



Uncharted

PART THREE

By Josh Colón, Steen Comer, Matt Goetz, Zachary C. Parker, and Tim Simpson

Art by David Aravena, Saranit Klinklaykun, Daniel Landerman, Mitchell Malloy, Grzegorz Pedrycz, and Karl Richardson

“Iron Kingdoms Uncharted” is a series of articles detailing the pirate’s life on the Meredius. With in-depth information on the history, harbors, ships, sailors, and perils of life on Immoren’s seas, this series delves into new content useful for both Iron Kingdoms Full Metal Fantasy and Iron Kingdoms Unleashed roleplaying games. This installment looks into the tradition of piracy emerging in the Iron Kingdoms’ smallest naval power, the Protectorate of Menoth.



While a major military power in its own right, the Protectorate of Menoth relies primarily on hired pirates and non-domestic privateer mercenaries to protect its few rivers and western shores from enemy pirates, smugglers, and Cryxian raiders. Cygnar's eastern fleet also provides some protection against the latter threat, although the ruling Synod is loath to admit such.

All pirates employed by the Protectorate must adhere to a simple but unbendable set of rules designed to curtail any unintended impropriety by non-Menite sailors. The Protectorate is not unrealistic, however, and the rules allow for some leniency in the hired privateers' actions when operating outside of a Protectorate city or major outpost. Hired privateers and pirates are required to turn over to the Temple a portion of the goods and plunder they seize as a tax for operating near Protectorate coastlines, but this taxed portion is relatively small, making these naval actions quite profitable for those brave enough to work for the theocracy. In return, the privateers are granted shelter within Protectorate territory and receive aid from the nation.

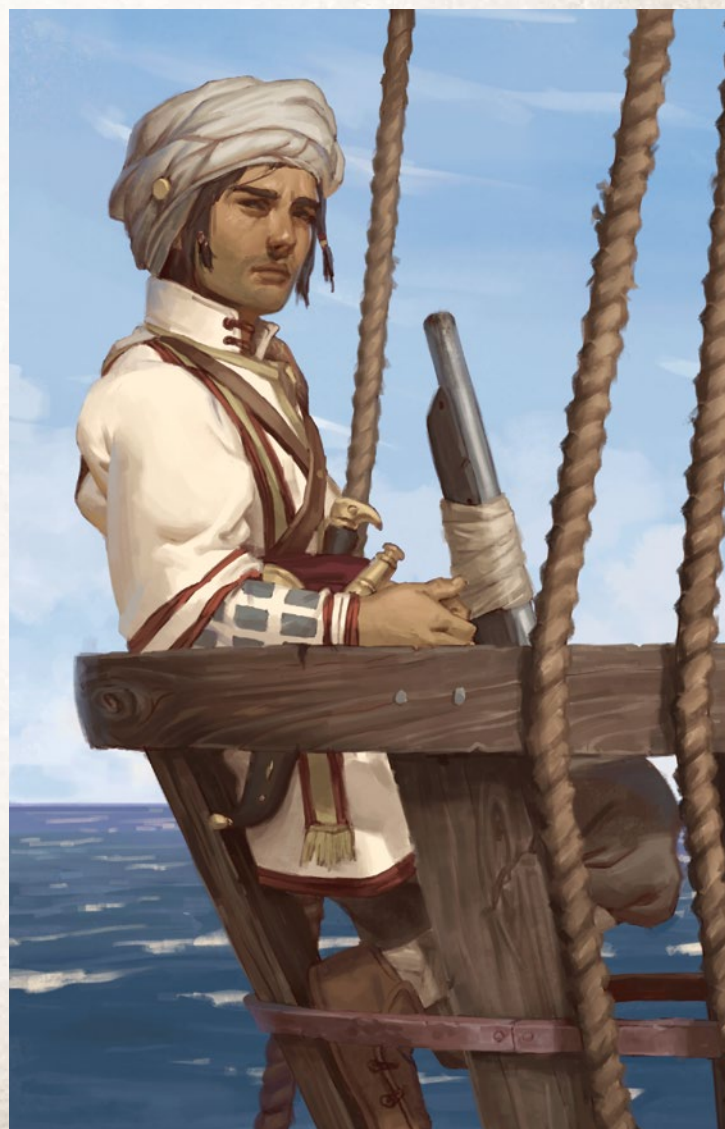
This policy draws a disproportionate number of Cygnaran crews to Protectorate service, particularly those who would otherwise be tried for maritime crimes in their home country. Hiding out in the safety of the Protectorate, these ships dart forth to prey on Cygnaran shipping. Their success is often due to their familiarity with the naval traditions and shipping lanes of their former nation.

