



# DOOM REAVERS



**T**HAT KHADOR IS DOTTED WITH ANCIENT RUINS FROM the Orgoth Occupation is well known. Less well known, however, is that many of these massive stone temples, fortresses, and catacombs are buried beneath the streets of several great Khadoran cities. The majority of these structures have been picked clean by occult scholars and relic hunters, most of whom have worked on behalf of the Khadoran government.

Led by the Greylords Covenant, one such group exploring the area beneath the city of Khardov unearthed a large cache of fellblades—dark swords saturated with tainted magic, their blades adorned with howling faces that shifted and moved at the fringes of one's vision. The discovery of these weapons soon proved vexing to the Khadoran High Kommand. Although the swords were clearly powerful, those unfortunate enough to handle them quickly descended into a savage and homicidal madness. Each sword seemed to come alive for its unfortunate wielder, whose mind was soon filled with incomprehensible chants whispered by the faces along the blade. Even in their sleep, formerly stoic soldiers heard a babbling murmur of foreign voices stoking them to acts of bloodshed. Made twice as strong by their weapons and lashing out with berserk abandon, these cursed souls—the first doom reavers—went wherever they willed, killing

#### Cinten 27, 608 AR

*Lorio and a group of townspeople, including the watch captain, stormed into my antechamber today while I was working. They put on a brave face, but I could smell their fear, like the stench of livestock in the butcher's stall. Lorio demanded I turn over the fellblades. He claimed he feared for my soul, but I could see he just wanted to make me weak—weak like him.*

*When I refused, the watch captain drew his pistol. What happened next... was glorious.*

*The voices screamed so loud, I thought my head would burst. I was so fast—faster than any normal man. The ancient fellblade was in my hands before I could think. My vision was red.*

*How dare they! HOW DARE THEY!*

*Sheep do not rise up against the shepherd!*

*I slaughtered them like lambs. The voices laughed. They rejoiced. I felt their jubilation. I felt their power within me as blood splattered my face.*

*They were free.*

*I had freed them.*

**<No date written>**

*Freedom. Freedom from pain. Freedom from restraint. Freedom from morality.*

*Freedom to revel in slaughter.*

*These are the blessings we bestow.*

*The weak shall perish.*

*This town is weak.*

*We shall drown it in blood.*



anything that crossed their paths while conversing with their blades and their fellow brethren in the perverse language of the old conquerors.

It was Empress Ayn Vanar who finally crafted a uniquely Khadoran solution to the problem. Although the Khadoran military's rules and regimens were designed to stamp out gross subordination and similar misconduct, they had merely limited such transgressions rather than eliminated them. Given the size of Khador's military forces, scores of soldiers were already awaiting execution for such crimes. The empress simply commanded that each of these wayward prisoners be granted a stay of execution and instead chained to a fellblade as punishment. In a single stroke, the monarch found a way to eliminate the burden of such criminals upon the state, create a new incentive to keep the rest of her soldiers in line, and unleash a devastating new weapon upon Khador's enemies.

Some say the fellblades never should have been unleashed, but doom reavers have earned their share of bloody victories for the Khadoran Empire. The very sight of one of these infamous weapons is painful

to behold, but the spectacle of a line of fellblade-wielding madmen armed for battle is truly terrifying. In battle, these barbaric nightmares undermine the morale of even the stoutest veterans, and Khadoran military commanders have often taken great pains to keep these crazed killers as far away from rank-and-file troops as possible. The Greylords have done what they can to impose restraints on these maddened warriors, but doom reavers are only nominally under control, particularly once their bloodlust overwhelms them. Something in the accursed Orgoth sorcery of a fellblade's creation protects its wielder from magic, limiting even the Greylords' efforts to dominate their charges upon the battlefield. Each of these weapons unravels spells before they can land, making these fearsome berserkers particularly effective against those who rely on such power.



