



IRON KINGDOMS®



# RECLAIMERS

PALADIN SACRED OATH

# THE RECLAIMANT ORDER

Since the dawn of the Protectorate, an unusual group of priests has stood apart from the rest—the Reclaimers. They are unquestionably a part of the Temple, yet their placement within the hierarchy is not precisely codified nor are they trained at the Lyceum as are the other priests. Members of the Reclamant Order feel a unique calling to give up their identities and become extensions of Menoth's will. Their responsibilities relate solely to the passage of Menite souls between Caen and Urcaen in special funerary rites.

Reclaimers give up their connection to humanity in an even more extreme and marked fashion than the scrutators. Each dons an iron mask said to be a tomb for their thoughts that allows them to hear the voice of Menoth. They further swear a vow of absolute silence after speaking the Oath of the Reclaimer's Last Breath, a promise to send the souls chosen by the Lawgiver to Urcaen on wings of flame and ash. Reclaimers surrender their names, divorce themselves from any contact with family, and have no true friends, although they will work alongside others of the Temple. They appear to be utterly devoid of human emotion, as both a matter of discipline and an unavoidable consequence of their calling.

Becoming a reclamer is not a choice but a true divine calling. The role requires an absolute sacrifice of the self, abandonment of the world's comforts, and acceptance of a life of ascetic simplicity and duty. Reclaimers can manifest at any time, including among regular clergy, who relinquish their rank and previous responsibilities. All other considerations are abandoned as the individual hearing the call seeks out the nearest member of this order. The mark of this change is evident to any who have gone through it, and those answering the call are recognized and initiated in ceremonies known only to the members of the Reclamant Order.

Unlike the other orders within the Temple that request patronage or choose their members carefully, the reclaimers have an open invitation to any faithful willing to walk the "ashen path." Very few Menites are called to be reclaimers, and fewer still walk the ashen path.

Because reclaimers are touched by the hand of Menoth, they are outside the hierarchy and structure of the Temple. Those in the order do not answer to superiors or command subordinates, as all are guided directly by the Creator. The clergy does not interfere with the reclaimers' work nor are the reclaimers asked to execute additional duties. However, they sometimes lend their skills to the Protectorate's military forces to enact Menoth's will on the battlefield. They see to the needs of the slain, ensuring souls are swiftly guided to the City of Man.

Each reclamer carries dozens of simple iron menofixes. Wherever the reclamer releases a soul to the Creator, the reclamer marks the place with one of these icons. In the wake of the massive battles of recent times, survivors can gaze upon a plain covered with bodies and the small menofixes that signify reclamation. Many welcome the sight, but some fear that the increased wartime appearance of these silent ferrymen heralds darker changes to come and that the



souls of the dead are becoming a commodity to be used on this plane to fulfill some forgotten prophecy.

On rare occasions, reclaimers will hear the Creator's voice commanding them to strike down another and usher a soul to Urcaen. Such direct commandments are usually interpreted as Menoth claiming a soul for his own inscrutable reasons.

However, the Creator has also been known to call for the death of an enemy of the faith. Reclaimers are sometimes tasked to reclaim the souls of the clergy or others of great faith, and if they are acting on Menoth's will, little can be done to gainsay them. They feel no sympathy or remorse for their actions. When one must be rendered into ash and smoke so that Menoth may breathe in their soul and exhale it into his army, the reclaimers answer the call unerringly. How one recognizes whose soul must be reclaimed is an enigma, and, due to their strict code of silence, the manner of how souls are chosen is rarely questioned; it is attributed as nothing short of the will of Menoth.

Reclaimers are wholly steeped in mystery. As they do not speak and usually refrain from writing, communication with them can be difficult, though some convey meaning with a gesture. There are also times when the faithful have felt compelled to aid a reclaimer for reasons they do not fully understand. In battle, reclaimers are often joined by disorderly but united mobs of zealots who take up arms to assist them. Further, reclaimers sometimes possess the ability to control warjacks on the battlefield through gesture and bearing. How they make their instructions known is not always clear, yet the 'jacks heed those commands.

## THE TESTAMENT OF MENOTH

Long recognized as the high reclaimer of the order, the individual known as the Testament of Menoth is a figure who has already become a legend. He is believed to hear the voice of the Creator with greater clarity than all other reclaimers, and his deeds suggest this is true. Possessed of a warcaster's talent, he has silently marched to battle against enemies of the faith for decades.

Soon after Hierarch Voyle issued his call that ignited the Great Crusade, the Testament walked alone into the desert wastelands and bodily stepped into Urcaen. He returned with the Omegus, a holy stone brought back from the City of Man in Urcaen and inscribed with the words of Menoth. In the following months, the Testament joined the Harbinger in battle and protected her soul before witnessing her resurrection. He accompanied the Harbinger for many years and was present with her at the Battle of Henge Hold against the massed forces of the infernals.

