



IRON KINGDOMS



THE DIVINE MECHANICS

PRIESTS OF CYRISS IN
IRON KINGDOMS: REQUIEM



Cyriss has subtly encouraged intelligent minds to discover her and her mysteries for millennia. Her followers call her the mother of mechanika, and both she and them smile upon those who combine magical energy with mechanical precision. Engineers and mathematicians have great use of Cyriss.

Cyriss never “teaches” her followers; instead, she patiently waits for her faithful to decipher her riddles, her obscure portents, her mathematical formulae, and the natural laws. As a result, her mortal clergy spend much of their time studying planetary motions and advancing mathematics and engineering to better understand these natural forces and their laws to discover their goddess’ true desires through that understanding of science and nature. Her clergy solve and then transcribe her ciphers, enigmas, and formulae into religious lore. The most powerful priests believe they have deciphered her will and are thus fanatically executing her plans.

Her followers believe she leads those who understand her true nature. Cyriss has attracted many dwarves, who risk persecution in Rhul for abandoning the Great Fathers, but this is not the case in the kingdoms of men. There, Cyrissists have become increasingly accepted in the Iron Kingdoms as worshippers of an unusual goddess and who possess great intelligence and technical skill.

Cyriss is mysterious not just spiritually but also physically. Some worshippers have depicted her as a metal, spider-like creature with many appendages and a feminine face, but most depict her as the Masque of Cyriss.

THE CULT OF CYRISS

The first organized Cyrissist cult was founded in 283 A.R., but only the clergy know this. A small group of retired Order of Wizardry members who had developed mechanika were among the first devotees. They established the first underground temple to the goddess in Ceryl near the Stronghold. They kept their activities a secret, knowing the Exordeum might denounce them.

Cyrissists knew they had to spread their knowledge to survive, so they sought out like-minded people and built temples wherever they could find the resources and potential clergy. Thus did the faith spread to Llael, Ord, and Khador, though most temples are to be found in Cygnar’s larger cities.

Religious liberation for Cyrissists came in many places with the Claiming’s end. Cygnar in particular has finally welcomed some of the Cyrissists among them, with the notable exception of the more violent members of the Convergence of Cyriss and its offshoot cults.



DIVERGENCE OF CYRISS

In the buildup to the Claiming, the Convergence of Cyriss was the foremost group of Cyriss worshippers in the Iron Kingdoms, but it suffered friction that spread among some of its most influential members. The resulting fallout after the Battle of Henge Hold, where the celestial gate carried Convergence members and refugees to the stars, caused irreparable schisms within the cult. Several leaders broke away from the Convergence to found new cults and temples to Cyriss, each developing their own theories about the Maiden of Gears and the true purpose of her Great Work.

The remainder of the Convergence of Cyriss—those who stayed behind and chose not to pass through the gate—is still the largest organization dedicated to the Maiden of Gears, but their violent actions in previous years have made them pariahs even in Cygnar, where some of the splinter sects enjoy much more open relationships with the Iron Kingdoms.

CLERIC OF CYRISS

The Maiden of Gears is the deity of mathematics, precision, and industry in the Iron Kingdoms. Clerics who serve Cyriss are called upon to use their divine magic to aid in the construction and maintenance of complex clockwork devices and to defend and promote the ideals of Cyriss. They are dedicated utterly to the worship of the Maiden of Gears and no other deity.

DOMAIN: INDUSTRY

Your deity grants you domain over the forces of industry and mechanical creation. You are skilled in the use of tools and proficient in the art of clockwork engineering.

DOMAIN SPELLS

Cleric Level Spells

1st	<i>comprehend languages, identify</i>
3rd	<i>heat metal, find traps</i>
5th	<i>clairvoyance, speak with dead</i>
7th	<i>divination, fabricate</i>
9th	<i>legend lore, true seeing</i>

OTHER CYRISS DOMAINS

Cyriss is a complex deity with many different facets, and her worshippers might follow other paths that exemplify her other qualities. In addition to the Industry domain, any domain that involves order, the pursuit of knowledge, or harmony would be appropriate for a priest of Cyriss.