Protectorate privateers follow a simple set of rules referred to as the Edict of Bearing. The regulations detailed within include how to interact with assigned Temple agents and representatives, how to approach designated shipping and docking zones, and how to handle trade and repairs while within a Protectorate port. The oversight and enforcement of these rules, as well as the general affairs of all hired privateers and pirate ships, falls to Potentate Ansel Colten, a quiet, intelligent, and pragmatic priest. He reports directly to the Synod and specifically to Visgoth Morgimer Jasrun, who, in addition to overseeing all Protectorate mines and quarries, comes the closest to serving as the head of all shipping and trade for the Temple.

While he mainly sends lower-ranking priests and intermediaries to deal with captains and their vessels, Potentate Colten occasionally interacts personally with notable or particularly capable captains. He keeps communication between these vessels and the Temple constant, in order for Menite agents to keep an eye on its hires and monitor for any unlawful activity. Those found breaking Temple law or attempting to circumvent the required tithes are subject to severe and swift punishment, which involves death by fire the vast majority of the time. Every pirate knows the risks of working for the Protectorate, however, and most are smart enough not to break the rules—or are cunning and knowledgeable enough, at least, to know when and how to bend them.

While mercenary pirates and privateers provide most of the coastal protection, smuggling, and sanctioned plundering for the Protectorate, some devout Menites do set sail under the banner of the Temple, ostensibly the closest thing to traditional privateers within the Protectorate.

For many centuries, coastal Idrian tribes dwelling along what would become the Protectorate's shoreline sustained themselves as fishermen and would sail to nearby islands to explore them, either trading with or warring with the inhabitants. Many of these tribes were converted to the Sul-Menite faith, and their knowledge of local waters and islands has proven invaluable to Temple interests since their conversion. Not all of these Idrians converted to that religion, but even many of the unbelievers gradually transitioned into a life of naval raiding in the Gulf of Cygnar. Plying the waves in fast, compact ships, the Idrians pursue their preferred prey, the slow-moving and lightly armed trade vessels returning from Zu through the Southern Ocean. Able to outmaneuver traders laden with treasure, tiny fleets of Idrian boats rapidly approach and encircle their targets. At close range, the smaller Idrian boats hide beneath the gun ports of other ships, where they launch swift, fierce boarding actions from multiple directions.



Recognizing the usefulness of the Idrians, the Protectorate outfitted some tribes with military supplies and instructed them to protect the coast from raiders. Over time, the Idrians honed their skills, transforming themselves from humble fishing fleets to a force of devout corsairs. Though their small ships stand little chance against the larger Cygnaran vessels, the Idrians fearlessly outmaneuver their rivals thanks to their experience and unshakable devotion.

In addition to working with the corsairs, the Protectorate expended effort to create a formal naval structure in its early days, with fully commissioned warships manned by corsairs, Exemplar marines, Flameguard boarding parties, and even naval choirs of warpriests. These ships, while effective against pirate raids and Cryxian attacks, proved too costly in manpower and resources, and after a few years the Synod voted to limit these endeavors and began utilizing the system of outsourcing naval assets. There are limited numbers of Protectorate warships still in service, each manned by a sizable crew of trained members of the martial orders and outfitted with specially designed skyhammer arrays and bellows to spray Menoth's Fury at the ships of the unrighteous. *His Holiness' Ship Purity*, *HHS Divinity*, *HHS Guided Hand*, and *HHS Creator's Wrath* are the largest of these vessels, and all guard the waters outside of Ancient Icthier, providing the best possible protection for that holy city. Smaller craft protect the river docks and shores of Sul, though they primarily serve to keep away smugglers and lack the firepower to seriously engage any first-rate Cygnaran vessels.

As for the Idrian corsairs, they continue to play an integral role in the Protectorate's coastal defense. While not formally organized nor numbering nearly enough to be considered a true naval power, these corsairs are trusted to guard vital sea routes and guide important vessels across dangerous territories. Captains who prove themselves devout are invested with the full faith of Potentate Colten, to the extent that ships composed entirely of Idrian corsairs are sometimes tasked with supervising newer or unproven privateer mercenaries. The Idrian captains overseeing their mercenary counterparts bear writs of minor authority to resolve disputes in the name of the Temple and of Potentate Colten himself.

While necessity dictates that all pirates and privateers serving the Protectorate of Menoth follow rigid rules, all sailors need a place to relax and spend the bounty of their labors on the high seas. Over the last few decades, some enterprising individuals have built secret and remote pirate havens on minor islands just off the coast of the Protectorate and in the sheltered coves of the Guardians, a series of small peninsulas jutting out from the mainland. Whether the Protectorate is unaware of these secret ports or merely allows them as small indulgences is unknown, though the proprietors of such establishments risk severe punishment if they are discovered.

The danger of working for the Protectorate can pay off very handsomely, as the Temple rewards even moderately successful ships with diamonds and other precious gems for a job well done. In addition, suspicious ship activity is common in certain parts of the coast, making hard-working and motivated crews potentially quite wealthy after working for the Temple for some time. Still, it is not unheard of for some brave and foolish ship captains to attempt to smuggle illicit goods when docked in a Protectorate port. The few active merchants making up the Protectorate's black market often pay an exorbitant price for such wares, but if caught, everyone involved, including the crew and anyone suspected of helping them, is painfully executed.

