull nearby, but not against any attacks that directly target and hit the ritualist specifically), as well as a +2 bonus to all rolls made to evade such dangers or effect repairs (e.g. because the ritualist will know exactly where a ship has been holed, and how large the breach is). The same

bonuses apply to all friendly characters within the ritualist's command range, as the ritualist can call out warnings and direct their efforts with the same efficacy.

The ritual's effects last for ARC hours or until the ritualist leaves the ship, whichever comes first.

Modifications:

- **+2 difficulty, +30 minutes of duration:** The ritual's effects last for ARC days.
- **+2 difficulty, +30 minutes of duration:** The ritualist extends their command range by 2" for the purposes of resolving this ritual's effects.
- **+2 difficulty, +1 hour of duration:** Up to ARC additional individuals (which may include other arcanists aiding the ritualist) gain the same benefits as the ritualist (and the same penalties as well in case the ritual fails). If any of them leave the ship before the ritual's duration ends, they no longer gain any benefits from it even if they get back on board, but the ritual's effects continue for all other beneficiaries.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect.
- **Fail by 5-7:** Instead of gaining any useful perceptions from the ritual, the ritualist merely feels the ship's hull warp and shift painfully in the wind and waves (or worse), and suffers a -2 penalty to all actions for the ritual's intended duration. Leaving the ship ends these pains but replaces them with a debilitating sense of loss, which will inflict the same penalties for the rest of the ritual's intended duration.
- **Fail by 8 or more:** In addition to the above effects, the ship itself shudders and threatens to shake itself to pieces as it rejects the intrusion of the ritual, suffering damage equal to its Damage Threshold as well as one roll on its System Table.

VIGIL OF PROTECTION

Difficulty: 14

Knowledge: Widespread (Priests of Menoth, Priests of Morrow)

Duration: 1 hour

Description: This ritual, which is particularly common among priests attached to knightly orders like the Menite exemplars and paladins or the Morrowan Precursors, involves the individuals that are going to receive its effects praying in a service to their deity before a battle, in

which they then receive a measure of protection from harm.

Special Rules: The characters benefiting from this ritual gain a blessing, which allows them to use the Heroic Dodge, Shake Continuous Effect, Shake Knockdown, Shake Stationary, or Walk It Off feats as if they had just spent a feat point (see IKRPG, p. 221). Each character can only use a blessing once, and can only gain the benefits of one vigil at the same time. Blessings do not count against the maximum number of feat points a character can have.

Characters taking part in the vigil who are not devout adherents of the ritualist's creed but do not actively oppose it gain one less blessing (see Modifications; such an example would be Old Faith Menites receiving a blessing from a Morrowan priest). Characters who are actively opposed to the ritualist's creed gain two fewer blessings (e.g. a Thamarite taking part in a vigil performed by a Morrowan priest), down to a minimum of not receiving a blessing.

The blessing granted by this ritual lasts until it is used or until the next sunrise or sunset, whichever comes last.

The ritual by default affects a small number of individuals up to the ritualist's ARC.

Modifications:

- **+2 difficulty:** The ritual affects up to ARCx2 individuals.
- **+2 difficulty:** The ritual's targets gain two blessings.
- **+4 difficulty:** The ritual's targets gain three blessings.
- **+5 difficulty:** The ritual affects a large group of individuals of up to ARCx5 characters.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect.
- **Fail by 5-7:** The ritual fails to take effect, and its targets' morale is shaken. They suffer a -2 penalty to Command skill rolls, command range, and Willpower rolls made to resist fear. These penalties last until the next sunrise or sunset, whichever comes last.
- **Fail by 8 or more:** The ritual fails to take effect, and in addition to the above effects, the bodies of the ritual's targets also become weakened: When they spend a feat point to Walk It Off, they roll twice and use the lesser result, if they have the Feat: Revitalize Mighty archetype benefit, they only gain half their Physique from using it (rounded up), and they do not recover PHY points of vitality by resting after a fight. These effects last until the next sunrise or sunset, whichever comes last.

Skorne Enchanting

In Theory

The art of creating enchanted weapons, armour and talismans practiced in Western Immoren is based on empowering such objects with constellations of engraved runes fueled by the enchanter's very soul. While objects enchanted in this manner can maintain their power indefinitely, their creation progressively weakens their makers until they become incapable of creating any further enchantments. Many more suffer debilitating trauma from failed attempts at creating enchantments or may even be killed outright, their souls sucked into their latest – and last – works.

By contrast, Skorne practise a different method of enchantment that uses shards cleaved off from the sacral stones that house their ancestors' souls to grant power to artifacts. While this process does not pose any risks to the souls of the Skorne enchanters as such, as it is not their own souls that empower their works, there are other drawbacks to this process – Skorne extollers and mortitheurges cannot simply create any kind of rune they know, but must select shards of specific ancestors' sacral stones to be able to imbue an object with specific qualities. Instead of risking damage to their own souls, Skorne enchanters may also inadvertently shatter a sacral stone by trying to extract too many or too large a shard, creating a murderous kovaas spirit in the process and destroying the wisdom of that ancestor forever, an accident very likely to incur the wrath of that ancestor's descendants as well as the contempt of their peers (and the paingivers' attentions).

It literally cannot be overstated that Skorne treat the sacral stones containing their ancestors with extreme reverence, which probably comes as a surprise to any Westerners witnessing this attitude from a people known for their disdain for the deities worshipped in Western Immoren. The simple facts of the matter are that sacral stones represent the *only* hope of an eternal afterlife the Skorne have, and that even the apparently inert sacral stones of Skorne ancestors who refuse to communicate with extollers may simply have become inert *for the time being* – Skorne ancestors are known to become detached from present time and space eventually, only to suddenly reawaken from their quiescence and communicate dire prophecies about the future or faraway lands when their descendants' need is great. Even the sacral stones of Houses that have been vanquished, fallen from grace or gone extinct are held sacred, as they still contain the greatest souls of the Skorne as a people, and it is to the Skorne as a whole that extollers pledge their loyalty as the sole guardians of immortality that a people without deities may know. It is no wonder, then, that any attempt at

enchanting is undertaken with the greatest care and respect.

The Enchanting Process

The Skorne art of enchanting weapons, armour and talismans, often called enshrining, ensouling, investing or imbuing by extollers, follows a sequence of steps somewhat dissimilar from the runic enchantments practiced in Western Immoren:

1. The enchanter must procure a sacral stone containing the soul of an ancestor who can confer the desired abilities.
2. The enchanter assays the sacral stone, determining how (and, sometimes, whether) he can safely chip off a shard that is sufficiently large to empower their vessel without shattering the sacral stone. This step can be left out, but this would vastly increase the risk of accidentally destroying the sacral stone and creating a kovaas.
If the enchanter succeeds at assaying a sacral stone, they will also learn whether the ancestor inhabiting it actually has the abilities the enchanter seeks.
3. The enchanter cleaves a shard from the sacral stone. This is the most dangerous step of the process, as failure at this point may permanently damage the sacral stone or even shatter it completely, creating a kovaas.
4. A vessel must be constructed that will endure channeling a sacral stone shard's energies – meaning, a weapon, suit of armour or talisman must be made to very exacting specifications. Since the vessel must also contain appropriately sized sockets for sacral stone shards, vessels are usually crafted after creating their sacral stone shards, though it is certainly possible to resize and alter the sockets of existing vessels.
5. The sacral stone shard is affixed to the vessel, imbuing it with power. This is a comparatively simple and safe step in the enchanting process when compared to the runic enchantments practised in Western Immoren.

PROCURING THE SACRAL STONE

Considering sacral stones house the immortal essences of the Skorne's most accomplished and revered ancestors, most Skorne are understandably loathe to risk them in order to attempt to ensoul an artifact. However, it is also a fact that many ancestor seem to grow ever more distant from the mortal world, eventually becoming completely unresponsive to even the most accomplished extollers' attempts to contact them. It is these quiescent ancestors'

sacral stones that are most often used to ensoul artifacts, but even then all but the most unscrupulous Skorne enchanters will very carefully weigh the risks and benefits of subjecting a sacral stone to the enchanting process before proceeding.

The first task of a Skorne enchanter is to determine whether the sacral stone they hold can confer the desired ability. The most straightforward avenue of research is consulting an ancestor's family's or House's recollections or the extollers' archives. Also, unless the ancestor in that sacral stone has already become unresponsive, an extoller may use Exalted Dialogue to simply ask the ancestor for this information (see IKUSE, pp. 96-97).

If the enchanter is mistaken about whether the sacral stone holds the desired quality, assaying it becomes more difficult, and any extracted shard will simply be a basic shard (see Shard Points below for details) that merely turns the vessel magical, no matter what its size is.

It should be noted that sacral stones containing kovaas after their recapture cannot be used to make more sacral stone shards, as any damage to the imprisoning stone will just cause it to shatter and set the insane spirit free. The only thing a captured kovaas can provide is to continue to empower sacral stone shards previously created from its original sacral stone.

ASSAYING

In this step the enchanter carefully studies the sacral stone, searching for natural fault lines and weaknesses that can be used to more safely cleave off a shard as well as determining which section of the sacral stone contains the desired qualities.

Assaying requires a successful ARC roll against a target number of 12 plus the total potency (see below) of the desired ability or abilities, with extollers gaining boosted ARC rolls because of their oculi. Assaying takes three hours per point of the total potency the enchanter desires to extract, and the enchanter gains a cumulative +1 bonus to their assaying roll for every additional three hours they spend on the task. If the enchanter is attempting to assay a sacral stone that does not actually contain one or more of the abilities they seek, the target number for the roll is increased by 3. If the roll fails, it can be retried after spending the same time again on assaying the sacral stone.

When an enchanter has successfully assayed a sacral stone, they will also know whether the stone can actually provide the abilities they seek; therefore, it is advised that the GM makes the roll for a Skorne character's player.

SHARD POINTS

The number of fragments that can be extracted from a sacral stone before it shatters is limited, with more

powerful abilities requiring larger, more pristine shards to be cleaved off from the whole. A single sacral stone can yield up to 10 shard points' worth of abilities, and the same ability can be extracted from a sacral stone any number of times as long as there is enough of the original whole stone left. The size of a sacral stone shard in shard points is 1 plus the sum of the potencies of the abilities it confers.

Potency	Abilities Granted
0	None (basic sacral stone shard; vessel counts as magical)
1	Abilities without prerequisites
2	Abilities with prerequisites that can be met by Hero level Skorne (e.g. skill ratings of 1 or 2 or Hero-level stats; this usually includes shards granting archetype benefits as well)
3	Abilities with prerequisites that can only be met by Veteran level Skorne (e.g. skill ratings of 3 or Veteran stats (e.g. ARC 5))
4	Abilities with prerequisites that can only be met by Epic level Skorne (e.g. skill ratings of 4 or Epic stats (e.g. ARC 7))
1-4	Spell (use the spell's COST to determine its shard point value, though some additional modifiers may apply (see sacral stone shard examples))

If an enchanter attempts to extract a larger shard than a sacral stone has shard points left, the sacral stone shatters, creating a kovaas which immediately attacks the enchanter. If the enchanter survives this initial onslaught, roll initiative and proceed with combat normally.

It is possible – and usually desirable – to extract a single shard that contains multiple abilities, as this will do less damage to a sacral stone's integrity. Conversely, the benefit of smaller shards is that they allow an enchanter to combine the abilities granted by different ancestors in one vessel.

Example: A sacral stone shard that grants the wearer of a suit of armour both the Load Bearing and Poison Resistance abilities has a total shard point value of 4:

The basic size of a sacral stone shard is 1 shard point.

Load Bearing has a STR requirement of 5 that can be met at Hero levels, meaning it increases a basic sacral stone shard's potency (and thus its shard point cost) by +2.

Poison Resistance has no prerequisites, so it increases a basic sacral stone shard's potency and shard point cost by another +1.

CREATING A SACRAL STONE SHARD

Cleaving a shard from a sacral stone without damaging it more than necessary is an extremely exacting and careful (if not outright reverend) process that takes 1 week of painstaking work for each point of the desired shard's total shard point value.

After having spent the required time working on the sacral stone, the enchanter makes an ARC+Lore (extoller or philosophy of Voskune) or ARC+Craft (stoneworking) roll, whichever is lower, against a target number of 12 plus the sum of the potencies of all of that shard's abilities. On a success, a viable sacral stone shard is successfully extracted. On a failure, a roll on the Price of Failure table must be made to determine how much damage was done by the enchanter's misplaced efforts.

If the enchanter attempts to create a sacral stone shard from a sacral stone that does not actually have one or more of the abilities they seek, the roll to create the shard is considered an automatic failure (obviously, this is not an issue for enchanters who simply want to create basic shards).

THE PRICE OF FAILURE

When a character fails to safely chip a sacral stone shard off a sacral stone, roll 1d6 and add the shard points that would be left on the sacral stone after successfully extracting the shard the enchanter has been working on (Remember to add two dice to this roll and use the lowest result if the sacral stone had not been assayed properly before attempting to cleave off a shard).

CREATING A SACRAL STONE SHARD: THE PRICE OF FAILURE

Roll Result	Outcome
11+	The enchanter's efforts fail to extract a sacral stone shard, but inflict no further damage.
10	The enchanter fails to extract a sacral stone shard. Some minor chipping and fissuring means the results of the enchanter's last assay (if any was made in the first place) no longer apply, and a new assay must be performed in order to safely extract a sacral stone shard.
9	No shard is extracted, but the sacral stone develops a flaw that makes assaying it or communicating with the ancestor it contains more difficult, adding a +1 modifier to all relevant rolls. These penalties are cumulative if further results of 9 are rolled.
8	The sacral stone develops a flaw that can cause it to shatter more easily. All further rolls made to extract sacral stone shards from this sacral stone suffer a cumulative +1 penalty.
7	A small shard shears off of the sacral stone. Reduce the sacral stone's remaining shard points by 1. The small shard can be used as a basic shard that grants no abilities beside turning the vessel magical.
6	A shard shears off of the sacral stone. Reduce the sacral stone's remaining shard points by 1d3 or the value of the shard the enchanter was attempting to extract, whichever is higher. The extracted shard's full shard point value minus 1 is used as its potency when using it to enchant a vessel, but it only counts as a basic shard, granting no special abilities besides turning the vessel magical.
5	A small shard shears off of the sacral stone. Reduce the sacral stone's remaining shard points by 1. The small shard is inert and cannot be used to enchant a vessel.
4	A small shard breaks off of the sacral stone as cracks spread through it. Reduce the sacral stone's remaining shard points by 1. All further rolls on this table suffer a cumulative -1 penalty. The small shard that has sheared off is inert and cannot be used for enchanting.
3	The shard chipped off of the sacral stone shatters into pieces. Reduce the sacral stone's remaining shard points by the value of the shard the enchanter was attempting to extract or 1d3, whichever is higher. The extracted shard's pieces are completely inert and cannot be used to enchant a magic item.
2	The sacral stone shatters, creating a kovaas that immediately attacks the enchanter. The ancestor contained in the sacral stone is destroyed, but any other magic items powered by shards from that ancestor's sacral stone retain their enchantment until the kovaas is destroyed.

New stones, more shards?

While it seems at first glance that a Skorne extoller could simply transfer an ancestor from a sacral stone that

has already had several shards removed from it into a pristine stone and then proceed to cleave more shards from the new stone, it has been established by extollers and mortitheurges that having several magical items draw

power from a single stone has a distinct debilitating effect on the soul that inevitably translates to the vessel housing it. Therefore, a new stone is only as stable (and has as many shard points left to extract) as the ancestor's original sacral stone did (Incidentally, this is another reason why few Skorne would attempt to create a sacral stone shard without assaying the stone first – a stone may appear pristine, but if it actually isn't that ancestor's original sacral stone, even attempting to cleave the most minuscule shard from it could lead to disaster).

It should also be pointed out that it is currently unclear what happens if sacral stone shards are destroyed (Even the most depraved Skorne know that an empowered sacral stone shard is too precious to waste, though, and would rather ransom it or use it themselves than destroy it). Do these shards actually contain parts of the original soul, or do they merely draw power from it? If the first option should hold true, the experiences of Western Immorese enchanters suggest that the destruction of the empowered shard would simply cause whatever fragments of soul it contains to rejoin the whole, but with the Skorne's unique lack of deities, perhaps different laws apply. Certainly no Skorne seems to have been eager to perform extensive experimentation in this regard (or maybe they have, but did not survive to tell anybody of their results).

Furthermore, the technique of transferring an ancestor from one sacral stone to another is difficult and not attempted lightly, as failure will either result in the ancestor becoming lost to the void or turning into a kovaas or void-maddened spirit. In either case, that ancestor would be lost to their House forever.

CRAFTING THE VESSEL

A vessel is crafted according to the normal rules for the Craft skill (see IKU, pp. 179-180; see also IKUSE, p. 69, for special rules for resolving Skorne crafting), but the cost of the finished vessel is three times that of a standard item of its kind (e.g. a barbed whip would normally cost 3 sl, but a barbed whip fit to become an ensouled vessel costs 9 sl).

Skorne Crafting times and sl cost

Since Skorne items are priced in sl (slave labour) units, the standard Crafting table cannot be used to determine how long it takes Skorne to craft an item. The following table could be used instead:

Roll Result	Progress
8 or less	No progress
9-12	1 sl
13-16	2 sl
17-20	3 sl
21+	4 sl

When creating a talisman, a suitable vessel must be crafted from metal, bone or stone. Crafting a talisman's vessel uses a Craft skill pertinent to the material used, and requires the investment of at least 3 sl's worth of labour and materials. As usual, a character can wear multiple talismans but can only benefit from one talisman each round, choosing in their Control Phase which talisman's effects to apply until their next Control Phase.

One thing to bear in mind is that vessels for sacral stone shards are always created with sockets that have been correctly sized and shaped for the shard they are going to receive (As a matter of fact, the vessel is usually created after the stone shard has been prepared for this very reason). It is possible, though complicated, to alter the sockets in a finished vessel (This takes half again as long as making the vessel in the first place, as the new socket must become an integral part of the vessel to safely and effectively channel the shards' energies).

Why aren't whole sacral stones used?

They are, actually, but the practice is neither widespread nor appreciated. First and foremost, a sacral stone contains the living soul of a revered Skorne ancestor, and risking such an exalted individual by installing it into a vessel other than a sacral construct like an ancestral guardian or immortal is tantamount to needlessly risking an ancestor's very existence. Only Skorne who are both exceptionally unscrupulous (and that is saying a lot when speaking of the Skorne) and powerful enough to evade retribution could get away with using whole sacral stones in enchanting.

Secondly, Skorne mortitheurges and extollers know from long experience that sacral stone shards do not allow the ancestor whose stone they have been cleaved from to exert any kind of influence on a vessel. Since it is equally well established that complete or near-complete sacral stones can control sacral constructs, there is some understandable concern that a whole sacral stone used to empower a vessel could exert some kind of unwanted influence on that vessel's wielder, and considering the ancestors' increasing detachment from reality over time, there is even more reason for some caution to be exercised here (certainly, few Skorne willing to invest in enchanted items are appreciative of the idea of risking possession by an ancestor's spirit).

Thirdly, a sacral stone shard's power is fixed and reliable (at least as long as the ancestor empowering the shard still exists, which is incidentally a reason why kovaas are preferably captured rather than destroyed). If an entire sacral stone was used to enchant a vessel, an extoller would be required to persuade that ancestor to lend their power in certain ways before the stone would actually empower a vessel, and there would be no guarantee that that ancestor wouldn't suddenly change their mind at some later point and withdraw their favour.

Last but not least, all vessels that can be reliably

constructed only allow a limited amount of power to be channelled, so it makes more sense to cut several shards from a stone to empower several vessels, rather than empower a single vessel with an entire stone. By the same token, a whole sacral stone could also potentially channel much more energy into a vessel than it can sustain, causing it to shatter in short order.

AFFIXING THE SHARD

In the last step of the ensouling process, one or more sacral stone shards is mounted in sockets on the vessel. Mounting a basic sacral stone shard that has no effect besides turning a vessel magical does not take up any of a vessel's capacity for channeling sacral stone shards' power (unless it is a shard created by certain mishaps during the enchanting process, which will place strain according to its size on a vessel), but more substantial shards will increasingly tax the materials used in the vessel's construction.

A weapon, shield or suit of armour can sustain up to 5 points of potency's worth of sacral stone shards. A talisman can sustain up to 2 points.

Mounting sacral stone shards follows standard Crafting rules, with a cost of 1 sl per point of a sacral stone shard's potency:

Potency	Abilities Granted by Sacral Stone Shard*
0	None (basic sacral stone shard; vessel counts as magical)
1	Abilities without prerequisites
2	Abilities with prerequisites that can be met by Hero level Skorne (e.g. skill ratings of 1 or 2, or Hero-level stats; this usually includes shards that grant archetype benefits as well)
3	Abilities with prerequisites that can only be met by Veteran level Skorne (e.g. skill ratings of 3 or Veteran stats (e.g. ARC 5))
4	Abilities with prerequisites that can only be met by Epic level Skorne (e.g. skill ratings of 4 or Epic stats (e.g. ARC 7))
1-4	Spell (use the spell's COST to determine its shard point value, though some additional modifiers may apply (see sacral stone shard examples))

**If a sacral stone shard grants more than one ability, the sum of its abilities' potencies is used to determine the total potency of that shard.*

It should also be noted that no sacral stone shards can be created that grant abilities specific to certain careers and their specialized equipment (Technically, such sacral stone shards can actually be created but would provide no benefits. For example, no sacral stone shards can

grant an extoller's abilities, as these require the beneficiary to also possess an oculus. Similarly, a sacral stone shard can be created that grants warlock bond slots, but such a shard would still be pointless unless the user also had the prerequisite Resonance ability and also was a harnesser; see the [Token of Bonding](#) and the [Token of Resonance](#) for examples of this)

All ensouled items are considered magical, independently of any other abilities the shard or shards embedded in them grant (this is usually only relevant for magical weapons, however).

If a vessel is used that has been improperly constructed (e.g. from cheap materials or because it is a rush job), if the sacral stone shard hasn't been properly seated (e.g. by just glueing it onto the vessel, to name an exceptionally shoddy example), or if too many and too powerful sacral stone shards are used, the vessel cannot safely channel the energies contained in the sacral stone shards for long. Roll 1d6 every turn one of the vessel's bonuses is used by the wielder (check once per minute outside of combat). On a result of 1, the vessel starts becoming visibly corroded by the energies it is failing to properly channel (if the vessel is a weapon, it now suffers a -1 penalty to attack rolls). If another result of 1 is rolled for a vessel that is already corroded, the vessel is destroyed. The damage to a vessel that is damaged this way cannot be repaired except by replacing the vessel.

A sacral stone shard vessel can have additional sacral stone shards mounted on it as long as its capacity to channel energy isn't overtaxed. It's also possible to remove or swap sacral stone shards to change a vessel's abilities, but it is not possible to change the powers a single sacral stone shard grants. Once a shard has been created, it can only grant its specific set of abilities. At best, any shard could be affixed to a weapon regardless of its abilities to turn it magical, though that would be wasting all of that shard's abilities that a weapon couldn't benefit from.

Sacral Stone Shard Permutations

In addition to the standard forms of sacral stone shards, extollers and mortitheurges of an experimentative bent of mind have figured out ways to create sacral stone shards that reduce the toll creating a shard has on the ancestor's original sacral stone, though at the cost of some versatility or restrictions on using the shard.

The effect of each permutation is the same: Reduce the potency of each ability granted by the shard by 1, to a minimum of 1, and reduce the shard point cost of the complete shard by 1 as well (e.g. a shard with the Accuracy (potency 1) and Heart of Fury abilities (potency 2) would normally have a total potency of 3, meaning the shard's size is 4 shard points. When applying a

permutation, the potency of the Accuracy ability cannot be reduced below 1, but the potency of the Heart of Fury ability can be reduced to 1, meaning the shard's full potency is now 2, which means its size is now 3 (2, +1). Since applying a permutation also reduces the shard point value by 1, the shard's size is further reduced to 2, which makes crafting this shard much less damaging to the original sacral stone.

A single sacral stone shard can only have one permutation applied to it. The same permutation must be applied to all abilities granted by a single shard, though it is possible (if cumbersome) to combine shards with different permutations in the same vessel, or to combine shards with permutations with shards without them.

DESCENDED SACRAL STONE SHARD

Abilities granted by descended sacral stone shards can only be used by Skorne who are actual descendants of the ancestor who has invested the shard. In the hands of any other individual, whether Skorne or non-Skorne, the item is not even magical any more (unless the item has also been fitted with shards without this permutation).

Skorne enchanters are usually hesitant to craft Descended shards, as the vessels enchanted with these shards will be useless to members of a House who are only related to their ancestors by marriage rather than blood (In some cases, vessels enchanted with Descended shards have also been seen as an affront, since they may be seen to drive home that a Skorne isn't actually a true member of a House). Furthermore, in the case that a bloodline should become extinguished, the originating ancestor's sacral stone would have been damaged for nothing, as none of their Descended shards could empower the artifacts they have been placed in any more.

QUIESCENT SACRAL STONE SHARD

Abilities granted by a Quiescent sacral stone shard must be activated by quickening the shard by spending a point of fury, therefore, only warlocks can wield items enchanted with these stones. Once quickened, the shard grants its abilities till the warlock's next Maintenance Phase. Additionally, if a vessel has been fitted with multiple Quiescent sacral stone shards, they must be activated separately, requiring the spending of multiple points of fury. A single quiescent sacral stone shard only requires a single point of fury to activate, no matter how many abilities it grants.

Since Quiescent sacral stone shards require a constant investment of power to be effective, such shards are usually only commissioned by warlocks who wish for very specific, demanding abilities in their gear that could not be otherwise granted, and are willing and able to put up with the additional strain.

If a vessel is empowered only by Quiescent sacral

stone shards, it is not considered a magical item unless a point of fury has been spent to rouse at least one of the item's Quiescent sacral stone shards.

REVEREND SACRAL STONE SHARD

A Reverend sacral stone shard only grants its abilities while the item enchanted with it is within the command range or Control Area (whichever is greater; do not halve the command range for the purposes of this permutation because of the ancestor's Silent trait) of the sacral vessel of the ancestor who has invested this shard. This also means the shard ceases to provide any benefits if the ancestor's sacral vessel becomes destroyed, even if the original sacral stone survives. Outside of the presence of its ancestor, an item empowered exclusively by Reverend sacral stone shards is not even a magical item.

Reverend sacral stone shards are probably the rarest shards to be created, as they are only truly useful when an ancestor takes an unusually active interest in the fate of the living and is placed in a sacral vessel for that purpose. Another common use of Reverend shards (if 'common' can be viewed as an appropriate term here) is to empower the armaments of guardians of the secret vaults used to store captured kovaas, since by definition the guardians of such places are never supposed to depart from these locations.

Sample Sacral Stone Shards

The following list provides examples of some commonly used types of sacral stone shards as well giving details about their production and conferred abilities. Each entry also provides the following pieces of information:

Vessel: The type of vessel that can be empowered by this sacral stone shard.

Ancestor: The archetypes, abilities and/or spells the ancestor in the sacral stone the shard is crafted from is required to have.

Potency: The potency of the shard. Remember that weapons and armour can only sustain a total potency of 5, and that talismans can only sustain a potency of 2.

Shard Points: How many shard points a sacral stone loses when this shard is produced from it.

Effects: The sacral stone shard's effects.

Potency Exceptions and Spells

While the Potency rules provide a guideline for sacral stone shards' power and cost, it should be noted that, generally, sacral stone shards should also be handled in a manner as similar to mechanical and magical rune costs as possible.

The sacral stone shard that grants the accuracy ability is a case in point here: According to the Potency table, such a sacral stone shard should have a potency of 2, as it is an archetype ability (i.e. the Cunning archetype's basic ability). However, since it is actually only half that ability at best (it does not affect nearby allies, and it does not affect damage rolls), it is quite justified to reduce the potency (and thus the shard point value) by 1, incidentally bringing the accuracy shard back into the same price range as the accuracy runes used in mechanical engineering and runic enchanting.

On a similar note, the potency of sacral stone shards that grant spell effects should generally be equal to the casting COST of that spell, making the shard an equivalent of casting that spell every turn. Generally, only non-offensive spells are suitable for sacral stone shards; if the spell in question has an AOE, it no longer has an AOE when granted by a sacral stone shard, and it would thus be justified to reduce its COST by 1 (to a minimum of 1) to determine the shard's potency and shard point cost. Some offensive spells can also form the basis of sacral stone shard abilities, but they will still stop being offensive spells and simply grant the vessel some of their properties.

More rarely, Skorne enchanters create ancestral items – their equivalent of dedicated magical items – that grant their wielders the ability to cast offensive spells using their own ARC.

BASIC SACRAL STONE SHARD

Vessel: Melee Weapon, Ranged Weapon

Ancestor: Any

Potency: 0

Shard Points: 1

Effects: The weapon empowered by this sacral stone shard counts as magical (All sacral stone shards always have this effect on their vessel).

ACCURACY

Vessel: Melee Weapon, Ranged Weapon

Ancestor: Cunning archetype

Potency: 1

Shard Points: 2

Effects: Attacks made with the weapon empowered by this sacral stone shard gain +1 to attack rolls.

DEVOURING FURY

Vessel: Armour

Ancestor: Warlock Bond ability, Vampiric Harvest ability

Potency: 3

Shard Points: 4

Effects: The wearer of the suit of armour empowered by this sacral stone shard may reave more fury from the warbeasts in their battlegroup and in their Control Area than their ARC normally allows by losing 1 vitality from a randomly determined branch of this character's life spiral for each point of fury in excess of their ARC that they reave.

The Devouring Fury ability cannot be used while the character's Intellect aspect is crippled.

EYES OF THE LIVING

Vessel: Talisman

Ancestor: Any

Potency: 1

Shard Points: 1 (see below)

Effects: While a living character wearing the talisman empowered by this sacral stone shard is within the command range or Control Area of the ancestor whose sacral stone the shard was carved from, whichever is greater, that ancestor does not suffer any penalties to their PER stat for having been dead for 10 or more years (see IKUSE, p. 100).

Special: This sacral stone shard always has the Reverend Sacral Stone Shard permutation applied to it (see p. 141).

FAST DRAW

Vessel: Melee Weapon, Ranged Weapon

Ancestor: Fast Draw ability

Potency: 1

Shard Points: 2

Effects: The wielder of the weapon empowered by this sacral stone shard gains an additional quick action in each activation that can only be used to draw or stow away this weapon. The wielder of this weapon also gains +2 on Initiative rolls during any round in which they only draw or wield weapons empowered with this ability.

FAST REARM

Vessel: Ranged Weapon

Ancestor: Fast Rearm ability

Potency: 1

Shard Points: 2

Effects: The wielder of the ranged weapon empowered by this sacral stone shard gains an additional quick action in each activation that can only be used to reload this weapon.

FEARLESS

Vessel: Talisman

Ancestor: Grip of Death spell

Potency: 1

Shard Points: 2

Effects: The wearer of the talisman empowered by this sacral stone shard automatically passes Willpower rolls to resist Terror.

FERRY SOULS

Vessel: Talisman

Ancestor: Extoller ability

Potency: 2

Shard Points: 3

Effects: While the he wearer of the talisman empowered by this sacral stone shard is in the greater of the Control Area or command range of a friendly Skorne who can collect soul tokens (e.g. a character with the Extoller ability or an Ancestral Guardian with the Soul Guardian trait), friendly Skorne who die in this character's Control Area or command range, whichever is greater, are considered to be within the Control Area or command range of the friendly Skorne character who can actually collect soul tokens.

HEART OF FURY

Vessel: Armour, Talisman

Ancestor: Warlock, ARC 5

Potency: 2

Shard Points: 3

Effects: A harnesser wearing the suit of armour or talisman empowered by this sacral stone shard increases the maximum number of points of fury they can hold by 1. A character cannot simultaneously benefit from more than one sacral stone shard with this effect.

LIFE-REAVE

Vessel: Armour

Ancestor: Feat: Revitalise Mighty archetype benefit, Vampiric Harvest ability

Potency: 3

Shard Points: 4

Effects: Instead of reaving fury points from a warbeast in their battlegroup that has been incapacitated and adding them to their own fury points, the wearer of the suit of armour empowered by this sacral stone shard may instead choose to recover 1 point of vitality for each point of fury

they reave, and can split the reaved fury between both uses.

The wearer of the suit empowered by this sacral stone shard cannot reave fury by converting it into vitality if this character already is at full vitality.

LIGHTENED LOAD

Vessel: Armour

Ancestor: STR 5, Load Bearing ability

Potency: 2

Shard Points: 3

Effects: The suit of armour empowered by this sacral stone shard reduces its SPD and DEF penalties by 1.

OSSIFICATION

Vessel: Melee Weapon, Ranged Weapon

Ancestor: Ossify ancestor ability (see IKUSE, p. 99)

Potency: 2

Shard Points: 3

Effects: Incorporeal characters hit by an attack with the weapon empowered by this sacral stone shard lose the Incorporeal ability for one round.