# GREYLORD ESCORTS

Despite their blood-crazed disregard of whether they are striking friend or foe, doom reavers are one of Khador's most terrifying and useful military assets. Driven mad by the whispers of their fellblades, they are consumed with an insatiable desire for killing, and the Greylords who goad them to battle are responsible for directing their hostility toward appropriate targets. These occultists have dedicated considerable resources to studying fellblades and the dark magic of the Orgoth in an effort to maintain a mental leash on those who wield them, and the use of Orgoth talismans and other relics has helped these battle wizards blunt (or at least divert) the doom reavers' hunger for slaughter.

Not everyone can maintain their composure when doom reavers are overcome by their barbarous frenzies. Accordingly, only the most courageous Greylords are chosen to accompany these insane warriors into battle. Most of these escorts have achieved the rank of rastovik, and all of them are both experts in the field of Orgoth studies and formidable battlefield arcanists. Moving amid doom reavers like a handler of vicious beasts, each Greylord carries a staff of Orgoth design. This dark artifact exerts the Greylord's will upon nearby doom reavers, restraining them from murdering one another when they rip into the enemy. As the Greylord speaks, the faces that adorn the staff echo the words in their own forgotten language, compelling those who wield the fellblades to follow the Greylord's commands.

## DOOM REAVERS DURING THE CLAIMING

When the infernals fell upon Khador, all of the nation's military assets were deployed to combat them. Traditional infantry suffered great losses against the infernal horrors, but the doom reavers proved incredibly useful against the invaders. Their fellblades not only dealt vicious wounds to the legions of the Nonokrion Order, but also protected the doom reavers from the cursed magic of the horrors' infernalist allies. This effectiveness led some in the Greylords Covenant to believe that the Orgoth deliberately created these weapons to combat forces such as the Nonokrion Order.

The doom reavers' performance against the infernal forces caused the Khadoran High Kommand to accelerate its recruitment program. Military prisons and labor camps across Khador were emptied, their occupants locked to fellblades. Even those convicted of relatively minor crimes found themselves dragged into involuntary service. At the height of the Claiming, the doom reaver ranks—officially known as the Reaver Korps—had swelled to more than double the highest amount ever

recorded in Khador's history.

At the same time, Khador's arcane mechaniks sought ways to further enhance the Reaver Korps. The most notable of these efforts involved the deployment of a small force of steam-armored reavers. These reavers—all of them former Man-O-War soldiers—were welded into their armor after the first recruits tried to tear themselves free of the constricting suits as their bloodlust overwhelmed them on the battlefield. Known as the Iron Collars, these heavily armored doom reavers were deployed wherever the fighting was thickest. They fought in a ceaseless string of battles, slaughtering infernal cultists and horrors even as their armor slowly boiled them alive. The last of them fell in battle on the steps of Stasikov Palace as they held back a tide of horrors.

Although the Reaver Korps had great success for a long time, it turned into a liability when several Greylords revealed themselves to be infernalists and turned against Khador. Unable to withstand the control of a Greylord escort wielding an Orgoth staff, entire platoons of reavers turned against their fellow Khadorans; others went wild after their commanding Greylords fell in battle. During the chaos of the Claiming and its aftermath, many escaped into the Khadoran wilderness, where they continue to live to this day.





FELLBLADE

## CRIMES

Whether soldier or civilian, no one becomes a doom reaver without first having committed a crime worthy of such a harsh punishment—or, in some cases, having been falsely accused of such a crime.

If you are playing a doom reaver, consider what crime your character might be accused of committing. Did you actually perpetrate the deed, or were you simply an innocent who was tragically swept up in the brutal punishment of the Khadoran system? Regardless of the answer, your consignment to a fellblade has fundamentally altered your mind and personality, transforming you into a bloodthirsty berserker.

When creating your character, choose the crime for which you were convicted, or roll on the table below.