PROTECTORATE PORTS

ANCIENT ICTHIER

Ancient Icthier's distance from the rest of the Protectorate of Menoth, and indeed the Iron Kingdoms as a whole, left it a relatively undesirable port for corsairs and privateers through most of the Protectorate's history. Recent exploratory expeditions from Cygnar into Alchiere and Zu have provided minor opportunities for local pirates, and supplies from Sul sent to support the isolated city have drawn the attention of other pirates not affiliated with the Sul-Menites.

Thanks in large part to its isolation, Ancient Icthier is home to some of the most well-appointed nautical facilities in the Protectorate of Menoth. Far from the eyes of Cygnar's southern fleet, efforts have been made to increase the nation's naval power with the construction of a new generation of Protectorate warships. Fueled by supplies carried on the Burning Road or transported in the holds of smaller vessels, the shipwrights of Ancient Icthier are slowly transforming the Protectorate's position upon the sea.

SERVICES

While the city boasts some of the best facilities for ships in the Protectorate of Menoth, the Temple jealously guards these resources for its growing fleet of warships. Potentate Colten and local leader Scrutator Sovereign Jarok Shaw are loath to allow other vessels to make use of them and will only permit their use if it is critical for the commission of some important task, such as when the nearby island Mothbell was swept clean of Cryxian influence. For those in the service of the Temple, Ancient Icthier's harbor provides full dry-dock facilities, as well as numerous sailmakers, coopers, shipwrights, and sundry other services. For those not of the Menite faith, however, the services of Icthier are as inaccessible and dangerous as any other part of the holy city.

LOCALES

Ancient Icthier lacks many locales to attract the interest of a pirate crew. Most naval facilities are reserved for the use of the Protectorate's own ships, and the local scrutator keeps a tight rein over his city.

INDIVIDUALS

Potentate Colten: Potentate Colten, the father of the Protectorate's modern naval aspiration, resides in Ancient Ichthier. He oversees the manufacture of new warships, helps develop naval strategies, and coordinates with his captains from a waterside temple. The potentate aims to double the number of warships over the next few years in anticipation of journeys to the southern continent of Zu. Colten envisions a new crusade, borne across the Meredius in his warships, bringing the word of the Creator to the men of Zu. His aspiration seems a long ways off, but there are few in the Protectorate who are more fanatical about seeing this goal completed.

Colten is protective of his fledgling navy and will do anything in his power to protect it, even going against the orders of Sovereign Scrutator Shaw. Using lesser priests and scribes as his proxies, Colten will negotiate with privateers and corsairs if doing so means he can avoid damage to his fleet or its reputation. There are rumors Colten has eliminated fellow priests who have attempted to stand in the way of his goals, but there is little evidence to support this.

DEADSANDS HARBOR

Located on the northern shore of Deadsands Bay, Deadsands Harbor began as a modest village populated by generations of Idrian shipwrights and fishermen. In recent centuries, these fishermen have turned to piracy in greater numbers, emboldened by the unofficial support of the Protectorate. Sloops and other small, agile ships frequent the port, and the heavy flow of this water traffic along with numerous fishing boats provides a layer of concealment for corsairs traversing the harbor. Over the years, the village has swelled to many times its original size, becoming a hub of activity that attracts pirates and privateers from all corners of western Immoren.

Deadsands Harbor can prove unwelcoming to those unfamiliar with its customs. The murder or disappearance of unwary crewmembers is not uncommon nor is the willingness of authorities to pin such acts on innocent parties in exchange for bribes. Although there is coin to be made here, the settlement has earned a cutthroat reputation for a reason. Like the barren landscape at its back, the port city does not suffer fools, and self-reliance is the law of the land.

SERVICES

Deadsands Harbor's black market and access to goods from within the Protectorate make it a valuable port for those looking to turn a profit on the open ocean. Many travelers call the port "The Gate of the East," as it serves as the point of ingress and egress for most trade goods. The port also makes use of a robust currency exchange, allowing merchants and sailors to swap the coin of any nation for that of another, or trade gold and silver for gems of all cuts and qualities, making Deadsands Harbor an ideal place to offload stolen coinage. The slave trade flourishes in Deadsands Harbor, particularly for captured arcanists, who fetch a high price from Protectorate forces that seek to put such individuals to work as vassals.



LOCALES

The Relic Market: The black market of Deadsands Harbor offers goods that can be found in few other places in western Immoren. Chief among them is the volatile substance known as Menoth's Fury. The highly flammable liquid is a staple among Protectorate forces in the practice of engulfing foes in the fires of their wrathful god, and in recent years it has become popular among pirates and privateers, who lob casks of the liquid onto other vessels before setting them alight. Religious artifacts are likewise highly prized and are both smuggled out of the Protectorate and brought into the country from elsewhere, though demand for such items has created a secondary market for counterfeit relics.