POLTERGEIST

Vessel: Armour

Ancestor: ARC 5, Poltergeist ability

Potency: 3

Shard Points: 4

Effects: If the wearer of the suit of armour empowered by this sacral stone shard is missed by an attack, immediately after the attack has been resolved the attacker may be pushed 1d3" directly away from this character.

QUELL THE SELF

Vessel: Armour, Talisman

Ancestor: Warlock

Potency: 1

Shard Points: 2

Effects: Once per round, a harnesser wearing the suit of armour or talisman empowered by this sacral stone shard may choose to discard 1 point of fury at any point during their Maintenance Phase or Control Phase.

RELENTLESS

Vessel: Armour

Ancestor: Wave of Vivification spell

Potency: 2

Shard Points: 3

Effects: The wearer of the suit of armour empowered by this sacral stone shard may suffer 1 point of damage to a randomly determined branch of their life spiral to immediately remove one degree of exhaustion.

SECOND WEAPON

Vessel: Melee Weapon

Ancestor: AGL 4, Skilled archetype, Ambidextrous Skilled archetype benefit, Two-Weapon Fighting ability

Potency: 4

Shard Points: 5

Effects: While wielding the weapon empowered by this shard in their non-dominant hand, this weapon grants its wielder the Ambidextrous Skilled archetype benefit and the Two-Weapon Fighting ability when making attacks with this weapon.

TAX

Vessel: Armour, Talisman

Ancestor: Any

Potency: 1

Shard Points: 1 (see below)

Effects: Unusually, this sacral stone shard empowers the vessel of the ancestor from whose sacral stone the shard was cleaved, rather than the wearer of the armour or talisman empowered with this shard. Once every 24 hours, the ancestor from whose sacral stone this shard was cleaved can tax the soul of the Skorne wearing this armour or talisman, as long as the target Skorne is currently in this ancestor's vessel's command range or Control Area, whichever is greater (Use the ancestor's full command range despite their Silent trait for the purposes of this shard's effects; see IKUSE, pp. 98-102 for further details on ancestors' vessels and taxing souls).

A Skorne subject to this shard's effects will feel spiritually drained, suffering a penalty of -1 to all rolls, except for rolls to resist diseases and toxins, as well as -2 to Willpower rolls for 24 hours, but is otherwise unharmed. Often, talismans empowered with this shard are passed on to another Skorne once their current bearer has felt the ancestor's demand to enable the ancestor to continue drawing on their descendants' strength.

Special: A shard with this ability must always have the Reverend permutation applied to it, and thus cannot have different permutations applied to it or be crafted entirely

without permutations (see p. 140 for details on sacral stone shard permutations).

***Morgan's Notes:** Unwilling Skorne can attempt to deny an ancestor's demands by succeeding at a contested Willpower roll against that ancestor. However, few Skorne would dare do this, and those few who do will inevitably invite the attentions of a paingiver at best, or be immediately sent to the void at worst, as a watching extoller can easily spot the disrupted flow of spiritual energy between the Skorne bearing the item enchanted with this shard and the respective ancestor...*

VOSKUNE'S BOON, GREATER

Vessel: Armour

Ancestor: Warlock, Life Drinker Ancestor ability (see IKUSE, p. 99), Lore (philosophy of Voskune) 3, Medicine 3

Potency: 3

Shard Points: 4

Effects: When leaching fury from their own vitality, the warlock wearing the suit of armour empowered by this sacral stone shard may opt to gain 2 fury for each point of vitality. After leaching fury from their own vitality in this manner, the warlock cannot heal any damage by expending fury for one round.

A character cannot benefit from both a greater and a lesser Voskune's Boon sacral stone shard at the same time.

VOSKUNE'S BOON, LESSER

Vessel: Armour, Talisman

Ancestor: Warlock, Life Drinker Ancestor ability (see IKUSE, p. 99), Lore (philosophy of Voskune) 2, Medicine 2

Potency: 2

Shard Points: 3

Effects: When leaching fury from their own vitality, the warlock wearing the suit of armour or talisman empowered by this sacral stone shard may opt to gain 3 fury for every two points of vitality. After leaching fury from their own vitality in this manner, the warlock cannot heal any damage by expending fury for one round.

***Morgan's Notes:** The Voskune's Boon sacral stone shards are a conundrum to mortitheurges, as any efforts to replicate their effects in other ways have been in vain, be it by spells, by chymistry, by meditation, or even by mortification and surgery. Members of the extoller caste have suggested that it is potentially the more complete understanding of the true connections between life, death and magic that an ancestor has attained by having passed beyond this world that enables them to empower these*

shards, an understanding that the living naturally cannot truly replicate.

Ancestral Items

Simply put, ancestral items are the Skorne equivalent of dedicated magical or mechanikal items, combining a very specifically constructed vessel with a specifically created sacral stone shard. While the vessel could often also be used to house other sacral stone shards, an ancestral sacral stone shard will only provide benefits (apart from the usual of turning the vessel magical) when it is set into a vessel of the specified configuration.

ANCESTRAL PRAETORIAN BLADE

Skill: none (see Special Rules)

Attack Modifier: 0

POW: 3

Vessel: Praetorian Sword

Ancestor: Hand Weapon skill (see Special Rules)

Ancestral Shard Potency: 3 (Heroic) / 4 (Veteran) / 5 (Epic)

Ancestral Shard Points: 4 (Heroic) / 5 (Veteran) / 6 (Epic)

Description: While Praetorian blades are usually wielded as pairs, ancestral blades are usually either paired with a different ancestor's blade or a normal blade simply because of the risks extracting multiple sacral stone shards from the same sacral stone entails. Wielding an ancestral Praetorian blade will grant a Skorne the same skill the ancestor possessed, including all knowledge of advanced combat techniques.

Special Rules: An ancestral Praetorian blade grants its wielder the Hand Weapon skill the ancestor possessed when attacking with that blade (which is Hand Weapon 2 for the Heroic version, Hand Weapon 3 for the Veteran version, and Hand Weapon 4 for the Epic version); this skill supersedes the wielder's skill, even when it is higher, and is added to the wielder's PRW as normal.

Additionally, a character wielding an ancestral Praetorian blade may use any advanced combat techniques when making attacks with the blade that would be accessible with the ancestral Praetorian blade's Hand Weapon skill.

As a matter of fact, any Skorne weapon can be made into an ancestral weapon, with the same rules applying (It is just that Praetorian blades are the most famous examples).

Fabrication: Crafting the vessel and the ancestral sacral stone shard follows the normal rules. Generally, an actual

blade that used to be wielded by the ancestor investing the weapon is reworked as a suitable vessel, or a precise copy is crafted instead.

ANCESTRAL PRAETORIAN PLATE

SPD Modifier: +0

DEF Modifier: -2

ARM: 16 (see below)

Vessel: Praetorian Plate

Ancestor: PHY 8

Ancestral Shard Potency: 3

Ancestral Shard Points: 4

Description: Empowered by a sacral stone shard invested by an ancestor with legendary hardiness, this finely crafted suit of praetorian plate grants its wearer the same toughness.

Special Rules: A Skorne wearing ancestral praetorian plate has ARM 16, a DEF modifier of -2, and a SPD modifier of 0, regardless of their own PHY. The wearer may gain additional ARM bonuses from spells, shields and abilities normally.

It should be noted that a certain stigma attaches to wearing ancestral praetorian plate, as many Skorne view this as a sign of dishonorable weakness. Generally, only Skorne who know they are entering a battle for the greater glory of their House but from which they have no hope of returning put on such a suit of armour, their House's tyrant blessing their sacrifice with their House's ancestors' favour. Extollers are also sometimes granted the use of such armour, as it is understood that their survival is crucial to the spiritual survival of their charges, though few extollers who haven't also actually trained as praetorians would even consider wearing ancestral praetorian plate.

Fabrication: Crafting the vessel and the ancestral sacral stone shard follows the normal rules. Generally, the actual suit of praetorian plate the ancestor investing the armour used to wear is reworked as a suitable vessel, or a precise copy is crafted.

ANCESTRAL SHIELD

Skill: none (see Special Rules)

Attack Modifier: 0

POW: 0

Vessel: Shield

Ancestor: Shield skill (see Special Rules)

Ancestral Shard Potency: 2 (Heroic) / 3 (Veteran) / 4 (Epic)

Ancestral Shard Points: 3 (Heroic) / 4 (Veteran) / 5 (Epic)

Description: This finely crafted shield is imbued with the essence of a Skorne ancestor known for their excellent defensive fighting technique, and will grant its wielder the same defensive abilities independent of the wielder's actual skill.

Special Rules: An ancestral shield grants its wielder a shield bonus to ARM against attacks originating in the wielder's front arc depending on the shield skill of the ancestor whose soul invests the shield: A Heroic Shield (Shield Skill 2) grants +2 ARM, a Veteran Shield (Shield skill 3) grants +3 ARM, and an Epic Shield (Shield skill 4) grants +4 ARM. The wielder's own Shield skill is disregarded when using an ancestral shield, even if it should be higher than that of the ancestor investing the shield.

Fabrication: Crafting the vessel and the ancestral sacral stone shard follows the normal rules. Generally, the actual shield of the ancestor investing the shield is reworked as a suitable vessel, or a precise copy is crafted.

MASTER CHIRURGEON'S KIT

Vessel: Special

Ancestor: Genius Cunning archetype benefit or the Anatomist ability; Medicine 1

Ancestral Shard Potency: 3

Ancestral Shard Points: 4

Description: This elaborately decorated wooden or metal case for storing the tools and implements of a surgeon prominently features its empowering sacral stone on its lid.

Special Rules: Surgeon's tools that have been put into this enchanted case and left inside for at least 24 hours grant their user boosted Medicine rolls. After each procedure, the tools have to be cleaned and returned to the case, or this bonus is lost (though tools that have been empowered by this kit do not need to sit in the kit for another full 24 hours first – a few moments is enough. It is also sufficient to perform a perfunctory cleaning in a pinch, though few surgeons would dare disrespect their ancestors by being so careless except under the most dire circumstances).

If tools stay removed from the case for 24 hours, they no longer grant any bonuses and must be re-empowered by spending another full 24 hours in the case. Furthermore, unless the tools have been as exquisitely crafted as the kit itself (an expense of at least 15 sl), roll 1d6 after each time the tools have been used. On a result of 1, the tools become corroded, inflicting a -1 penalty on Medicine rolls (though the roll is still boosted, and the penalty merely eliminates the standard +1 bonus to Medicine rolls surgeon's tools grant). If another result of 1 is rolled for tools that are already corroded, they are destroyed.

Fabrication: Crafting the vessel and the ancestral sacral stone shard follows the normal rules. The cost of a suitably crafted case for the master surgeon's kit is 15 sl and does not include the cost of the actual tools.

TOKEN OF ANCESTRAL FAVOUR

Vessel: Talisman

Ancestor: Ancestor must have had access to feat points

Ancestral Shard Potency: 2

Ancestral Shard Points: 3

Description: The token of ancestral favour usually bears a symbol relevant to the House of the ancestor who invests it, and is worn prominently to announce that the wearer has been granted the blessings of his House's leadership.

Special Rules: The wearer of a token of ancestral favour may gain an additional feat point while wearing the talisman (If the wearer can't normally gain feat points, they may now gain one feat point according to the normal rules (see IKU, pp. 219-220)).

If the wearer takes off the token before using a feat point exceeding their normal feat point limit, or chooses to use a different talisman in the current turn, the feat point provided by the talisman is lost.

Fabrication: Crafting the vessel and the ancestral sacral stone shard follows the normal rules. Usually, additional care is taken when crafting the vessel, requiring at least 5 sl worth of labour and materials.

TOKEN OF BONDING

Vessel: Talisman

Ancestor: Warlock Bond ability

Ancestral Shard Potency: 2

Ancestral Shard Points: 3

Description: This token is usually crafted with the features of a warbeast the ancestor investing the token is known to have favoured. Wearing the token expands a Skorne warlock's ability to command multiple warbeasts.

Special Rules: The wearer of a token of bonding gains one additional Warlock Bond slot. If the wearer takes off the token or uses a different talisman, the warbeast bonded to with the token's aid immediately becomes unbonded and autonomous.

While these tokens are also sometimes worn by Skorne who start their warlock training late in life, few Skorne warlocks would be willing to admit they have to rely on such aid before they have mastered the basics of their new calling. However, the heads of Skorne Houses also sometimes put on tokens of bonding before major battles, and since it is well known that the token only grants a

limited extension to a warlock's abilities, such practices are not regarded as a sign of weakness.

Fabrication: Crafting the vessel and the ancestral sacral stone shard follows the normal rules.

TOKEN OF RESONANCE

Vessel: Talisman

Ancestor: Resonance: Skorne Warbeast ability

Ancestral Shard Potency: 2

Ancestral Shard Points: 3

Description: The token of resonance usually features prominent bladed sections to remind its wearer of the brutal subjugation that forms the basis of the Skornes' rapport with their warbeasts. In fact, putting on or wearing the token of resonance usually involves suffering at least some minor cuts and scratches.

Special Rules: Usually only worn by Skorne picking up warlock training later in their lives, the token of resonance grants them the Resonance: Skorne Warbeast ability until they have mastered it on their own. If a Skorne warlock who currently has warbeasts bonded to them takes off the token of resonance they are relying upon or uses a different talisman, all bonds to their warbeasts are immediately broken, and the warbeasts become uncontrolled and autonomous.

Though Skorne consider it a display of shameful weakness to have to rely on a token of resonance, they do acknowledge that warlock training will temporarily weaken arcane abilities, and the token's razor-sharp blades ensure that accepting its aid comes at the price of suffering (Of course, not wearing a token of resonance on one's skin would invite even greater ridicule).

Fabrication: Crafting the vessel and the ancestral sacral stone shard follows the normal rules. Usually, additional care is taken when crafting the vessel, requiring at least 4 sl worth of labour and materials.

Enchanting

The basic rules for enchanting magical items can be found in IKWA, pp. 48-59.

BEASTS' KINSHIP

Type: Armour, Talisman

Prerequisite: Lore (Ashiga 2, Dhunian 2, or Orboros 2)

Rune Points: 2

Effect: The character wearing the armour or talisman enchanted with this rune is never considered to be a valid target for frenzying warbeasts in their own or friendly warlocks' battlegroups.

BESTIAL VITALITY

Type: Armour, Talisman

Prerequisite: Harnesser, Lore (Dhunian 2)

Rune Points: 2

Effect: When the character wearing the suit of armour or talisman enchanted with this rune spends fury to regain vitality, they regain 2 vitality per point of fury spent.

When the character wearing the suit of armour or talisman enchanted with this rune spends fury to restore the vitality of warbeasts in their battlegroup and currently in their Control Area, the warbeasts also regain 2 vitality per point of fury spent.

BONE RUNE

Type: Talisman

Prerequisite: Lore (occult) 2, Bone Grinder ability

Rune Points: 2

Effect: The character wearing a talisman inscribed with this rune may use bone grinder fetishes (see IKU, pp. 348-351) as if they had the Bone Grinder ability themselves. This rune does not grant the ability to create new bone grinder fetishes, however.

CHAINED LIVES

Type: Armour, Talisman

Prerequisite: Harnesser, Lore (occult) 2

Rune Points: 2

Effect: When transferring damage to warbeasts in their battlegroup, a harnesser wearing a suit of armour or

talisman enchanted with this rune may transfer damage to two warbeasts simultaneously by spending one point of fury, and may split the damage between the two warbeasts in any way they like.

COMMUNION OF SCALES

Type: Armour

Prerequisite: Harnesser, Lore (Dhunian 3, occult 3 or Orboros 3)

Rune Points: 3

Effect: When a harnesser wearing the suit of armour enchanted with this rune suffers a damage roll, they may spend a point of fury to transfer the damage to one of their warbeasts *before* making the damage roll. The damage roll is then applied to that warbeast's ARM (PHY plus natural armour bonus plus ARM bonuses from spells and magic items, but not including any non-magical worn or carried equipment) instead of the warlock's.

Even when a warlock takes no damage because of the Communion of Scales rune, they are still considered to have taken damage from the damage roll for the purposes of any special effects inflicted by the source of the damage roll.

DISSIPATE SPIRIT

Type: Melee Weapon

Prerequisite: Lore (Menoth 2)

Rune Points: 2

Effect: When a warbeast is incapacitated by an attack made with a melee weapon enchanted with this rune, the warlock to whose battlegroup the warbeast belongs cannot reave fury from it, and the warbeast becomes unavailable as a spirit bond if it does not survive.

DOMINANT PRESENCE

Type: Armour, Talisman

Prerequisite: Lore (Dhunian 2, occult 2, or Orboros 2)

Rune Points: 2

Effect: Increase the THR of all warbeasts in the battlegroup of the character wearing the suit of armour or talisman inscribed with this rune and currently in this character's Control Area by 1.

EMPATHIC SENDING

Type: Armour

Prerequisite: Harnesser, Lore (Ashiga 3, Dhunian 3, occult 3 or Orboros 3)

Rune Points: 3

Effect: A harnesser wearing the suit of armour enchanted with this rune may transfer damage to one of their warbeasts even if that warbeast currently has a number of points of fury on it equal to its FURY stat.

FLESH MEMORY

Type: Melee Weapon

Prerequisite: Lore (occult 2), Bone Grinder ability

Rune Points: 3

Effect: When a character is destroyed by an attack made with a melee weapon enchanted with this rune, this melee weapon gains a flesh memory token if it is not currently already holding one. A character with the Bone Grinder ability may then utilise that flesh memory token to craft an effigy (An effigy works just like a normal bone grinder fetish but can be created from any organic materials that can be fashioned into a somewhat similar shape; it is the flesh memory token that provides the actual enchantment. What kind of effigy can be created from a flesh memory depends on the character slain by the weapon, e.g. the flesh memory of a warbeast is required to craft a bone fetish (see IKU, p. 349), but the bone grinder can use any kinds of bones for the effigy's physical shell).

A character with the Bone Grinder ability touching a melee weapon equipped with the flesh memory rune can always sense whether the weapon is currently holding a flesh memory token, and whether the flesh memory token is suitable for creating the specific effigy they want to create. A character with the Bone Grinder ability can also dismiss a flesh memory from this weapon by touching it and spending a full action.

The remains of a character who has been destroyed by a melee weapon enchanted with a flesh memory rune cannot be used to create bone grinder fetishes, as that part of their essence has already been absorbed by the weapon (Obviously, if the weapon was already holding its maximum number of flesh memory tokens, this does not apply).

Special: A normal flesh memory rune can only hold a single flesh memory token (and may hold it indefinitely; there are bone grinder tales of flesh memory weapons holding the essence of long-extinct beasts that can be used to create effigies with undreamt-of abilities – *once*). A character with the Bone Grinder ability and Lore (occult 1) can expand a flesh memory rune's capacity by adding runes, allowing the weapon to store one additional flesh

memory for each 1-point flesh memory rune added to it (this can be recorded in the weapon's special rules as Flesh Memory [2]). Since a melee weapon's maximum capacity is 5 rune points, the maximum possible capacity is 3 flesh memory tokens (and most enchanters prefer to add some runes that make the weapon more powerful instead so it can actually be used to bring down the beasts whose flesh memories the bone grinder covets).

***Morgan's Notes:** While the flesh memory rune is a 3-point rune, it only requires Lore (occult 2) to inscribe. This is because the rune actually consists of two intertwined runes that must always be applied together; a 2-point rune necessitating Lore (occult 2) that grants the weapon the ability to harvest flesh memories and a 1-point rune that allows the weapon to store that first flesh memory token.*

It should also be noted that flesh memories are neither soul tokens nor corpse tokens.

GUNSIGHT

Type: Firearm (magelock; firearms inscribed with Reinforcing Runes (see p. 150) also count as magelocks for the purposes of this rune)

Prerequisite: Lore (occult 1; alternatively, Pistols 1 (when inscribed on a pistol) or Rifle 1 (when inscribed on a rifle)

Rune Points: 1

Effect: A gun mage wielding the firearm enchanted with this rune can choose to see through the gun's barrel during their activation, enabling the gun mage to peek around corners without leaving cover, line up shots through openings just large enough to admit the barrel, or even make ranged attacks into their back arc over their shoulder at an additional -2 attack roll penalty (as the resulting upside-down image tends to throw off one's aim; any PER rolls made while peering through the gun while it's upside down also suffer the same -2 penalty).

GUNSIGHT, MASTER

Type: Firearm (magelock; firearms inscribed with Reinforcing Runes (see p. 150) also count as magelocks for the purposes of this rune)

Prerequisite: Lore (occult 2)

Rune Points: 2

Effect: The Master Gunsight rune has the same effect as the Gunsight rune (see p. 149), except making attacks into the gun mage's back arc or PER rolls while peering through a gun that is not right side up do not suffer a penalty.

Morgan's Note: While the basic Gunsight rune does not require arcane training and can be inscribed by any gun mage by dint of their affinity with firearms, the Master Gunsight rune requires a more advanced understanding of magical principles and thus can only be inscribed by those with a solid theoretical background in the arcane.

HEALING, PARASITIC

Type: Armour, Talisman

Prerequisite: Harnesser, Lore (Devourer Wurm 2, Everblight 2 or Kossk 2)

Rune Points: 2

Effect: The character wearing the suit of armour or talisman enchanted with this rune may spend a point of fury in their activation to transfer any number of points of damage from themselves to one of the warbeasts in their battlegroup and currently in their Control Area.

No more damage can be transferred than the target warbeast has unmarked damage circles left. No damage may be transferred to warbeasts which currently have a number of fury points equal to their FURY stat, unless the warbeast has the Empathic Transference trait.

This rune cannot be used to transfer damage when the warlock is currently suffering from Slow Recovery.

HEALING, SYMPATHETIC

Type: Armour, Talisman

Prerequisite: Harnesser, Lore (Dhunian 2 or Orboros 2)

Rune Points: 2

Effect: When the character wearing the suit of armour or talisman enchanted with this rune spends fury to regain a point of vitality, one of the warbeasts in their battlegroup and currently in their Control Area also regains a point of vitality.

LEASH-RUNE

Type: Armour, Talisman

Prerequisite: Harnesser, Lore (Ashiga 1, Dhunian 1, Orboros 1)

Rune Points: 1

Effect: At the start of their Control Phase, a warlock wearing a suit of armour or talisman enchanted with this rune may discard a single point of fury from one of the warbeasts in their battlegroup and currently in their Control Area.

A suit of armour or talisman can have multiple leash-runes inscribed on it, but each leash-rune can only affect a single warbeast each round. By the same token, a warbeast can only be affected by a single leash-rune each round.

LIFE-BOND

Type: Armour

Prerequisite: Harnesser, Lore (Ashiga 2, Dhunian 2, occult 2 or Orboros 2)

Rune Points: 2

Effect: Once per round, a harnesser wearing the suit of armour enchanted with this rune may transfer damage to one of their warbeasts without spending a point of fury.

LIFEGIVER

Type: Armour, Talisman

Prerequisite: Harnesser, Lore (occult) 2

Rune Points: 2

Effect: A harnesser can use a warlock bond slot to bond to the suit of armour or talisman enchanted with this rune, and may then transfer damage to a living character wearing the item enchanted with this rune as if that character was a warbeast in their battlegroup.

If an unwilling character is wearing the item enchanted with this rune, the harnesser must win a contested Willpower roll against the character wearing the item to successfully transfer damage. If the harnesser fails the contested Willpower roll, they still expend a point of fury, but no damage is transferred.

Non-sentient characters (e.g. animals) wearing the item enchanted with this rune always count as unwilling targets when transferring damage.

REINFORCING RUNES

Cost: Not for sale (see below).

Type: Ranged Weapon (firearm)

Prerequisites: Special; see below

Description: This technique for inscribing firearms with runes intended to strengthen them against the stress of channeling rune shot spells into bullets has largely fallen out of favour with the availability of magelock steel, but it is the reason that magelock guns are still inscribed with runes today, even if those are mostly decorative. However, some gun mages still practice the old technique

on occasion, despite all the potential dangers of enchanting, to craft unusual firearms.

Rune Points: 1-4 (see Special Rules and Fabrication)

Special Rules: A gun mage can fire rune shots from a gun inscribed with reinforcing runes without risking the gun's destruction (see "Imperfect Instruments," IKKNG, p. 244), as long as the total COST of all rune shot spells cast on the bullet does not exceed twice the rune points of the reinforcing runes. If this limit is exceeded, a roll must be made to determine if the gun gets damaged as usual.

A gun inscribed with reinforcing runes does not count as a magical weapon unless it is firing rune shots; the purpose of the reinforcing runes is to protect the gun rather than enhance its power.

Special: If a gun is inscribed with reinforcing runes that hasn't been exquisitely crafted in the first place (see Fabrication), the reinforcing runes only allow the safe casting of runes shot spells with a total COST equal to the gun's reinforcing rune points.

Fabrication: Ideally, a gun must be exceptionally well crafted to serve as a "magelock" gun by courtesy of its reinforcing runes, which triples the cost of the standard gun, but in a pinch any firearm can be equipped with reinforcing runes. The pertinent Craft skill for producing a firearm suitable for being fully empowered by reinforcing runes is Craft (gunsmithing).

Attunement takes three hours per rune point and requires a successful ARC roll against a target number of 12 plus the gun's total rune points after the enchanting process has been completed. Inscribing the runes takes one week per rune point; it is possible to inscribe a gun with 1-point reinforcing runes and keep adding runes as the gun mage grows in knowledge.

There are two methods for inscribing reinforcing runes: The older method relies on a gun mage's instinctive bond with firearms and yields informal, highly idiosyncratic runes that will only work for the gun mage who is crafting the runes. Inscribing these runes takes one week per rune point and requires a successful ARC+Craft (gunsmithing) or ARC+Pistol or ARC+Rifle roll, whichever is appropriate to the weapon and whichever is highest.

The second method uses a better understanding of arcane principles and uses ARC+Lore (occult) instead. The runes inscribed this way will work for any gun mage.

In either case, the maximum number of reinforcing runes that can be inscribed is equal to the gun mage's level in the relevant skill. It is even possible to mix runes if a gun mage later substitutes formal training for instinct, creating a gun that will work to a lesser degree for other gun mages but can only be used to its fullest potential by its creator (e.g. if a Hero level gun mage inscribed his gun with reinforcing runes using Pistol 1 but later studies Lore (occult) and gains level 2 in that skill, he could add another reinforcing rune to his pistol that raises its

reinforcing rune points to 2 when that gun mage is wielding that gun; other gun mages firing rune shots from that pistol could still only safely use rune shots with a total COST of 2 (1x2)).

RELOAD, DUAL

Type: Firearm (multi-barreled firearm only)

Prerequisite: Lore (occult) 1, Connections: Order of the Amethyst Rose

Rune Points: 1

Effect: When using a quick action to reload one barrel of a multi-barreled firearm inscribed with this rune (like the Order of the Amethyst Rose's trademark dual magelock or a quad-iron), the bearer of that firearm immediately gains another quick action that can only be used to reload another barrel of the same gun.

RUNELoad

Type: Firearm (magelock; firearms inscribed with Reinforcing Runes (see p. 150) also count as magelocks for the purposes of this rune)

Prerequisite: Lore (occult) 1-4 (see below)

Rune Points: 1-4

Effect: After casting rune shot spells on a bullet loaded into a firearm enchanted with this rune, the rune shot spells do not expire as long as the gun mage remains conscious, does not fire the bullet or otherwise remove it from the firearm, and keeps the firearm in hand. This rune can only sustain rune shot spells with a total COST equal to or less than this rune's rating (often references as Minor Runelock for the 1-point version, Lesser Runelock for the 2-point version, Greater Runelock for the 3-point version, and Master Runelock for the 4-point version).

The gun mage can at any point in their activation choose to dismiss any or all of the rune shot spells sustained by this rune, and may also cast additional rune shot spells onto a rune bullet that is currently benefiting from this rune's effects before firing the bullet.

A firearm can only have one runelock rune inscribed on it, but it is possible to expand an existing rune once the enchanter's knowledge of Lore (occult) has deepened to the required level.

SANCTIFIED

Type: Armour, Talisman

Prerequisite: Lore (Menoth or Morrow) 2

Rune Points: 2

Effect: When the wearer of the suit of armour or talisman enchanted with this rune is destroyed, their soul cannot be claimed by a character who does not adhere to the same faith (e.g. a suit of armour sanctified to Menoth will only allow a Menite Reclaimer to claim that character's soul token).

This rune only protects characters who adhere to the same faith as the maker of the rune (e.g. a talisman sanctified to Morrow will only protect Morrowans).

SHOT RUNE

Type: Firearm (magelock; firearms inscribed with Reinforcing Runes (see p. 150) also count as magelocks for the purposes of this rune)

Prerequisite: Lore (occult) 1, Craft Rune Shot ability, knowledge of a Rune Shot spell (see Effect)

Rune Points: 1

Effect: Once per round, when firing a rune shot specified by the type of shot rune inscribed on the firearm, the fatigue gained or focus or fury spent to cast that rune shot is reduced by 1, to a minimum of 0.

Each shot rune is specific to one rune shot (e.g. a Trick Shot rune will reduce the fatigue gain or focus cost of the Rune Shot: Trick Shot spell once per round, but have no effect on other rune shot spells).

In order to inscribe a shot rune, the enchanter must know the corresponding rune shot spell.

It is possible to inscribe multiple shot runes on a firearm, and it's even possible to inscribe multiple instances of the same shot rune. However, each rune bullet can only benefit from a single shot rune of the same type (e.g. a dual magelock with two Accuracy Shot runes could fire its barrels separately while gaining the benefits of the Accuracy Shot rune for the Rune Shot: Accuracy spells on both rune bullets).

SPIRIT PACK

Type: Armour, Talisman

Prerequisite: Lore (occult 2 or Orboros 2), Warlock Bond ability

Rune Points: 2

Effect: When the wearer of the suit of armour or talisman enchanted with this rune gains spirit bonds from having two or more warbeasts in their battlegroup destroyed, they can use a full action to transfer two spirit bonds into the same warlock bond slot and hold them together until the

warlock dismisses them to bond a new warbeast with that warlock bond slot.

If the talisman or suit of armour enchanted with this rune is removed from a warlock holding two spirit bonds in one or more of their bond slots, both spirit bonds held in the same bond slot are immediately lost.

TENACIOUS FATE

Type: Armour, Talisman, Weapon

Prerequisite: Lore (Dhunia, occult or Orboros) 2

Rune Points: 2

Effect: Once per round, when the character wearing the suit of armour or talisman inscribed with this rune spends their last feat point, roll 1d6. On a result of 5 or 6, the action fueled by the feat point takes effect, but the feat point is not spent.

If this rune has been inscribed on a weapon, the same effect applies, but only if the feat point was spent on an action performed with the weapon, e.g. when the weapon was used to parry, an attack roll was re-rolled, an extra quick action was purchased to draw or reload the weapon, or an armed technique (see IKUA, p. 20, for examples) was being used.

CARGO TALISMAN
[DEDICATED MAGICAL ITEM]

Cost: Usually not for sale.

Type: Talisman

Description: Cargo talismans come in a variety of forms, but since they are made by and for gatormen, they are usually sized and proportioned for these people. Most cargo talismans are necklaces, belts or bandoliers with a number of small charms already coming attached, but they have been fabricated in the form of top hats or waistcoats as well. What they all have in common is plenty of space where the user can hang up to three magical talismans so they can gain their benefits simultaneously.

Rune Points: 4

Special Rules: A character wearing a cargo talisman benefits from the effects of up to three talismans simultaneously (see IKWA, p. 50, for rules regarding talismans) as long as these talismans are attached to the cargo talisman, and as long as these are different talismans (e.g. the effects of attaching the same talisman more than once are not cumulative).

If the effects of talismans worn on the cargo talisman conflict with each other, the GM has the final say as to

what exactly happens; usually, the conflicting talismans will simply cancel each other out (i.e. even if only parts of the effect of two talismans worn on a cargo talisman conflict with each other, these talismans will still cancel each other out completely, including those effects that do not conflict with each other).

Prerequisite: Lore (Kosk 2)

Fabrication: The material cost of the talisman's body depends on the type of clothing adapted to become a cargo talisman, but usually is at least 35 gc for the basic material as well as additional charms and trinkets that are going to become integral parts of the talisman. Creating the talisman's vessel takes two weeks and requires a Craft skill roll relevant to its form (e.g. Craft (tailor) for a top hat, or Craft (metalworking) for a necklace).

Attunement takes 12 hours and requires a successful ARC attribute roll against a target number of 16. Inscribing the runes takes four weeks and requires an ARC+Craft skill roll against a target number of 16 (use the same Craft skill that was used to fabricate the vessel).

CHORISTER'S EMBLEM [DEDICATED MAGICAL ITEM]

Cost: Usually not for sale.

Type: Talisman

Description: These items are usually ancient but are occasionally still being manufactured by Priests of Morrow or Menoth. Prominently bearing the Morrowan sunburst or the Menofix, as befits the talisman's maker and intended recipient, wearing these items allows a Gifted member of the faith to more easily support the divine magic of a senior priest.

Rune Points: 2

Special Rules: Characters with the Choir ability (see IKRPG, p. 159) who wear a chorister's emblem can both support and be supported by another character with the Choir ability while they are within 5" of each other, rather than within 1".

A chorister's emblem only works for a character who adheres to the faith represented by the emblem (so a Morrowan priest can only benefit from a Morrowan chorister's emblem).