DOMAIN SPELLS

Your deity grants you access to the following spells at the levels specified.

BONUS PROFICIENCY

You gain proficiency with clockwork weapons, tinker's tools, and heavy armor.

MECHANICAL SAVANT

Starting at 1st level, you can use a bonus action to touch a construct, clockwork, or mechanical device and gain insight into its inner workings. You learn the device's current hit points, its resistances and vulnerabilities, any damage it has taken, and any malfunctions or repairs it may require.

CLOCKWORK RESTORATION

At 1st level, you can use your divine magic to repair constructs, clockwork, and mechanical devices. As an action, you can touch a damaged device and restore it to full functionality, restoring hit points equal to $1d8 + \text{your cleric level}$. You can use this ability a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

CHANNEL DIVINITY: THE EIGHTH HARMONIC

As an action, you present your holy symbol and speak a prayer censuring false shadows of consciousness. Each enemy construct without a soul that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A construct with a cortex that fails the saving throw also takes lightning damage equal to your cleric level.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

MAIDEN'S BLESSING

At 6th level, when you use Clockwork Restoration, constructs you repair now regain hit points equal to $2d8 + \text{your cleric level}$. Constructs you heal in this way can either treat their weapons as magical for overcoming damage reduction for the next hour or remove one condition they are currently under the effect of.

GEARS INTERMESHING

Also at 6th level, as an action you can call upon the divine power of your deity to intertwine your energy with that of your allies, creating a cohesive, interlocking network of power. For 1 minute, you and any allies within 30 feet of you gain the following benefits:

- You can treat allied creatures as constructs.
- You have advantage on saving throws against being charmed or frightened.
- When you or an ally within range takes damage, you can use your reaction to transfer some of that damage to another ally within range. The amount of damage transferred is equal to the amount of the triggering damage, up to a maximum of $1d10 + \text{your Cleric level}$.

Once you use this ability, you can't use it again until you finish a long rest.

DIVINE PRECISION

At 8th level, you gain the ability to imbue your attacks with the precision and efficiency of Cyriss. Once per turn, when you hit a creature with a weapon attack, you can choose to deal an additional $1d8$ force damage. Once you deal this damage, you can't use this again until the start of your next turn.

WIND THE CLOCK

At 17th level, you gain the ability to efficiently coordinate the actions of your allies. As an action, you can expend a spell slot to grant yourself and a number of allies equal to the slot level expended within 30 feet of you an extra action on their next turn.



CLOCKWORK WEAPONS

The worshippers of Cyriss are renowned for the startling variety of weapons systems and unusual designs they bring into battle.

Many of these weapons are unique, either the individual design of a worshipper or known only to the cult of the Maiden. Many of the weapons used by the devout followers of Cyriss utilize the elastic potential energy stored in a compressed spring to launch projectiles or deliver powerful strikes on fundamental principles of physics and engineering to augment common weapons.

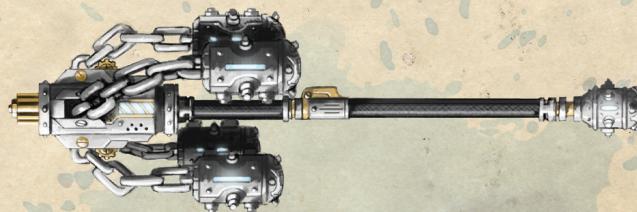
Such devices might seem impractical to outsiders, but the followers of Cyriss consider the fabrication of such objects to be an act of prayer to the Clockwork Goddess. The devout often eschew weapons like firearms, with their chaotic and explosive powder, instead preferring precisely controlled mechanisms of their own design.