### d6 Crime

- |   |   |
|---|---|
| 1 | Dereliction of Duty. You are accused of abandoning your post or otherwise failing the Khadoran military in a time of conflict.  |
| 2 | Murder. You are accused of the murder of a fellow Khadoran citizen.   |
| 3 | Espionage. You are accused of spying against Khador for a foreign power or an enemy of the state.   |
| 4 | Political Dissent. You are accused of being a dissident who attempted to stir up enmity between the citizens of Khador and their rightful ruler.  |
| 5 | Treason. You are accused of crimes against the state and the Crown, such as aiding and abetting enemies of the state, misappropriating military assets, or conspiring against the empire. |
| 6 | Infernalmism. You are accused of consorting with infernal powers or those who swear allegiance to them, such as the former great princess of Gorzytska, Regna Gravnoy.                    |

## FELLBLADE

**Weapon (greatsword), uncommon (requires attunement)**

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you are immune to being frightened. When you are subjected to a spell that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Curse.** A fellblade is a cursed weapon, and becoming attuned to it extends the curse to you. When you reduce a creature to 0 hit points while this weapon is in your possession, you must succeed on a DC 16 Charisma saving throw or become enraged. While enraged, you cannot take any action other than to move your speed toward the nearest creature (friend or foe) and attack it with this weapon. You focus your attacks on that creature until you incapacitate it, after which you move on to a new nearest creature. You remain enraged until you end your turn with no creatures you are aware of within reach of your weapon.

## ORGOTH STAFF

**Weapon (quarterstaff), rare (requires attunement)**

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you gain a +2 bonus to AC against spell attacks and have advantage on saving throws caused by spell effects.

If you are attuned to this weapon, any creature wielding a fellblade within 60 feet of you is charmed by you. If a creature wielding a fellblade is enraged and within 60 feet of you, you can use a bonus action to make it no longer enraged.

# PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian.

## PATH OF THE CONDEMNED

Khador's commitment to victory at any cost is evident in its use of the dreaded doom reaver swordsmen. Doom reavers are conscripted from the ranks of convicted criminals, most often soldiers found guilty of gross insubordination. In a fate that may be worse than execution, these convicts are chained to nightmarish fellblades—ancient weapons forged by the Orgoth.

Although those who bear fellblades are irrevocably twisted in mind and spirit, not all are completely lost. A few doom reavers possess the strength of will to resist the secret whispers that encourage them to slide into bottomless madness and depravity. These rare specimens are able to maintain some fragile essence of their humanity—or, failing that, at least a sliver of control.

### PATH OF THE CONDEMNED FEATURES

Barbarian Level	Feature
3rd	Abomination, Whispers of the Blade
6th	Wards of Wrath
10th	Fearsome Howl
14th	Silence

## ABOMINATION

Starting when you choose this path at 3rd level, you become consumed with a lust for battle and slaughter when you rage. When you reduce a creature to 0 hit points with a melee weapon attack while raging, you must use your bonus action to immediately perform an additional melee weapon attack. If you are unable to do so, you take 3 (1d6) psychic damage.

## WHISPERS OF THE BLADE

Also at 3rd level, you gain proficiency in the Intimidation skill if you aren't already proficient in it. Additionally, while attuned to a fellblade, you can understand the Orgoth language if you don't already know it.

## WARDS OF WRATH

Beginning at 6th level, you have resistance to damage from spells while raging. In addition, you have advantage on saving throws to avoid being charmed while you are raging unless the creature charming you is attuned to an Orgoth staff.

## FEARSOME HOWL

Beginning at 10th level, you can use a bonus action to unleash a fearsome battle cry. When you do so, each creature within 10 feet of you that can see or hear you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be frightened of you until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

## TRAGIC INSTRUMENTS

In the Iron Kingdoms, becoming a doom reaver is a byproduct of the curse of the fellblade. In theory, anyone chained to this weapon eventually becomes one of these tragic figures, but for the expedience of gameplay, the doom reaver is presented as an option for the barbarian class.