Prerequisite: Lore (Morrow 2 or Menoth 2), Choir ability

Fabrication: The material cost of the talisman's body is at least 30 gc, though many chorister's emblems are lavishly made works of art made from precious metals and set with gemstones, with a material cost of at least 90 gc or more. Creating the talisman's vessel takes two weeks. The pertinent Craft skill usually is Craft (jeweller) or Craft (metalworking).

Attunement takes 6 hours and requires a successful ARC attribute roll against a target number of 14. Inscribing the runes takes two weeks and requires an ARC+Craft skill roll against a target number of 14 (use the same Craft skill that was used to fabricate the vessel).

KEEPER'S CROOK [DEDICATED MAGICAL ITEM]

Cost: This item is never available for sale.

Type: Great Weapon, also counts as a Talisman

Skill: Great Weapon

Attack Modifier: +0

POW: 4

Description: This long staff resembles a shepherd's crook, and is usually wielded by high-ranking Morrowan clergy during ceremonies. While most of these staves are merely highly ornamented battle staves, a rare few – mostly in the possession of priests of the rank of vicar (which are inferior in rank only to exarchs and the primarch himself) or higher but occasionally loaned to battle chaplains – carry a special enchantment that aids a priest in preserving their flock in battle.

Rune Points: 3

Special Rules: A keeper's crook may be wielded as a battle staff in combat, and counts as a magical weapon. Additionally, a priest of Morrow wielding a keeper's crook may use the Empower ability and the Heal and Triage spells (if they know them) on any character within 5" (30 feet) of themselves, rather than only when they are in B2B with the target character.

A keeper's crook is a Reach weapon and must be used two-handed. It can be wielded one-handed while making use of its bonuses to the Empower ability and spells, however.

A character can spend 1 feat point to make a trip attack instead of a normal attack with the keeper's crook. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit, a living target hit has a chance to be knocked out by a melee attack with a keeper's crook. If the target suffers damage from the attack, they must make a Willpower roll against a target number equal to the attacking character's STR+9. If the target succeeds, they stay conscious. If they fail, they are knocked out.

Prerequisite: Lore (Morrow) 2

Fabrication: The material cost of this weapon's body is 60 gc. Creating the vessel takes two weeks. The pertinent craft skill for fabricating this item is Craft (carpentry).

Attunement takes 9 hours and requires a successful ARC attribute roll against a target number of 15. Inscribing the

runes takes three weeks and requires a successful ARC+Craft (carpentry) roll against a target number of 15.

NEW MOON CHARM [DEDICATED MAGICAL ITEM]

Cost: Usually not for sale.

Type: Talisman

Description: This charm always contains three black orbs (usually obsidian, but sometimes pearls), representing Calder, Laris and Artis in their new moon phases, usually set into a body of bronze or sometimes bone.

Rune Points: 2

Special Rules: Tharn wearing a new moon charm do not automatically transform into their bestial forms during lunar conjunctions. However, taking off the charm during such a conjunction will still make the Tharn transform at once (and usually the more painfully so for the transformation having been suppressed beforehand – when a new moon charm is taken off of a Tharn during a conjunction, the wearer immediately becomes knocked down and treats all aspects as crippled for two rounds (i.e. in their next activation, during which they must use a full action to transform unless they spend a feat point to transform faster, and the round after that as well. These penalties also apply when the Tharn wearing the new moon charm transforms intentionally during a conjunction; but it is not necessary to take off the charm first to do so). Putting on the charm will not make a transformed Tharn turn back into their more human form even outside a lunar conjunction.

Since Tharn revel in their bestial side, few of these charms exist. However, some of the Blackclads of the Circle have found it useful to grant these charms to Tharn allies so that at least one Tharn can still speedily convey complex information to their druidic allies even during lunar conjunctions and act as an intermediary between human Blackclads and Tharn. Also, Tharn who have to deal with non-Tharn a lot have also found a use for these charms, just in case they are unable to leave for the wilds during a conjunction.

Prerequisite: Lore (Devourer) 2

Fabrication: The material cost of a new moon charm is at least 30 gc, potentially more. The pertinent Craft skill for creating a new moon charm is Craft (jeweller).

Attunement takes 6 hours and requires a successful ARC attribute roll against a target number of 14. Inscribing the runes takes two weeks and requires an ARC+Craft (jeweler) skill roll against a target number of 14.

TALISMAN OF BRAGG [DEDICATED MAGICAL ITEM]

Cost: Usually not for sale.

Type: Talisman

Description: This heavy stone charm is worn around the neck, and is either produced as a single large charm bearing a prominent rune representing Bragg's Gift, or as a long necklace with multiple smaller stone pendants, with each of them representing one of Bragg's songs.

Rune Points: 2

Special Rules: A trollkin fell caller – warlock wearing a Talisman of Bragg can spend fury to boost Fell Call attack and damage rolls.

Prerequisite: Trollkin, Fell Calling 2, Lore (Dhunian) 2

Fabrication: The material cost of a Talisman of Bragg is at least 15 gc, though most fell callers interested in creating one will think it below their dignity to use stone and metals costing less than 45 gc. The pertinent Craft skill for creating a Talisman of Bragg is Craft (stoneworking).

Attunement takes 6 hours and requires a successful ARC attribute roll against a target number of 14. Inscribing the runes takes two weeks and requires an ARC+Craft (stoneworking) skill roll against a target number of 14.

WOLD STAFF [DEDICATED MAGICAL ITEM]

Cost: This item is never for sale

Type: Great Weapon, also counts as a Talisman

Skill: Great Weapon

Attack Modifier: -2

POW: 4

Description: This heavy staff appears to be made from living roots and intertwined rocks carved with glowing runes, making it look not dissimilar from the blackclad wold constructs themselves. While a pretty powerful weapon in its own right, the true use of a wold staff is granting its wielder much greater control of the energies flowing through wold constructs.

Rune Points: 4

Special Rules: A wold staff has Reach and counts as a magical weapon with an Attack Modifier of -0 in the hands of a blackclad.

In their Control Phase, a blackclad warlock currently bonded to at least one wold construct may invoke the staff's true power by spending 1 fury. This causes the warlock to lose the ability to force wold constructs for one round; instead, during this time any wold construct bonded to the warlock wielding the wold staff and in their Control Area may now spend fury points currently on it to

boost attack or damage rolls, make additional attacks, or use its animus. If the warlock wielding the wold staff also has the Wold Mastery ability, they can now also spend fury points currently on the wolds to heal them, but cannot spend fury points on themselves to do so.

Prerequisite: Lore (Orboros 4), Artificer, Wold Mastery

Fabrication: The material cost of a wold staff is at least 36 gc (though the cost is usually incurred by way of time and effort needed to find, gather and carve the correct stones and wood and intertwine them). The pertinent Craft skill for creating a wold staff is Craft (wold).

Attunement takes 12 hours and requires a successful ARC attribute roll against a target number of 16. Inscribing the runes takes four weeks and requires an ARC+Craft (wold) skill roll against a target number of 16.

WOLDCLAD ARMOUR [DEDICATED MAGICAL ITEM]

Cost: This item is never for sale

SPD Modifier: -1

DEF Modifier: -5

ARM Modifier: +8

Description: Incorporating plates of stone inscribed with glowing green runes into its make-up, woldclad armour is exceptionally heavy and encumbering when not being worn by those who have learned to tap into its powers. Even then, there are even fewer who have the training to fully make use of its potential.

Rune Points: 4

Special Rules: A character who has received the proper training from the blackclads can wear woldclad armour much more comfortably, reducing its SPD penalty to -0 and its DEF penalty to -3. Additionally, wearing a full suit of woldclad armour makes its wearer's unarmed melee attacks count as magical.

A character with the Resonance: Wold ability and a free Warlock Bond slot may also bond to a suit of woldclad armour and make use of its true power: When transferring damage to a warbeast bonded to the warlock, instead of spending a point of fury to do so the warlock may have the suit of woldclad armour gain a point of fury. A suit of woldclad armour may not have more than three points of fury at the same time. During their Control Phase, the warlock may leach these fury points from the suit of woldclad armour as though it was a warbeast bonded to the warlock.

Prerequisite: Lore (Orboros 2), Artificer

Fabrication: The material cost of a suit of woldclad armour is at least 480 gc (half of this cost representing effort to find and carve the correct stones for the suit). The pertinent Craft skills for creating a suit of woldclad

armour are Craft (metalworking) and Craft (wold), whichever is less.

Attunement takes 12 hours and requires a successful ARC attribute roll against a target number of 16. Inscribing the runes takes four weeks and requires an ARC+Craft (wold) skill roll against a target number of 16.

WOLDVOULGE [DEDICATED MAGICAL ITEM]

Cost: This item is never for sale

Skill: Great Weapon

Attack Modifier: -2

POW: 4

Description: Standing out from the standard blackclad voulge only by dint of the specific configurations of jagged glowing green runes encircling its haft and the baleful light filling the large crystal set atop the blade, these bladed staves of wood and stone require specific skills to fully master.

Rune Points: 4

Special Rules: A wold staff has Reach and counts as a magical weapon with an Attack Modifier of -0 in the hands of a blackclad with the Artificer or Resonance: Wold abilities. In contrast to most other magical weapons, however, spending focus or fury does not allow any rolls made with this weapon to be boosted, or additional attacks to be made with it.

Instead, fully awakening a woldvoulge's power requires its wielder to have a free Warlock Bond slot as well as the Resonance: Wold ability. With these abilities, a Circle warlock can bond to the woldvoulge and use it as a magical weapon, but instead of spending fury to boost attack or damage rolls or gain additional attacks, the warlock bonded to the woldvoulge can “force” the woldvoulge to boost attack or damage rolls, or to gain the ability to make additional attacks with the weapon. When doing so, the woldvoulge gains a point of fury for every boosted roll or additional attack, up to a maximum of three points of fury stored in the woldvoulge. During their Control Phase, the warlock can then leach these fury points from the woldvoulge as though it was a warbeast in their battlegroup.

A character wielding a woldvoulge can only boost attack or damage rolls made with this weapon or make additional attacks with it by “forcing” the weapon. If the woldvoulge already has 3 points of fury stored in it, no additional rolls made with it can be boosted, nor can additional attacks be made with it.

A character must have STR 5 to wield a woldvoulge in one hand.

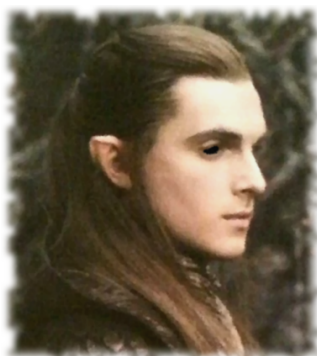
Prerequisite: Lore (Orboros 2), Artificer

Fabrication: The material cost of a woldvoulge is at least 45 gc (though the cost is usually incurred by way of time and effort needed to find, gather and carve the correct stones and wood and intertwine them). The pertinent Craft skill for creating a woldvoulge is Craft (wold).

Attunement takes 12 hours and requires a successful ARC attribute roll against a target number of 16. Inscribing the runes takes four weeks and requires an ARC+Craft (wold) skill roll against a target number of 16.

New Races and Careers

IOSAN SOULLESS



Almost never seen outside of the borders of Ios, and then even less rarely without being attended by other Iosans, the so-called Soulless are at best a mystery to the inhabitants of Western Immoren while representing sources of shame and horror in equal measure for their own people, who claim

(and with some justification, those Western scholars who have studied the issue tend to agree) that these Iosans were born without any form of immortal essence.

Largely indistinguishable from Iosans unaffected by their special condition, the Soulless do stand out by dint of their eyes being as completely and utterly black as the void itself. Their empty stares are only the most readily apparent evidence of their affliction, however, as they are also completely detached from any kinds of emotions, and will view displays of cruelty with the same clinical coldness as they would a displays of affection. Gifted individuals have also noted that the mere presence of the Soulless tends to drain their spells away into nothingness, although the degree to which this happens appears to vary between individuals and even appears to be under some degree of conscious control.

As far as their physiology is concerned, the Soulless do not seem to differ from other Iosans, with expected lifespans potentially reaching about two centuries (though the Soulless' emotional detachment and consequent lack of sensitivity and social graces likely renders them prone to coming to violent ends much earlier than that).

While most Soulless lack much of the drive with which an individual without their affliction approaches life, they are also unflagging in their determination to see a task they have been assigned through to its end. There are also rumours of a few unusual Soulless who have developed a certain curiosity about the world or even their own condition, and though they struggle to interact in any non-intellectual (or non-violent) way with other races, these few exceptional Soulless have taken on careers that agree with their unique dispositions (Such endeavours also usually include taking to wearing tinted spectacles or otherwise concealing their disturbing eyes, especially since agents of the so-called Mage Hunters or Retribution sects appear to just as likely seek to eliminate rogue Soulless as they would Gifted Westerners).

Image adapted from https://static.wikia.nocookie.net/lotr/images/e/e8/Eiros_the_Guard_-_Full.jpg/revision/latest/scale-to-width-down/662?cb=20150210154943, retrieved 3rd December 2021

IOSAN SOULLESS

	STARTING VALUE	HERO LIMIT	VETERAN LIMIT	EPIC LIMIT
PHY	5	7	7	7
SPD	6	7	7	7
STR	4	5	6	7
AGL	3	5	6	7
POI	4	5	6	7
PRW	4	5	6	7
INT	4	6	6	7
PER	3	5	6	7
ARC	—	—	—	—

Archetypes: Intellectual, Mighty, Skilled

Languages: Iosan Soulless start the game with two languages: Shyr and one other they have picked up in their travels or studies.

Height: 65-75 inches male, 60-70 inches female.

Weight: 125-180 pounds male, 85-140 pounds female.

Additional Characteristics:

- **Anti-Magic:** Iosan Soulless start the game with the Mage Static ability (see p. 161). Later, when they get to choose an archetype benefit on the Advancement Table, Iosan Soulless can always choose an ability with the Iosan Soulless prerequisite in place of a benefit granted by their archetype.
- **Fearless:** Iosan Soulless never suffer the effects of fear.
- **No Social Aptitude:** Iosan Soulless do not add a stat when making Social skill rolls. Social skill rolls against Iosan Soulless suffer a -3 penalty.
- **Soulless:** Iosan Soulless do not generate soul tokens when destroyed. Once dead, they cannot be brought back by any means, and they do not leave behind spirits that can be contacted by spells like Grave Whispers or similar abilities, or that would haunt an area.

MONASTIC OF THE ORDER OF KEEPING

PREREQUISITES:
HUMAN, WORSHIP OF MORROW

STARTING ABILITIES AND SKILLS	Abilities: Appraise, Iron Will, Language Connections: Morrowan Church Military Skills: Choose two: Great Weapon 1, Hand Weapon 1, Unarmed Combat 1 Occupational Skills: Craft (choose one) 1, Detection 1, Lore (choose one) 1, Lore (Morrowan faith) 1, Medicine 1, Research 1 Special: A character who chooses Order of Keeping as one of their starting careers gains the Photographic Memory Intellectual archetype benefit (see IKRPG, p. 116)
STARTING ASSETS	60 gc
ORDER OF KEEPING ABILITIES	Advisor, Apothecary (p. 160), Appraise, Armour of Will (p. 160), Astute, Blessed Strike (p. 160), Disease Resistance, Eyes of Truth (p. 160), Empower, Iron Will, Port of Call, Rallying Cry, Truth Reader, University Education
ORDER OF KEEPING CONNECTIONS	Connections (Morrowan Church, sub-organisations of the Morrowan Church)
ORDER OF KEEPING MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Unarmed Combat 3
ORDER OF KEEPING OCCUPATIONAL SKILLS	Command 3, Craft 4, Cryptography 3, Etiquette 2, Forensic Science 2, General Skills 4, Law 2, Medicine 4, Navigation 2, Negotiation 3, Oratory 2, Research 4, Survival 2, Tracking 2

The brothers and sisters of the Order of Keeping are devoted to identifying, safekeeping and studying the relics and teachings of the Morrowan faith, and while they mainly serve as archivists and the stewards of shrines and holy sites, some also devote themselves to more adventurous aspects of their calling, gaining special blessings that enable them to venture forth from the sheltering walls where they stand guard to seek out forgotten relics or, on occasion, to retrieve them from the hands of those who would dare steal them.

Monastics of the Order of Keeping also travel the lands to serve as healers, advisors and craftsmen, since the true heart of the faith does not lie in dusty relics and shrines but in the living members of the congregation. It is in the line of these duties that the members of the Order, who often travel without wearing any conspicuous vestments, sometimes uncover rumours of lost relics of the faith, and will then eagerly follow up on those, often displaying an uncanny ability to discern true relics from profane forgeries – an invaluable skill considering that some followers of the Dark Twin are all too eager to trick Morrowans with fake or even corrupted relics.



Playing a Monastic of the Order of Keeping:

In contrast to the knightly orders that serve the Morrowan Church, becoming a brother or sister of the Order of Keeping offers a more subdued but no less vital and important way for a Morrowan character to embody the ideals of their faith.

Monastics of the Order of Keeping are scholars and often also well versed in practical skills. They have access to some supernatural abilities as well, and while these pale in comparison to the abilities of a Gifted priest, they still enable Order members who have acquired this kind of training to hold their own reasonably well even when facing supernatural opponents. While the Order of Keeping also grants its members some training in many abilities needed to traverse the wilderness, they still lack much of the more effective training that true rangers get.

Members of the Order of Keeping do lack training in ranged combat and the skills needed for navigating an urban environment, though choosing secondary careers focused on these may also mean the character might not be able to make the most of the special abilities being a member of the Order grants access to.

Image: <https://media.gettyimages.com/videos/monk-reading-bible-in-a-monastery-video-id160455056?s=640x640>, retrieved 17th June 2020

STRINGER**PREREQUISITES: NONE**

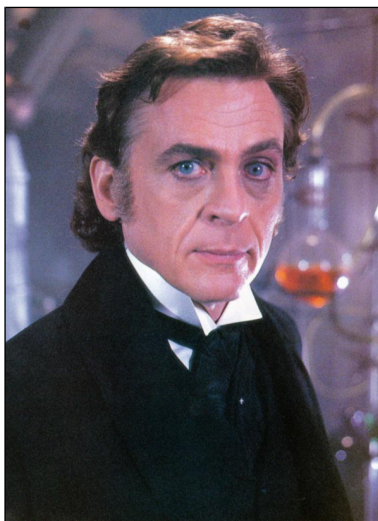
STARTING ABILITIES AND SKILLS	Abilities: Appraise, Cover Identity, Hounded by the Law Connections: Criminal Organisation (choose one) Military Skills: Choose one: Hand Weapon 1, Pistol 1 or Unarmed Combat 1 Occupational Skills: Command 1, Deception 1, Detection 1, Disguise 1, Law 1, Negotiation 1, Sneak 1, Streetwise 1 Special: A character who chooses Stringer as one of their starting careers gains the Feat: Perfect Plot Intellectual archetype benefit (see IKRPG, p. 116)
STARTING ASSETS	150 gc
STRINGER ABILITIES	Advisor, Anatomical Precision, Appraise, Conniver, Cover Identity, Hounded by the Law (p. 160), Iron Will, Language, Natural Leader, Parry, Sucker!, Team Leader, Truth Reader
STRINGER CONNECTIONS	Any
STRINGER MILITARY SKILLS	Hand Weapon 2, Pistol 2, Unarmed Combat 2
STRINGER OCCUPATIONAL SKILLS	Command 3, Cryptography 4, Deception 4, Disguise 3, Escape Artist 2, Etiquette 3, Forgery 2, Forensic Science 3, General Skills 4, Interrogation 4, Law 4, Medicine 2, Negotiation 4, Research 3, Sneak 4, Streetwise 4

The consummate criminals, Stringers expertly organise crime rings as well as plan and conduct heists, though they usually maintain a veneer of respectability and attempt to stay as far removed from the chance of actually being *seen to perpetrate* crimes – that is, after all, what lowly thieves and cutthroats are there for. The Stringer, on the other hand, is the mastermind behind the scenes, a *scientist* of crime.

In many ways, Stringers are the Investigator's opposite number, sharing many of their skills and abilities while placing a strong focus on actually leading a gang (though the Stringer usually prefers to be more of an *éminence grise* rather than the actual leader), while Investigators are all too often loners or act in small teams at best. In this way Stringers also compare to Military Commanders and Spies, with whom they share a penchant for leadership on the one side and a keen interest in the illicit side of things on the other.

Disturbingly enough, in contrast to most thieves and small-time robbers many Stringers seem to treat their chosen lives of crime as a game rather than a necessity, and relish planning and executing elaborate ploys just as much or even more so than what actual gains they achieve. This does not mean, however, that interfering with a Stringer's operations should be taken lightly – players they may be, but they also tend to be sore losers and take interference very, *very* personally, especially if they should find a peskily persistent opponent (though

any such persistence that does not come with actually being successful as well is usually a deeply appreciated spice of a Stringer's life).



Playing a Stringer: Most adventuring parties could greatly benefit from having a Stringer on their side, though it should be noted the career offers practically nothing of any use outside of an urban, civilised environment (though that is why Stringers prefer not to operate alone anyway) and only limited combat capabilities, with a focus on lighter armaments and defence. Also, the most accomplished Stringers already have a life of crime behind them and simply enjoy dismantling the puzzle posed by legitimate society and its defences against the members of the underworld way too much to refrain from engaging in heists and cons, even

against their better judgment, and can expect to keep running into trouble with the law merely by dint of their suspected (though, usually, unproven) criminal activities.

At the end of the day, Stringers fit less lawful campaigns best, though Stringers do usually have a vested interest in ingratiating themselves with the lawful (or at least ruling) side of society – while they enjoy the challenge of opposing and breaking the rules and norms of society, they do, as a rule, also enjoy the *benefits* of at least *appearing* as a respected member of that society, and if that means being seen to work for the betterment of that society on occasion, then so be it.

Image adapted from: <http://www.sherylfranklin.com/images/trek/moriarty.jpg>, retrieved 27th July 2020

New Abilities

APOTHECARY

Prerequisite: Lore (Morrow) 1, Medicine 1

A character with this ability can create alchemical compounds without having the Alchemy skill, but may only create compounds that increase resistance to illnesses or toxins, or that promote recovery from illnesses, toxins or injury (the GM has final say as to whether a compound qualifies). Instead of rolling INT+Alchemy, a character creating an alchemical compound using this ability rolls INT+Lore (Morrow) or INT+Medicine, whichever is lower.

ARCANE DRAIN

Prerequisites: Iosan Soulless, PER 5

When this character hits an enemy spellcaster with a melee attack, the enemy spellcaster gains 1 fatigue (if a will weaver) or loses 1 focus or fury (if a focuser or harnesser).

ARCANE INTERDICTION

Prerequisite: Iosan Soulless

The effects of the Arcane Void, Disbinding, Lament, Mage Static and Void Defence abilities apply to all friendly characters within this character's command range. If any of these abilities requires expending a feat point, spending a single feat point triggers that ability's effects on all friendly characters within range, but feat points must be spent separately on activating different abilities.

ARCANE VOID

Prerequisites: Iosan Soulless, Veteran level (50+ XP)

When this character is targeted by an enemy spell, the enemy spellcaster immediately suffers 1d3 damage points to a randomly determined branch of their life spiral. If the enemy spellcaster is incapacitated as a result of this damage, the spell does not take effect.

ARMOUR OF WILL

Prerequisite: none

While unarmoured, this character's ARM is equal to their Willpower. This ability has no effect while this character is wearing armour.

At Veteran level (50 XP), this character gains an additional +1 bonus to ARM when using this ability. This bonus increases to +2 at Epic level (100 XP).

BLESSED STRIKE

Prerequisite: Lore (Morrow) 1

This character can spend a quick action to pray to Morrow for the power to smite their enemies. The next melee attack this character makes this turn is considered to be made with a magical weapon and gains +1 to the attack roll. At Veteran level, a melee attack made using this ability also gains Blessed (attacks with Blessed weapons ignore spell effects that add to the attacker's ARM and DEF, and deal full damage to incorporeal characters).

Special: Precursor Knights (Knights of the Morrowan Church) may also take this ability.

DISBINDING

Prerequisite: Iosan Soulless

During their activation, this character can spend a feat point to cause upkeep spells or animi cast on this character by enemy spellcasters to expire.

EYES OF TRUTH

Prerequisite: Detection 3

This character ignores concealment, Camouflage and stealth, and may see normally in complete darkness.

This ability does not work if both of this character's eyes have been injured or destroyed, but it will work when such a character is wearing a mechanical eye, for example.

HOUNDED BY THE LAW

Prerequisite: None

Special: This ability is detrimental rather than positive, but it is mostly meant as an adventure hook rather than an obstacle. A player whose character has this trait gives the GM permission to make things interesting, rather than block them outright, and occasionally make this character's schemes (or a certain penance for them) the focus of adventures.

A character with this ability is known to the better-informed authorities as a criminal, though there is usually little to have made any accusations truly stick. However, intelligence organisations may keep an eye out for this character, necessitating subterfuge and disguises, and they

may even have a rival of sorts – usually an Investigator – who tends to follow them around in order to thwart their schemes. Sometimes, of course, even such rivals and opponents can be co-opted into this character's ploys, be it because they turn out to have a common enemy, be it because the opposition can be manipulated into acting in a way beneficial to this character. If this fails, of course, then this character (and their associates) can face harassment from the law as well as well-intentioned rivals stumbling into their unfolding plans and messing them up at particularly inopportune moments...

It should be pointed out that killing such a rival will not get rid of them, by the way – after a brief respite, new rivals will pop up to avenge their slain associate or, at the very least, continue their last and (usually) most obsessive investigation.

***Morgan's Notes:** This trait is usually “awarded” to starting characters only, and cannot actually be acquired by a character who later chooses a career offering this trait as part of its advances. This is intentional, as this trait is supposed to represent a substantial, life-long background in organised crime.*

LAMENT

Prerequisite: Iosan Soulless

Enemy spellcasters casting or upkeeping spells on this character must pay double the cost in fatigue, focus, or fury.

MAGE STATIC

Prerequisite: Iosan Soulless

Enemy offensive spells targeting this character suffer -5 RNG. This does not affect spells with RNG:SP.

SPELL WARD

Prerequisites: Iosan Soulless, Mage Static, Veteran level (50+ XP)

This character cannot be targeted by spells.

VOID DEFENCE

Prerequisites: Iosan Soulless, PER 5

This character gains +3 ARM against magic attacks.

VOID TOUCH

Prerequisites: Iosan Soulless, Disbinding, Veteran level (50+ XP)

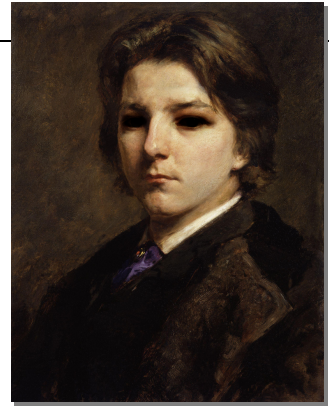
When this character hits an enemy spellcaster with a melee attack, this character may spend 1 feat point to render the character hit unable to cast spells for one round. This effect may be shaken by the affected character spending a feat point.

Things That Go Bump: The Bestiary

ANIMATE

“All faiths of Immoren agree on this one point: The worst fate that can befall you, whether you are a child of the Lawgiver or of the Mother, is to lose your immortal soul, whether to the foul claws of a necromancer or the even fouler wiles of the Infernals and their ilk. While most such souls are lost only upon the destruction of the flesh, a strange phenomenon has begun to be reported of late, the sight of those whose souls were most assuredly lost nevertheless rising in a form of undeath that seems to violate the recognised tenets of this state of existence, a form of revenant not created by a bound soul but, as it were, by a ravenous and even more unnatural animation driven by the need not to fulfil a hunger for flesh but a thirst for a complementary immortal essence...”

Animate image adapted from https://upload.wikimedia.org/wikipedia/commons/b/bd/Francis_Montague_%28%27Frank%27%29_Holl_by_Francis_Montague_%28%27Frank%27%29_Holl.jpg, retrieved 22nd June 2021



Stats, Skills, Abilities and Templates:

The character's archetype, stats, skills, abilities and spells are unchanged from when they were alive, except as stated below.

Additional Traits and Abilities:

Arcane Conduit – If this character was Gifted before becoming an animate, they can only cast spells while they have at least one soul token. Similarly, they can only use Gifted archetype benefits as well as abilities that have a prerequisite ARC stat or require the character to be Gifted while they have at least one soul token.

Dark Resurrection – When this character is destroyed, they will rise again if they currently have at least one soul token. 24 hours after their destruction, this character loses one soul token and reawakens, reconstituting the body (but neither clothes nor equipment) even from ashes, with all vitality loss and results from rolls on the injury table fully restored.

The soul token spent to empower this character's Dark Resurrection is completely destroyed in the process.

Feat Points – This character may have and even automatically regain a number of feat points each round, depending on the number of soul tokens they hold (see “Soul States” below).

Hollowed Mind – If this character is currently not holding any soul tokens, they no longer add their stats to their Social skills when making Social skill rolls, except when making Intimidation rolls.

Soul Hunger – This character has no soul but may collect soul tokens from sentient living characters with souls when they are destroyed within 2” of this character. This character can have a maximum of 5 soul tokens. If this character is destroyed by a character who can collect soul tokens, the character who has destroyed this character can take as many soul tokens off of this character as they can hold.

At the end of every month, this character loses a soul token. The soul in question is completely destroyed by this.

Soul States – This character's appearance, maximum number of feat points and other relevant traits (e.g. Hollowed Mind) will change depending on how many soul tokens they hold. This change occurs once 24 hours have passed since losing or gaining soul tokens.

Soul Tokens	Appearance	Feat Points	
		Maximum	Per Round
0	Corpse	0	-
1	Sickly	0	-
2	Slightly pale	1	*
3	Normal	2	*
4	Normal	3	*
5	Normal	3	1

*In this state this character may only regain feat points by defeating enemies in combat, rolling critical successes or receiving feat points from other characters, e.g. via the Team Leader ability.

Terror – This character has Terror [12] while they hold no soul tokens.

Tough – When this character is disabled, roll 1d6. On a result of 2-5, this character regains 1 vitality point, is no longer disabled, and is knocked down.

Undead – This character is not truly a living character and never flees. While holding at least one soul token, this character must eat, drink and breathe, and heals as though they were living, suffers injuries like a living character, and does not look markedly different from when they were alive, though they do not age. When this character has lost their last soul token, they no longer need to eat, drink and breathe, and look shrivelled like an old corpse. 24 hours after acquiring at least one soul token, this character returns to their appearance before death.

Creature Templates:

Any applicable for sentient characters

It is a fact that has been long established by both arcane and religious scholars that animation and being imbued with a soul are two different things, with constructs and the restless dead as the most obvious examples of this. It is also taken for granted that the soul, when an individual has one, is quite firmly seated in the flesh, and extracting that soul requires the destruction of the body.

While the reanimation of such soulless flesh by way of inscribing it with Telgesch glyphs is also well known, the result more closely resembles a construct than a truly

sentient undead like a revenant, and does not usually retain more than a shred of its former personality. Even revenants are mere twisted shadows of their living selves, with their soul and flesh eternally bound to a material anchor.

The recently discovered creature which has become known as an animate seems to occupy a unique niche somewhere between the modes of existence of the revenant and the construct-type undead, sharing the fact that they are supernaturally animated with the former and a resurrective connection with souls with the latter. But while revenants are an amalgamation of their own soul and flesh into an unnatural form of existence, animates must steal and seem to slowly metabolise the souls of others to prolong and renew their existence. The absence of animating runes and the observed personalities of animates suggest the body's original consciousness still resides in the fleshly shell, and that the soul is only used to fully vitalise, for a lack of a better term, both consciousness and flesh, perhaps in the same way mortar binds bricks together into a complete building. It is currently unknown how the original animating life-force could have become separated from its vital spiritual element, with many theories abounding – from a new, heretofore unknown mode of soul extraction being responsible, to a change in the nature of the connection between Caen and Urcaen, as suggested by the reported increase in Infernal activity.

What is certain, at least, is that the beings known as animates do not seem to hold uniform allegiances to any faction currently known to be operating in Immoren, and seem most of all focussed on staying out of sight and prolonging their own soul-devouring existence without anybody being the wiser. While banditry and the life of the mercenary appear as particularly attractive lifestyles that would allow these creatures to sate themselves on souls, the risks of accidental destruction would also be vastly increased in these circumstances, thus acerbating the need for more souls to allow recovery.

ANIMATE LORE

A character can make an INT+Lore (Infernals or undead) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

12: While the vast majority of undead wear the evidence of their cursed existence openly, there are some who are able to convincingly mimic a mortal existence – at least for a time.

14: Some undead can revitalise themselves by devouring their victims. Usually, this only means the creature restores damage to itself and becomes more energised, but some can even regain a mortal semblance this way.

16: Rather than aiming to consume their flesh, some of the restless dead are after their victims' very souls, tearing them away to feed their own existence.

18: This creature seems to be a fluke, somehow having lost the original soul but not the life-force that animates its body and mind. If its original soul is recovered, it may be possible to rejoin it with the body, restoring it to its erstwhile mortal nature.