INDIVIDUALS

Gosaf Maz-Nazira: Known simply as "The Gem Cutter" in Deadsands Harbor, Maz-Nazira is a ruthless moneylender and crime boss. His organization has its fingers in all illegal activity in the port, and everyone who conducts business on the black market pays him a share of their earnings. The Gem Cutter always has need of unscrupulous hired blades, but the risks of such work often outweigh the rewards, and dead sailors cannot collect their due.

SPECIAL

If the characters have not visited Deadsands Harbor before, it is likely Gosaf Maz-Nazira's agents will follow them during their time in the port. This could result in robbery or the kidnapping of one or more characters. There is also a chance the characters will return to their ship to find the contents ransacked after the Gem Cutter's people search it for valuables or information about the characters.

MOTHBELL

As recently as two years ago, this island off the shores of the Protectorate was a hotbed of Cryxian activity. A small incursion army established operations on Mothbell to launch intermittent raids on the mainland, building necrofactoriums and dry docks to support its endeavors. A dedicated effort from the Protectorate led by the head of the cleansers, the warcaster Malekus, scoured this blight-stained island in 606 AR.

After reducing the Cryxian presence to ash, the Protectorate set about to hold the island. Mothbell is now home to a large temple garrisoned by a force of Temple Flameguard, housed in a cluster of modest stone buildings. A small village is slowly being established around the temple, populated by a mixture of Sulese and Idrians. Much of the rest of island is undeveloped or covered with half-complete structures and a thicket of scaffolding. The Protectorate does not consider Mothbell a high priority, so resource shipments from the mainland arrive infrequently.

Idrians and privateer ships both use the island as a safe harbor, though some tension exists between the local Flameguard and raucous sailors. The dry docks offer a safe haven for crews who need to repair after battle or to use the island to weather storms. Less pious corsairs are prone to

occupying the half-complete structures for weeks at a time and picking through the rubble of Mothbell's previous inhabitants, looking for valuable baubles and weapons, an act the devout Temple Flameguard residents resent.

SERVICES

Mothbell's dry docks are one of the most important features on the islands. Originally built by the Cryxians, these dry docks were restored by the Protectorate under the oversight of Sea-Chief Malah Sek-Rash. Spacious enough to accommodate a dozen vessels, the docks allow damaged craft to undergo extensive repairs without needing to be beached or heeled over. The docks also offer modest supplies and spare parts, though limited access to replacements results in an above-average cost.

Sea-Chief Malah can also provide rutters to crews to help them avoid the sandbars and reefs of the Protectorate coastline. These rutters tend to give accurate navigational information from the Sithney River in the south to Acrennia in the north. Beyond that range, they are based on rumor and cannot always be relied upon.

LOCALES

Idrian Encampments: The northern shore of Mothbell hosts several small Idrian camps overseen by Sea-Chief Malah. When not raiding the Gulf of Cygnar, these Idrians fish the waters around Mothbell and provide the majority of the island's provisions once its modest farming efforts are established.

Temple of the Lawgiver's Wrath: A temple and stronghold built to weather tropical storms, the Temple of the Lawgiver's Wrath is the largest and single most important structure on Mothbell. In addition to its normal function, the temple is used to stockpile supplies and arms to defend against potential Cryxian reprisal.

Constructed from local stone quarried from the island's interior, the keystone of the temple's central great arch is a relic of Ancient Ichthier. Inscribed with ancient religious text, this relic protects Mothbell from the ghostly banes and spectral pistol wraiths employed by Cryx, the inhabitants believe, making the temple fortress impermeable to their ilk.

Windward Shore: Wracked by storms from the south, the southern shore of Mothbell is home to the greatest amount of Cryxian wreckage on the island. It once held numerous structures, including a warjack foundry that churned out bonejacks to assault the mainland. Pockets of concentrated blight and the blackened ruins of necrotech workshops still exist here, and some believe Cryxians still lurk among them—survivors who evaded the island's fiery cleansing.

INDIVIDUALS

Preceptor Nocior Jaia: Preceptor Jaia commands the Temple Flameguard of Mothbell. The preceptor fought in the initial cleansing of the island and distinguished himself in combat against the Cryxians. In recognition, he was placed in command of its defense. Jaia initially viewed this position as the acknowledgement his superiors intended it to be, but over the last few years he has begun to resent his role.

The struggles of living on Mothbell, including the limited resources and frequent dangerous storms, have worn away his resolve.

Jaiia's demeanor is surly, and he is outwardly hostile to anyone visiting the island. He is quick to take offense and will belittle anyone of lower station, particularly the corsairs on the northern shore. He and Obrius often conspire how they might punish the Idrian sea-chief who leads the corsairs. While Obrius would never actually harm Malah, Jaiia will give his full support to anyone willing to fabricate evidence that the sea-chief has stepped outside the bounds of his pledge to the precepts of Potentate Colten.