Gearstave. A gearstave is a long metallic shaft with a multi-tined clockwork gear affixed to one end and a knob on the other. The gear's edges are sharp, and it spins slightly while the weapon is at rest. At a moment's notice, the weapon's clockwork innards can spin the gear at the end of the stave at a tremendous velocity. This weapon is intimidating and is only available to the acolytes of Cyriss.

When you make an attack with a gearstave, you can choose to make a bludgeoning attack with the knob end or a slashing attack with the spinning gear. If the attack hits, the target takes an additional 1d4 slashing damage as the gear tears through them. After doing so 10 times, you must spend five minutes winding the gears before you can do so again.

Gearbow, Clockwork. The clockwork gearbow is a deadly projectile weapon resembling a light crossbow. It has a clockwork crank and a small stack of sharpened gears that sit within a magazine affixed to the underside of the bow.

Ammunition for the gearbow can be purchased from clockmakers and only needs to be the right dimensions to fit



in the weapon. Appropriate gears typically cost 2 sp each.

When you use the gearbow to make a ranged attack, you can choose to fire one gear as a single attack or to fire the entire magazine at once, ignoring the weapon's loading property and making your maximum number of attacks.

Mechanoflail. The mechanoflail is a clockwork weapon designed to spin its flail heads at high speeds to greatly increase striking damage. These weapons are extremely rare and are only produced by the engineers of the temples of Cyriss.

When you take the Attack action and attack with only a mechanoflail, you can use a bonus action to make an additional attack with the weapon. After making 10 bonus attacks with a mechanoflail, you must spend five minutes rewinding it before it can be used again.

Teleflail. The teleflail is a flexible, whip-like weapon with a heavy, mace-like head at the end. It is made of a lightweight strong material that allows it to be used with speed and precision.

The teleflail has two configurations: flexible or locked. A wielder proficient with the weapon can switch between configurations as a bonus action. While locked, the teleflail has its normal damage and special rules. If switched to the flexible configuration, the weapon deals 1d6 bludgeoning damage and gains the Reach property.

Telescoping Staff. The telescoping staff is a marvel of engineering, able to retract into a small metal rod that can be extended into a full-length battle staff. Even when collapsed, it can be used to make deadly melee strikes. This weapon is favored by the living guardians of the temples of Cyriss.

As a bonus action, you can extend or collapse the telescoping staff. When extended, the staff deals 1d8 bludgeoning damage, has the Reach property, and must be used two-handed.



MARTIAL MELEE WEAPONS

Weapon	Cost	Damage	Weight	Properties
Gearstave	200 gp	1d10 bludgeoning	7 lb.	Reach, special
Mechanoflail	200 gp	1d8 bludgeoning	6 lb.	Reach, special
Teleflail	100 gp	1d8 bludgeoning	3 lb.	Special
Telescoping Staff	24 gp	1d6 bludgeoning		Special

MARTIAL RANGED WEAPONS

Weapon	Cost	Damage	Weight	Properties
Clockwork Gearbow	200 gp	1d8 slashing	5 lb.	Ammunition (range 80/320), loading, magazine (10), two-handed

SERVITORS

Servitors represent examples of commonly used constructs. Most servitors are either mechanikal or built with intricate clockwork mechanisms. While both types are known, mechanikal servitors are generally more popular among those who are not members of the cult of Cyriss. The people of western Immoren are largely unaware of servitors' roles in building massive mechanika or creating works requiring constant monotonous labor. While such devices will never replace the artisan, the mason, and the carpenter, they do aid mechaniks tremendously.

Flitting amid the clockwork halls of a temple's chambers, servitors act as a subset of mechanikal assistants, messengers, and machines aiding the cult in their quest for knowledge. Moving with purpose and having no semblance of want or need, the servitors of a Cyrissist temple are machines built to assist and augment the capabilities of acolytes and priests of Cyriss alike. These creations function as familiars, companions, and protectors, and they often fulfill several key roles in the upkeep of temple complexes.