Adventure Seeds:

- *An Iosan Seeker who has learned of the existence of animates hopes to gain some insight into his own people's soulless ones by studying the creature. Of course, this involves finding and capturing an animate – which is easier said than done, considering how inconspicuous animates replete with souls can be. The Seeker has collected some leads and hires the adventurers to follow up on them – but this “following up” may eventually involve attacking the suspected animate to see if it will resurrect later, and possibly feeding it victims to observe how their souls are absorbed and assimilated by the creature...*
- *The adventurers are approached by a mysterious employer for a mission that requires some unscrupulous actions, like breaking into an arcanist's laboratory and stealing some of their records and artifacts. When returning to their employer, the adventurers find him under attack by an Infernal horror, and despite their efforts the employer is slain – only to approach the adventurers again a few days later, revealing his nature as an animate. The man has heard of the rumours that it is possible to regain his humanity with his original soul, and has already determined that an arcanist attached to his unit while in the military must have been an Infernalist (The arcanist the man had hired the adventurers to rob had merely been a test run to see if they were competent enough, as the real quarry would be much more dangerous, and would likely go into hiding after a botched break-in, putting an end to the animate's scheme to become human again). Considering his own nature, the animate cannot easily approach the authorities about the Infernalist, of course, and while the arcanist in question has since retired from military service, he is still to all intents and appearances a well-respected member of the community. While the animate's hopes that the Infernalist is still holding on to his original soul is slim indeed, as months have already passed, he believes the arcanist may be in the process of amassing a large number of souls for some grand bargain with his masters – and if the adventurers can find the site that is being used to store these souls after breaking into the arcanist's mansion, the animate believes immersing himself in the amassed souls will allow him to recover his own.*



Bone-and-mortar image adapted from <https://images.mubicdn.net/images/film/118065/cache-100316-1463784530/image-w1280.jpg>, retrieved 26th September 2021

BONE-AND-MORTAR

“Studying the haunted houses of Western Immören has led me to identify several distinct sub-types of such ghostly inhabitations. The particular type of haunting I would like to address in today's lecture is the one I have termed the bone-and-mortar due to two consistent idiosyncrasies: Firstly, and rather unusually, no ectoplasmic manifestation has ever been observed in an affected structure, even though there can be little doubt regarding an otherworldly presence. Secondly, and much less unusually, there is always, always a body to be found on the premises, and finding it is often one of the most important steps in laying the spirit to rest...”

Bone-and-mortar image adapted from

<https://images.mubicdn.net/images/film/118065/cache-100316-1463784530/image-w1280.jpg>, retrieved 26th September 2021

Stats, Skills, Abilities and Spells:

A bone-and-mortar only uses WIL, INT and PER (use the stats of the character who became a bone-and-mortar). The bone-and-mortar uses WIL/2 (rounded up) for all other stats, and does not have vitality, damage boxes, or a life spiral. Bone-and-mortars also have a command range equal to their INT, measured from their current focus of attention (see below).

A bone-and-mortar who used to be Gifted in life may still have an ARC stat but cannot cast any spells. Similarly, a bone-and-mortar retains no skills or abilities except for those stated below or granted by templates.

Traits and Abilities:

Infused Location – Instead of a “body,” a bone-and-mortar has a localised focus to its attention that can never leave the building it haunts (though in some cases this focus can move about the grounds surrounding the actual building as well). This focus moves at a rate equal to the bone-and-mortar's SPD (WIL/2, as usual), and may “run,” but it can only move along existing paths (so a bone-and-mortar's focus of attention cannot pass through a wall, but it can pass through windows and doors – including secret doors – and can do so even while such doors or windows are closed or even locked).

A bone-and-mortar's focus of attention is not hindered by barriers that can block incorporeal creatures. Exorcising a bone-and-mortar simply blocks its focus of attention from entering a specific part of its haunt for a while (usually for at least a year), but even if the bone-and-mortar is exorcised from the entirety of its haunt, it will eventually return as long as its body is not found and removed (and in some cases, even that may not be enough and the whole building must be pulled down, especially when the bone-and-mortar's body has been incorporated into the structure in some way).

Physical Hauntings – A bone-and-mortar solely acts by manipulating the building that holds their remains, including any plants rooted in the haunted property's soil. Typical actions are causing floorboards to creak, making stairs wobble under a character's feet, extinguishing or starting lights or fires, or opening and closing doors. A bone-and-mortar has greater control over objects that are actually a part of the building; conversely, items like new pieces of furniture may be completely beyond their power to affect for years.

Resolving the effects of a bone-and-mortar's actions can be as simple as describing odd sounds or sights (“The branches of the tree outside the window are moving as though there was a storm, lashing violently against the windowpane, but the air is perfectly still” or “The floorboards on the landing creak softly, as though somebody was trying to sneak to the locked door at the end of the corridor”), or can be resolved through contested rolls (e.g. make a contested AGL roll against half the bone-and-mortar's WIL

(rounded up) when a bone-and-mortar is trying to pitch someone down some stairs by shifting the floorboards under their feet).

A bone-and-mortar can never affect a character without using the building it haunts as a medium. Additionally, a bone-and-mortar will only respond with such hauntings to triggers (see below). The bone-and-mortar can affect its haunt once per round, and can affect a single fixture with line of sight to its current focus of attention and within its command range per round.

Trigger – Bone-and-mortars do not interact with the living (or anybody else for that matter) unless certain triggers specific to the individual bone-and-mortar are present (e.g. the bone-and-mortar left by a woman who was pushed down some stairs by her husband may attempt to trip up characters who resemble their husband when they walk down stairs, or cause the clothes of women to snag on furniture or the railing when they try to ascend or descend the stairs while within arm's reach of a man). A bone-and-mortar may have any number of triggers, but they will always be focused around the circumstances that have bound the ghost to the haunt.

A bone-and-mortar can only notice triggers if its focus of attention is within line of sight of the trigger when it occurs. There may also be triggers that will cause a bone-and-mortar to shift its focus of attention to a different area (e.g. a bone-and-mortar of a child who used to have a pet dog in life may move outside when a dog barks in the yard).

Unaware – A bone-and-mortar does not communicate except according to its triggers and by manipulating its haunt, though they can still understand the languages they understood in life, and must always obey its triggers.

Undead – This character is not a living character and never flees.

Creature Templates:

Power Tides

Not quite a ghost and not quite a curse, the bone-and-mortar shares the former's ability to respond to its environment (albeit in its own restricted fashion) and the latter's elusiveness. Most bone-and-mortars are born of tragedy, the hidden bodies of the victims of murder crying out against their murderers, but others have been reported that were caused by accidents, like a child falling down a forgotten well while exploring an abandoned manor, and the shattered body never found.

Encountering a bone-and-mortar may initially play out in the same way as dealing with any other kind of haunting, but the complete lack of the bone-and-mortar's spectral

presence makes these beings much more difficult to deal with short of destroying the building they haunt. Furthermore, it's quite possible that a building's inhabitants do not agree on there being a haunting at all, as only some of them may act as triggers to the bone-and-mortar, while the others live their lives completely oblivious of the presence of the restless dead.

Apart from responding to certain events in their vicinity, bone-and-mortars themselves seem barely sentient, and have never been observed to communicate in any verbal fashion (including the written word; while some bone-and-mortars may be able to cause words to appear on certain surfaces like fogged mirrors, these will invariably be the same words every time and never form a response to questions except by accident). A bone-and-mortar's actions largely appear to be rote responses to events that remind them of the circumstances of their last hours in life, which can sometimes lead to very distressing consequences (like the bone-and-mortar of a child who died while playing a game of hide-and-seeking engaging other children in reenactments of his last game, potentially causing them to suffer the same accident he suffered and creating multiple bone-and-mortars all haunting the same building).

The likely best way to deal with a bone-and-mortar is to elucidate its background from the nature of the reported hauntings and further research into the history of the building and its present and former inhabitants, which should help any spectral investigators find its body (or at least narrow down where to look). Giving the body a proper burial is usually enough to lay bone-and-mortars born of accidents to rest, though those who were born from murder will usually not abandon their haunt even when their remains have been buried (though it seems the building can be exorcised normally once the body has been given the proper rites) unless their murderer has also been brought to justice.

BONE-AND-MORTAR LORE

A character can make an INT+Lore (undead) roll to determine what they know about this creature (or condition). They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: Some places can be haunted without anybody ever seeing a ghost palely walking about.

12: Calling in a priest to exorcise a haunted house doesn't always solve the problem. Some ghosts will keep coming back as long as the thing they are tied to is not removed.

14: Always remember to bury the dead with the proper rites, and in the proper place, lest their very bones levy a curse on your house.

16: Some of the restless dead can possess places instead of living victims, and not always for malicious reasons but to avenge a wrong that was done to them.

Adventure Seeds:

- *The adventurers are brought in to investigate a haunting and eventually determine that the likely source is the wife of the house's previous inhabitant, who disappeared and whose grieving husband soon moved out of the house, selling it to its current owner. Tracking down the man, the adventurers not only learn that he has just buried his second wife, but that his current house is also being haunted by a bone-and-mortar. Has the widower been killing his wives? The man adamantly professes his innocence, and his grief appears genuine. But why do his wives seem to consistently become bone-and-mortars...?*
- *The adventurers are hired to investigate a building which has a reputation of being cursed. During a night in the manor, the adventurers run into some burglars, and one of the burglars is killed when the flagstones heave under his feet as he attempts to flee, pitching him into a well on the grounds and to his death. During the rest of the night, some of the adventurers are threatened with similar malicious mishaps, suggesting that there is a presence in the manor that not only wants them dead, but wants to add them to its court of bone-and-mortars by making sure they are killed in such a way that their bodies are hard to recover..*

Power Tides Template

This template can be added to any incorporeal or ghostly character.

Description: Incorporeal and ghostly beings sometimes have a very tenuous existence, and exercising any amount of influence over their environment drains them to the point of making them fade away – though certain other events can invigorate them as well, sometimes even beyond the limits similar beings possess.

Stat Modifiers: This character increases their WIL by 2 (This also increases all stats derived from WIL).

Ability Modifiers: An incorporeal or ghostly character with the Power Tides template gains the following traits:

Invigoration – This character has a set of circumstances that allow them to regain WIL lost due to their Power Expenditure trait. Each set of circumstances has to be completely fulfilled, and requires at least two components (e.g. shedding blood with a specific ritual knife). When an event that can provide Invigoration occurs within this character's command range, this character immediately regains 1 point of WIL (though the GM may decree that some Invigorations are more potent and allow this character to regain 1d3 or 1d6 points of WIL, like slaying a creature with a ritual dagger when simply shedding some blood was required, or when an unusually large number of components are required to provide Invigoration).

A character can receive Invigoration any number of times each turn, but can only receive Invigoration from each single source once per turn (if applicable; if the components of an Invigoration include any strictures on specific times or seasons, for example, it may be difficult or even impossible to perform multiple Invigorations in quick succession).

Power Expenditure – When this character attempts to perform any action against a non-incorporeal character, or moves or otherwise attempts to influence non-incorporeal objects, or engages in a contested roll (e.g. a contested WIL roll), reduce this character's WIL by 1 once that action's results have been completely resolved (this

reduction in WIL will also reduce all stats derived from WIL).

When a character suffering from Power Expenditure is reduced to WIL 0, they fade away, but are not destroyed. They can be invigorated again by providing the correct source of Invigoration within range of the location where they faded away.

Some creatures suffering from Power Tides can also be made to suffer Power Expenditure by performing certain specific other actions (e.g. having the living descendants of a ghost condemn the ghost to its face).

Skill Modifiers: none

THE BOUND

“You see that ship over there that sailed into the harbour last evening? Not one of the souls on it has set foot any further from its decks than the end of the gangway they lowered onto the quay. Just ask the innkeepers, they know they've had not a single customer they haven't known for years already, and there've been no press-gangers heading into the alleyways, either. Then the harbourmaster went and had a word with their captain about their business this morning. He's been up and about all across that ship's decks and riggings all day long, and looking all flustered too, and he hasn't even been to the Rusty Bell for his lunch nor said a word to anybody not on that ship, either. Something's not right, I'm telling you...”

Bound image adapted from https://upload.wikimedia.org/wikipedia/commons/c/ce/Wilhelm_Tr%C3%Bcbner_Blick_aus_dem_Heidelberger_Schlo%C3%9F.jpg, retrieved 15th August 2021



Stats, Skills, Abilities and Spells:

The Bound have the same stats, skills, abilities and spells they had before they became Bound, unless one of their Bound traits conflicts with any of those. In such cases the Bound traits always take precedence.

Additional Traits and Abilities:

Living – The Bound are (usually) living characters and still have all the needs of the living (i.e. they need to eat, drink, and breathe).

Rooted – The Bound cannot jump but gain boosted Climb rolls (When the Bound fail a climb roll, they will never fall, but they will be unable to advance, and depending on the situation may be completely stuck, e.g. dangling by one hand from the ceiling). The Bound never lose contact with the structure they are bound to as a consequence of their own actions and never voluntarily try to do so (any piece of moveable furniture, for example, also becomes rooted in the same way while a Bound is touching it – such a piece of furniture could still be pushed about, but not lifted off the ground).

The Bound can be forcibly torn from the structure by an attacker grappling them and succeeding at a STR roll against a target number equal to the Bound's Willpower+6. An “uprooted” Bound suffers 1 point of vitality damage per round (and horrific pain) until they are rooted again by returning them into contact with the structure they are bound to.

Needless to say, as a consequence of being rooted the Bound can never voluntarily leave the structure they are bound to.

Slow

– The Bound usually cannot run or charge (as their condition requires them to never have both feet leave the ground simultaneously; in some cases, the Bound can overcome this problem by holding out a hand to touch a wall instead, establishing their root to the site this way – doing so, however, means the Bound cannot use that hand for anything else, and cannot move away from the wall they are running their hand along).

Creature Templates:

Undead – Undead Bound are not living characters and never flee (or at least to the extent that being Bound allows them to flee anyway). Undead Bound recover 1 point of vitality each hour and gain Dark Resurrection (A character with Dark Resurrection cannot be permanently destroyed through ordinary means. A Bound with this trait recovers 1 point of vitality one hour after being destroyed and reanimates as long as the corpse has not been removed from the location it used to be bound to, though all permanent injuries inflicted by rolls on the Injury Table (e.g. missing eyes or limbs) will remain (non-permanent injuries like broken limbs will still be healed upon the Bound's Dark Resurrection, however).

Similar in many ways to the inhabitants of the [Marionette Mansion](#) while at the same time being both more free and more wretchedly imprisoned, the Bound seem to be

ordinary people suffering from a strange curse that makes them unable to leave a location except through dying (and sometimes not even then; in contrast to the Marionette Mansion the cursed location may also be a ship or, as rumour has it, even a train, and does not bear any obvious architectural or structural signs of being in any way at all unusual).

It is quite unclear whether the actual cause for the Bound's condition resides in the structure they are rooted to or themselves, and there may actually be cases where either cause applies. Destroying the structure certainly seems to cause the Bound to expire in short order, but since they are in no way different from ordinary mortals in all other ways and may be completely blameless regarding their predicament, it seems unnecessarily cruel to cavalierly extinguish their lives in such a manner.

The similarity of the Bound's condition to the way some of the restless dead are tied to their haunts, however, suggests that some Bound have become trapped because a past misdeed in the location calls out to them to unearth and avenge it (which hopefully means the guilty party will be within reach of the Bound, or even among them), or that the Bound have invested themselves in their *locus* to such an unhealthy degree that they need to be mentally and spiritually unattached from it in order to be freed.

Additionally, there have been rumours of cases where it is a specific manner of departing from a location which has bound individuals to itself that can deliver the Bound from their captivity, though figuring out such an avenue of escape is no more trivial than investigating cases closer in nature to traditional hauntings.

Last but not least, careless investigators should be warned that there have been reports of those attempting to investigate an occurrence of the Bound having become Bound themselves, so it behooves anybody who would like to offer assistance in these cases to at least carefully map out the boundaries of the effect before approaching, lest the investigators inadvertently become Bound themselves.

BOUND LORE

A character can make an INT+Lore (occult) roll to determine what they know about this creature (or condition). They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: Beware an inn (or a ship) where all the crew shuffles about, especially when they are not all that elderly.

12: Guilt and pride can tie you to some places if you cannot get absolution or learn some humility. Usually that just means you will keep coming back to these places, though.

14: Sometimes even the living become tied to a location for all eternity, in a way similar to how revenants are tied to the Ghost Fleet.

16: Seek what is at the core of a place that will not let you go in order to escape, but remember that sometimes this core is beyond the walls enclosing you.

Adventure Seeds:

- *An urchin in an industrial city approaches the adventurers to ask them to help him get his friend back, who a few nights ago snuck into a factory to steal and hasn't come out since, though the urchin claims he has seen his friend at the factory's windows on occasion – and during working hours, too. While the factory's owner denies any knowledge of this (as well as refuse to allow the adventurers to have a look for themselves), breaking into the factory reveals that it is staffed by children who have become Bound. There are adult foremen, but they seem to both be unaffected by condition and also completely uncaring of the children's situation. When put to the question, they claim the only way out is to grow up, and that the factory's owner isn't so wealthy – let alone charitable – to just feed a lot of children for years, so he considers it only fair they work for their living until they are old enough to leave. But is this the truth, or is there another way out?*
- *A frigate has sailed into the small fishing village where the adventurers are taking a break from their travels. It soon becomes apparent that nobody on that ship can leave it (though any visitors have been unaffected so far), and the fearful villagers consider destroying the obviously cursed vessel (though the sight of a gathering mob is answered by the ship running out its guns). Talking to the captain, the adventurers learn the ship found an island out on the Meredius and took some statuary from it to both prove their discovery and sell, but has since realised they cannot set foot off the deck any more. The captain implores the adventurers to attempt the voyage back to the island with them so the statuary can be replaced, which will hopefully break the curse... but sailing the Meredius is going to be dangerous, and both pirates and storms may be obstacles to overcome. And as a further thought, what will happen to the ship and crew when the curse is finally lifted?*



THE COACHMAN

“Those of you who become stranded on the road, whether by misfortune or design, and are in urgent need of a conveyance that can speed you to safety, beware when the clatter of hooves and the rumble of wheels suddenly penetrate the mist and the sallow lanterns of an approaching coach gleam like a pair of predatory eyes. Scrutinise the man perched on the box most carefully as he slows down and stops beside you, listen to what he proposes as your fare, and, most importantly, pray – whether to Morrow or to the Creator – that your journey may indeed be a safe one, rather than one that will take you straight to your doom...”

Coachman image adapted from
<https://filmfreedonia.files.wordpress.com/2014/10/bridesdracula02.jpg?w=696>,
 retrieved 10th September 2019


PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
6	6	4	5	4	4	4	5	-


INITIATIVE	15	DEFENSE	15*	WILLPOWER	10
CMD RANGE	8	ARMOUR	11	VITALITY	15**

Base Size: Small

* Includes -1 DEF penalty for wearing an armoured greatcoat.

** The coachman uses a standard life spiral.

Blunderbuss					
	RAT	RNG	AOE	POW	Special
	6	8	-	12	-1 attack roll penalty when firing two-handed, -2 attack roll penalty when firing one-handed.

Sword				
	MAT	POW	P+S	Special
	6	3	7	-

Skills:

Animal Handling (2), Climbing (2): 7, Command (2), Detection (3): 8, Driving (4): 9, Jumping (2): 8, Negotiation (2)

Traits and Abilities:

Born to the Box – The coachman never loses control of the coach unless the coach itself or its horses are damaged, and never suffers penalties for being on, let alone driving, a fast-moving coach. If the coachman must make Drive rolls, they are automatically boosted. The coachman can never voluntarily move further away from the coach than their command range.

Bound by the Bargain – Once the coachman has agreed to the true fare, he will never ask for a different fare. The passengers, however, are free to offer a different bargain.

Bounded – Characters who try to move further from the coach than the coachman's command range suffer Terror [16], as the mist or rain that accompanies the coachman thickens to the point of complete loss of visibility, and there seems to be *something* moving even further away (Characters who can see through stealth or concealment will also realise that the area they are in seems to be wilderness, except for the road they are on stretching interminably into the distance). Characters who are sent fleeing run back to the coach, while those who escape wind up in some remote locale that usually has little relation to where

they were actually traveling (though it must have been a location a coach could have reached from where the travelers set off, and which allows the same kind of weather).

Feat Points – The coachman starts each encounter with 1 feat point. He is allocated 1 feat point at the beginning of each of his turns. The coachman can have up to 1 feat point at a time.

Honest – The coachman never lies, but may refuse to answer questions (e.g. he will always refuse to answer questions about his own nature).

Inscrutable – Any attempt to read or control the coachman's mind or actions automatically fails. Similarly, nothing about the coachman registers as magical.

Joined – The coachman's blunderbuss never needs to be reloaded, and never runs out of ammunition. If the coachman is killed, the horses will become rotting, weeks-old carcasses in the first instant no-one looks at them, and the coach will likewise become an unusable wreck. A dead coachman's body and any of his equipment disappear instantly when they are unattended even for a heartbeat.

Mist Vision – The coachman, his coach and his horses ignore any penalties inflicted by darkness, cloud effects, concealment and the weather.

Truth Reader – The coachman automatically knows when somebody is lying to him.

Untraceable – Neither the coachman nor his horses or coach leave tracks that can be followed.

Creature Templates:

none

While there are few authenticated reports about the creature – or creatures, for any descriptions rarely agree on anything except on the fact that the coachman is always muffled up in a greatcoat and hat, with the face concealed by the brim's shadow – it does seem nearly certain that the so-called coachman is one of the Grymkin, and like many of them bound to a very specific *modus operandi*.

The coachman always appears to groups of travellers in urgent need of transport (e.g. because they have lost their own transport or have reached a lonely road while running from, or to, somewhere), and he never appears to groups larger than his coach can carry inside (which is usually large enough for four or six human-sized

passengers). He only appears at night, and is always accompanied by heavy fog, rain, or snow, and can appear both in cities and on roads that are barely worth the name.

Once the coachman has brought his vehicle to a stop, he will invariably ask the travellers where they need to go, and demand a few paltry crowns as payment. He will not make any attempt to actively make travellers enter the coach, however, and will not even dismount to help them with luggage or injured comrades. If no-one seems willing to take up the coachman's offer, he will simply depart again. There are also tales that suggest the coachman is perfectly willing to grant a "free" ride at gunpoint, and may even dismount in such a case to allow another individual to take up the reins. However, as soon as they are underway, the unhappy soul on the box will inevitably find the coachman sitting next to them again, and be quite unable to make the horses stop...

In any case, once the travellers are aboard they soon notice that the fog or rain has become so thick they cannot see anything outside at all, and the coachman will not stop nor acknowledge any conversation. It is only when the passengers make an *offer* that the coachman will start bargaining for the true fare.

There seems to be no discernible rhyme or reason behind what the coachman demands, but it is usually something sinister. The coachman has been known to demand that the passengers figure out the dark secret of one of their number and mete out punishment (usually fatal or at least cruel), but he has also passed on sealed envelopes or locked trunks that the passengers need to deliver (with invariably unpleasant consequences for those making the delivery, as well as for those receiving such missives, not to mention the consequences of *failing* to deliver such a letter or parcel, or trying to just run from the consequences once delivery has been made). Coachmen are also rumoured to have tasked passengers to waylay other travellers in specific ways, possibly so that the coachman can afterwards approach these individuals in turn. The one silver lining of entering into a bargain with the coachman is that he will then invariably deliver his passengers safely and quickly to their destination (except for any such individuals for whom the coachman demands a different fate as the others' fare, of course) before disappearing back into the fog.

Woe betide the fools who should try to wrest control of the coach from its driver during their ill-fated journey, however. While the coachman seems by all accounts to not be a formidable fighter, no passengers who have managed to kill him have ever reached their destination (Most tales of what has befallen such unlucky individuals come from the mad ramblings of those who have managed to find their back home from impossibly distant locations, or, more often, from despairing notes found clutched in their bodies' skeletal hands). If a horse is killed, the coachman will try to bring the coach to a stop

safely and then demand a replacement before he will continue – which seems to require one or more passengers to literally *become* horses for a fixed period of time, which can be anything from a day to a year or more. Running away from the coach into the rain is not an option, either, as those who try to do so suffer the same fate as those who slay the coachman.

COACHMAN LORE

A character can make an INT+Lore (Grymkin) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: The coachman reliably delivers travelers to their destination, but always for a price.

12: There is no rhyme or reason to the fare a coachman demands, but no matter how insignificant it may appear, there will be repercussions later.

14: Once you have entered the coach, it is nearly impossible to escape. Even killing the coachman will not offer a way out.

16: The coachman will never renege on a deal once it has been struck. However, it is always possible to offer a different price – though the question is whether it is wise to offer any bargain that such a creature might consider even sweeter than the original one...

Adventure Seeds:

- *While on the run from another scenario, the adventurers are picked up by the coachman. There are already two other passengers in the coach... and as his fare, the coachman demands that the adventurers figure out the dark secret that one of them is keeping from the other. At the same time, the fare of the other two passengers is that they cannot refuse to speak to their fellow travellers, and they must not lie about this secret if a question specifically pertains to it... though violence by either party involved will not be tolerated by the coachman. And what if one or both of the travellers do not even know what their own dark secrets are, as the coachman reckons them? What if both of them beseech the adventurers to spare them, and offer a substantial prize, like an ancient relic or map, or pledge a family heirloom that the adventurers can later exchange for a boon once their journey has concluded as well? Are the adventurers willing to risk the coachman's wrath for these two strangers' sake, be it out of pity or out of greed?*
- *The adventurers are hired by an obviously terrified man to retrieve a parcel that was stolen from him. What he isn't telling the adventurers is that he has made a bargain with a coachman and now has to deliver a set of parcels... and he has already seen one of them lead to death and ruin. Still, he fears the*

coachman more than the consequences of sticking to the terms of the bargain... unfortunately, by the time the adventurers have caught up on the robbers, they have already opened the parcel, and something seems to be after them now, with the individuals in question forced to choose between either being torn apart by strange beasts or entering a ready coach themselves.

And apart from being witnesses to this, will the adventurers even be willing to return to their employer after having learned what was inside the parcel, and how damaging it will be? Can simply wrapping everything up and delivering the parcel even fulfill their employers' bargain now?

CRUCIBLE-SPAWN

“Also known variously as alchemikin, Kerwyn's Bane, Kerwyn's Curse, or, with somewhat inappropriate levity, runaway reaction, these monstrous alchemical manifestations have fortunately become rare with the progression of alchemical practices from the realm of applied magic to the realm of the scientific. Still, even to this day Gifted alchemists as well as those of a particularly experimentative bent of mind occasionally see the crucible-spawn arise from the aftermath of the most violent of failed procedures, and are well advised to never work without a form of egress as well as a good mechanical gun or blade to put down the amorphous abomination they have created before it can sate its spagyric appetites on the hapless alchemist and anybody nearby...”

Crucible-spawn image adapted from <https://cdnb.artstation.com/p/assets/images/images/014/986/701/large/eleonora-remig-stanzastampunk.jpg?1546601234>, retrieved 22nd March 2020, and https://thumbs.worthpoint.com/zoom/images2/1/0214/02/star-trek-next-generation-custom-skin_1_5064aa0fb62eac76ff069d8643d0e7e4.jpg, retrieved 22nd March 2020



PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
8	5	6	3	3	4	1	4	-

INITIATIVE	13	DEFENSE	12	WILLPOWER	9
CMD RANGE	1	ARMOUR	13*	VITALITY	12

Base Size: Small

* Includes a +5 natural armour bonus.

Spagyric Sputum					
	RAT	RNG	AOE	POW	Special
	4	8	-	10	Side-Effect

Sludge Slam				
	MAT	POW	P+S	Special
	5	3	9	Alchemical Drain, Anatomical Precision [Special], Side-Effect

Skills:

Detection (1): 5, Tracking (1): 5

Traits and Abilities:

Alchemical Attraction – Crucible-spawn gain boosted attack rolls against characters carrying alchemical compounds or currently under the effect of an alchemical compound, and gain boosted Perception rolls to notice or track such characters.

Alchemical Drain – When a crucible-spawn's melee attack damages a character under the effects of an alchemical compound, that compound's beneficial effects on the user immediately end and affect the crucible-spawn instead (see Alchemical Modification and Side-Effects).

If a crucible-spawn damages a character carrying alchemical compounds with a melee attack, it consumes one dose of a randomly chosen compound carried by that character. Crucible-spawn that consume a full dose of an alchemical immediately regain 1d3+1 points of vitality.

Alchemical Hunger – Crucible-spawn prioritize characters under the effect of alchemical compounds and those carrying alchemical compounds when making attacks.

Alchemical Modification – The effects of an alchemical compound on a crucible-spawn always last until the crucible-spawn consumes a different alchemical compound, regardless of the compound's usual duration of effect. Crucible-spawn can be positively affected by any alchemical compound regardless of any restrictions on suitable subjects that that alchemical compound normally has. They also never suffer any negative or damaging effects of an alchemical they have consumed, but instead inflict them as Side-Effects on characters they hit with their attacks (see below).

Anatomical Precision [Special] – When a crucible-spawn hits a living or undead character with a melee attack but fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

Amorphous Invulnerability – Roll one less die when making damage rolls against crucible-spawn, unless the attack is magical or has an AOE. Additionally, crucible-spawn automatically escape from being grappled at the beginning of their activation.

Animation, But Not Life – Crucible-spawn, being a type of alchemical “construct,” are considered neither living nor undead characters. A crucible-spawn is destroyed once it loses all vitality points unless it has gained an Alchemical Modification that says otherwise.

Immunity: Corrosion

Pathfinder – Crucible-spawn move over rough terrain without penalty.

Side-Effect – When a crucible-spawn damages a living character while the crucible-spawn is under the effect of an alchemical compound, any damaging effects, negative effects and side-effects of that compound are applied to the character hit for one round.

Slow – Crucible-spawn cannot run.

Creature Templates:

Blighted, Large Specimen, Predator, Resilient, Runt, Starving

The gestation of crucible-spawn is usually the result of an alchemical mishap, though such events have become rare in the current age, as the procedures of alchemical synthesis currently employed across the Iron Kingdoms rely less on raw magical power than on tried-and-tested, safe formulae that can even be employed by those without the Gift.

That being said, failed alchemical syntheses still produce these monsters on occasion, especially when they employ arcane extracts and minerals or mutagenic extracts, or when they add magic to the mix. Other instances that can spawn these creatures are failed attempts at producing large batches of alchemical compounds at once. Experiments with untested formulae also run the risk of creating crucible-spawn, and some individuals suspect these creatures may form spontaneously in the runoff of alchemical workshops and refineries, especially when alchemists dump their failures and the by-products of their successes in pools that do not naturally drain.

When they do occur, crucible-spawn usually home in on the nearest source of alchemical compounds and start consuming them in short order, often causing massive damage in the process if they are not caught in time. Apart from rending their sludgy forms into pieces, there are few effective ways of stopping crucible-spawn except for magic, and even then this can be easier said than done if a particular crucible-spawn has consumed a compound that increases its resistance to magic.

If no alchemical compounds should be nearby, crucible-spawn seek out and attack living creatures instead, apparently recognising the processes of biological life as akin to those engendered in an alembic, though such attacks are listless compared to their rabid, fiendishly accurate attacks on those currently enjoying the boons of alchemy, and do not seem to provide the creature with particular nourishment (Though crucible-spawn can subsist for quite some time on dissolving cadavers, they do not gain any alchemical modification from this. Since each crucible-spawn is essentially unique, however, there are no fixed lifespans for these creatures). The only kinds of creatures crucible-spawn seem to ignore unless

provoked are constructs and incorporeal creatures, though even then the grease used in maintaining steamjacks and their heartfires seem to sufficiently draw the creatures that they will attack them.

Incidentally, their propensity to seek out alchemicals also makes crucible-spawn easily lured into attacking specific individuals or sites, making it a simple matter for well-coordinated adventurers to prepare a trap.

CRUCIBLE-SPAWN LORE

A character can make an INT+Alchemy or INT+Lore (Occult) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

8: Crucible-spawn are alchemical effluent that has become animate. They are very resistant to damage because they are basically sludge.

10: Crucible-spawn hunger for alchemicals; this can be used to easily lure them into traps.

12: A crucible-spawn assumes the properties of alchemical substances it consumes.

14: The formation of a crucible-spawn is either caused by the infusion of arcane energies into reagents or by a failed synthesis that involved large quantities of reagents with arcane properties.

Adventure Seeds:

- *The classic, but with some twists: The adventurers are hired to go down into the tunnels under a large alchemical workshop to check for crucible-spawn after a particularly violent laboratory mishap. They might indeed find crucible-spawn there, and they might have very unusual properties indeed from the laboratories' runoff, but what if the adventurers find something else as well – like, say, evidence that shows the whole thing was sabotage rather than an accident, or an entrance to some forgotten place that the hungry crucible-spawn have inadvertently made while eating through old walls?*
- *If a group of adventurers includes an alchemist, the adventurers may find themselves being blamed for a strange, alchemical-smelling creature stalking the town after their visit – even if the alchemist didn't actually perform any work while staying at the inn. If the adventurers can convince the town watch of their innocence, they're still task to hunt the creature down and trace it back to its lair, potentially leading to the discovery of anything from a mere rogue alchemist to a secret Cryxian necrotite mining operation under the town...*

DEATH-STEAM

"I am sure most of you have heard your comrades-in-arms repeat this now famous boast that though one day they shall die, their deaths will not be the deaths of those rendered frail and enfeebled by old age but deaths in steam. I also expect many of you to have had these same boasts issue from your lips many times over in answer to the call to defend the Motherland. Perhaps, though, you should be more mindful of the full implications of such boasts, because there are those for whom even that glorious death in steam does not spell an end to their dedication to war and bloodshed..."