Although the Path of the Condemned assumes a character is locked to a fellblade or similar Orgoth weapon, the item is not strictly required for the path to function. If you want to choose this path, discuss with your GM whether the direction of the campaign makes it appropriate for your character to have a fellblade.

The Path of the Condemned can also be used to represent barbarian characters whose bloodlust and brutal, primal nature compels them to acts of intense slaughter. These include the many champions of the Devourer Wurm found among certain Tharn tribes, human barbarians who dwell beyond the touch of civilization, and criminals whose persecution and flight from punishment has left them willing to do anything—even commit brutal murder—in order to stay free.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

## SILENCE

Starting at 14th level, when you are forced to make an attack because of your Abomination feature, you can make a DC 16 Wisdom saving throw. On a successful save, you can choose not to make the extra attack and ignore the effects of the fellblade's curse for 1 round.



# NOTORIOUS DOOM REAVERS

Most who are bound to a fellblade are mindless killers, but even among their ranks, certain individuals have risen to great notoriety.

## FENRIS

No one knows the true history of the mortal man who became the fearsome doom reaver known as Fenris, for the records of his crimes vanished decades ago. Most assume that he killed many people, but no one knows who or how many. Some say he was a cannibal raised by mountain berserkers; others claim he was an assassin whose love of killing overwhelmed him. Still others believe him possessed of witch-born immortality. Whatever the truth, Fenris took to the fellblade like a man discovering a missing part of himself. He wields a pair of the dread weapons at all times, and many Greylords believe that some harmony in their combined voices gives Fenris insight into his own inner darkness.

Few men have the courage to stand before this living horror, who rides to war atop a nightmarish steed that is barely recognizable as a horse. A Winter Guard patrol found the creature wandering the battlefield wild and half-mad after a bloody assault near Ravensgard, and their lieutenant ordered it put down after two men died trying to restrain it. Arriving just before the execution, Fenris put a halt to the killing and has ridden the creature ever since. The steed lingers upon the killing field long after battle has ended just to tear flesh from the bodies of the slain, this ghoulish repast the only sustenance it seems to require.

Fenris has earned the epithet "the Unbound," for even the Greylords Covenant cannot govern his actions. His ability to ignore the careful conditioning and mystically reinforced restraints imposed on all doom reavers by the Greylords proved troubling for them from the start: he would disappear for days when it suited him, only to return to his camp drenched in the blood of unknown victims. Although the Khadoran Army has contemplated ordering his destruction on numerous occasions, his skill at arms and the ease with which he shrugs off injury have made his execution difficult, and other doom reavers follow him as though his bloody-mindedness gives purpose to their lunacy.

## FENRIS, THE UNBOUND

Medium humanoid (human), chaotic evil

**Armor Class** 15 (infantry armor)

**Hit Points** 157 (15d8 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	23 (+6)	6 (-2)	14 (+2)	6 (-2)

**Saving Throws** Str +10, Con +11

**Condition Immunities** charmed, frightened

**Senses** passive Perception 12

**Languages** Orgoth, understands Khadoran but doesn't speak it

**Challenge** 11 (7,200 XP)

**Aggressive.** As a bonus action, Fenris can move up to his speed toward a hostile creature that he can see.

**Bloodlust.** When Fenris reduces a creature to 0 hit points with a melee attack on his turn, he can take a bonus action to make a fellblade attack.

**Brute.** A melee weapon deals one extra die of its damage when Fenris hits with it (included in the attack).

**Legendary Resistance (3/Day).** If Fenris fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Fenris has advantage on saving throws against spells and other magical effects.

**Special Equipment.** Fenris wields two fellblades. Each fellblade is a +1 greatsword (included in the attack).

### ACTIONS

**Multiattack.** Fenris makes three melee attacks. He can replace one attack with Terrifying Howl.

**Fellblade.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

**Terrifying Howl (Recharge 5–6).** Each creature of Fenris' choice within 60 feet of him that can see and hear him must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Fenris' Terrifying Howl for the next 24 hours.