Servitors of Cyriss are very rare outside of the temples of Cyriss. Much more advanced than normal servitors driven by cerebral matrixes, servitors of Cyriss have a limited sense of preservation and decision-making not seen in regular clockwork servitors in common use, thanks to the numina orbs installed in their metallic shells. In addition, servitors

of Cyriss do not use conventional means of motion. The mechanikal devices fly, levitating with an internal engine that allows them to drift about and hover with perfect control.

Dominated by a type of group behavior, servitors of Cyriss often fly in swarms to aid each other in performing a given task while under the supervision of an acolyte of Cyriss. These flocks of levitating orbs drift about temples, working on various constructions, cleaning, watching, and waiting for when they are needed. When not in use, the diminutive orbs rest within special receptacles connected to nexus nodes, recharging their internal mechanisms and waiting for a spark of activity to call them from their dormancy.

Crafted by the faithful of Cyriss, the diminutive machines act in a multitude of roles and are typically servants to the will and command of an acolyte or cleric of Cyriss.

NEW FEAT: SERVITOR SAVANT

Prerequisites: Intelligence 13 or higher

You can command a number of servitors equal to your proficiency bonus. Your servitors are friendly to you and your companions.

In combat, the servitors act during your turn. A servitor can move and use its reactions on its own, but the only action it takes is the Dodge action unless you take a bonus action on your turn to command the servitors to take another action. That action can be in a servitor's stat block or another action. You can also sacrifice one of your attacks when you take the Attack action to command your servitors to take the Attack action. If you are incapacitated, your servitors can take any action, not just Dodge.

When you finish a long rest, you can replace your active servitors with other ones. You can only ever have a number of active servitors equal to your proficiency bonus.

ATTUNEMENT SERVITOR

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Geometric Flight. The servitor can hover and fly up to 30 feet above the ground.

Lumichem. Creatures hit by the ampule launcher or within the radius of an exploding glass globe are covered in lumichem. They are visible from great distances and have their speed reduced by 10 ft. All attack rolls against creatures covered in lumichem are made with advantage. A creature can remove lumichem with an action.

Repairable. When the *mending* spell is cast on the servitor, it regains 2d6 hit points.

ACTIONS

Ampule Launcher. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the attunement servitor misses its target, the glass globe explodes in a 10-foot radius sphere. Creatures within the radius must make a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.





ELIMINATION SERVITOR

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Geometric Flight. The servitor can hover and fly up to 30 feet above the ground.

Repairable. When the *mending* spell is cast on the servitor, it regains 2d6 hit points.

ACTIONS

Spike Projector. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

ACCRETION SERVITOR

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Geometric Flight. The servitor can hover and fly up to 30 feet above the ground.

Repairable. When the *mending* spell is cast on the servitor, it regains 2d6 hit points.

ACTIONS

Mechanikal Tools. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a construct, it has its armor class reduced by 1 until the end of the accretion servitor's next turn.

Repair. The accretion servitor can use its action to repair a clockwork vessel or vector within 5 feet of it. The servitor restores 1d6 hit points to the target.

EXONENT SERVITOR

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Geometric Flight. The servitor can hover and fly up to 30 feet above the ground.

Repairable. When the *mending* spell is cast on the servitor, it regains 2d6 hit points.

ACTIONS

Aperture Beam. Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target. Hit: 5 (1d6 + 2) radiant damage. A creature hit by this attack suffers 2 extra damage when it is hit with an attack. This effect lasts until the start of the servitor's next turn.

NPC STATISTICS

Optifex Priest. Optifexes of Cyriss are priests devoted to the Maiden of Gears. They are talented astronomers, engineers, and mathematicians. Many optifexes work in cells of the Convergence of Cyriss and its breakaway cults, aiding the clockwork soldiers who fight alongside them in battle. Armed with an array of tools to repair vessels and vectors, working in tandem with the clockwork soldiers to execute complex strategies in combat. They risk their lives to ensure the success of the goddess Cyriss' war machine.