Death-steam image adapted from <https://pbs.twimg.com/media/EuJECvkXsAAbFem.jpg>, retrieved 2nd December 2021, and https://motionarray.imgix.net/preview-747527-v6Txw5x2vf-high_0007.jpg, retrieved 2nd December 2021

The following stats assume a standard man-o-war shocktrooper having turned into a death-steam:

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
6*	4*	9*	6*	6*	6*	4*	4*	.*


INITIATIVE	17*	DEFENSE	14**	WILLPOWER	11*
CMD RANGE	6*	ARMOUR	17/15**	VITALITY	26***


Base Size: Medium

* These are the stats of the death-steam when acting autonomously. When the death-steam is riding a victim, use the ridden character's stats and apply the following modifiers: ARM +9, SPD -3, DEF -3, STR +3, and 10 additional damage boxes provided by the suit.

** The death-steam suffers penalties of -2 to its SPD and DEF (including the modifiers for the Load Bearing ability already factored in). The ARM stat includes the bonuses for carrying a shield and a Shield skill of 2.

*** The death-steam itself uses a standard life spiral with 6 boxes of damage for its PHY and AGL branches and 4 boxes of damage for its INT branch, plus the 10 damage boxes provided by the man-o-war suit.

Annihilator Blade				
	MAT	POW	P+S	Special
	8	5	14	Reach

Man-o-War Shield Cannon					
	RAT	RNG	AOE	POW	Special
	6	6	-	14	-

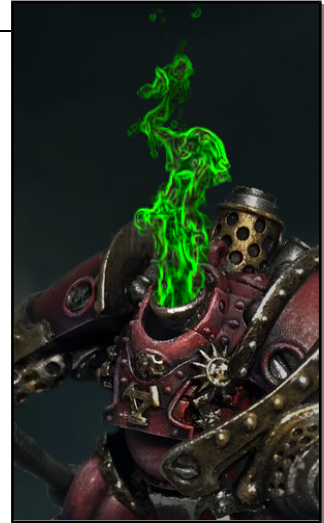
Skills:

Great Weapon (2): 8, Light Artillery (1): 7, Shield (2): 8
Command 2, Detection (1): 5, Mechanical Engineering (2): 6

Traits and Abilities:

Boiler-Dependent – If the death-steam's boiler runs dry or its firebox goes out (e.g. by submerging the suit in water or by the suit simply not getting recoaled and refilled in time), the death-steam is rendered stationary and can no longer transfer damage, inflict fugue states, or speak. If a living character is currently riding the suit, that character now resumes control (but is now stuck in an unpowered suit of steam armour).

Bound – A death-steam can never leave the suit of steam armour it inhabits. If the suit of armour is completely destroyed (e.g. its damage boxes are reduced to 0 and all internal systems (both arms, power system, movement system, and boiler) are damaged), the death-steam is destroyed as well.



If the haunted suit is disassembled, the ghost stays with the boiler. If the boiler is installed in a new suit of steam armour, that suit becomes a new death-steam, but if the boiler is scrapped without having been installed in a suit of steam armour first, the death-steam is destroyed.

Damage Transfer – Whenever the death-steam suffers damage, instead of applying this damage to the steam armour's damage boxes first as normal, it can transfer the damage to a randomly determined branch of the life spiral of the character riding the suit instead, or to a randomly determined branch of its own life spiral if no character is riding the suit. A death-steam can only transfer damage while its boiler is running.

If a death-steam transfers sufficient damage to a living character riding its suit to kill that character, the remaining damage is applied to the suit and cannot be transferred again, and the death-steam's essence takes over control of the suit immediately. If the death-steam transfers sufficient damage to itself to cause it to lose its last point of vitality, the death-steam is destroyed. Most death-steams prefer to play dead instead of transferring damage to themselves, and wait for a new living warrior to enter the suit.

Deathly Endowments – Though most death-steams do not have any deathly endowments (see IKMN, pp. 78-79 for details), the following could be appropriate for individual death-steams: Black Gifts, Black Harvest (triggered by destroying living characters, undead characters, and constructs, or when completely destroying a section of a structure), Corpse Lord (death-steams only), Dominator, Ectoplasmic Field, Fear Master, Fear Monger, Ghost in the Machine, Malignant Presence, Power Drain, Unholy Genesis (characters wearing steam armour become death-steams when slain by the death-steam).

Fugue – If a living character enters a suit of steam armour haunted by a death-steam while its boiler is running, that character gradually enters a fugue state over the span of a few moments while the death-steam takes control (This cannot be resisted except by refusing to enter the suit, or by leaving it). The death-steam can use all of its riding character's skills and abilities, and can make them speak, but it does not have access to their memories. The character riding the death-steam will later be able to hazily recollect what they did while in their fugue state, and may even wonder at their own actions, but this will usually be put off to all-too-common heatstroke or battlefield fatigue. Many victims of death-steams never fully realise their actions are not their own before they are taken down for the ghost's misdeeds.

Incorporeal – The death-steam's spiritual essence inhabiting the suit is incorporeal, but the suit itself is not. A death-steam can only affect the corporeal world by using the suit of mechanical armour it inhabits, and the suit can be damaged normally.

Blessed weapons affect an incorporeal character normally. Spells, animi and magical weapons can damage an incorporeal character

but roll one fewer die on damage rolls. No other weapons can damage the incorporeal character (This also means that any damage inflicted by a non-blessed or non-magical weapon can only damage the suit of steam armour, but will always leave the death-steam itself unharmed). Since death-steams are dependent on their suits of steam armour, they usually attempt to transfer at least some damage their armour suffers to their riders or themselves, but most are willing to play dead instead when their suit becomes heavily damaged and wait until it is recovered and repaired.

If the death-steam is rendered corporeal while a living character is riding the suit, the death-steam's suit immediately suffers the Boiler Leak result on the internal damage table (see below).

Invisible – A death-steam's spiritual essence is invisible as long as it is incorporeal. Even when corporeal, it is misty and indistinct, like steam filling the inside of the suit, and hot to the touch.

Load-Bearing – While acting autonomously (e.g. with no living character riding the suit), a death-steam reduces its suit's SPD and DEF penalties by 1.

Repair-Dependent – A death-steam's suit can only recover from damage by being repaired, though a death-steam with access to feat points can use these feat points to Walk Off damage to the life spiral of the ghost or the life spiral of the character riding in the suit (though few death-steams bother to restore living characters riding in their haunted shells).

Terror – The death-steam gains Terror [16] when onlookers witness a suit that is either obviously empty or occupied by a dead character but is still active as if it was being worn by a living character.

Undead – Death-steams are not living characters and never flee. A death-steam is destroyed when its essence loses its last point of vitality, or when its suit of steam armour is completely destroyed.

Voice of Death – While a non-stationary death-steam can speak even when no character is riding the suit, its voice sounds more like the hiss of escaping steam than a mortal voice, and is obviously unnatural. Most death-steams are intelligent enough to speak as little as possible in this state.

Creature Templates:

By different steam armour types and equipment

Death-Steam Internal Damage Table

When a death-steam suffer 5 or more points of damage from a single damage roll, a roll on the internal damage table must be made to determine if any internal systems have also been damaged. This damage can be prevented by transferring damage to the ghost inhabiting the suit of steam armour or to a living character riding the suit.

See IKKNG, p. 183, for further details on repairing steam armour.

D6	RESULT
1-2	No internal systems are damaged – No additional penalty.
3	Arm Damaged – One of the steam armour's arms is crippled as a result of the damage suffered. Randomise which arm is damaged. Until the damage is repaired, this character suffers -3 to attack rolls made with the damaged arm.
4	Loss of Power – The armour's steam pressure has been compromised, resulting in severe loss of power. Until repaired, this character loses the armour's +3 STR bonus.
5	Movement Damaged – The armour's movement systems have been damaged. Until repaired, this character suffers an additional -1 SPD and DEF and cannot run or charge.
6	Boiler Leak – The armour's boiler has been damaged, resulting in steam being vented into the suit. Until the armour is removed, a living character wearing the armour suffers d3 damage points at the end of each of their turns. Outside of combat, this character suffers this damage once per minute. Special: The death-steam's ghostly essence never suffers this damage.

It is perhaps little wonder that the Khadoran man-o-war troopers' prideful boast of being willing to die gloriously and in steam has, on occasion, resulted in the immortal essences of such soldiers becoming permanently attached to the mechanical suits that used to allow them to perform larger-than-life deeds when that death finally claims them. It is similarly unsurprising that such a fate has also befallen some ironheads, their dedication to and constant tinkering with their suits rendering a lifetime obsession into a bond that transcends death itself.

The resulting creature has been tentatively named the death-steam, both because of its (albeit rarely seen) appearance as well as in morbid reference to the high-pressure steam generated by engine boilers being called "live steam." Furthermore, scholars of undeath suspect that literally dying in steam – e.g. from one of those occasional internal boiler leaks that can affect steam-powered armours – renders the gestation of death-steams more likely, in the same manner that other hauntings are all too often associated with horrific manners of dying.

Behaviourally, a death-steam differs from many undead in that it can masquerade as one of the living to a surprising degree and is not mindlessly hostile, though most death-steams revel in the kind of experiences that only the battlefield can provide, the kind of experiences which had inspired the invention of steam armours in the first place. It is destruction that death-steams crave, however, not death, and they are equally content to chop apart steamjacks and demolish fortifications than to tear living or even undead warriors limb from limb. That being said, a death-steam will not offer quarter or mercy when there is killing or destruction to be done, even if many still try to find or fabricate excuses and pretexts for their actions. In fact, there is evidence that some death-steams maliciously enjoy corrupting living soldiers who have unwittingly entered their haunted shells, either by delivering them to court-martials for the egregious

damage they inflict and seemingly refusing to heed orders to stand down or hold back, or by dulling them to the horror of what feels like their own actions until they have been rendered down into unthinking, merciless brutes even when outside of their haunted suits.

DEATH-STEAM LORE

A character can make an INT+INT+Lore (Mechanika or Undead) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: Even completely normal weapons can hold a hunger for bloodshed that can force their wielders into committing acts of savagery.

12: There's otherworldly forces that can assume control of mechanika and steam engines alike. Depriving them of their power sources is the best way to stop them.

14: The more horrific the death, the greater the chance of the dead finding no respite afterwards, and being boiled alive by steam venting into your armour is one of the most horrific ways to die.

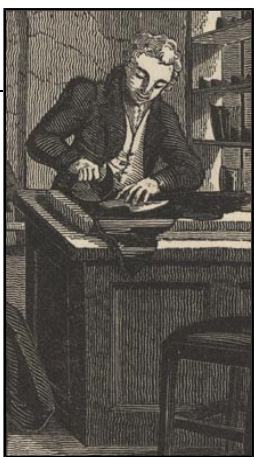
16: When ironheads or man-o-war troopers die not because of a shell punching through their suits but because of their suits malfunctioning, take the suit to a priest before repairing it. Better to just scrap it altogether.

Adventure Seeds:

- A man-o-war trooper the adventurers know approaches them with concerns that he cannot resolve inside of the chain of command: Recently, he discovered strange symbols carved into the inside of

his suit of man-o-war armour, concealed behind the internal padding. He showed the symbols to his sergeant, who went to take the matter up with the Greylord attached to the local garrison – and has not been seen since. The trooper now asks his friends to find out what the symbols mean, and what has happened to the missing sergeant. During their initial investigations (which may involve sneaking into the barracks to get a chance to make a more exact copy of the symbols than the adventurers' friend has been able to make), the adventurers learn that the symbols are Telgish runes usually associated with necromancy – but are they being used to ward off the restless dead, or to bind them? And what roles do the Greylord and the sergeant play in all of this?

- The adventurers are hired to find and bring in an ironhead mercenary who has been engaging in acts not covered by the mercenaries' charter. Finding the mercenaries involved in a skirmish with bandits or soldiers, the man refuses to stand down when confronted by the adventurers, and attacks them instead, forcing them to kill him. While the authorities are initially happy with this outcome, it is noticeable the ironhead's comrades do not seem to be too eager to come to the man's assistance, revealing he had seemed disturbed of late, to the point of striking his comrades and seemingly barely able to hold himself back from doing more serious harm. Worse, a few weeks later another ironhead mercenary starts committing exactly the same kinds of atrocities – an ironhead who, it turns out, had recently acquired some parts to upgrade his own suit from the band of mercenaries the adventurers had visited earlier...



THE JOURNEYMAN

“One of the greatest threats that the so-called grymkin pose to the peoples of Western Immoren is that they can appear completely innocuous even and especially while engaging in the sorts of inscrutable depredations that exemplify so many of them. While many of their kind are clearly revealed by their appearance or actions to be other than human (and it seems humanity truly is their favourite prey), the so-called journeyman, whom I strongly believe to also be among these beings' numbers, never looks anything but human, though it is betrayed by its workings preying on an all-too common failing, that of being unwilling to pay one's debts, no matter how honest they may be, and inflicting its own brand of retribution for it. The sole consolation for most of us, then, is that the journeyman seems to exclusively seek out those with more wealth than honour...”

Journeyman image from https://upload.wikimedia.org/wikipedia/commons/4/45/Shoemaker_1821.jpg, retrieved 25th January 2022


PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
6	6	5	4	4	4	4	4	-

INITIATIVE	14	DEFENSE	13*	WILLPOWER	10
CMD RANGE	5	ARMOUR	11	VITALITY	14**

Base Size: Small

*Including a -1 DEF penalty for wearing an armoured greatcoat.

**This character uses a standard life spiral, with 6 vitality in its PHY aspect, 4 vitality in its AGL aspect, and 4 vitality in its INT aspect.

'Jack Wrench (Example weapon)				
	MAT	POW	P+S	Special
	4	3	8	On a critical hit with this weapon that inflicts damage, the target character must succeed at a WIL roll against a target number of 14 or be knocked out.

Skills:

Alchemy (1): 5, Climbing (1): 5, Command (1), Craft (any) (1): 5, Detection (1): 5, Driving (1): 5, Mechanical Engineering (1): 5, Medicine (1): 5, Negotiation (1), Rope Use (1): 5, Sailing (1): 6/5, Sneak (1): 5, Streetwise (1): 5

Traits and Abilities:

'Jack Marshal – The journeyman is skilled at instructing steamjacks to act (see "Jack Marshals" in IKRPG, p. 322).

Bound by the Bargain – Once the journeyman has agreed to his terms of service, he will stick to the agreement, even if the other side breaks it.

Feat Points – The journeyman starts each encounter with 1 feat point. He is allocated 1 feat point at the beginning of each of his turns. The journeyman can have up to 1 feat point at a time.

Honest – The journeyman never lies, but may refuse to answer questions (e.g. he will always refuse to answer questions about his own nature).

Inscrutable – Any attempt to read the journeyman's mind yields only mundane information. Similarly, nothing about the journeyman registers as magical.

One of the Downstairs People – The journeyman gains boosted Social skill rolls against characters who are currently in the employ of others. Against characters employed by the party currently targeted by the journeyman, Social skill rolls are boosted even when the individual in question has already left the services of the journeyman's employer.

Paid in Blood – The first time a character breaks an agreement with the journeyman, he will only put up a token argument, but will come back for another job later anyway, seemingly desperate for coin. After each subsequent job has been completed, the journeyman will steal parts of the life-force (i.e. primary stat points) of the character he sealed the deal with in lieu of any missing payment, and often do this in a manner fitting the project (e.g. he may take a point of Physique after working on a building, a point of Agility for painstakingly sewing a beautiful dress, or a point of Intellect after producing alchemical goods). Stat points taken this way permanently reduce the stat in question, and also reduce the character's life spiral and derived stats. The journeyman can and will return the stolen stat points if the outstanding debts are paid – with interest – though he only agrees to do so when personally talking to their employer, and often demands another price for arranging a meeting. If an employer keeps hiring a journeyman without paying them, they will die once one of their primary stats reaches zero.

Stealing stat points in this manner has two side-effects: The journeyman appears to be missing these stat points himself, though this only affects his appearance (e.g. stealing Physique makes him look increasingly emaciated but does not alter his stats), and the employer becomes increasingly obsessed with the projects the journeyman has worked on (and would likely return as a ghost to haunt them if he died while indebted to the journeyman).

The journeyman can only extract this payment from the character he sealed a bargain with, though if he can personally lodge a protest with the employer of a paymaster, then he can shift that price to the employer rather than the paymaster.

Shapeshifting – The journeyman can change his appearance at will (including gender), but can only do so when he is not being observed by a sentient creature. Even when the journeyman is unaware of being observed, he cannot change his shape while he is being watched. Also, the journeyman will only change shape when he suspects his employer is on to him but has not abandoned their parsimonious ways towards other workers.

Untraceable – The journeyman does not leave tracks that can be followed, though he usually only uses this ability after he has been paid or his employer is dead.

Creature Templates:

none

Temptation can justly be said to be the enemy of virtue, and the mercurial beings known as the grymkin certainly seem to thrive on this, observing their victims for moments of weakness and tempting them into painful bargains when the time is right. Other grymkin thrive on our failings themselves, like the cask imps feeding on our own, often immoderate, love of drink. The so-called journeyman's *modus operandi* seems to be a combination of the two, as the creature certainly punishes avarice and duplicity, but is to all intents and purposes equally happy to forego the punishment if one honestly wants to make amends.

Journeyman manifest as wandering tradesmen of no particularly outstanding skill (though they generally hide it, they do seem to have some facility in nearly any imaginable trade that does not require actual magical expertise) but will work diligently and reliably once hired, and appear in no other way unusual, even mingling freely and comfortably with other people when not occupied with their work. As far as can be ascertained, however, they always seek to be employed by those who are known to never cease to look for ways to not pay full price for their workers' labour.

The lure of the journeyman to an unscrupulous employer, then, is that they will keep coming back for more work even when they are being underpaid every single time. While they always seem to suffer the kind of deprivation their growing poverty entails, this does not appear to truly harm them, while at the same time they slowly extract parts of their employer's very essence on each payday, afflicting them with an incremental malaise that cannot be cured except by their employer abandoning their dishonest ways – though unless the outstanding bills are also paid, this illness will only stagnate rather than abate. Tragically, if an employer mends their ways going forward but never makes amends for their past dealings, a journeyman may then eventually become bored with his repentant prey and leave town without ever restoring what he has taken.

A final word of warning to anybody who suspects having become prey to the journeyman and thinks he can get out of their predicament by simply paying up their debts to the grymkin is warranted here, however: The journeyman will invariably scrutinise your entire operations, and is perfectly capable of returning in a different disguise if your only regards are towards your business with the grymkin. There are too many stories of what happens to those who try to renege on their deals with the grymkin, and it behooves anybody who does not wish to become one more such story to take refuge in complete honesty, the only thing besides cold iron, cats and mirrors that seems to consistently offer protection against the grymkin.

JOURNEYMAN LORE

A character can make an INT+Lore (grymkin) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: Don't make deals with grymkin, because they will always, *always* collect, and you may not like what you agreed to.

12: The journeyman only comes to those who have garnered a reputation for dealing unfairly with those they hire. Mend that reputation, and the journeyman will leave you alone.

14: When you fall ill while running a large project, a journeyman may have you marked out as his prey. Even if you can find the journeyman, however, you cannot be sure of your escape unless you deal fairly with everybody involved.

16: Killing the journeyman will not get you out of your debt, and may not even truly destroy him. Worse, you'll now be stuck with your debt forever.

Adventure Seeds:

- *The secretary of a wealthy industrialist hires the adventurers to break into his employer's vaults and retrieve a large sum of money. When questioned, the gaunt and pallid man is initially evasive, but if pressed on the matter reveals that he fears he has become the victim of a journeyman. He suspects the*

creature to be among the workers raising a new factory building in a poor part of town, but does not know who of them it is – he does know, however, that he needs to pay his debts to recover, and his employer is unwilling to have the workers paid in full (or so the secretary claims, as he has in truth been embezzling the workers' wages. If the adventurers find out about the journeyman themselves and also investigate the industrialist, they may find it odd that the journeyman never seems to have attempted to accost the secretary's boss. Actually talking to the industrialist may quickly reveal the secretary's deception, but that still leaves the question of whether the adventurers want to leave the man to his fate or try to convince the industrialist to help out his faithless secretary).

- *Either because they are outsiders without any stake in the matter or have gained a good reputation in town, the adventurers are hired by the local guard captain to help investigate the strange case of somebody poisoning several of the town's nobles with an unknown toxin. During their investigations, the adventurers learn that the nobles are engaged in a common, long-term industrial effort (e.g. shipbuilding) and suspect each other, as any survivor of the group would stand to exclusively reap all of the benefits (the adventurers may also note the nobles all share a strange obsession with their project). The adventurers may also learn of the nobles' cutthroat hiring practices, and that each of their mansions often sees visits by workers unhappy with the pay. Investigating the workers will soon yield one of them with the same symptoms, but the man professes to have no knowledge of the cause of his condition, and even sequestering the man does not seem to effect a recovery. The man, who is in truth a journeyman, does mention off-handedly that he has not received his agreed-upon wages, however, and is actually the only one of the workers who has been part of each group that has visited the nobles to demand their outstanding coin. Are the adventurers willing to engage in what appears merely a labour dispute, or do they indulge the guard captain's intent to prosecute the man for being a (perhaps hapless) poisoner, or do they figure out there is more to the matter than meets the eye?*

MALFUNCTION

“When the clockwork vessel approached the optifex, the priest was initially annoyed because the soldier seemed to have lost its teleflail and shield. Annoyance quickly became concern as the vessel's jerky, uncoordinated movements and the erratic flicker from its essence chamber became apparent – clearly, the vessel had been more severely damaged than the optifex had been aware of. But when he readied his tuning staff to begin repairs, the vessel did not submit to his ministrations but instead lunged forward and wrapped its broken-fingered hands around the priest's throat, the claw-like phalanges viciously slicing through the priest's neck as his staff's accumulator crackled and died...”

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
7	5	7	4	4	5	4	5	-


INITIATIVE	15	DEFENSE	12*	WILLPOWER	11
CMD RANGE	2	ARMOUR	14	VITALITY	15**

Base Size: Small

* Includes -2 DEF penalty for being a clockwork vessel.

** This character may suffer internal damage (see below).

Morgan's Note: The malfunction presented here uses the Soldier clockwork vessel from MIKG1, p. 138, with the following upgrades from NQ48, p. 68, installed: Hardened, Increased POI, Increased PRW, Increased STR. This is the equivalent of a clockwork vessel of the types of the Obstructor or Reductor WARMACHINE units.

Clawed Fist				
	MAT	POW	P+S	Special
	7	1	8	Arcantrik Interference, Power Siphon

Skills:

Detection (2): 7, Mechanical Engineering (2): 6

Traits and Abilities:

Added – This character is incapable of communication and higher reasoning, except for what is needed to repair their clockwork vessel or pursue foes. Malfunctions do not wield any weapons except for those installed in their clockwork vessels.

Arcantrik Interference – All mechanical devices in the possession of a character hit by this character's unarmed melee attack immediately deactivate. Mechanical armour and steamjacks are unaffected by this ability.

Mechanical Animosity – When given a choice, this character will always attack mechanical constructs before any other character, and will attack clockwork vessels of Cyriss or vectors before other kinds of constructs, like steamjacks. This character gains +1 to attack and damage rolls against mechanical constructs.

Pack Mentality – This character will not attack other malfunctions.

Power Siphon – Mechanical constructs (e.g. steamjacks, vectors, servitors and clockwork vessels) damaged by this character's unarmed melee attack become stationary for one round. When this happens, this character gains one power token. This character cannot have more than three power tokens. During their activation, this character can spend power tokens to make an additional melee attack or boost an attack or damage roll for each power token spent.



Soul Vessel – This character counts as a living character for generating soul tokens, but only if the essence chamber is damaged when this character is destroyed (see below). This character does not count as a friendly or Cyrissist character when determining whether Cyrissists can recover the soul upon the vessel's destruction.

Clockwork Vessel Internal Damage Table

When clockwork vessel characters suffer 5 or more points of damage from a single damage roll, a roll on the internal damage table must be made to determine if any internal systems have also been damaged.

See NQ48, pp. 67-68, for further details on repairing clockwork vessels.

D6	RESULT
1-2	No internal systems are damaged – No additional penalty.
3	Arm Damaged: One of the vessel's arms is crippled as a result of the damage suffered. Randomize which arm is damaged. Until the damage is repaired, the character suffers -3 to attack and skill rolls made with the damaged arm.
4	Loss of Power – The vessel's internal power flow has been compromised, resulting in a severe loss of power to its limbs. Until repaired, this character suffers -3 STR.
5	Movement Damaged – The vessel's movement systems have been damaged. Until repaired, the character suffers -1 SPD and DEF and cannot run or charge.
6	Essence Chamber Damaged – The vessel's essence chamber has been damaged, resulting in reduced control over the vessel. Until the vessel is repaired, the character suffers -1 INT and PER. If the clockwork vessel loses its last point of vitality while suffering from this internal damage result, the soul residing in the essence chamber is lost; otherwise, the soul endures inside the essence chamber even past the vessel's destruction. However, if the essence chamber is then installed in a new clockwork vessel, the resulting clockwork vessel character will still be a malfunction.

Creature Templates:

As per different clockwork vessels

No member of the Cult of Cyriss is certain what malfunctions are, though the name they have applied to these rabidly insane, energy-devouring clockwork vessels suggests they blame a fault in the vessels' essence chambers. Dark mutterings among the Maiden of Gear's followers suggest sabotage, while others point to the Cult's premature war footing having led to rushed

production schedules, as every casualty warrants their own essence chamber in order to fulfill the Cult's promise of a mechanical afterlife.

Perhaps the occurrence of malfunctions is nothing more than the consequence of the souls of unsuitable members of the Cult fracturing under the Maiden's guiding hand when they ascend to a fleshless existence, or the result of flaws in the rushed battlefield ascensions performed by the enigma foundries. None of these hypotheses has been proven so far, and there is a thankfully low incidence of malfunctions in the Cult overall. As a matter of fact, the laws of probability alone dictate that such mishaps would occur at some point once essence transfer becomes more widespread, but few ranking priests are willing to accept such a flaw in the Maiden's divine designs so glibly. It comes as no surprise, then, that the Cult is very interested in acquiring not only the essence chambers of malfunctions, but also in establishing as clear a picture of the circumstances of a malfunction's occurrence as possible.

Sadly, none of these efforts have allowed an individual who has become a malfunction to recover – even when they are transferred to new essence chambers, their maddened state and their voracious intake of ambient arcane energies – which appears suspiciously similar to an out-of-control form of the way focusers draw in ambient energies – continues – but with clockwork immortality on their side, the Cult is optimistic that they will eventually figure out a way to repair these damaged souls.

MALFUNCTION LORE

A character can make an INT+Lore (Cyriss) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: Some individuals become maddened upon ascending to a clockwork existence – some earlier, some later.

12: Malfunctions hate mechanika and will attack it or any character carrying mechanika on their person in a frenzy. They are still able to repair their own bodies, however, and will do so when given the chance.

14: Malfunctions are antithetical to mechanika and can drain it with a touch, empowering themselves in the process.

16: Malfunctions are not tied to the actual mechanical systems once they have formed; even replacing their essence chambers cannot cure them.

Adventure Seeds:

- *The adventurers are hired to arrest a suspected practitioner of the forbidden art of mesmerism. After figuring out how to deal with an opposition who might not be protecting that individual of their own free will without unnecessary bloodshed, the adventurers are*

then attacked by Cyrissist forces on the way back – the Cyrissists want to abduct the mesmerist in an attempt to use his understand of the mind to repair a group of malfunctions. The mesmerist, of course, isn't exactly happy about either prospect, and the adventurers' employer might also want to know what has happened to their prisoner.

- *An accident at a Cyrissist site has caused all clockwork vessels there to become malfunctions – however, the unusual nature of the accident means the Cult hopes the affected vessels are only showing symptoms but aren't true malfunctions. They hire adventurers who aren't involved in the Cult (both because they're expendable and because they are the most easily available competent non-clockwork vessels around) to go the facility and guard a Priest of Cyriss while he tries to repair some damage to the facility's ambient field generators that he thinks is responsible for the clockwork vessels' degeneration into madness. Unfortunately, the facility servitors are also hostile, and one of the clockwork vessels was a warcaster who has now taken over some vectors...*

Malfunction Template

This template can be added to any clockwork vessel character.

Description: Malfunctions are clockwork vessels of Cyriss that have gone violently insane for an unknown reason, harboring intense hatred for the living, but an even greater hostility towards mechanical constructs and Cyrissists.

Stat Modifiers: none

Ability Modifiers: A clockwork vessel character with the Malfunction template gains the following abilities and traits:

Addled – This character is incapable of communication and higher reasoning, except for what is needed to repair his clockwork vessel or pursue foes. Malfunctions do not wield any weapons except for those installed in their clockwork vessels. Malfunctions cannot cast spells, but malfunction warcasters can still use focus to make additional attacks, boost attack and damage rolls, and replenish their arcane field (see NQ48, p. 68). They are unable to form new bonds with vectors, but will continue to be bonded to vectors they were bonded to when they became malfunctions, and continue to control them normally as part of their battlegroup (though they will make no repairs to such vectors or recharge them when they run down).

Arcantrik Interference – All mechanical devices in the possession of a character hit by this character's unarmed melee attacks or in-built ranged weapon attacks

immediately deactivate. Mechanical armour and steamjacks are unaffected by this ability.

Mechanical Animosity – When given a choice, this character will always attack mechanical constructs before any other character, and will attack clockwork vessels of Cyriss or vectors before other kinds of constructs, like steamjacks. This character gains +1 to attack and damage rolls against all mechanical constructs.

Pack Mentality – This character will not attack other malfunctions.

Power Siphon – Mechanical constructs (e.g. steamjacks, vectors, servitors and clockwork vessels) damaged by this character's unarmed melee attacks become stationary for

one round. When this happens, this character gains one power token. This character cannot have more than three power tokens. During his activation, this character can spend power tokens to make an additional melee attack or boost an attack or damage roll for each power token spent.

Soul Vessel – This character has a soul but does not count as a friendly or Cyrissist character when determining whether Cyrissist characters can retrieve this character's soul upon the vessel's destruction.

Skill Modifiers: This character loses all Social skills and skills based on INT except for Mechanical Engineering. This character also loses all military skills but gains Unarmed Combat 2.

MARIONETTE MANSION

“You all know stories of haunted houses – locales haunted by the restless dead or cursed by past misdeeds, whether forgotten or infamous. What all of these places seem to have in common is that they are utterly inimical to the living, and will seek to destroy or drive them away. Well, the so-called ‘marionette mansion’ differs from all of these in that they appear to actively draw in the living, offering them a chance of a good life – but at a no less terrible price. There seems to be a lesson in how these strange manifestations make men choose between freedom and comfort, but it cannot be disputed that the marionette mansion is not interested in being a teacher, it is only interested in devouring its prey...”

Concept adapted from Ito, Junji, “Marionette Mansion,” Tokyo 2015, in: Washington, Masumi (ed.), Shiver: Junji Ito Selected Stories, San Francisco 2018, pp. 179-238
Marionette image: <https://g1.img-dpreview.com/FD74EB03DCBA4DEEB44A8F4A12E9441F.jpg>, retrieved 23rd September 2020

Attendant

“Hollow-eyed and voiceless, but imbued with unfailing dedication and strength, they stood there in the shadows of the rafters, wires dangling from their outstretched hands that never trembled no matter what weight pulled at them...”

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
*+2	*	*+2	*	*	*	*	*	-

INITIATIVE	*	DEFENSE	*-4	WILLPOWER	*
CMD RANGE	**	ARMOUR	***	VITALITY	****


Base Size: As per the original character

* The same as the original character's.

** An attendant's Command Range is half the original character's, as they do not speak.

*** Attendants usually do not wear armour.

**** Attendants have a Vitality equal to their Physique.

Stomp	MAT	POW	P+S	Special
	6	-	S	Critical Knockdown

Skills:

Craft (marionette-making) [2]: INT+2.

Traits and Abilities:

Bound – Attendants cannot abandon their charges. If the wires connecting them to their charge have been severed, they will always spend a full action to extrude new wires in their next activation, which will then automatically reattach to their charge. If an attendant's charge has been moved away, the attendant will advance towards his charge.

Attendants cannot leave the rafters of the mansion. If they are forced to do so, they will return to the rafters as fast as possible, and they will attack any characters who attempt to hinder their return.

Additionally, attendants can never leave the confines of the mansion. If they are forced to do so, they are immediately destroyed.

Prowl – Attends gain Stealth (see IKRPG, p. 220) while they have concealment or cover.