### LEGENDARY ACTIONS

Fenris can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fenris regains spent legendary actions at the start of his turn.

**Attack.** Fenris makes one attack.

**Blood-Quenched (Costs 2 Actions).** Fenris makes one attack with advantage. If the attack reduces a creature to 0 hit points, Fenris' fellblade attacks gain a cumulative 1d6 bonus damage. This bonus damage lasts for 1 minute or until Fenris is incapacitated.

# MAXIMUS

Though not a true doom reaver, the farrow Maximus is one of the most notable fellblade wielders in western Immoren. Once a powerful warlord in service to the farrow leader known as Lord Carver, Maximus proved his worth by destroying Carver's enemies time and time again. As his string of victories grew, so did his influence among the farrow. Despite Maximus' already fearsome reputation, his enduring legend was born when he and his warband came upon a group of Greylords and their doom reaver slaves searching for Orgoth relics in the desolate swamps of the Marchfells. Maximus and his farrow attacked the Khadoran intruders but underestimated their strength. Caught off guard by the Greylords' magic and the doom reavers' martial skill, the farrow were cut down. Only Maximus survived, fleeing deep into the swamp in order to escape the Khadoran forces.

Rage at the loss of his warband drove Maximus into a bitter rage. Returning to the Khadoran encampment alone the next night, he attacked while most of the Khadorans slept, killing several soldiers before being surrounded and set upon. When

his weapon splintered, Maximus snatched up a fellblade from a slain doom reaver. The powerful magic of the Orgoth weapon took hold of the farrow and amplified his fury, and the remaining Greylords and doom reavers were massacred in mere seconds.

In the years since that night, Maximus has become consumed by hatred and driven to slaughter by the ancient magic of his nightmarish weapon. Once accorded the respect and influence due a great warlord among the farrow, he now occupies a place somewhere between awe and terror among his own kind: a gore-splattered hero whose legend grows with each gruesome kill.

Maximus wanders the wild places of western Immoren these days, his fellblade pushing him to seek out death and bloodshed. He still retains some loyalty to Lord Carver, who gladly makes use of this maddened farrow to terrify and slaughter his enemies.

## MAXIMUS

Medium humanoid (farrow), chaotic evil

**Armor Class** 15 (infantry armor)

**Hit Points** 133 (14d8 + 70)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	6 (-2)	14 (+2)	6 (-2)

**Saving Throws** Str +10, Con +11

**Condition Immunities** charmed, frightened

**Senses** passive Perception 12

**Languages** Orgoth, understands Grun and Cygnaran but doesn't speak them

**Challenge** 8 (3,900 XP)

**Aggressive.** As a bonus action, Maximus can move up to his speed toward a hostile creature that he can see.

**Brute.** A melee weapon deals one extra die of its damage when Maximus hits with it (included in the attack).

**Indomitable (2/Day).** Maximus rerolls a failed saving throw.

**Keen Smell.** Maximus has advantage on Wisdom (Perception) checks that rely on smell.

**Magic Resistance.** Maximus has advantage on saving throws against spells and other magical effects.

**Reckless.** At the start of his turn, Maximus can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

**Special Equipment.** Maximus wields a fellblade. The fellblade is a +1 greatsword (included in the attack).

### ACTIONS

**Multiattack.** Maximus makes three melee attacks.

**Fellblade.** **Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 16 (3d6 + 6) slashing damage.



# NPC STATISTICS

This section contains statistics for various nonplayer characters (NPCs) that characters might encounter during a campaign.



## DOOM REAVER

Medium humanoid (human), chaotic evil

**Armor Class** 15 (infantry armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	6 (-2)

**Condition Immunities** frightened

**Senses** passive Perception 11

**Languages** Orgoth, understands Khadoran but doesn't speak it

**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the doom reaver can move up to its speed toward a hostile creature that it can see.