Sea-Chief Malah Sek-Rash: This elderly corsair is the eminent chief of Mothbell's Idrian population. While Senior Priest Obrius has oversight of the Sul-Menite population, in practice Sea-Chief Malah maintains firm control over his tribe. He and the senior priest do not always see eye to eye, and Malah strongly prefers to parlay and trade with pirate captains.

Malah has a long-standing grudge against Captain John Hulme of the *Prosperous*. A captain of the Cygnaran Southern Fleet, Hulme captured Malah's eldest son during a failed raid and had him hanged as a pirate. Malah offers a substantial reward of diamonds and plunder to anyone who brings him Hulme alive to face punishment, as well as lesser bounties for trophies claimed from other Cygnaran naval officers.

Senior Priest Obrius: Senior Priest Obrius of the Incendium oversees the Temple of the Lawgiver's Wrath and has been charged with maintaining the Protectorate's hold on the island and increasing its defensibility.

Obrius, though proud of his temple, does not desire to remain on Mothbell, feeling the post is beneath his station. This causes him to resent fellow Protectorate citizens with greater liberty to seek glory for the Creator of Man. Obrius stonewalls such individuals when given the opportunity, particularly those who come seeking supplies from his meager stores. He particularly resents Sea-Chief Malah Sek-Rash for the Idrian's perceived liberty.

SCUTTLEBUTT: PREVIOUS TENANTS

Some say the Cryxians resent the loss of Mothbell and are hatching plans to reclaim their island redoubt. Rumors abound of privateer ships with Cryxian spies hidden aboard, who reconnoiter the island for their secret masters in order to facilitate plans for its reclamation. Others whisper about powerful necrotech artifacts hidden in the charred rubble on the windward shore—objects of power that a lich lord himself wishes returned to the Dragonfather's arsenal.

SUL

Sitting at the mouth of the Black River and on the shore of Cygnar's gulf, Sul is the port city in the Protectorate of Menoth best positioned to exploit the sea—and the one least able to do so. Nearby Caspia is the home of Cygnar's Eastern Fleet, and the Cygnarans vastly outmatch the Protectorate in naval power and advancement.

The docks of Sul are largely given over to civilian vessels ferrying down the Black River. Affiliates of the Sul-Menites have no trouble securing their vessels here, nor do smugglers bringing contraband or stolen hardware into the city. Criminals fleeing Cygnaran justice also sometimes use the docks, as they can shelter here without fear of Caspian authorities pursuing them into the Sul-Menite nation. Those who do often regret their choice, however, as the scrutators of Sul are far crueller judges than any found within Caspian walls.

Sul's past as a part of Caspia has left it with outdated but expansive port facilities and docks. After the civil war and formation of the Protectorate, these facilities were allowed to fall into disrepair, but recent restoration efforts have improved their antiquated and shabby condition.

SERVICES

Sul offers ample services, though those with a connection to the Sul-Menite faith will find negotiations easier and prices more reasonable than will other independent crews. Naturally, the restrictive Sul-Menite Temple limits some of the debaucheries that can be found in other Immorese ports, but even in Sul there exists a black market. With enough time and dedicated effort, one will find the city holds everything a ship could require.

LOCALES

River Docks: On the northern edge of Sul, the river docks receive ships traveling down the Black River. Once, they were the primary place that smuggled Khadoran cortexes entered Sul-Menite hands, which led to several improvements being made to the aging docks.

Ocean Docks: Broken into a larger public dock outside Sul's walls and a smaller sheltered one within, the ocean docks of Sul have a deep draft and can accommodate large ocean-going vessels. The sheltered dock is reserved for Temple use and is patrolled by diligent warriors of the Flameguard order, while the larger civilian waterfront is home to the majority of Sul's more traditional services. The slums south of Sul's walls provide many of the dockworkers here.

The ocean docks are where the Protectorate builds a large number of "fishing" boats based on Cygnaran clipper ship designs. Smaller and less well-armed than the vessels built in Ancient Ichthier, these vessels are often crewed by a mix of Idrian and Sulese sailors. Aspiring Protectorate captains who wish to acquire their own vessels are wise to check the inner dock; with enough resources and the ability to prove their merit, such captains will find that the harbormasters of Sul are able to provide swift and aggressive vessels at a relatively low cost.

INDIVIDUALS

Priest Alvus Ecan: Priest Alvus Ecan has profited greatly from the steady stream of smugglers, pirates, and other ne'er-do-wells that come to Sul by river and sea. Greedy and corrupt, Ecan uses his position as a priest to pressure faithful Sul-Menites into acting as his assistants in his criminal enterprise. Those who refuse to do so, or any who threaten to undermine Ecan's extralegal activities, have evidence of heresy fabricated against them and are given over to the scrutators.