Silent – Attendants cannot speak, and neither they nor their wires make any noise whatsoever.

Slow – Attendants cannot run or charge.

Stable – Attendants cannot be knocked down.



Sturdy Strength – Attendants can lift and carry weights as if they were one base size larger than they actually are. Their wires can always bear the same load without snapping.

Tough – When attendants are disabled, roll 1d6. On a result of 1-4, the attendant is destroyed. On a result of 5-6, the attendant regains 1 vitality. Attendants are not knocked down if they are not destroyed by an attack.

Undead – Attendants are no living characters and never flee.

Fighting Attendants: Attendants are difficult to target without access to the rafter space where they hide; any attack from below that targets them must contend with their Prowl ability as well as the cover or concealment they gain from the ceiling between them and any potential attackers.

Severing the Wires: It is possible, though difficult, to sever the wires connecting the attendants to their charges. While cutting the wires with strong shears is a possibility, attendants will not let their charges stand idly by when this is attempted, and unless more than one character is cutting the wires at the same time, the attendants are easily capable of extruding and attaching wires faster than they are cut.

A better option is using a long-bladed weapon like a sword to attempt to cut multiple wires at the same time. This, too, is difficult; the wires have the same DEF as the charge they are attached to, ARM 16, and must take damage equal to the charge's PHY or STR, whichever is higher, before they are severed. Attacks targeting the wires must also subtract 1 die from all damage rolls. If the wires have only suffered partial damage, one of a charge's attendants will also spend a full action in their next activation to extrude new wires, completely repairing the damage.

Maître

“Impeccably dressed but staring just as blankly as the other figures occupying the rafter space, their arms waving about in eerie silence as they manipulated the living puppets below, the man approached with swift, noiseless steps, a naked blade in his hand, as he made ready to defend the other puppeteers...”


PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
8	6	8	4	4	4	3	5	-


INITIATIVE	15	DEFENSE	15	WILLPOWER	10
CMD RANGE	7*	ARMOUR	12	VITALITY	15**

Base Size: Small

* The maître gains his full Command Range only with the house's attendants.

** The maître uses a standard life spiral.

Stomp	MAT	POW	P+S	Special
	6	-	8	Knockdown (Only used against characters attacking the rafter space from below)

Sword	MAT	POW	P+S	Special
	6	3	11	-

Skills:

Bribery [2]: SOC, Command [2]: SOC, Craft (marionette-making) [2]: 5, Etiquette [2]: SOC, Detection [2]: 7, Intimidation [2]: SOC, Negotiation [2]: SOC, Streetwise [2]: 7

Traits and Abilities:

Bound – The maître may leave the mansion, but must return before the next sunrise or sunset, whichever comes first, or he is destroyed, turning into an inanimate life-sized marionette of himself upon destruction. The maître usually only leaves the mansion to make sure its marionette residents are well provided for.

Feat Points – The maître starts each encounter with one feat point. He is allocated one feat point at the beginning of each of his turns. The maître can have up to 1 feat point at a time.

Prowl – The maître gains Stealth (see IKRPG, p. 220) while he has concealment or cover, but only while inside the mansion.

Recruiter – Any living character killed by the maître becomes an attendant (see above) after 1d3+1 hours have passed, unless the body is removed from the mansion. If the maître kills a living character outside of the mansion, the body must be brought into the mansion within the next 1d3+1 hours for the transformation to take place.

Silent – The maître cannot speak while within the mansion, and makes no noise whatsoever while inside.

Singular or None – A marionette mansion does not need to have a maître (though most do, as somebody needs to procure provisions for the living residents), but it cannot have more than one, either.

Stable – The maître cannot be knocked down while inside the mansion.

Tough – When the maître is disabled, roll 1d6. On a result of 1-4, the maître is destroyed. On a result of 5-6, the maître regains 1 vitality but is knocked down, unless the maître is currently within the mansion.

Undead – The maître is no living characters and never flees.

Marionette

“At first glance, their old friend looked unchanged, perhaps even happier than before – he was certainly well-turned out, and smiling serenely, as he opened the door. Except that the hand he extended in greeting was dangling from a taut wire coming down from the rafters, and his feet were not quite touching the ground...”

Stats, Skills, Abilities and Templates:

The character's stats, skills, abilities and templates are unchanged, except as stated below.

Additional Traits and Abilities:

Attended – Each marionette is served by three to five attendants. If some of these attendants have been destroyed, the marionette suffers a penalty of -1 to all actions for each missing attendant. Once all attendants have been destroyed, the marionette is rendered knocked down and stationary.

Bound – A marionette cannot leave the mansion, nor can they unattach themselves from the wires. Marionettes still have full control over their actions, unless they attempt to leave or harm the house or its heart, or unless they attempt to free other marionettes or discourage other characters from becoming marionettes. Characters who attempt to act against the mansion are rendered stationary, but can still speak normally.

Death Transformation – If a marionette dies while still attached to the wires, they become an attendant of the marionette mansion after 1d3+1 hours have passed. If the mansion currently has no maître, they become the new maître instead.

Invisible Strings – If the mansion is destroyed but its heart survives and manages to create a new marionette mansion, former marionettes will start feeling drawn to the new mansion, though they will not realise why until they set foot over the threshold (Former marionettes may think they have received an invitation to a party or that they have some business in the new mansion even when nobody has actually told them about it). If attendants are available, former marionettes entering a new manifestation of their mansion will immediately become ensnared again; if no attendants are available, the current inhabitants (especially the maître and master marionette, but never the occupied attendants) will attempt to kill them.

Slow – Marionettes cannot run or charge.

Stable – A marionette cannot be knocked down. If a marionette's wires are cut, they immediately become knocked down and stationary until new wires have been attached or they have been removed from the mansion.

Becoming a Marionette: As long as there is a sufficient number of attendants available to serve a new marionette (two or three for a child or goblin, four for an adult human, Iosan, or dwarf, and five for especially large and heavy characters like ogrun and trollkin), a living character can become a marionette simply by entering the house and declaring his wish to do so, after which wires will lower from the rafters and attach themselves to the character. The character can still reject the offer as long as they do so within the next hour, but other marionettes will generally attempt to dissuade them from doing so. If characters decide not to become marionettes within that time, the wires are simply withdrawn, but if characters should reconsider later, they will immediately be turned into full marionettes, with no second chance to refuse.

Recovery: Once a former marionette has been removed from the house, they are no longer stationary after a day has passed but remain unable to stand up for a number of days equal to their vitality, as they need to slowly rebuild their strength (This even applies to characters who have only been marionettes for a few days or hours, and is a clear indication of how the mansion drains its victims).

Master Marionette


“The diminutive figure stood all alone in the dark corridor, its featureless face still somehow evoking a sinister smirk as it bowed, revealing the large kitchen knife it had so far concealed behind its back...”

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
5	6	2	6	4	5	5	5	-

INITIATIVE	16	DEFENSE	18	WILLPOWER	10
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CMD RANGE	-	ARMOUR	10	VITALITY	10
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Base Size: Tiny (+1 to DEF; already factored in)

Knife				
	MAT	POW	P+S	Special
	8	1	3	Anatomical Precision, Sustained Attack

Skills:

none

Traits and Abilities:

Anatomical Precision – When the master marionette hits a living character with a melee attack but the damage roll fails to exceed the target's ARM, the target character suffers d3 damage points instead of the damage rolled.

Attended – The master marionette is served by a single attendant. If that attendant is destroyed, the master marionette is rendered stationary.

Bound – The master marionette may not leave the mansion. If forced to do so, it immediately becomes stationary.

Construct – The master marionette is not a living or undead character and never flees.

Feat Points – The master marionette starts each encounter with two feat points. It is allocated one feat point at the beginning of each of its turns. The master marionette can have up to 2 feat points at a time.

The master marionette cannot spend feat points to recover damage, but it can be repaired like a regular marionette.

Recruiter – Any living character killed by the master marionette becomes an attendant (see above) after 1d3+1 hours have passed, unless the body is removed from the mansion. If the marionette mansion currently has no maître, a character killed by the master marionette becomes the mansion's next maître instead.

Silent – The master marionette cannot speak and makes no noise whatsoever.

Singular or None – A marionette mansion does not need to have a master marionette, but it cannot have more than one, either.

Slow – The master marionette cannot run or charge.

Stable – The master marionette cannot be knocked down while inside the mansion.

Sustained Attack – When the master marionette hits a character with a melee attack, it can immediately make another melee attack against the same character once the first attack has been completely resolved. This melee attack cannot generate additional melee attacks.

Up and Down – At the beginning of its activation, the master marionette may be pulled up into the rafters by its attendant; alternatively, at the beginning of its activation the master

marionette may be lowered down from the rafters. The master marionette cannot be targeted by free strikes during this movement, and can advance normally afterwards.

Are they grymkin, infernals, or the products of curses or hedonistic arcane experiments? None of these hypotheses have been conclusively proven, but one thing is clear, and that is that the so-called 'marionette mansion' conjoins residence and residents into one interconnected whole, trapping those inside while at the same time taking care of them, and even of itself (as there are rumours of these sites slowly repairing damage even when no hand is ever seen wielding hammers or laying bricks; at the very least, the house itself seems to adapt to its *modus operandi* by creating extensive rafter spaces constructed in such a way that attendants can move about freely and out of sight while giving the charges dangling from the wires they hold unfettered access to every part of the rest of the house).

Simply put, a marionette mansion is a living puppet show, the house's residents having become living marionettes dangling from wires lowered from the ceiling as they go about their lives. To all appearances, those entrapped by the mansion live happy, carefree lives, or at least as long as they can endure the isolation never being able to leave the house again entails. Their attendants, of course, are an altogether different matter, but the residents usually either do not notice them as they shuffle about unseen and unheard or work hard to dismiss them from their minds, but for some the luxury and comfort of literally never having to lift a finger again is definitively worth the presence of these prowling puppeteers – and that may be the smallest price to pay, as there are definite reasons to suspect a marionette mansion actually drains the vitality from its living residents until they, too, take their places as the next generation of unliving attendants hiding in the rafters.

It may be surprising how long a marionette mansion can remain undetected, but despite their moniker these places do not have to be excessively large, and there are plenty of eccentric and reclusive individuals that could fall prey to a marionette mansion – or even openly invite its attentions – without anybody ever noticing or caring. There are certainly even more unscrupulous individuals who are perfectly willing to deal with the mansion's off-putting majordomo or otherwise supply the inhabitants, as a marionette mansion rarely seems to run out of coin. It also bears considering that marionette mansions do not generally cause a ruckus or even a substantial amount of people going missing, and if a house clearly seems to be well-kept and inhabited, who is going to say anything about how its inhabitants live their lives?

Matters of the Heart

It is quite unclear how exactly a marionette mansion begins, though one thing seems to have been established beyond reasonable doubt: A marionette mansion always

has a heart. Not a literal heart, of course, but there is always one single thing or individual that starts it, and destroying that one thing ends a marionette mansion for good. The GM is free to choose one of the following four options when setting up a marionette mansion:

- **House as the Heart:** The house itself is the heart. Destroying the house will end the marionette mansion, but as long as the house hasn't been burned to the ground, it can eventually begin ensnaring new victims, potentially by turning the next person who dies inside the house into a first attendant or maître, who can then craft a master marionette as well as perpetrate additional killings until the house is fully functional again.
- **Maître as the Heart:** If the maître is the heart, he may be able to flee the house when it is threatened, and if he can find employ and claim another household as his own before his lifespan expires, it is only a matter of time until the next mansion is up and running.
- **Master Marionette as the Heart:** If the marionette mansion's essence resides in the master marionette, the house will seek to hide and protect it, and may even have it flung outside rather than risk its destruction. If the master marionette is the heart, the house immediately becomes inert and all its undead attendants become inanimate when the master marionette leaves the premises, but if the master marionette is found and taken to another house, it may start turning that place into the next marionette mansion.
- **Victim as the Heart:** For some reason the first person who was ensnared by the marionette mansion is also the individual who created it, either giving himself willingly to the house for its comforts or the company of its additional victims, or accidentally becoming bound to it. An accidental heart can be removed from the house easily enough, ending it for good, but a willing creator will both fight any attempt to remove him, and may even turn an altogether different house into his next marionette mansion if given enough time.

MARIONETTE MANSION LORE

A character can make an INT+Lore (occult) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: There are some haunted houses that draw in and devour their victims.

12: You must offer yourself to a marionette mansion, it will not take you against your will. But once you have given your permission, there is no way out without help.

14: Destroying a marionette mansion's heart may doom its residents if they are not removed from the premises first.

16: If a marionette mansion's heart is not identified and destroyed, even burning the house down will not end it. Worse, the heart may turn an entirely normal house into the next marionette mansion...

Adventure Seeds:

- A friend or ally of the adventurers has disappeared. Eventually, he can be traced to a marionette mansion, but he has already been ensnared by the time he is found. His only hope is for the adventurers to find the mansion's heart and destroy it – all the while they have to either play along and placate the mansion without risking becoming ensnared themselves, or battle their way through the mansion's attendants without endangering their friend.
- Something strange seems to be going on with an old mansion in town – the building, which used to be very dilapidated, seems to be undergoing repairs, but no

repairmen are ever spotted, and the lone inhabitant certainly does not seem to have the means to hire any craftsmen. Some parties with an interest in the building – be it potential inheritors or parties wanting to claim the property for their own ends – hire the adventurers to investigate. The old house is in the process of becoming a marionette mansion – but then another party barges in on the investigation and demand the adventurers let the manifestation progress so it can be observed and analysed. Are the adventurers willing to let the manifestation complete, potentially ensnaring both the house's inhabitant as well as innocents? What if the lone inhabitant wants to become a marionette, and possibly even is the individual responsible for starting the manifestation in the first place? What if any one of the parties involving the adventurers is not who or even what they seem to be?

MISTER BROWN

“Everybody knew Mr. Brown – quiet and reliable, with his leather apron's pockets overflowing with the tools of his trade and his trusty terrier guarding his shop. And while that shop's doors were certainly open to law-abiding citizens, what was known to much fewer people was that Mr. Brown also made his services available, at any hour of the day or even night, to those who desired ingress into places they were not supposed to go. What almost nobody knew – and few who found out survived – was how and, perhaps more importantly, why the humble Mr. Brown was willing and able to offer this latter kind of service, and at such reasonable prices, too...”

Mister Brown image adapted from https://www.tafce.com/images/f/f0/Mr_Brown_-_Edited.png, retrieved 5th February 2022



PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
6	6	4	4	4	4	5	5	-

INITIATIVE	15	DEFENSE	14*	WILLPOWER	11
CMD RANGE	7	ARMOUR	11*	VITALITY	15*

Base Size: Small

* Includes the modifiers for wearing an armoured greatcoat.

** Mr. Brown uses a standard life spiral, with 6 points of vitality in his Physique, 4 points in his Agility and 5 points in his Intellect aspect.

Holdout Pistol	RAT	RNG	AOE	POW	Special
	8	4	-	9	Stats include Intellectual bonuses

Trench Knife	MAT	POW	P+S	Special
	7	2	7	Stats include Intellectual bonuses. Can be used to deliver unarmed knockout blows (effective MAT 5; target number 13 to resist)

Skills:

Alchemy (1): 6***, Command (2): SOC, Craft (metalworking) (2): 7***, Detection (2): 7***, Escape Artist (2): 6, Forgery (2): 6/7***, Lock Picking (3): 7, Mechanical Engineering (2): 7***, Negotiation (2): SOC, Research (2): 7***, Streetwise (2): 7***

*** These skills gain boosted rolls from Mr. Brown's Genius and Hyper Perception traits.

Traits and Abilities:

A Key To Fit Any Lock – Even if he has never seen the actual mechanism, Mr. Brown can craft a key to any lock as long as the lock is not exclusively magical or mechanical (e. g. some form of ward or force barrier), or warded in some way against grymkin. In order to do this, however, Mr. Brown must be asked for the key (This restriction does not prevent Mr. Brown from first having the rumour put out that a thing of great interest has been locked away, of course. Also, Mr. Brown can simultaneously supply keys to all applicable locks in the same property at once, as long as he has not been asked for only a specific set of keys).

Mr. Brown can only manufacture a set of keys for a single property at a time in this manner; once some or all of these keys

have been used, he can make another. Alternatively, Mr. Brown can have the keys retrieved by his gremlins so he can make more (Mr. Brown always knows where the set of keys he has made is until it has been used, though gremlins aren't always the most reliable at retrieving the keys, or at the very least not always very inconspicuous about it. Mr. Brown need only recover a single key of a set to be able to make more).

Attended – There is always at least one swarm of gremlins (see IKMN, pp. 64-74– no, pp. 46-47. Pesky critters, aren't they?) hiding within Mr. Brown's command range (which is also the true reason why Mr. Brown has a terrier – the aggressive little dog chases away any cats, which are the gremlins' natural enemy). When Mr. Brown is having repeated dealings with a group of characters, there will be at least one swarm of gremlins for each character present.

Easy Familiarity – When Mr. Brown sets up shop, local people will treat him as though he has been living in town for all his life, and will “remember” his reputation whenever the topic of locksmithing comes up. With some determined digging, however, evidence (e.g. tax records) could be revealed that shows that Mr. Brown has arrived more recently than people think, and that he has potentially had far fewer customers than people believe.

Feat Points – Mr. Brown starts each encounter with one feat point. He is allocated one feat point at the beginning of each of his turns. Mr. Brown can have up to 1 feat point at a time.

Genius – Mr. Brown gains boosted INT rolls.

Hyper Perception – Mr. Brown gains boosted PER rolls.

Intellectual – Mr. Brown gains +1 to his attack and damage rolls (already factored into the stats for Mr. Brown's weapons) and grants the same bonuses to all friendly characters within his command range.

Creature Templates:

none

Despite the moniker provided at the beginning of this entry, “Mr. Brown” can appear as either gender, though since the creature does seem to have a preference for the male form (and has never been observed in anything but human guise), that appellation is going to be used here. Apart from gender, there seem to be several other constants in Mr. Brown's manifestations: He always appears to be at least middle-aged, insists on being called by his last name (though the “Brown” part can vary, it will always be a very common, innocuous name. When pressed or inquired about, a similarly commonplace first name can also be gleaned, but there is little indication it is anything but an alias, even if Mr. Brown becomes easily annoyed by too much familiarity), and always runs a small locksmith's workshop, and in a manner that is at least outwardly law-abiding and quietly, if somewhat sternly, successful and prosperous. Last but not least, few could point to Mr. Brown engaging in any kind of social activity besides regular (though always moderate) drinks at nearby pubs.

The two aspects which place Mr. Brown outside the realm of the ordinary are his strange kinship with the malicious grymkin known as gremlins (which may even aid him in his work by causing the kind of damage that requires his services) and his ability to craft any type of key. It is the latter ability which usually causes the most concern –

while it's perhaps harmless enough to, say, give a poor servant girl a key to her miserly employer's pantry so she could help herself to some of the food, or allow a child to unlock their sibling's diary and glean their innermost thoughts, Mr. Brown also always has a reputation among second-story men and similar lawless folk as the one whose help they should enlist if they desire to break into a property... though that is only the beginning of a town's problems.

The real problems begin because, sooner or later, Mr. Brown will be asked to make a key that will spell serious trouble for either the party that breaks in and unexpectedly finds itself with something on their hands that they cannot deal with, or for the robbed party, who must now quickly recover something that could cause them serious embarrassment or trouble if they cannot recover it in time (or maybe is just out for blood for the mere insult of an otherwise harmless burglary, like the aforementioned servant girl pilfering some food from her master's pantry). There even is cause to believe that Mr. Brown himself is often responsible for enticing such consequence-laden burglaries in the first place, though it is equally unclear what could have tipped him off to such a secret's existence (except for possibly his gremlin allies). At any rate two parties will now have been set against each other – and potentially against their entire community – all the while Mr. Brown will watch on, quietly smiling to himself as the chaos unfolds, a new key already taking shape under his rasps and files.

MR. BROWN LORE

A character can make an INT+Lore (grymkin) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: When somebody is much more helpful than they should when you're up to no good, be careful. It's probably a trap.

12: Where there's gears, there's gremlins, unless the cats keep them away. Best be cautious when such a place doesn't seem to allow cats...

14: Don't get greedy when Mr. Brown gives you a key. Only take what you recognise, and you'll probably be safe.

16: There must be a reason why Mr. Brown hates being called by his first name. Perhaps it holds some power over him that can be exploited?

Adventure Seeds:

- *A group of adventurers needs to break into a property (e.g. to investigate a disappearance or secret, or simply to steal treasure). While looking for a way in, local scoundrels recommend Mr. Brown to them, and he obligingly sells them a set of keys, claiming he was*

the one who made the locks in the property in the first place but needs the coin now. During the break-in, the adventurers not only easily get past any locked door thanks to their purchase, but they also hear some strange noises from somewhere in the house. Investigating, they find a locked door, but opening it with one of the keys Mr. Brown provided unleashes an unexpected danger – say, an imprisoned madman, a ghost, the result of some failed experiment, a strange device, or the victim of a kidnapping that the owner of the property will kill to get back or at least silence).

- The adventurers are approached by a man who asks them for their help against a pursuer. Whether they agree to do so or not, the man uses the meeting to hide an object he has stolen using a key Mr. Brown

made among their possessions. Soon thereafter, the robbed party accosts the adventurers (either because they refused the job and the robbed party has since apprehended the man, who told them where he hid the item, or because the adventurers are currently on bodyguard duty). The adventurers are asked – and offered pay – to surrender the man and the stolen item, package unopened, and then the robbed party wishes to hire the adventurers themselves to catch the rest of the burglars, as well as anybody who helped them (which will, of course, include Mr. Brown... and trying to apprehend Mr. Brown will probably not only end in a surprise because of his gremlin allies, but should also make the adventurers wonder what exactly it was the man stole, and who their current employers really are...).

THE RETURNED

“Though all hope had long since been lost, on one dank, foggy morning there he stood at her door, his features marked with weariness but still clearly, unmistakably recognisable as those of her husband, who'd gone missing at sea a year before. Tearfully, she dragged her husband into a desperate embrace before quickly taking him inside, but the coming days showed that there was something fundamentally wrong with him – he barely spoke, hardly ever moved, and overall exuded such an overwhelming sense of weariness of mien and manner that neither physician nor priest could explain, let alone cure, that she was finally becoming worn down into an exhausted, resigned acceptance that her beloved husband would never truly return to her now. And then, on a morning that was as foggy as the day he'd returned, he wordlessly donned his coat and stepped out into the grey light, and was never seen again...”

Returned image adapted from <https://i.stack.imgur.com/6IMN8.jpg>, retrieved 2nd July 2020



PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
WIL/2	WIL/2	WIL/2	WIL/2	WIL/2	WIL/2	*	*	*

INITIATIVE	**	DEFENSE	**	WILLPOWER	*
CMD RANGE	*	ARMOUR	WIL	VITALITY	**

Base Size: As per the original character

* The same as the original character's.

** Calculate normally after determining the character's stats.

Skills:

As per the original character

Traits and Abilities:

In addition to the abilities listed below, a Returned retains all of the original character's abilities and spells, regardless of prerequisites.

Clues – Most Returned bear or carry clues as to their living counterpart's fate on themselves or in their clothes, be it distinctive injuries or items (e.g. there may be plants snagged in their clothes or hair that only grow in a specific area, or their

hands show rope burns from attempts to work the rigging on a ship caught in a storm).

Detached – Returned automatically fail all Social rolls (while they technically still retain their facility with interactions, their listless delivery and taciturn nature ruins most attempts to be anything but standoffish).

Inscrutable – Any attempt to read or control the Returned's mind or actions automatically fails. Similarly, nothing about the Returned registers as magical (unless the original character actually was a spellcaster).

Living Manifestation – This character is neither undead nor incorporeal, and is unaffected by abilities that can exorcise or ward off ghosts. This character is *not* the same as the original character, and it is possible for both the original character to be alive and a Returned version to exist simultaneously.

Non-Combatant – Returned have no melee range.

Painfully Slow – The Returned cannot run or charge, and must always forfeit their movement or action each activation.

Soulless, but not Bodiless – If this character is destroyed, no soul token can be gained from him, but this character leaves a body behind normally. Because of this character's Inscrutable

trait, it is impossible to determine this character has no soul without destroying this character.

Untraceable – The Returned do not leave tracks that can be followed on the day they arrive or leave. On any other day they leave tracks normally.

Creature Templates:

none

The beings known as the Returned are as much rumour as they are superstition, but there are too many reports of them, with too many consistent details, to simply pass them off as mere hearsay. From all of these accounts, a few common traits can be clearly established:

The Returned always appear on a foggy day, usually in the morning or evening, and they always look exactly like a family member who has disappeared without trace, but whose return is still anxiously waited for (which is what has given these beings their name). While the Returned seem to truthfully retain all knowledge and abilities of the vanished person, they invariably act in the manner of people who have been severely traumatised, to the point of being unwilling or unable to talk about what has happened to them, and appear nearly catatonic, usually spending their time lying in bed or sitting on their chair and staring at the wall or out of the window. After a while – sometimes days, sometimes weeks – another foggy morning or evening arrives, and the Returned simply put on the clothes they wore when they came in and walk out into the fog, never to be seen again. Interestingly, no member of the household they had returned to ever seems to attempt to hold them back when they leave for good.

Where the accounts vary is in what happens in between the Returned's arrival and departure. Some families drive themselves to madness in their futile attempts to reach whatever remains of their beloved in the Returned. Others grow weary and, eventually, resentful of the Returned's cold presence, and will gladly see them leave when they do, and a third group simply resigns themselves to what diminishing joy they can still find in the unresponsive embrace of what was once their spouse or child until, in their slow, slow drifting away from each other, they finally let go of the Returned completely, at which point the Returned gets up and departs, leaving behind neither smiles nor tears.

There is a fourth, albeit very minor, group of accounts which claims that while the Returned were unwilling or unable to reveal what had happened to them (or to the people who had originally disappeared, at any rate), sufficient clues could be gained from their bodies and clothes that their families were confident they could venture forth and find their true lost loved ones, and successfully completed these desperate endeavours. Some of these accounts do, however, also end with the families departing their homes into a thickening fog awaiting out

of town, and being swallowed up by it just as permanently as the Returned usually are.

What cannot be doubted is that, at the end of the day, there is no record of any definitive proof of the Returned's otherworldly nature beyond the modus of their arrival – and even that piece of evidence is far from conclusive until the Returned has departed in the same manner. Naturally, at that point it is far too late for any further investigation – though the strong and characteristic bond between the Returned and those they “return” to suggests they may be just as much a manifestation of the yearnings of those left behind for the return of their lost loved ones as they may be spectral messengers sent forth by those same lost but still living loved ones that now so impotently plead for help...

RETURNED LORE

A character can make an INT+Lore (occult) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: The Returned only come to those who grieve for someone they have lost.

12: The Returned cannot be made to communicate or explicitly reveal anything about what happened to them, but they will never cause any direct harm.

14: The Returned are not truly the people who have been lost. Sometimes the real person still exists and can even be saved.

16: It is possible to gain clues about the whereabouts and fate of the Returned's original by observing the Returned, but trying to follow up on these cryptic clues may be perilous.

Adventure Seeds:

- *A young noble who has gone missing on the field of battle returns one foggy night, but appears traumatised and nigh catatonic. His younger brother claims the man is a con man who is merely acting to hide the gaps in his knowledge, and hires the adventurers to go the battlefield where the noble was supposedly lost and find (or fabricate) proof of his demise – needless to say, a large inheritance as well as the question of who is going to inherit the title are in the balance, as well as the friendship (or enmity) of a powerful noble. During their investigations, the adventurers do find a man who looks exactly like the man staring at a wall in the manor – but he is just as traumatised. Which of the two is the true heir, and which is one of the Returned?*
- *A noble's daughter, who had some time previously eloped, returns, but becomes catatonic. In their attempts to cure her of her mysterious malaise, her parents learn of the Returned, and of the legends that*

it may not be too late to recover their true daughter. They think they have gleaned some clues from their daughter's clothes about where she is being held, and hire the adventurers to free her. But is the woman lying in bed in her room actually one of the Returned? What if this is truly the nobles' daughter, and there has simply not been sufficient time (or the right kind of care) for her to recover? What are the adventurers going to find when they follow up on the leads they were given? What if the young lady is found at her

lover's side, but seems happy and resists every attempt to take her back to her parents?

Morgan's Notes: Obviously, the Returned are not intended as combat encounters. Instead, they serve as adventure hooks and mysteries to be solved, in a manner both like and unlike a “normal” haunting (as there may yet be hope for the Returned, or rather, those whose form they wear – **if** the GM decides the rumours are actually true. Who knows, the Returned might even be a type of grymkin, come to maliciously prey on those who have lost someone or to set some larger plot in motion...).

REVENANT'S BULLET

“The sound of the pistol's report was still echoing in Taggart's ears as he slowly slid to the ground, staring in stunned disbelief at the familiar face of the man he had been certain to have seen dead at his feet just a few days before, smirking down at him with his pistol held loosely in one hand. The last two things Taggart saw before he passed out was that pistol's firing pin suddenly cocking itself though no mortal hand had touched it, as well as the hole his own bullet had made that previous night previously still mockingly visible in the other man's blood-drenched shirt...”

Revenant's bullet image adapted from <https://i.pinimg.com/originals/37/70/3e/37703eb0109bfc4ca7053815ef396674.jpg>, retrieved 1st June 2021

Stats, Skills, Abilities and Templates:

The character's stats, skills, abilities and templates are unchanged, except as stated below.

Additional Traits and Abilities:

The Bullet With My Name On It – This character is bound to one single bullet that must have originally killed them. Once fired, this bullet reloads itself into a firearm this character wields without the need for a quick action in this character's next Maintenance Phase, and will always be in a casing or cartridge with a fresh charge of blasting powder.

As long as this special bullet damages but does not kill a target character, the bullet lodged in the target becomes a regular bullet of its kind and the Bullet With My Name On It returns to this character's firearm in this character's next Maintenance Phase. This does not cause any further damage to the character who was hit.

If a sentient living character has to make a roll on the injury table from an attack made with this bullet that results in an effect that can be fatal (e.g. Spitting Blood), this bullet does not return to this character's firearm in their next Maintenance Phase. When the target character expires, this character is immediately destroyed, and the character killed by the bullet becomes bound to it instead as a new revenant, with the Bullet With My Name On It either appearing in the target character's firearm or, if they do not have one, in the original revenant's firearm. If the roll on the injury table indicates a non-fatal result like Concussed, or once a potentially fatally wounded target character has been stabilised, the bullet will return to the revenant as normal.

This character always knows where to find their Bullet With My Name On It. If the bullet is removed from the firearm and destroyed, it will simply reform in the firearm.



Dark Resurrection –

This character can never be truly destroyed, except through their The Bullet With My Name On It trait.

Instead, if this character is incapacitated by an attack, they seemingly “die,” but will turn to dust and reappear in B2B with The Bullet With My Name On It, or as close to that as possible, at the stroke of midnight after the next dusk, with full vitality and with all results of rolls on the injury table suffered restored back to this character's state before their original death.

Obsession – If this character does not have a firearm capable of firing the Bullet With My Name On It on them, they suffer -2 to all attacks and skill rolls except for those made to directly get their hands on such a firearm, e.g. rolls to wrestle such a firearm from another character's grip. This character can also melt down the Bullet With My Name On It to produce a single new cursed bullet for a different caliber of firearm (If a larger bullet is recast as smaller bullets, only one of them will be the Bullet With My Name On It, and because of their connection with it the revenant will always know which bullet actually carries the curse).

Undead – This character is not a living character and never flees. This character still heals as though they were living, but never suffers slow recovery, cannot bleed out (though they will bleed when injured), and will regenerate missing or body parts within d6+3 days of recovering all vitality (or at once through a Dark Resurrection). This character does not look markedly different from when they were alive, though they tend to look pale and have clammy skin. The injury caused by the revenant bullet that killed them will always remain visible as a grotesque scar, however, even though it causes neither pain nor discomfort (except when the shot destroyed an eye, for example).

Virtuoso – When making attacks with the Bullet With My Name On It, roll an additional die on attack and damage rolls, and discard the lowest die.

If this character already has the Virtuoso Skilled archetype benefit for this type of firearm, then damage rolls inflicted by direct hits with the Bullet With My Name On It become boosted in addition to the effects of the Virtuoso trait.

Creature Templates:

Gun Mage (The Bullet With My Name On It becomes a rune bullet)

While spectral gunslingers have long been known to haunt the streets and cities of the Iron Kingdoms, or even been seen in the employ of the Dragonfather's Nightmare Empire, there are other, less well known individuals cursed to live and die by the gun. The victims of the revenant's bullet are one of these.

Quite corporeal and, compared to the likes of those bound to the ships of Rengrave's fleet, not particularly unnatural-looking, these unliving gunslingers are mere links in a chain of death that is the work of a single cursed bullet that both doomed them to this cursed existence and will eventually end them, but only by passing on their curse to the next victim. While initially not particularly hostile compared to more mindless undead, the bullet-riddled revenants will inevitably end up succumbing to the obsessive way the bullet that cursed them preys on their minds, or be forced to embrace their new existence when it becomes impossible to hide their true nature after they have suffered a seemingly mortal injury to their corporeal form and undergone their sinister rebirth.