**Magic Resistance.** The doom reaver has advantage on saving throws against spells and other magical effects.

**Reckless.** At the start of its turn, the doom reaver can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Special Equipment.** The doom reaver wields a fellblade. The fellblade is a +1 greatsword (included in the attack).

### ACTIONS

**Multiattack.** The doom reaver makes two melee attacks.

**Fellblade.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



## REAVER GUARD

Medium humanoid (human), chaotic evil

**Armor Class** 15 (infantry armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	6 (-2)	14 (+2)	6 (-2)

**Saving Throws** Str +7, Con +7

**Condition Immunities** frightened

**Senses** passive Perception 12

**Languages** Orgoth, understands Khadoran but doesn't speak it

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, the reaver guard can move up to its speed toward a hostile creature that it can see.

**Bloodlust.** When the reaver guard reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to make a fell axe attack.

**Brute.** A melee weapon deals one extra die of its damage when the reaver guard hits with it (included in the attack).

**Magic Resistance.** The reaver guard has advantage on saving throws against spells and other magical effects.

**Special Equipment.** The reaver guard wields a fell axe. The fell axe is a +1 glaive (included in the attack).

### ACTIONS

**Multiaction.** The doom reaver makes two melee attacks. It can replace one attack with Terrifying Howl.

**Fell Axe.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**Terrifying Howl (Recharge 5–6).** Each creature of the reaver guard's choice within 60 feet of it that can see and hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this reaver guard's Terrifying Howl for the next 24 hours.



## GREYLORD ESCORT

Medium humanoid (human), lawful evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	16 (+3)	16 (+3)	14 (+2)

**Saving Throws** Int +5, Wis +5

**Skills** Arcana +5, History +5

**Senses** passive Perception 13

**Languages** Khadoran, Orgoth

**Challenge** 3 (700 XP)

**Aura of Winter.** A creature that touches the Greylord or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

**Special Equipment.** The Greylord wields an Orgoth staff. This weapon is a +2 quarterstaff (included in the attack).

**Spellcasting.** The Greylord is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Greylord has the following spells prepared:

**Cantrips (at will):** chill touch, mage hand, minor illusion, ray of frost

1st level (4 slots): false life, fog cloud, mage armor, magic missile

2nd level (3 slots): gust of wind, shatter, suggestion

3rd level (3 slots): counterspell, glyph of warding (cold damage only)

4th level (1 slot): ice storm

### ACTIONS

**Multiattack.** The Greylord makes two melee attacks.

**Orgoth Staff.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

### REACTIONS

**Sacrificial Pawn.** If the Greylord is hit with an attack, it can use its reaction to cause an allied doom reaver within 5 feet of it to be hit by the attack instead.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1.2 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

*Iron Kingdoms: Requiem, Iron Kingdoms: Monsternomicon, and Iron Kingdoms: Legend of the Witchfire* are © 2021 Privateer Press, Inc. The following terms are © 2001–2021 Privateer Press, Inc.: archon, argus, athanc, blackclads, bog trog, boneswarm, bratya, burrow-mawg, cephalyx, The Claiming, cortex, deathjack, deathless, devil's gasp, doom reaver, dracodile, excruciator, farrow, fell caller, grymkin, gun mage, hollowman, Iron Kingdoms, 'jack, junker hulk, mage hunter, mechanika, mechanikal, mechanithrall, ogrun, pistol wraith, proper names (including those used in the names of spells or items), raevhan buffalo, razorbat, riven, saqu, scylla flock, skigg, slaughterhouse, steamjack, tatyilwurm, thrall, thrullg, totem hunter, vektiss, warcaster, warjack, warpwolf, witchwood, wold guardian, wold watch, wold wight, wold wyrd

All contents © 2001–2021 Privateer Press, Inc. All right reserved. All trademarks contained herein and their logos are property of Privateer Press, Inc. 21220 87th Ave. S.E., Woodinville, WA 98072

[www.privateerpress.com](http://www.privateerpress.com)

Published under Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