Transverse Enumerator. Those priests who dedicate themselves to creating and perfecting the Convergence's weapons of war are known as transverse enumerators. These senior priests have an intimate grasp of design specifications, tolerances, and limitations, which allow them to quickly adjust a unit's tactics, even in the heat of battle. Such masters can orchestrate the attacks of clockwork units with a precision that borders on the divine.

Lanel Gozca, the Clockwork Killer. Better known to the citizens of Ceryl as the "Clockwork Killer," Lanel Gozca is a radical Cyrissist who is beholden only to his own misguided worship of the Maiden of Gears. Formerly imprisoned for the accidental death of his wife and son, Lanel experienced religious enlightenment while serving his sentence. He now stalks the streets of Ceryl's slums and market districts in search of those he views as acting in opposition to the will of his goddess. To date, more than four dozen murders have been attributed to Lanel; his victims are easily identified by mechanikal alterations made to their bodies post-mortem. These modifications are nothing more than practice for Lanel's own gradual transformation from man to machine.

OPTIFEX PRIEST

Medium humanoid (human), neutral

Armor Class 12 (optifex armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Skills Arcana +4, Religion +4

Senses passive Perception 12

Languages any one language

Challenge 1/4 (50 XP)

Ascended Devotion. The optifex has advantage on Saving Throws against being charmed or frightened.

Iron Sentinel. While within 5 feet of an allied construct, the optifex gains +2 AC and immunity to being knocked prone.

ACTIONS

Tuning Kit. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Weapon Modulation. The optifex lays hands on an allied construct within 5 feet of it. Until the end of the construct's next turn, its weapons are considered magical for the purposes of overcoming damage resistance and immunity.

Repair (recharge 5–6). The optifex touches an allied construct within 5 feet of it. The construct regains 6 (1d8 + 2) hit points.





TRANSVERSE ENUMERATOR

Medium humanoid (human), neutral

Armor Class 13 (optifex armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	15 (+2)	15 (+2)	10 (+0)

Skills Arcana +4, Religion +4

Senses passive Perception 12

Languages any one language

Challenge 1 (50 XP)

Ascended Devotion. The transverse enumerator has advantage on Saving Throws against being charmed or frightened.

Iron Sentinel. While within 5 feet of an allied construct, the transverse enumerator gains +2 AC and immunity to being knocked prone.

ACTIONS

Blowtorch. Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 7 (1d10 + 2) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

Tuning Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage plus 5 (2d4) lightning damage. If the attack is a critical hit and the target is a construct with a cortex, the target must make a DC 12 Intelligence saving throw, becoming paralyzed until the start of the transverse enumerator's next turn on a failed save.

Realignment (1/Day). The transverse enumerator calls out mathematical calculations to its allies to guide their strikes. Until the start of the transverse enumerator's next turn, it and allied creatures within 30 feet of it can reroll missed attack rolls. An attack can be rerolled only once due to this ability.

Repair (recharge 5-6). The optifex touches an allied construct within 5 feet of it. The construct regains 8 (1d8 + 4) hit points.

LANEL GOZCA

Size type, alignment

Armor Class 15 (mechanikal physique)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	10 (+0)

Skills Deception +2, Perception +5, Religion + 5, Stealth +4

Senses passive Perception 15

Languages Cygnaran

Challenge 3 (700 XP)

Assassinate. During his first turn, Lanel has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Lanel scores against a surprised creature is a critical hit.

Cunning Action. On each of his turns, Lanel can use a bonus action to take the Dash, Disengage, or Hide action.

Psychopathic. Lanel has advantage on saving throws against being charmed or frightened.

Sneak Attack (1/Turn). Lanel deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lanel that isn't incapacitated and Lanel doesn't have disadvantage on the attack roll.

Actions

Multiattack. Lanel makes two attacks.

'Jack Wrench. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Mechanikal Fist. Melee Weapon Attack: +4 to hit, reach 4 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage, and Lanel can make an additional mechanikal fist attack against the same target.





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