Ecan often purchases the ill-gotten cargos of pirate vessels in order to sell them again in cloistered black markets in Sul. Through his proxies, he is willing to purchase virtually any cargo, though he tries to keep the prices as low as possible. The priest will also sell from his storehouses of contraband and will even go so far as to plunder the city of its caches of firebombs, swords, and other weapons intended for mobs of holy zealots.

PROTECTORATE WATERS

The Protectorate of Menoth shares its access to the Meredius, the Gulf of Cygnar, with Cygnar. Its waters are thick with trade ships, Cygnaran patrols, and elements of the Cryxian pirate fleet. The Protectorate's control is limited to only a short distance from its own shores, beyond which the more powerful navies hold sway.

While most of the gulf is shielded from powerful storms, the southwestern coast of the Protectorate is more exposed to the temperamental weather of Caen's seas. Tropical winds from the Southern Ocean blow in occasional hurricanes that churn the gulf beyond Bloodshore Island. The winds here are fickle, and during the hot season, doldrums can rob all the wind from a ship's sails—not a problem for Cygnaran steam and sail hybrids but deadly to the simpler craft of the Protectorate.

DEADSANDS BAY

The Deadsands Bay is an oddity within the Gulf of Cygnar. While the lands surrounding the gulf, specifically along the Cygnaran coast, are vibrant and lush with vegetation, the coastline of the Protectorate forms a vast horizon of desert, and the Deadsands Bay is no exception. The sandy, cracked, clay of the shore is a ruddy, reddish-brown color, in contrast to the Protectorate's typical yellow and white sandy shores. Some academics believe the coloration is due to underground vents of Menoth's Fury along the coastline, while more superstitious sailors call it a stain on the land left by innocent blood spilled by the Protectorate.

The Deadsands Bay is also a graveyard of wrecked ships. Frequent storms and treacherous reefs cause ships to sink off the coast of the Deadsands Bay all year round. Any time a storm or accident wrecks and sinks a ship, within days its cracked and weathered shell washes up on the shores of the bay.



OPTIONAL: SICKENED SEA

Characters who spend time in Menoth's Chalice can become afflicted by their time in the cursed waters of Acrennia.

If the Game Master chooses to use this rule, for each day or portion of a day a character spends in the bay, roll a d6 and consult the following table. Add +1 to the roll for each day spent in the bay after the first. The Game Master can choose to roll once to determine the effects on a whole crew or roll individually for each PC.

Each of these effects fade with time spent away from Menoth's Chalice. When a number of days greater than what the character spent in Menoth's Chalice passes, the character is no longer under the effects of Sickened Sea.

SICKENED SEA TABLE

2D6 ROLL	WEATHER
1–5	No effect
6–7	Paranoia
8–9	Delusional
10+	Cursed

Cursed: Some black stain lingers on the character. The taint of Acrennia's accursed bay seems to foul the weather, spoil food and drink, turn friends hostile, and unravel even the best-laid plans. Until the curse lifts, once per day the Game Master can choose to force the character to reroll one or more dice from any roll. Reroll this result if the character is already Cursed.

Delusional: The character experiences sights and sounds that do not exist and is convinced they are real. These delusions can take many forms, from hearing the voices of unseen people night and day to seeing ships that do not exist on the waves. The character is utterly convinced these delusions are real and perceives attempts to dissuade him as insulting at best. At worst, the character may believe his "friends" are conspiring against him or are even mad themselves. Reroll this result if the character is already Delusional.

Paranoid: The character becomes paranoid and suspicious of others. When the character attempts to use non-Intimidation social skills, the character must first make a successful Willpower roll against a target number of 15. If the Willpower roll fails, the character rolls one fewer die on social rolls. Reroll this result if the character is already Paranoid.

Idrians living in villages farther inland haul the vessels up from the beach to strip them of goods and disassemble them for their timbers, a rare commodity in the area. A graveyard of disassembled wrecks— some of them many centuries old—lines the shore. Some sailors have claimed to see specters haunting these ships and wandering the shoreline, but these are often considered exhaustion-induced hallucinations.

MENOTH'S CHALICE

Better known as Acrennia Bay outside the Protectorate, Menoth's Chalice is a deeply sheltered bay. A high coastal bar to the south protects it from the worst tropical storms, and steep rock walls flank the bay's narrow mouth. The Gadrah River flows into the bay from the north. In antiquity, this fresh water was used to feed Acrennia's aqueducts and farmland.

Before the fall of Acrennia, the bay hosted a vast fleet of ships and burgeoned with marine life, providing ample food for the local populace. Since the ancient city's destruction, however, the bay is considered as accursed as the ruins on its shores. The once-abundant sea life has vanished, and a pale bed of silt has filled the bottom of the bay. Bones of old ships hide in that silt, marked only by the jagged splinters of their masts protruding from it. The shells of long-dead barnacles cover the wreckage, making them hazardous obstacles to any vessel brave enough to enter the Chalice. That these wrecks have neither rotted away entirely nor been claimed by hungry sea worms speaks of some unknown dark power that holds sway over the dead bay.