Even worse, some victims of a revenant's bullet seem to have become aware that their own final destruction beckons if they successfully gun down another man, and make sure to never fire the one special bullet they are tied to, or only use this bullet on targets that will not trigger the bullet's effects, like beasts, constructs or other undead, gaining a twisted form of false immortality.

REVENANT'S BULLET LORE

A character can make an INT+Lore (undead) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: Don't reuse bullets pried from corpses without a prayer and burial rites for the dead, or you may end up a gunslinging walking corpse yourself.

12: There are some gunslingers who never seem to run out of ammunition, and are cursed to live and die by their firearm alone.

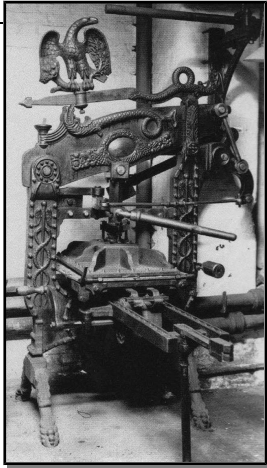
14: For some revenant gunslingers it's the bullet, not the gun, that binds them to this world. If you can get that bullet off of them, they will be weakened.

16: The only way to permanently end the curse of some types of undead gunslinger is by shooting them with their own gun – or, to be specific, with their own bullet.

Adventure Seeds:

- *A character finds some members of the lower ranks of the military they know personally morose and in their cups. The men are dispirited about being assigned to a clandestine mission with an agent of some renown, but who also has a reputation of often coming back alone, even if he will inevitably have accomplished his mission. The soldiers' superiors are willing to overlook these casualties since the man always gets the job done, but the lower ranks are less willing to put their lives on the line for such a reckless individual. But while the soldiers think the man is just a loose cannon, he is in truth the victim of a revenant's bullet, and is using his "immortality" to gain an advantage in the field, even if this occasionally means having to eliminate friendly witnesses to his true nature as well...*
- *A highwayman has become the victim of a revenant's bullet and gone on a spree after learning more about his condition. The man has figured out that he can use the unnaturally accurate and powerful bullet to engage targets with impunity as long as he makes sure to only attack mounts and draft horses, or as long as he removes the bullet before his target expires from the injury – or finishes his prey off with a normal gun or strike instead before the cursed bullet can do them in. Can the adventurers stop the attacks without one of their own number becoming the next revenant?*

SCANDAL, GOSSIP & TRUTH



"It is well established at this point that numbers are significant when considering the Grymkin, and the number three with its many mystical connotations – past, present, and future, or birth, life, and death – can be justly considered one of the most potent. It comes as no surprise, then, that there are Grymkin who are also always encountered in groups of three. What makes this particular group of Grymkin unusual is that their modus operandi seems to make them a very recent addition to ranks of these strange creatures, in a manner perhaps not unlike the gremlin – either that, or perhaps they have simply never been noticed before due to the fact they simply used to wear a different, more archaic guise..."

Truth image adapted from <https://i.pinimg.com/originals/c8/82/25/c88225b2e151f9ce2c3d03396a124d00.jpg>, retrieved 15th July 2020

Scandal

"Always respectable-looking but never ostentatious, the being known as Scandal may

go by many names and wear many faces, though it has never been observed to change its appearance in the course of the same specific manifestation. In all cases, however, Scandal is honest to a fault (except, it seems, regarding any questions as to its and its associates' true nature) and a keen observer and investigator with great skill in winking out embarrassing secrets..."


PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
6	6	4	5	4	4	6	6	-


INITIATIVE	16	DEFENSE	16*	WILLPOWER	12
CMD RANGE	6	ARMOUR	11*	VITALITY	17**

Base Size: Small

* Includes the modifiers for wearing an armoured greatcoat.

** Scandal uses a standard life spiral, with 6 points of vitality in its Physique, 5 points in its Agility, and 6 points in its Intelligence aspect.

Holdout Pistol				
	RAT	RNG	AOE	POW
	7	4	-	8
Special Scandal never needs to reload this weapon and never runs out of ammunition.				

Swordstick			
	MAT	POW	P+S
	6	2	6
Special Spending 1 feat point boosts both attack and damage roll when attacking with the drawn blade.			

Skills:

Bribery (2): SOC, Climbing (2): 7, Cryptography (3): 9, Detection (3): 9, Etiquette (2): SOC, Forensic Science (3): 9, Law (2): 8, Lock Picking (2): 7, Lore (Location 2): 8, Negotiation (2): SOC, Research (3): 9, Sneak (2): 7, Streetwise (2): 8, Tracking (2): 8

Traits and Abilities:

Anatomical Precision – When Scandal hits a living character with a melee attack but the damage roll fails to exceed the

target's ARM, the target character suffers d3 damage points instead of the damage rolled.

Feat Points – Scandal starts each encounter with 2 feat points, and is allocated 1 feat point at the start of each of his turns. Scandal can have up to 2 feat points at a time.

Honest – Scandal never lies, though he may choose to omit information (unless an omission would twist the facts of a statement). Scandal will not reveal its own or its associates' true nature even when asked, however, and will profess ignorance of them even when presented with evidence.

Limited Shapeshifting – When first arriving in a community, Scandal chooses his name and appearance (including gender). He cannot change his appearance while in the same community.

Linguist – Scandal can understand and speak all languages, whether spoken or written down, unless they have been encoded.

Sleuth – Scandal gets boosted Cryptography, Detection, Forensic Science and Research rolls.

Take Down – When Scandal incapacitates a living character in his melee range with an attack, he may choose to have that character regain 1 vitality point. The target character is no longer incapacitated but remains unconscious for the rest of the encounter.

Truth Reader – Scandal automatically knows when someone is lying to him. He is perfectly aware that people may still give him wrong information simply because they are misinformed.

Gossip

"While its compatriot Scandal can be known by his steady demeanor, Gossip is anything but steady – elusive in its speed and its appearance ever fluid, all the better to sow rumour and stoke the flames of suspicion and anger in the community the three Grymkin have chosen as their mark. Additionally, the way Gossip's words can cut isn't merely metaphorical, as its screech has the power to shatter glass and crack stone, should the creature find itself cornered."

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
5	7	6	6	4	4	5	5	-


INITIATIVE	16	DEFENSE	17*	WILLPOWER	10
CMD RANGE	5	ARMOUR	10*	VITALITY	16**


Base Size: Small

* Includes the modifiers for wearing an armoured greatcoat.

** Gossip uses a standard life spiral, with 5 points of vitality in its

Physique, 6 points in its Agility, and 5 points in its Intelligence aspect.

Sonic Screech				
	RAT	RNG	AOE	POW
	6	SP8	-	12
Special: Critical: Knockdown				

Dagger				
	MAT	POW	P+S	Special
	6	3	9	While wielded by Gossip, the dagger has Continuous Effect: Corrosion.

Skills:

Climbing (2): 8, Deception (3): SOC, Escape Artist (2): 8, Detection (3): 8, Gambling (2): 7, Jumping (3): 8, Negotiation (2): SOC, Oratory (3): SOC, Seduction (2): SOC, Sneak (3): 9, Streetwise (3): 8

Traits and Abilities:

Anatomical Precision – When Gossip hits a living character with a melee attack but the damage roll fails to exceed the target's ARM, the target character suffers d3 damage points instead of the damage rolled.

Deft – Gossip gains boosted AGL rolls.

Feat Points – Gossip starts each encounter with 2 feat points, and is allocated 1 feat point at the start of each of his turns. Gossip can have up to 2 feat points at a time.

Fleet Foot – When Gossip runs, it moves at SPD x 3.

Linguist – Gossip can understand and speak all languages, whether spoken or written down, unless they have been encoded.

Pathfinder – Gossip can move over rough terrain without penalty.

Rooted in Honesty – Gossip cannot make up lies on its own, but it can repeat any lies it has been told. Like Scandal, however, Gossip cannot be questioned about its true nature.

Shapeshifting – Gossip can change its appearance at will (including gender), but can only do so when it is not being observed by a sentient creature. Even when Gossip is unaware of being observed, it cannot change its shape while it is being watched.

Untraceable – Gossip does not leave tracks that can be followed.

Truth

“Truth be told – and the pun is certainly not intended – it is hard to call the being known as Truth a creature at all, as it appears to all intents and purposes inanimate, and perhaps it could more justifiably be called a relic or reliquary. In this age Truth seems to take the appearance of machinery – a printing press, to be precise – but it is suspected it used to appear as a book, or perhaps even a painting. It has been established, however, that Truth serves as the fulcrum of this particular Grymkin trio's existence, and they will both defend it and depend on it during their incursion into a community, in a manner not unlike the way certain Cryxian warcasters use a strange piece of machinery as the focal node of their combined powers...”

INITIATIVE	16	DEFENSE	5	WILLPOWER	-
CMD RANGE	15	ARMOUR	16	VITALITY	20
Base Size: Medium					

Traits and Abilities:

Device – If Truth becomes destroyed, Scandal and Gossip can construct a new Truth, but if Scandal or Gossip has been destroyed as well, the surviving Grymkin usually leaves town at once (Some claim that Gossip will seek revenge against the individuals who destroyed Truth and Scandal if it is the single surviving Grymkin, but that Scandal will simply concede defeat and leave peacefully).

Feat Points – At the start of each of its turns, Truth allocates one feat point to either Scandal or Gossip, as long as they are within its command range.

Intellectual – Scandal and Gossip gain +1 to their attack and damage rolls while within Truth's command range.

Shapeshifter – When Scandal and Gossip agree, they can change Truth's shape while in B2B with it, applying the desired Creature Template to it (see below).

Shared Existence – While within Truth's command range, Scandal or Gossip may spend a feat point to reduce Truth's current damage by their respective PHY. Alternatively, while inside Truth's command range Truth or Gossip can spend a feat point to transfer any vitality damage they have suffered from a single damage roll to Truth. If Truth is destroyed by having damage transferred to it this way, any damage that cannot be subtracted from Truth's vitality is returned to the Grymkin who tried to transfer damage to Truth.

Stationary – Truth does not activate as such and does not have a melee range, and cannot be rendered stationary or otherwise prevented from taking its turn. Truth does not engage other characters in melee, nor can other characters engage Truth in melee. Truth only rolls Initiative to determine when it assigns feat points to Scandal or Gossip.

Structure – Truth only takes damage from melee and magic attacks, and from ranged attacks that have an AOE, deal fire damage or corrosion damage, or are POW 14 or greater. Truth does not have a front or back arc.

Truth Teller – Truth can only be used to portray or print truthful (i.e. factual) information (though the facts may be expressed in as lurid a fashion as Scandal and Gossip desire. Only information that has been verified as factual by Scandal or Gossip counts, though honestly mistaken claims may still be printed as long as the text makes clear that this is an unverified claim).

Creature Templates (Truth only):

Large (Truth becomes a much larger printing press, gaining Command Range 17, Base Size: Large, ARM 18, and 26 Vitality. While Large, Truth can allocate a feat point each to both Scandal and Gossip at the start of its turn)

Small (Truth becomes a much smaller printing press, gaining Command Range 13, Base Size: Small, ARM 14, and 14 Vitality. While Small, Truth loses the ability to allocate feat points to Scandal and Gossip)

As is the wont of their kind, the trio of Grymkin known as Scandal, Gossip and Truth have a specific *modus operandi*: After moving into a town and setting up shop, Scandal will begin keeping an eye out for any secrets that could be used to incite the populace to riot (or, at the very least, be used to destroy a specific individual). Once he

(or she, as Scandal may appear to be either gender, though there seem to be more stringent restrictions on Scandal's manifestations than on Gossip's) has found such a secret, Gossip will start spreading the rumour (as well as stoking people's emotions), and Truth will be used to spread the information in the form of pamphlets or news periodicals.

It is unclear what the motivation of the Grymkin is for doing this, but the outcome they seem to most enjoy is turning the population's ire against the target Scandal has determined until the target has either been destroyed or at the very least run out of town, though having the target go to great and terrible lengths to protect their secret seems to be a closely favoured second. Usually, Scandal will turn his attention to a new secret at that point, and will keep doing so until the whole town ends up permanently at each other's throats even without the need for the Grymkins' further intervention.

There seem to be a few proven ways to rob the Grymkin of their victory, however. Sometimes the party whose secret Scandal has found out confesses to the public and makes amends in such a way that the people's rage is forestalled – and being stymied in this way seems to make the Grymkin quickly pack up and leave town, though at times more than one instance of their machinations failing has been necessary to make them leave.

More rarely, Scandal is destroyed in the course of his investigations, or Gossip during its mission to spread the rumour. Even more rarely, someone sees fit to destroy Truth, perhaps in an attempt to intimidate Scandal into stopping his investigations (though it seems Truth can be rebuilt as long as both Scandal and Gossip survive). In any case, like it has been observed for so many of the most famous Grymkin, destruction does not appear permanent for Scandal, Gossip and Truth, though at the very least they seem to have never revisited a community that made them leave or destroyed them before they could make it destroy itself.

SCANDAL, GOSSIP & TRUTH LORE

A character can make an INT+Lore (grymkin) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: When rumours start flying and a community is set at each other's throats, sometimes there's more than mortal hands behind it.

12: There is always a grain of truth at the core of Scandal, Gossip and Truth's machinations. Sometimes it's even all true.

14: Scandal, Gossip and Truth never wear the same faces twice, though there seem to be limits to this ability, with Scandal being the most limited of the three.

16: Scandal and Gossip are dangerous fighters when cornered, even more so when near Truth, but fighting is never their first option, and they can be made to leave by resolving the matters they have uncovered.

Adventure Seeds:

- *The adventurers are hired to investigate the holdings of a local industrialist for evidence of some kind of wrongdoing – say, sabotage of a competitor's works, industrial espionage, dangerously unsafe practices or collaboration with an enemy power – that would cause enormous damage to that industrialist's reputation. During their investigations, the adventurers are also constantly hearing rumours about the subject of their investigation, and may notice any new information they have only just found out is being fed back to them this way. The adventurers have been hired by Scandal himself – but the wrongdoings they are uncovering are still quite real, even if the public outcry is being manipulated and amplified by Gossip. How will the adventurers proceed? Could they maybe convince the industrialist to mend his ways? Do they even dare confront said industrialist with their evidence?*
- *After a lengthy absence, the adventurers return to their home town, but find it riven with paranoia and gleeful airings of even the smallest scandal, often to violent retaliation by the shamed party. Even the adventurers are not spared, with people asking them for their latest adventures, but with a clear view toward finding fault with something they did so their reputation can be smeared as well. The town is in the latest stages of the machinations begun by Scandal, Gossip and Truth weeks ago, with a few smaller regular printers and pamphleteers even having taken up the Grymkins' cause since. Simply taking out the Grymkin might not be enough to make people settle down again at this point any more – the Grymkin instead need to be taken out in such a way that people are made aware that they have been manipulated into this frenzy, so that the cycle of grievance, dissemination and retaliation can be broken once and for all.*

THE SIN-PAINTER

"It is perhaps not a particularly insightful truism that most people wear at least two faces, one of which they are proud to show in public while at the same time they take great care indeed to hide away the other one, ashamed of their own secret lusts and desires, no matter how commonplace they might actually be. Very few of us are truly able to live up to the façade they present, but there is value in striving... and then there are those who cannot resist – or choose not to resist – indulging in their second face's depravities, and who are sometimes all too easily tempted onto a path of ruin both for themselves and others when they are offered freedom from the consequences of their wanton deeds..."

Sin-painter image adapted from <https://thinkmh.com/wp-content/uploads/2020/03/the-painter.png>, retrieved 18th December 2021



PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
5	6	4	6	4	4	5	6	-

INITIATIVE	16	DEFENSE	17*	WILLPOWER	10
CMD RANGE	5	ARMOUR	10	VITALITY	16**

Base Size: Small

* Includes a -1 DEF penalty for wearing an armoured greatcoat.

** This character uses a standard life spiral, with 5 vitality in their PHY aspect, 6 vitality in their AGL aspect, and 5 vitality in their INT aspect.

Knife	MAT	POW	P+S	Special
	6	1	5	Anatomical Precision

Skills:

Craft (4; any form of art) 9; Detection (3): 9

Traits and Abilities:

Anatomical Precision – When the sin-painter hits a living character with a melee attack but the damage roll fails to exceed the target's ARM, the target character suffers d3 damage points instead of the damage rolled.

Consummate Artist – When the sin-painter works to produce a piece of art realistically portraying a living character in their presence, all rolls to produce this work are automatically boosted.

Inscrutable – Any attempt to read or control the sin-painter's mind or actions automatically fails (though they often go along with such attempts unless they interfere with their plans, tricking their foes into believing the sin-painter is just an ordinary, if artistically gifted, person). Similarly, nothing about the sin-painter or its works registers as magical, and their intentions and mood never read as anything but what they want others to see.

Painting Sins – The sin-painter may apply the Painted Sinner template to a living character they have depicted in a finished piece of physical artwork, like a painting or sculpture, when the subject of the artwork recognises the flaw in themselves the sin-painter hints at in the artwork and chooses to revel in it rather than express chagrin.

It is unknown whether there is a limit to the number of characters a sin-painter can affect simultaneously, though there is reason to suggest that at least three characters can bear a single sin-painter's Painted Sinner template at the same time.

Truth Reader – The sin-painter automatically knows when somebody is lying to them (though they usually do not let on that they have noticed).

Creature Templates:

none

Nothing overtly hints at this creature being in any way extraordinary, though its *modus operandi* of preying on the foibles and flaws of people strongly suggests it is one of the grymkin, perhaps in a way not dissimilar from the so-called Gentleman Stranger, who like the sin-painter prefers urban environments for its depredations. Indeed, scholars have come to the conclusion that this creature actually murders and impersonates a real artist with the kind of clients that attract its attentions (The replaced artist soon appears to become increasingly eccentric when this happens, perhaps in the attempt to hide the fact that the sin-painter does not share the memories of their unfortunate first victim, as the creature's ability to mimic people only extends to outward appearance, voice and mannerisms).

Once the sin-painter has installed itself among the aesthetes of society, it then begins to produce works of art of its clients that invariably depict some of their flaws, albeit in an initially quite flattering way, like painting a glutton in front of a magnificent feast, their arm extended in generous invitation. It is unfortunately quite unclear why not all individuals who receive such portraits then proceed to succumb to the creature's curse, but those who do will inevitably begin to indulge in the flaw the sin-painter has depicted, while gaining a seemingly high-supernatural ability to escape any negative consequences such actions would normally engender (our aforementioned glutton would not grow grossly fat, for example, and furthermore gain an uncanny facility in persuading others to invite them to their feasts even if the expense proves ruinous indeed – or deftly steal and cleverly embezzle to fund their own rarified repasts instead). However, while the perpetrator of all of these deeds escapes judgment, the portrait itself will not, and begin to depict all the foulness in the victim as they keep indulging themselves (our glutton's backdrop of a feast would deteriorate into half-eaten morsels scattered across a wine-stained tablecloth, and their body would swell monstrously, bursting their now soiled-looking clothes...

and should our glutton's tastes end up running towards the truly unspeakable, there may even be blood dripping from their now-fanged mouth, and half-chewed bones gripped in their pudgy paws).

While the sin-painter itself usually seems to have descended into artistic madness at such a point, and may even cause its own death through its outrageous behaviour (not that you should fool yourself that this will end the creature, as such a demise surely only ends its current manifestation), the victim will have hidden away the cursed portrait and continued along on their own downward spiral until they either finally manage to bite off more than they can chew (especially and fittingly so in the case of our glutton), or attempt to destroy the shameful telltale portrait – though the only reward for such desperation is the portrait and the original switching places, as all the depravity absorbed by the portrait catches up with the victim, killing them on the spot, while canvas or marble once again assume the unblemished grandeur they initially bore. If there is a way to break the curse without dying, it is currently unknown, as not even the apparent death of the sin-painter itself provides release – though on the other hand, there seems to be no compulsion whatsoever on the sin-painter's victims to indulge in their flaws except for the tempting ease with which they can now do so.

SIN-PAINTER LORE

A character can make an INT+Lore (grymkin) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: It's unlucky to be vain, but it's evil to be proud of your flaws.

12: Be wary when an artist seems to be able to gaze right into the depths of your soul, as there may be a chance that this is exactly what they are doing.

14: Some people may smile, and smile, and smile, and still be villains, but even their smiles won't last when meeting the rictus grins of the skeletons in their closets. Now the only thing is to find said closets...

16: Not all caricatures are mere satire. Some of those distorted features on stretched canvas bear witness to the actual truths of the soul, and getting those so portrayed to recognise this may be the only thing keeping them from a descent into true darkness.

Adventure Seeds:

- *A wealthy patron hires the adventurers and sends them on some initially innocuous missions, like eliminating a threat against a remote holding of theirs or assisting a members of the Church of Morrow in some endeavour. Eventually, the missions become more morally grey, as the patron's tasks require petty*

crime (and even allow for larger ones, if the adventurers so choose). Eventually, the patron reveals they have been testing the adventurers to make sure they are both upstanding but not so self-righteous or judgmental to refuse dirty work. The reason for the tests is that the patron was painted by a sin-painter, and they wish to enlist the adventurers' aid in an attempt to capture that sin-painter – or another of its ilk – and force them to take back the curse. The only thing is, there can be no clear evidence of whether an aspiring artist is in truth one of the grymkin, and the patron's portrait may at this point be showing the evidence of quite horrific acts indeed, which further necessitates some less than scrupulous help that would nevertheless be willing to discreetly help a now-remorseful sinner...

- *A young, wealthy lady hires a group of adventurers which includes some arcane mechaniks. She wants them to build a mechanical containment device to nullify the power of a magical object – permanently, if possible, but she also fears somebody – or something – might interfere with the attempt. Said object is a statue of herself, only said statue is barely recognisable, as it shows a decrepit crone. The lady, who is quite vain and proud of her youth, had unwittingly had a sin-painter (or sin-sculptor?) create this work decades ago, but has recently become terrified upon spotting that the figure depicted by the statue isn't just old but actually rotting, as if it was already dead. Of course, when the lady learns that mechanika can run out of power, she may resort to more drastic measures in her attempt to prevent the death contained in the sculpture from catching up with her, like forcing an arcanist into sacrificing part of their soul for a truly permanent enchantment...*

Painted Sinner Template

This template can be added to any sentient living character.

Description: A Painted Sinner has had an enchanted portrait of themselves created by a grymkin known as a sin-painter, which inevitably reveals a major character flaw. When indulging in this flaw, any negative consequences of the Painted Sinner's actions will not show on their bodies, but will instead appear in the artwork, while the Painted Sinner also gains the ability to indulge in their flaws with tempting ease.

Stat Modifiers: none

Ability Modifiers: A living character with the Painted Sinner template gains the following abilities and traits:

The Awful Truth – This character must regularly inspect the enchanted artwork (usually once after each attempt to pursue their flaw has been completed, whether successfully so or not). If this character does not do so,

this does not end the curse, but this character loses the *Fast Recovery* and *Perverved Plot* traits until the artwork is inspected again.

Dependence – If the enchanted portrait is destroyed, it assumes its original, untainted appearance, while the Painted Sinner assumes all the physical consequences of their actions that used to be stored in the portrait. If the Painted Sinner themselves destroys the portrait, this will always kill them. In either case, destroying the artwork removes the Painted Sinner trait from this character.

Fast Recovery – This character never suffers from slow recovery or battle scars when they have to make a roll on the Injury Table while they are indulging in their flaw (or making their escape from an attempt to do so).

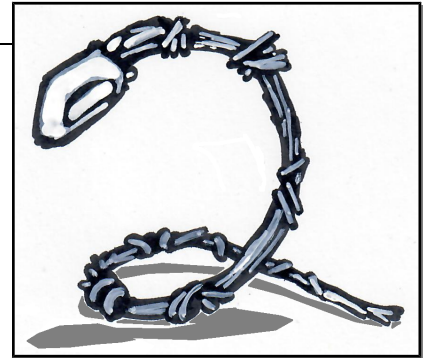
Permanent Enchantment – The connection between this character and their portrait is not restricted by range or affected by effects that permanently dispel or disrupt magic. Effects that can suppress magic will temporarily suspend the connection and all abilities and traits granted by the Painted Sinner template, and even prevent the consequences of the Painted Sinner's actions currently stored in the portrait from catching up with them when the image is destroyed, but as soon as such effects end the consequences of any actions that took place while the connection was suspended are resolved at once.

Perverved Plot – All rolls this characters makes in pursuit of the flaw depicted in the enchanted artwork are boosted, including resistance rolls, attack rolls, and damage rolls.

Skill Modifiers: none.

WOLDWINDER

“Simply and crudely fashioned from a long bundle of flexible twigs, usually hazel or yew, lashed together and sanctified with the blood of a sacrifice and topped with a roughly carved stone as its head, whole packs of woldwinders can be controlled by a single warlock, who can command these serpentine constructs to slither in among their foes and hinder them in myriads of ways...”



PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
7	6	5	4	1	4	1	3	-

INITIATIVE	13	DEFENSE	14*	WILLPOWER	-
CMD RANGE	1	ARMOUR	12**	VITALITY	7
FURY	-	THRESHOLD	-		

Material Cost: 30 gc


Complexity Rating: 1***

Base Size: Small

* Includes a +1 DEF bonus for the woldwinder's small size.

** Includes a +5 natural armour bonus.

*** See IKU, pp. 254-256, for rules for crafting wolds.

Head Club				
	MAT	POW	P+S	Special
	6	3	8	-

Traits and Abilities:

Constrict – Instead of making a head club attack, this character can be instructed by its controlling warlock to wrap itself around the limb of a non-incorporeal target character in melee range as long as that target character is small- or medium-based and this character succeeds with a melee attack roll against the target's DEF. On a success, this character is removed from play, and the target character suffers the effects below. When the target character extricates themselves or dies, place this character anywhere in B2B with the constricted character.

In order to extricate themselves, the target character must succeed at a contested STR roll against the woldwinder's STR. A character can attempt to free themselves from being constricted by multiple woldwinders at the same time, but the woldwinders gain +1 STR for each additional woldwinder constricting the target character after the first. While constricting a target character, woldwinders can perform no other actions.

The effects of constricting a target differ depending on what limb the woldwinder has wrapped itself around:

Arm – Attacks, STR and skill rolls made with that arm suffer a -2 penalty (This does not affect attempts to extricate oneself from the woldwinder's coils unless both arms have been constricted).

Leg – The target character cannot run or charge. If both legs have been constricted, the target character also becomes knocked down if they try to move further than 2" (12 feet) per activation.

Construct – This character never suffers the effects of fear. Initiative is only rolled for this character in the case of an uncontrolled wold. Otherwise, the wold activates on its controller's Initiative.

Minor Warbeast – Woldwinders are not true warbeasts. They cannot be forced, cannot make power attacks, cannot have damage transferred to them, and do not have an animus. Woldwinders can be controlled in small groups by those who have developed the ability to do so (see the "Stone Warder" ability in IKU, p. 167).

Pathfinder – This character can move over rough terrain without penalty.

Serpentine – This creature cannot be knocked down.

Small and Sneaky – This character gains +1 DEF (already factored in) and boosted Sneak rolls.

Creature Templates:

none

Possibly the simplest of the wold constructs employed by the blackclad druids, the nimble, snake-like woldwinder

nevertheless can quickly become more than a mere nuisance by dint of its small size enabling whole packs of the constructs to hide in unlikely places, like under furniture or inside animal burrows, only to slither forth and swarm their prey from all directions when commanded to do so. Woldwinders can also move quietly and inconspicuously compared to other wolds, and can be used to unobtrusively extend their controlling warlock's senses into unlikely spaces. Last but not least, they can be used very effectively in restraining targets the blackclads want to be caught alive.



WOLDWRIGHT

“There do not seem to exist any previous records of the druidic construct that has become known to those outside of the Circle as the woldwright, but this can be easily explained by the construct's lack of combat capability. Logic dictates these constructs must have been in use for quite some time, rather than being recent innovations, as they would certainly be an invaluable boon to the more insular of the blackclad druids when they need to fabricate or maintain their warriors wrought from stone, wood, rope and blood...”

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
10	5	8	3	3	3	1	3	-

INITIATIVE	11	DEFENSE	11	WILLPOWER	-
CMD RANGE	1	ARMOUR	16*	VITALITY	22**
FURY	2	THRESHOLD	-		

Material Cost: 150 gc	Complexity Rating: 4***
Base Size: Medium	

* Includes a +6 natural armour bonus.

** This character uses a life spiral (see below).

*** See IKU, pp. 254-256, for rules for crafting wolds.

Branching Fingers				
	MAT	POW	P+S	Special
	5	1	9	When making attacks during this character's activation, this weapon gains Reach.

Woldwright Vitality					
PHY		AGL		INT	
1	2	3	4	5	6
■	■				
■	■				
■	■				
■	■	■		■	
■	■	■	■	■	■
	■	■		■	
	■	■		■	

Skills:

Craft (Wold) (1): 2 (see below)

Traits and Abilities:

Construct – This character never suffers the effects of fear. Initiative is only rolled for this character in the case of an uncontrolled wold. Otherwise, the wold activates on its controller's Initiative.

Pathfinder – This character can move over rough terrain without penalty.

Rooted Regeneration – This character can be forced to use Rooted Regeneration: For one round, this character becomes stationary, no longer has a back arc, cannot be knocked down, pushed, slammed, thrown or placed, gains +4 ARM and regains 1 point of vitality anywhere in its life spiral. This character can be

forced again to regenerate an additional point of vitality when in this state. If this character is within a forest area, it regenerates 1d3 points of damage instead each time it is forced to do so.

Woldcrafter — In place of having an animus, this character can be forced to assist the warlock it is bonded to in repairing a damaged wold, counting as one assistant. This character can also be forced to assist its warlock in scavenging materials for new wolds, reducing the time needed to collect 100 gc's worth of material by 1 day for each woldwright assisting the artificer, down to a minimum of 3 days for each 100 gc's worth of material. Last but not least, this character can be forced to count as one assistant when its controlling warlock crafts a new wold.

If the warlock controlling a woldwright does not have the Artificer ability and/or the Craft (wold) skill, a woldwright can still assist in gathering materials or even make repairs on its own, but must be forced twice each round to enable it to do so. A woldwright cannot craft new wolds on its own, nor help a warlock without the Artificer ability in doing so.

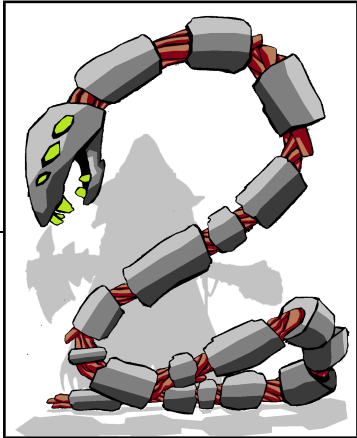
Morgan's Notes: *Usually, the only effect of the woldwright needing to be forced to assist its warlock in repairing or crafting a wold or gathering materials is that this limits the number of woldwrights a character can have assisting them to 1 per point of ARC (or 1 for every 2 points of ARC (rounded down) if assisting a character without the Artificer ability and/or the Craft (wold) skill), as the warlock-artificer could not leach fury off of a greater number of woldwrights than that. Also, if the warlock-artificer gets surprised during their work, any woldwrights participating in the construction efforts should be considered to be at 1 FURY when rolling*

Initiative, or 2 FURY if assisting a warlock without the prerequisite abilities and/or skills.

Creature Templates:

none

A tool rather than a weapon, the woldwright does not look too dissimilar from the woldwatcher construct often employed by Circle warlocks, though the woldwright is rendered distinct by its arms both being longer and ending in slender wooden fingers rather than the blocky fists of the warfare-oriented stone constructs. What the woldwright lacks in offensive power it makes up for in terms of utility, however, as it has been imbued with a fundamental connection to the forces, processes and materials that make up and animate other wold constructs, enabling Circle warlocks to wield the woldwright's surprisingly dextrous digits in assisting them in the maintenance and fabrication of other wolds. This can significantly reduce the time required to restore damaged constructs to functionality or replenish the ranks with fresh wolds after a battle, though some care must be taken to keep the relatively delicate woldwrights out of harm's way when they are not being needed. Woldwrights can even provide effective assistance to warlocks who have not developed the skills to repair wolds on their own, though this is significantly more taxing to the warlock.



WOLDWURM


“Tapping into the common fear of serpentine shapes as well as the all-too familiar imagery associated with the Devourer Wurm, the woldwurm is a disconcerting testament to the blackclad druids' ability to render thick branches and stone as flexible as the coils of the monstrous tazylwurms these constructs clearly take their inspiration from, their jagged stone teeth even dripping with venoms that unliving rock and wood should never have been able to produce...”

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ARC
9	6	8	4	1	4	1	3	-
INITIATIVE		13	DEFENSE		13	WILLPOWER		-
CMD RANGE		1	ARMOUR		16*	VITALITY		22**
FURY		3	THRESHOLD		-			
Material Cost: 150 gc					Complexity Rating: 3***			
Base Size: Medium								

* Includes a +7 natural armour bonus.