Crews who seek to defy the laws of the Protectorate have sometimes used Menoth's Chalice as a hiding place. No devout crews would sail into its waters, and the land surrounding the ruined city is abandoned for leagues in every direction. Despite being hidden from the eyes of the scrutators, those who anchor in Menoth's Chalice often sense that they are being watched and that the spirits haunting the ruined city nearby hunger for their destruction.

HARBER & SITHNEY RIVERS

Other than the Black River at Sul, the Harber and Sithney Rivers are the two major waterways in the Protectorate that carry goods and people. The Harber River lies near Ancient Icthier and reaches to the booming mining industry surrounding the city, while the Sithney River in the north stretches to the Lion's Teeth Mountains and the mining operations there. Diamonds and ore are carried downstream either to waypoints on the Burning Road or to Icthier and, less often, out to sea. Monks from the Monastery of the Order of the Fist sometimes use the Sithney River for transportation, slipping aboard ships hauling ore to Sul or Imer.



PROTECTORATE CAREER OPTIONS

New career options available to Iron Kingdoms Full Metal Fantasy characters are described below. A player can choose to use as many career options as he wishes during character creation and can take some or all of the options for which his character meets the requirements.

ERRANT MARINE (EXEMPLAR/MARINE)

Exemplar marines are a special order of errants whose members serve aboard the few warships in the Protectorate fleet. There is a fledgling order, and those who feel the calling are eager to prove their usefulness and proficiency. Trained to defend against enemy boarders and protect their valuable ships with the same fervency they serve the priesthood, Exemplar marines are an invaluable element of any Protectorate crew.

Exemplar marines are proficient with the weapons of the errants, such as the blessed crossbow, but the conditions under which they serve sometimes require a different set of skills. The seas of Caen are filled with great predatory beasts that can damage a vessel, and traditional weapons are less effective at dealing with them. For that reason, some Exemplar marines train rigorously to fight with larger and more powerful bows, effectively a cross between a crossbow and a harpoon gun similar to the arcus used by skorne Cataphracts. After first encountering the skorne weapon, the pattern was adapted to grant the marines a new and effective weapon.

On occasion, Exemplar marines are tasked to serve aboard other vessels, such as the ships of the Idrian corsairs or privateers. This is almost always done to ensure that some critical mission is completed to the satisfaction of the priest caste. The Exemplar code and the strict discipline of the marines sometimes causes friction with the crewmen they serve alongside, but they are resolute in their commitment to see their tasks completed.

Only a character who begins the game with the Exemplar and Marine careers can be an Exemplar Marine.

A character taking this option:

- Starts the game with the Sanguine Bond and Specialization (Lawbringer Crossbow) or Specialization (Hand Arbalest) abilities but does not start with the Righteous Anger Mighty archetype benefit.
- Adds the Repel Boarders! and Fast Rearm (Hand Arbalest) abilities to the character's career list of potential abilities.
- Starts the game with the Crossbow 1, Hand Weapon 2, and Shield 1 skills but does not start with any other military skills.
- Begins with a Lawbringer Crossbow (with ten blessed bolts) or Hand Arbalest, a shield, and a sword but does not begin with a relic blade.

IDRIAN CORSAIR (PIRATE)

The Protectorate's true sea power is the fearless Idrians who ride the waves. Sailing swift fleets of small ships, the corsairs acquire vast amounts of wealth from treasure-heavy trade vessels, wage fierce battles against Cryxian raider ships, and help to defend the Protectorate's vulnerable coastline. Organized into small flotillas the Idrians treat as tribes, the corsairs make their lives on the sea.

Because they are constantly outgunned by the enemies they face, Idrian corsairs have adopted a fearless—and, some would argue, foolhardy—approach to battle. They sail in small fleets of a half-dozen or more boats, and use speed, numbers, and maneuverability to close with the enemy. Weathering cannon and rifle fire, corsairs are known to launch fierce boarding actions as multiple vessels gang up on a single target. Howling corsairs flood over the gunwale of their prey at a dozen different points, each man or woman a terrifying and deadly threat. Idrian corsairs have adapted traditional Idrian fighting styles to better suit the conditions of fighting on an enemy ship. Each is a whirling dervish who fights with a kopsis in hand, using the quick blade in close quarters to cut down squads of better-disciplined and trained marines.

Experienced corsairs can become sea-chiefs, the leaders of their own sailing “tribes.” Only respected captains can hope to draw enough other corsairs together under the same banner, and competition for leadership is fierce. A sea-chief can be challenged at any time by the captain of another vessel. A sea-chief who refuses to meet the challenge, be it a bloody kopsis duel or a test of nautical prowess, loses his station. Worse, if a former sea-chief is seen as a coward, his crew may leave him marooned on one of the inhospitable desert islands that speckle the coastline, dooming him to a slow and maddening death.