** This character uses a life spiral (see below).

*** See IKU, pp. 254-256, for rules for crafting wolds.

Crushing Jaws				
	MAT	POW	P+S	Special
	6	6	14	<p>This is a magical weapon.</p> <p>A living character damaged by this attack must make a PHY roll against a target number of 14 to resist this character's venom. On a success, nothing happens. On a failure, the target character suffers -2 to SPD, DEF and Willpower for one round.</p>

Woldwurm Vitality					
PHY		AGL		INT	
1	2	3	4	5	6
■					
■					
■	■				
■	■	■	■	■	
■	■	■	■	■	■
	■		■		■
	■		■		■

Traits and Abilities:

Construct – This character never suffers the effects of fear. Initiative is only rolled for this character in the case of an uncontrolled wold. Otherwise, the wold activates on its controller's Initiative.

Pathfinder – This character can move over rough terrain without penalty.

Serpentine – This creature cannot be knocked down. This character can be forced to make Headlock and Weapon Lock power attacks with its jaws, or to make a Grapple power attack by coiling itself around a target character that's not larger than Large-based. When grappling, this character is considered to be occupying the same space as the grappled character (use the larger of the base sizes of this character and the target character), no longer has a back arc, and can be forced to make Crushing Jaws attacks against a character it is grappling or against characters in B2B of the character it is grappling without ending the grapple. This character does not release a grappled character when the grappled character is knocked down, and may attempt to pin the arms of a character it is grappling without having to be forced to do so.

When this character or the character it is grappling are hit by a non-AOE attack, roll 1d6 to determine which of the two characters is struck by the attack:

- When grappling a small-based character, the small-based character is hit on 1-2 on 1d6; on 3-6, the woldwurm is hit instead.
- When grappling a medium-based character, the target character is hit on 1-3 on 1d6; on 4-6, the woldwurm is hit instead.
- When grappling a large-based character, the target character is hit on 1-4; on 5-6, the woldwurm is hit instead.

The woldwurm's own Crushing Jaw attacks never run the risk of hitting the woldwurm when the woldwurm attacks a character it is grappling.

ANIMUS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
Lunging Strike	1	Self	-	-	-	-

The next melee attack this character makes gains Reach. If the melee attack already has Reach, it can now be made against a character within 4". Lunging Strike lasts for one round or until the target character makes a melee attack, whichever comes first.

Creature Templates:

none

The larger sibling of the diminutive woldwinder, the woldwurm resembles nothing so much as the effigy of a tazywurm created from sturdy branches lashed together with blood-soaked ropes and threaded through several blocks of stone that form the construct's armoured body and skull, with smaller shards of sharpened flint inserted into its powerful jaws to form crystalline fangs. Once animated, the magic that flows through the woldwurm's body even imbues its bite with an approximation of the original creature's venom, enabling the construct to weaken any prey it wraps its coiled body around and prevent escapes.

The woldwurm's animus further exemplifies its serpentine kinship, as it enables the wold (as well as its controlling warlock) to suddenly lash out with whiplike speed, attacking targets well outside of their usual reach before withdrawing to their position in the blink of an eye.

steamjack was completed; the original steamjack has long since been scrapped but its firebox has recently been repurposed as a stove, and ever since someone accidentally spilled fresh blood on it after an accident with a knife the wrackjack appears when the stove is lit after dusk and remains until the fire goes out again or its current manifestation has been destroyed.

Construct Vulnerabilities – This character can be affected by abilities and spells that affect mechanical constructs and steamjacks as though it was a steamjack, except it is not affected by water or other effects that would douse a steamjack's firebox.

Cruelty – This character always aims to wrack its victims (preferably when an audience is around), and will only utilise its Wracking Chains' melee attacks when there are three or more enemies in melee range and this character is not already wracking a victim.

Incorporeal – This character can move through rough terrain and obstacles without penalty and can move through obstructions and other characters if it has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown characters, can move through this character without effect if they enough movement to move completely past it. This character does not count as intervening. Blessed weapons affect this character normally. Spells, animi and magical weapons can damage this character but roll one fewer die on damage rolls. No other weapons can damage this character. This character is immune to continuous effects and cannot be moved by a slam.

Power Attacks – Once per turn, this character can perform a steamjack power attack without spending focus.

Terror – This character has Terror [ARM].

Undead – This character is not a living character and never flees.

Wracking – When this character is grappling a living or undead character with a humanoid anatomy, instead of making any attacks it can attempt to wrack that character by rolling its MAT (normally 5) against the target character's DEF. On a success, the target character becomes attached to the wrackjack and is removed from play until the wrackjack is destroyed or the wracked character dies. A wracked character cannot perform any actions except for attempting to free themselves (but may still upkeep previously cast spells), loses Tough and suffers 2d3 points of damage at the end of each turn in which the wrackjack advances or performs any action. Instead of taking actions, the wrackjack can also flail about wildly, inflicting 3d3 points of damage instead (Reduce this damage by 1 for each crippled Arm or Movement system). Additionally, any damage roll originating in the wrackjack's front arc affects the wracked character instead of the wrackjack on a roll of 1-3 on 1d6.

A wracked character can escape by using a full action and succeeding at contested STR or AGL+Escape Artist roll against the wrackjack's STR. The wrackjack gains a bonus of +1 to this roll for each Arm or Movement system that is not crippled.

While wracking a character, the wrackjack loses Incorporeal and can no longer make Wracking Chain attacks.

Creature Templates:

As per different steamjack or warjack chassis (chassis with two open fists only; replace the steamjack's weapons with Wracking Chains)

One of the most barbaric forms of execution practised in Western Immoren is the infamous act of 'jacking' – essentially, chaining the victim to a steamjack and then ordering the construct to walk about, the untiring force of the piston-driven limbs snapping the victim's bones and popping their joints while the searing heat inflicted by the

all-too close firebox and the jets of steam escaping from valves scald their flesh, until all that is left is a shattered husk of cooked meat.

It is, perhaps, not surprising, that this cruel spectacle seems to have given rise to its own brand of vengeful spectre. Disturbingly, this ghostly being takes the shape of the very steamjack that caused its demise as it hunts about for victims to inflict the self-same tortures upon, lashing out with spectral chains to ensnare its victims and bind them to its own form.

While the aptly-named wrackjack seems to mainly seek out those it blames for its death in most cases (though these mechanical spectres are thankfully rare), the creature is not above attacking targets of opportunity, as whatever reason is left seems to be easily overwhelmed by the same mindless hate of the living that characterises so many other of the restless dead. One of the greater mysteries, however, is that wrackjacks seem to spontaneously manifest and disappear without any apparent rhyme or reason; the most widely proliferating theories about ghostly undead suggests that there must be some form of trigger condition that governs these manifestations. Alas, the exact nature of this condition can be extremely elusive, and does not seem to be tied to the creature's general *modus operandi* in any obvious fashion. It is, perhaps, a small ray of hope that the creature appears tied to specific areas, so it does not seem impossible to escape its wrath by the simple act of moving to a different town.

WRACKJACK LORE

A character can make an INT+Lore (undead) roll to determine what they know about this creature. They learn all the information up to the results of the roll. The higher the roll, the more they learn.

10: Vengeful ghosts can sometimes be pacified by meting out the revenge they crave – or by giving them the opportunity to do so.

12: Truly horrific ends often cause the restless dead to linger. Learning the story of a particular ghost can yield important clues to laying it to rest – and may even prevent the rise of more ghosts.

14: Being both ghosts and steamjacks, wrackjacks have many of the weaknesses of both.

16: It's a horrific gambit, but enticing a wrackjack into ensnaring a victim renders it vulnerable while the victim survives.

Adventure Seeds:

- *A number of city dignitaries have been killed in a gruesome manner clearly reminiscent of jacking, and the adventurers are hired to guard one of the survivors. While doing so, they witness the attack of a wrackjack. Once the attack has either been fended off*

or successful, the adventurers learn that there have not been 'jackings in town for decades, but all people killed so far were involved in the last 'jacking, with the steamjack used in the execution having been subsequently scrapped by its owner, as they could not bear to look at the machine again after seeing what it had made of its victim. Perhaps the key to the sudden manifestation of the wrathful spectre lies in what became of the remains of the steamjack used in that last execution...?

- An ageing, retired warcaster hires the adventurers and tells them a strange story: A few weeks ago, he started experiencing twinges and visionary flashes that remind him of a warjack he used to command, but which has long since been decommissioned and scrapped after suffering catastrophic damage during a battle. At the same time, a spectral warjack has

recently been spotted in the area, and has already attacked a few people, though the warcaster is evasive about the exact nature of the attacks. Investigating, the adventurers learn the ghostly warjack is now a wrackjack, and that it was used in wracking several traitors decades ago. The warcaster then asks the adventurers to seek out and destroy his warjack's ghost, and gives them mechanical weapons and alchemical compounds that can help them, but when the adventurers find the wrackjack it is being attacked by several Cryxian undead which seem to be intent on subduing the spectral construct, likely for their own nefarious purposes – and now the adventurers have to decide whether to strike down the thralls at once, or whether to watch them so they can be pursued to their lair, at the cost of not being able to stop the wrackjack then and there...

FULL METAL FANTASY INFERNAL HORROR STATS

This rules proposal is intended to allow GMs to complete the stats and rules for Infernal Horrors published by Privateer Press in the Warmachine/Hordes: New Core Rules June 2019 update PDF and on <http://cards.privateerpress.com/>, retrieved 27th January 2021, for use in Iron Kingdoms: Full Metal Fantasy Roleplaying Game.

Horror Conversion Rules

The WARMACHINE stat cards for Infernal Horrors state the creatures' SPD, STR, MAT, RAT, DEF, ARM, CMD, attacks and abilities. These remain unchanged. Additionally, all of the basic rules for Infernal Masters and Horrors stated in the June 2019 Core Rules Update (pp. 2-5) still apply as well.

A Horror's damage web can either be used unchanged from the Warmachine or recalculated according to the guidelines below.

***Morgan's Notes:** The proposal for recalculating the damage webs is mostly made for the sake of consistency and to aid in developing new Horrors. Recalculating the damage webs by the procedure laid out here may increase or reduce the published Horrors' total number of vitality points by 1 or shift a vitality point from one circle of an individual Horror's damage web to another.*

INT, PER, ESS and Military Skills

It is assumed that Horrors have INT and PER 3 (the equivalent of an Arcanum-grade cortex) and Melee and Ranged Attack Skills of 2 (again, the equivalent of the MAT and RAT bonuses provided by an Arcanum-grade cortex).

Horrors also receive a new stat, Essence (ESS), which remains unchanged from their WARMACHINE stat cards.

Determining PHY and ARM Bonus

To determine PHY, count the damage circles in the outer circle of the Horror's Warmachine stat card damage web. By subtracting PHY from ARM, the Horror's natural ARM bonus can then be determined.

Determining AGL, POI and PRW

With DEF, SPD and PER known, the Horror's AGL can be calculated by subtracting SPD and PER from DEF.

To determine the Horror's base POI and PRW, subtract their Military Skills from their MAT for PRW and from their RAT for POI.

Determine WIL normally by adding the Horror's PHY and INT.

To determine INIT, add SPD, PRW and PER normally.

Vitality and the Damage Web

In contrast to other creatures, Horrors have a total number of vitality points equal to twice their PHY. These vitality points are distributed among their damage webs' rings as follows:

- The damage web's outer ring contains a number of vitality points equal to the Horror's PHY.
- The damage web's middle and center rings contain a total number of vitality points equal to the Horror's PHY as well, with the damage web's center ring containing a number of vitality points equal to 1/3 of the Horror's PHY (rounded up) and the middle ring containing the rest.

Using the conversion rules proposals laid out here, these are the completed stat blocks for the following types of Infernal Horrors published for WARMACHINE by 27th January 2021.

Attacks, abilities and general Horror rules are not restated here, except for the recalculated damage webs in the form of simplified damage tracks.

DESOLATOR [HEAVY HORROR]

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ESS
12	5	11	3	4	4	3	3	4

INITIATIVE	12	DEFENSE	11	WILLPOWER	15
CMD RANGE	5	ARMOUR	19*	VITALITY	24

Base Size: Large

*Includes a +7 natural armour bonus.

DESOLATOR DAMAGE WEB								
OUTER RING	□ □ □ □ □ □ □ □ □ □ □ □							
MIDDLE RING	□ □ □ □ □ □ □ □							
CENTER RING	□ □ □ □							

FOREBODER [LESSER HORROR]

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ESS
7	6	5	4	1*	3	3	3	1

INITIATIVE	12	DEFENSE	13	WILLPOWER	10
CMD RANGE	5	ARMOUR	10**	VITALITY	14

Base Size: Small

*The Foreboder has no Ranged Military Skill bonus.

**Includes a +3 natural armour bonus.

FOREBODER DAMAGE WEB								
OUTER RING	□ □ □ □ □ □ □ □							
MIDDLE RING	□ □ □ □							
CENTER RING	□ □ □							

LAMENTER [LIGHT HORROR]

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ESS
9	6	7	4	1	4	3	3	3

INITIATIVE	13	DEFENSE	13	WILLPOWER	12
CMD RANGE	5	ARMOUR	14*	VITALITY	18

Base Size: Medium

*Includes a +5 natural armour bonus.

LAMENTER DAMAGE WEB								
OUTER RING	□ □ □ □ □ □ □ □ □ □							
MIDDLE RING	□ □ □ □ □ □ □ □							
CENTER RING	□ □ □							

SHRIEKER [LIGHT HORROR]

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ESS
9	6	7	4	4	1	3	3	3

INITIATIVE	10	DEFENSE	13	WILLPOWER	12
CMD RANGE	5	ARMOUR	13*	VITALITY	18

Base Size: Medium

* Includes a +4 natural armour bonus.

SHRIEKER DAMAGE WEB								
OUTER RING	□ □ □ □ □ □ □ □ □ □							
MIDDLE RING	□ □ □ □ □ □ □ □							
CENTER RING	□ □ □							

SOUL STALKER [HEAVY HORROR]

See also *IKMN*, pp. 74-75; it also probably bears mentioning that the Soul Stalker from the *Monsternomicon* is not subject to many of the Horror rules and is thus probably a different, more autonomous version of the creature presented here and in *WARMACHINE*.

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ESS
11	7	10	3	1*	4	3	3	4

INITIATIVE	14	DEFENSE	13	WILLPOWER	14
CMD RANGE	5	ARMOUR	16**	VITALITY	22

Base Size: Large

*The Soul Stalker has no Ranged Military Skill bonus.

**Includes a +5 natural armour bonus.

SOUL STALKER DAMAGE WEB					
OUTER RING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIDDLE RING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CENTER RING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TORMENTOR [HEAVY HORROR]

PHY	SPD	STR	AGL	POI	PRW	INT	PER	ESS
12	5	11	3	3	4	3	3	4

INITIATIVE	12	DEFENSE	11	WILLPOWER	15
CMD RANGE	5	ARMOUR	19*	VITALITY	24

Base Size: Large

*Includes a +7 natural armour bonus.

TORMENTOR DAMAGE WEB					
OUTER RING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIDDLE RING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CENTER RING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STEAM AND BONE I: CRYXIAN 'JACKS

This rules proposal is intended to allow GMs to complete the stats and rules for "stock" Cryxian warjack variants published by Privateer Press in the *Warmachine/Hordes: New Core Rules* June 2019 update PDF and on <http://cards.privateerpress.com/>, retrieved 20th May 2020, for use in *Iron Kingdoms: Full Metal Fantasy Roleplaying Game*.

Steamjack Conversion Rules

The *WARMACHINE* stat cards for steamjacks state the constructs' SPD, STR, MAT, RAT, DEF, ARM, attacks and abilities. These remain unchanged; additionally, all other rules regarding each individual steamjack chassis and its weapons apply normally as well, unless contradicted by an individual steamjack's rules.

A Cryxian steamjack's damage grid is used as provided in the relevant *WARMACHINE* stat card, and not restated here.

INT, PER and Military Skills

It is assumed that Cryxian steamjacks have INT and PER 2 (the equivalent of an Aurum-grade cortex, which can be assumed to be the "standard" warjack cortex) and Melee and Ranged Attack Skills of 1 (again, the equivalent of the MAT and RAT bonuses provided by an Aurum-grade cortex), unless a specific entry states otherwise.

Determining PHY from ARM

Published warjacks (e.g. Cygnaran, Khadoran and Protectorate warjacks published in *IKKNG*) generally have an ARM bonus of +8 to their PHY, with some particularly nimble warjacks (i.e. those with an unusually high SPD, AGL or DEF) having only an ARM bonus of +7. Since Cryxian warjacks tend to deemphasise armour in favour of speed, the standard procedure used here will be to assume PHY is ARM minus 7 for Cryxian warjacks, or ARM minus 6 for exceptionally nimble warjacks.

Determining AGL, POI and PRW

With DEF, SPD and PER known, the steamjack's AGL can be calculated by subtracting SPD and PER from DEF.

The steamjack's POI and PRW are calculated by subtracting 1 from their RAT and MAT respectively, except where it makes more sense for different melee and ranged attack skill bonuses being granted by the cortex,

which is going to be referenced in the individual custom cortex entries.

To determine INIT for autonomous steamjacks, add SPD, PRW and PER normally.

DEATHRIPPER CHASSIS [LIGHT WARJACK]

Variants: Deathripper, Defiler, Nightwretch, Ripjaw

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	7	7	5	4	4	2	2

INITIATIVE	13	DEFENSE	14	ARMOUR	14
MAT	5	RAT	5		
Base Size: Medium					

HELLDIVER CHASSIS [LIGHT WARJACK]

Variants: Helldiver

PHY	SPD	STR	AGL	POI	PRW	INT	PER
8	5	8	6	4	5	2	2

INITIATIVE	12	DEFENSE	13	ARMOUR	15
MAT	6	RAT	5		
Base Size: Medium					

LEVIATHAN CHASSIS [HEAVY WARJACK]

Variants: Desecrator, Harrower, Leviathan

PHY	SPD	STR	AGL	POI	PRW	INT	PER
11	5	12	5	4	5	2	2

INITIATIVE	12	DEFENSE	12	ARMOUR	18
MAT	6	RAT	5		
Base Size: Large					

SCAVENGER CHASSIS [LIGHT WARJACK]

Variants: Scavenger, Shrike

Custom Cortex: The Scavenger chassis's custom cortex grants it a Melee Attack Skill of 2 but no Ranged Attack Skill (already factored in).

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	7	7	6	4	5	2	2

INITIATIVE	14	DEFENSE	15	ARMOUR	13*
MAT	7	RAT	4		
Base Size: Medium					

**Lightly built and flight-capable, the Scavenger chassis has an ARM bonus of +6.*

SEETHER CHASSIS [HEAVY WARJACK]

Variants: Seether

Custom Cortex: The Seether's custom cortex has INT 2 and PER 1, but gains a Melee Attack Skill of 2 (already factored in). Its custom cortex also grants it the Berserk, Countercharge and Unstoppable Rage traits, as per the WARMACHINE stat card.

PHY	SPD	STR	AGL	POI	PRW	INT	PER
10	6	10	5	4	6	2	1

INITIATIVE	13	DEFENSE	12	ARMOUR	17
MAT	8	RAT	5		
Base Size: Large					

SLAYER CHASSIS [HEAVY WARJACK]

Variants: Corruptor, Inflictor, Reaper, Slayer

PHY	SPD	STR	AGL	POI	PRW	INT	PER
10	6	10	5	4	6	2	2

INITIATIVE	14	DEFENSE	13	ARMOUR	17
MAT	7	RAT	5		
Base Size: Large					

STALKER CHASSIS [LIGHT WARJACK]

Variants: Stalker

Custom Cortex: The Stalker's custom cortex grants it a Melee Attack Skill of 2 but no Ranged Attack Skill (already factored in).

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	7	7	6	4	5	2	2

INITIATIVE	14	DEFENSE	15	ARMOUR	13
MAT	7	RAT	4		
Base Size: Medium					

**Lightly built and nimble, the Stalker chassis has an ARM bonus of +6.*

STEAM AND BONE II: NECROMECHANIKA

This rules proposal is intended to give GMs rules and systems to use Cryxian mechanithralls, as published by Privateer Press in the Warmachine/Hordes: New Core Rules June 2019 update PDF and on <http://cards.privateerpress.com/>, retrieved 6th March 2022, in their Iron Kingdoms: Full Metal Fantasy Roleplaying Game scenarios.

Mechanithrall Conversion Rules

The mechanithrall stats used here use the thrall rules in IKUA, pp. 71-75, as a baseline. All thrall types named in the following entries can be found in the same section of IKUA except when otherwise noted; when thrall types are labeled “variants,” this indicates that some of the base thrall type's stats have been shifted around to better represent the capabilities and weaknesses of the mechanithrall built from that thrall type.

At present, the proposals presented here are not going to include a full crafting system that could be used by player characters. Crafting prices should include a downmark from steam armour rules, as typical fixtures tend to be salvaged and re-used instead of made from scratch, as well as somewhat simple in construction, as no fleshly vulnerabilities need to be taken into account (generally, each ability or point of stat bonus granted to a mechanithrall by its engine upgrades should probably require parts worth about 50 gc).

The Flesh is Strong: Thralls by Species

While most of the potential of thralls is determined solely by their animating runes, the flesh that serves as the foundation of these foul creations will still affect the outcome of the animating process to some degree, especially as far as their physical prowess is concerned. The following chart contains the modifications to thrall stats when using a corpse belonging to other races than humans:

	DWARF	GOBBER*	IOSAN	NYSS	OGRUN**	TROLLKIN
PHYSIQUE	-	-1	-	-	-	+1
SPEED	-2	-	-	-	-1	-1
STRENGTH	-	-2	-1	-	+2	+1
AGILITY	-	-	-	-	-	-
POISE	-1	-1	-	-	-1	-1
PROWESS	-	-	-	-	-	-

*Thralls crafted from gobbers retain their racial bonus of +1 DEF (as it is due to their size, which does not increase in thrall form).

**Thralls crafted from ogrun corpses retain their Huge Stature trait (see IKRPG, p. 113), and gain a +1 ARM bonus.

INT, PER (and ARC, if applicable) remain unchanged from the stats granted by the animating runes of the relevant thrall type. INIT, DEF and ARM are derived normally from their component stats.

If any of a thrall's physical stats are reduced below 0 by the animating process, they are treated as 0.

Basic Traits of Necromechanika

Firebox Vulnerability: All mechanithralls require a running steam engine to function at full capacity. This

engine is usually powered by necrotite but can be powered by ordinary coal in a pinch, though necrotite is a far more efficient fuel, and most mechanithralls are simply not fitted with a coal hopper that is large enough to hold equivalent amounts of non-necrotite fuel. Mechanithralls' engine fireboxes also require air to function, so if mechanithralls are submerged in deep water, their fireboxes are doused, making the mechanithralls lose their enhanced traits and inflicting an additional -2 DEF penalty as well as a -1 attack roll penalty to all integral armaments until their fireboxes are relit. Most mechanithralls (i.e. those with INT 2 or less) lack the intellectual capacity to notice their fireboxes have gone out or relight them on their own.

Improved Articulation: Replacing the major joints of a corpse's skeleton with steel armatures grants the thralls improved articulation, which takes the form of a +1 AGL bonus. This bonus also raises DEF by 1.

Maintenance: When repairing mechanithralls, always use the lower of the necrotech's Mechanical Engineering and Thrall Crafting skills. Repairing mechanithralls also requires access to both a necromancer's and mechanic's toolkit, as well as access to scrap metal and simple mechanical parts. Repairing a mechanithrall takes twice as long as repairing a standard thrall.

Salvage: When a mechanithrall has been destroyed, its metal armatures and mechanical fixtures can usually be salvaged and re-used in a new mechanithrall of the same type.

Mechanithrall Types

The entries for the different types of mechanithrall contain the following items:

Thrall: The basic type of thrall from IKUA, pp. 72-73 that serves as the mechanithrall's basic template.

Rune Upgrades: Any relevant thrall rune upgrades that have been applied to the thrall.

Engine Upgrades: Any upgrades the mechanithrall gets when their steam engine is running.

Skills lists any special skills that type of mechanithrall has.

Other Traits and Abilities lists the effects of any abilities the mechanithrall has been imbued with via its runic or engine upgrades that are not included in the stat blocks.

The following two stat blocks are provided for ease of reference, and include all relevant changes from the Rune Upgrade and Engine Upgrade entries:

Powered Stats: This stat block is used for the mechanithrall while its engine is powered. This entry also includes **Armaments** if they are an integral part of the mechanithrall.

Unpowered Stats: This stat block is used for the mechanithrall while its engine is unpowered (i.e. these are the mechanithrall's stats including all runic upgrades but no bonuses from its engine upgrades, and also includes the penalties for not having a powered engine). Like the Powered Stat entry, this stat block also contains an **Armaments** entry for a mechanithrall's integral weapons.

***Morgan's Notes:** The thrall stats here may differ slightly from the stats used in the Warmachine stat cards, especially as far as POI is concerned, as the main focus has been on keeping them consistent with the thrall stats published in IKUA as much as possible.*

BRUTE THRALL

Thrall: Warrior (ogrun)

Rune Upgrades: Guardian (grants Shield 1 and the Shield Guard ability (see below)), Killer variant (1-point variant that grants +1 POI and +1 PRW but does not grant the Cleave ability)

Engine Upgrades: +2 SPD, +1 STR, +2 DEF, +2 POW to heavy steamfists, Combo Strike ability.

Other Traits and Abilities:

Shield Guard – Once per turn, when a friendly character is directly hit by an attack while within 2" of this character, this character can choose to be directly hit instead. This character cannot use Shield Guard if it is incorporeal, knocked down, prone, or stationary, but may use Shield Guard even when unpowered.

Terror – The brute thrall has Terror [16].

Powered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	6	9	3	1	6	1	3

INITIATIVE	15	DEFENSE	12	ARMOUR	14*
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MAT	6	RAT	1	Vitality	17**
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Base Size: Medium

Armaments: 2x Heavy Steamfist (POW 5, POW+S 14; Combo Strike: Make one melee attack. Instead of making a normal damage roll, the POW+S of this damage roll is this character's STR plus twice this weapon's POW, giving it POW+S 19).

Unpowered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	4	8	3	1	6	1	3

INITIATIVE	13	DEFENSE	8	ARMOUR	14*
MAT	6	RAT	1	Vitality	17**

Base Size: Medium

*Includes a +7 natural armour bonus from heavy internal metal armatures and the ogrun corpse the brute thrall was crafted from.

**The brute thrall has a life spiral based on their PHY, AGL and INT, and receives 2 additional circles in each aspect because of its size.

Armaments: 2x Heavy Steamfist (MAT 5, POW 3, POW+S 11).

MECHANITHRALL

Thrall: Warrior (human)

Rune Upgrades: none

Engine Upgrades: +1 SPD, +1 STR, +1 DEF, +1 POW to steamfists, Combo Strike ability.

Other Traits and Abilities:

Terror – The mechanithrall has Terror [14].

Powered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	6	7	3	1	5	1	3

INITIATIVE	14	DEFENSE	12	ARMOUR	12*
MAT	5	RAT	1	Vitality	7

Base Size: Small

Armaments: 2x Steamfist (POW 3, POW+S 10; Combo Strike: Make one melee attack. Instead of making a normal damage roll, the POW+S of this damage roll is this character's STR plus twice this weapon's POW, giving it POW+S 13).

Unpowered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	5	6	3	1	5	1	3

INITIATIVE	13	DEFENSE	9	ARMOUR	12*
MAT	5	RAT	1	Vitality	7

Base Size: Small

*Includes a +5 natural armour bonus from internal metal armatures.

Armaments: 2x Steamfist (MAT 4, POW 2, POW+S 8).

NECROSURGEON

Thrall: Lieutenant variant (human)

Rune Upgrades: Maker of Thralls (2-point rune that grants the Inscribe Thrall Rune ability and Thrall Crafting 1 (see IKUA, pp. 68-69); Dark Scribe (3-point rune that grants the Dark Scribe ability (see IKUA, p. 68) and Thrall Crafting +1, and only works in conjunction with the Maker of Thralls rune)).

Engine Upgrades: Powered Gut Splitter (POW +2), Tool Limb (+1 bonus to Thrall Crafting rolls).

Skills: Thrall Crafting [INT] (2): 6

Other Traits and Abilities:

Dark Scribe – The necrosurgeon can create thralls in half the normal time.

Inscribe Thrall Rune – The necrosurgeon can inscribe thrall runes.

Terror – The necrosurgeon has Terror [13].

Powered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	6	4	4	4	5	4	4

INITIATIVE	15	DEFENSE	14	ARMOUR	12*
MAT	5	RAT	4	Vitality	15**

Base Size: Small

Armaments: Powered Gut Splitter (MAT 5, POW 5, POW+S 9)

Unpowered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	6	4	4	4	5	4	4

INITIATIVE	15	DEFENSE	12	ARMOUR	12*
MAT	5	RAT	4	Vitality	15**

Base Size: Small

*Includes a +5 natural armour bonus from integral metal armatures.

** The necrosurgeon has a life spiral based on their PHY, AGL and INT.

Armaments: Unpowered Gut Splitter (MAT 4, POW 3, POW+S 7).

NECROTECH

Thrall: Lieutenant variant (human)

Rune Upgrades: Artificial Intellect variant (2-point rune that grants +2 INT but no PER bonus), Maker of Thralls (2-point rune that grants the Inscribe Thrall Rune ability and Thrall Crafting 1 (see IKUA, pp. 68-69); Maker of Mechanisms (1-point rune that grants Mechanical Engineering 1).

Engine Upgrades: Crab Legs (SPD 5; the necrotech cannot be knocked down).

Skills: Mechanical Engineering [INT] (1): 7, Thrall Crafting [INT] (1): 7

Other Traits and Abilities:

Inscribe Thrall Runes – The necrotech can inscribe thrall runes.

Terror – The necrotech has Terror [14].

Powered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	5	6	3	3	6	6	4

INITIATIVE	15	DEFENSE	12	ARMOUR	13*
MAT	6	RAT	3	Vitality	16**

Base Size: Medium

Unpowered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	0	6	3	3	6	6	4

INITIATIVE	10	DEFENSE	5***	ARMOUR	13*
MAT	6	RAT	3	Vitality	16**

Base Size: Medium

*Includes a +6 natural armour bonus from integral metal armatures.

** The necrotech has a life spiral based on their PHY, AGL and INT.

*** The unpowered necrotech cannot advance but is not automatically knocked down or stationary, and must forfeit its action to change facing or stand up.

Armaments: Vise Claw (MAT 6; POW 4, POW+S 10, Reach).

SOUL HUNTER

Thrall: Warrior variant (human/riding horse)

Rune Upgrades: Soul-Fueled (2-point rune that grants the Soul Taker ability (see IKUA, p. 68); see below); Soul Phase (3-point rune; see below)

Engine Upgrades: SPD +1, STR +1, Reposition (see below).

Other Traits and Abilities:

Reposition – At the end of an activation in which the soul hunter did not run or fail a charge, it can advance 5" (30 feet), then its activation ends. The soul hunter loses this ability when it becomes unpowered.

Soul Phase – At any point of time during its activation, the soul hunter can spend a soul token to become incorporeal for one round.

Soul Taker – When the soul hunter destroys a living character with a soul with an attack, the soul hunter gains the destroyed character's soul token. The soul hunter can have up to three soul tokens at the same time. During their

activation soul hunters can only spend soul tokens to boost one attack or damage roll for each soul token spent.

Terror – The soul hunter has Terror [16].

Powered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	9	7	3	1	6	1	3

INITIATIVE	15	DEFENSE	14***	ARMOUR	14*
MAT	6	RAT	1	Vitality	20**
Base Size: Large					

Armaments: Mount Attack (MAT 6, POW 1, POW+S 10); Sickle (MAT 6, POW 4, POW+S 11, Magical Weapon, Life Drinker: When a living model is destroyed by an attack made with this weapon, immediately after the attack is resolved this character can remove 1d3 damage points); Scythe (MAT 6, POW 6, POW+S 13, Reach)

Unpowered Stats:

PHY	SPD	STR	AGL	POI	PRW	INT	PER
7	0	6	3	1	6	1	3

INITIATIVE	10	DEFENSE	5****	ARMOUR	14*
MAT	6	RAT	1	Vitality	20**
Base Size: Large					

*Includes a +7 natural armour bonus from integral metal armatures.

** The soul hunter has a life spiral based on their PHY, AGL and INT, and receives 3 additional circles in each aspect for its size (including a penalty for only half a human corpse having been used in its construction).

*** The soul hunter suffers a natural -1 DEF penalty for its large size.

**** The unpowered soul hunter is knocked down, is automatically hit in melee, and cannot stand up or change its facing. It can still make scythe and sickle attacks against targets in its front arc.

Armaments: Sickle (MAT 5, POW 4, POW+S 10, Magical Weapon, Life Drinker: When a living model is destroyed by an attack made with this weapon, immediately after the attack is resolved this character can remove 1d3 damage points); Scythe (MAT 5, POW 6, POW+S 12, Reach)

Morgan's Note: *A soul hunter's sickle is only a magical weapon in the hands of an undead, and its Life Drinker ability can likewise only benefit undead characters. The secrets of unlocking these weapons' power are only known to servants of the Dragonfather.*