Only Idrian characters can be Idrian Corsairs.

A character taking this option:

- Starts the game with the Specialization (Kopsis) but does not start with Specialization (Cutlass).
- Adds the Dervish ability to the character's career list of potential abilities.

NEW ABILITIES

DERVISH

Prerequisite: Hand Weapon 2, AGL 5

If there are more enemy characters than friendly characters within 2" of this character, this character gains an additional attack on turns he chooses to attack.

REPEL BOARDERS!

Prerequisite: Hand Weapon or Great Weapon 2

Enemy characters within this character's melee range roll 1 fewer die on Climbing and Jumping skill rolls. An enemy character cannot be placed in this character's melee range by the Jumping skill.



NEW GEAR

HAND ARBALEST

Cost: 125 gc
Ammo: 1
Effective Range: 48 feet (8")
Extreme Range: —
Skill: Crossbow
Attack Modifier: -2
POW: 12
AOE: —

Description: A weapon exclusive to the Exemplar marines, the hand arbalest was created after Knights Exemplar encountered the skorne in battle. Some errants, impressed by the unusual weapon of the Arcuarii, recovered their armament from the battlefield and experimented with versions forged by Sul-Menite weaponsmiths. Though the weapon did not experience wide appeal among the errants, it was the perfect solution for the nascent order of Exemplar marines.

Similar in design to a crossbow, the hand arbalest hurls a tempered harpoon nearly fifty feet. A lightweight but strong chain attached to the harpoon allows the user to wrench his target forward, often into the crushing space between ships locked in a boarding action or into the sea. A marine can also use the arbalest to wrench a target close enough to strike down with the weapon's blade.

Special Rules: A hand arbalest requires two hands and takes a full action to rearm.

If this weapon damages an enemy with a base size equal to or smaller than the attacker's, immediately after the attack is resolved, the damaged character can be pushed any distance directly toward the attacker.

After pushing the target, the character can spend 1 feat point to immediately make a melee attack with the weapon.

When used as a melee weapon, this weapon has reach, requires STR 6, has an attack modifier of -1, is POW 5, and uses the Great Weapon skill.

MENOTH'S REBUKE

Cost: 450 gc
Ammo: 6
Effective Range: SP 10
Extreme Range: —
Skill: Heavy Artillery
Attack Modifier: -2
POW: 14
AOE: —

Description: While short-ranged compared to most naval artillery, the weapon called Menoth's Rebuke is nonetheless devastating. Able to spray pressurized gouts of flaming Menoth's Fury, the weapon is equally effective at destroying a ship's sails and rigging, eliminating its crew, or simply setting the vessel ablaze to burn down to its waterline.

Menoth's Rebuke is exclusive to the Protectorate's own ships. Potentate Colten zealously protects this weapon and does not permit it to be used aboard privateer or Idrian vessels, as it is viewed as a major tactical advantage. Should it be necessary for one of His Holiness' ships to bring a privateer or corsair vessel to heel, it will be the curtains of blazing flame that perform the task.

Special Rules: This weapon causes fire damage. Targets hit suffer the Fire continuous effect.

Due to the slow rate of its fuel-pump mechanism, this weapon can be fired only once per round.

It costs 60 gc for each canister of fuel.

SKYHAMMER DECK GUN

Cost: 150 gc
Ammo: 3
Effective Range: 96 feet (16")
Extreme Range: —
Skill: Heavy Artillery
Attack Modifier: -4
POW: 12
AOE: 3

Description: Able to launch a volley of skyhammer rockets at an enemy ship, the skyhammer deck gun replaces traditional cannons on most warships of Protectorate manufacture. The skyhammer deck gun uses a simultaneous ignition to propel several skyhammer rockets at once, relying on a wide dispersion to make up for the rockets' wild inaccuracy.

Due to the great amount of fire produced by a volley, crewmen must stand by to douse flames on the deck of the ship. Failure to do so can be catastrophic, particularly in prolonged engagements when whole broadsides of rockets are fired time and again. This duty is so important, dereliction of it is punishable by death.

As with all skyhammer weapons, the unpredictable rockets are sometimes a greater danger to those who wield them than to their intended targets, but that does not stop the brave maritime deliverers who operate the weapons.

Special Rules: On an attack roll of all 1s, one or more rockets explode in the weapon, destroying the weapon and likely seriously injuring the character trying to fire it. If a rocket explodes in the weapon, center a 3" AOE on the firing character. The firing character suffers a POW 12 damage roll. Anyone else caught in the blast suffers a POW 6 blast damage roll.

A ship firing a skyhammer deck gun without a crewman standing by to douse the flames suffers d3 damage points each time the skyhammer deck gun is fired.

After determining the point of impact of the attack, roll deviation for two additional 3" AOE's centered on that point. Characters in an AOE are hit and suffer a POW 6 blast damage roll.