## THE RECLAIMANT'S ALTAR

A tall and bleak spire of soot-blackened granite in the city of Imer, the Reclaimant's Altar is the birthplace of every reclaimer's sacred path and the gravesite of their last words. Any faithful heeding the call to join the fearsome reclaimers makes a pilgrimage to the Reclaimant's Altar, where a prospective reclaimer takes the mighty and binding Oath of the Reclaimer's Last Breath and dons the dark robes of

### PLAYING A SILENT CHARACTER

While the reclaimers may refuse to speak, don't feel compelled to be so at the table! Signal language is a form of sign language that allows your character to communicate. As with real-world sign language, it can be a complex and expressive way to speak with others.

the Reclaimant Order. It is a solemn, sterile place filled with dormitories and sealed rooms. No one is allowed within its gates without the High Reclaimer's consent, save for those bearing the blessing of a hierarch or the entirety of the Synod.

It is unknown how many reclaimers call the Altar home or how many have gone abroad to claim souls for the Lawgiver. Rumors surround the Altar about secret warriors living within its tomblike silence or of dark warjacks hidden away in the sublevels, blessed by the High Reclaimer to be ready for the End Times. While mystery surrounds the Reclaimant Order and its grim fortress, one thing remains true: those who find themselves within the dark shadow of the black spire recite prayer after prayer for forgiveness, lest the gates open and they be reclaimed.

## THE RECLAIMANT ORDER DURING THE CLAIMING

Reclaimers were perhaps the most critical soldiers on the front lines of the Protectorate during the infernal war. Their ability to shield and guide the souls of the deceased denied the infernals their prizes. And while the Protectorate suffered losses as great as any other nation in western Immorten, the infernals claimed a fraction of the souls there that they did in other places.

This led to the infernals specifically targeting the reclaimers during battle. By removing these meddlesome figures, they could harvest the souls they craved. But the soldiers of the faithful responded in kind, layering protection around each reclaimer and going so far as to sacrifice their lives if it meant it would keep a reclaimer on the field. Despite these heroic efforts at intervention, though, the numbers of the order were cut down to a fraction of their strength across the Iron Kingdoms. Within the Protectorate itself, only a few hundred reclaimers remained following the Battle of Henge Hold, and other Menite communities saw similar losses. In the intervening years, many who remained in the Protectorate have felt a calling to this order, but rebuilding to their former numbers will take generations.

While they did not preserve the lives of those on the battlefield, by safeguarding their souls, the reclaimers grew the ranks of the faithful in the City of Man in Urcaen and sapped the strength of the Nonokrion Order. This depleting of the infernals' reserve of souls led, materially if somewhat indirectly, to the victory of the Iron Kingdoms at Henge Hold and the ultimate victory over the infernals on Caen.

# SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. The following option is available to a paladin, in addition to those offered in *Iron Kingdoms: Requiem*.

## OATH OF RECLAMATION

### TENETS OF RECLAMATION

The tenets of the Oath of Reclamation guide a reclaimer to preserve and guide faithful spirits to their place among the armies of Menoth.

**Silence.** Only a silent mind can hear the guiding whispers of the Lawgiver. It is through your actions, not cheap words, that you will show your devotion to Him.

**Obedience.** Unquestioning obedience to the Creator is always expected of you.

**Selflessness.** Petty concerns for oneself can only impede the righteous work you perform.

**Steadfastness.** One cannot be a coward in performing this sacred duty. To shepherd the souls of the fallen to Urcaen, you must brave the face of many dangers, for the souls you guide belong to the Creator.

### BONUS PROFICIENCIES

Starting at 3rd level, when you choose this sacred oath, you gain proficiency with steamjacks and learn a signal language, a silent form of communication that employs gestures, to communicate. Other members of an adventuring company you are a part of can understand your signal language through exposure to it.

### CHANNEL DIVINITY: SOUL KEEPER

You can use your Channel Divinity to preserve and guide the souls of the fallen. As a reaction when a humanoid you see dies within 30 feet of you, you can call to its soul and take hold of it.

You can hold a maximum number of souls equal to your proficiency bonus. You can hold a soul for up to 24 hours, after which the soul passes to the spirit realm.

As a bonus action, you can guide a soul you carry to the realm of spirits. When you do so, the spirit provides you with a surge of spirit energy. Choose one of the following:

- Regain an expended spell slot.
- Perform a divine smite without expending a spell slot before the start of your next turn.



## CHANNEL DIVINITY: WHISPERS OF THE CREATOR

As a bonus action, you listen to the Creator's whispers that guide you to the destruction of a creature you can see within 30 feet of you. For 1 minute, you add your Charisma modifier to weapon damage rolls made against that creature (minimum of +1 damage). If the weapon you wield is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If the chosen creature reaches 0 hit points or if you fall unconscious, this effect ends.

## AURA OF ASHES

Starting at 7th level, you are shielded by an aura of ash and fire while you're not incapacitated. You and creatures within 10 feet of you are always considered lightly obscured from hostile creatures. A hostile creature without immunity to fire damage within 10 feet of you has disadvantage on attack rolls while in the aura, and that creature takes fire damage equal to half your paladin level if it begins its turn there.

At 18th level, the range of this aura increases to 30 feet.

## WARDEN OF SOULS

At 15th level, the power of the spirits you protect offers you even greater holy zeal. While you have the soul of a friendly creature, you can make an additional attack when you take the attack action on your turn.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

## EMISSARY OF RECLAMATION

At 20th level, you become a living avatar of Menoth's wrath and a protector of his faithful. As a bonus action, you gain the following benefits for 1 minute:

- Creatures within 30 feet of you cannot have their souls claimed except by a reclaimer.
- When a hostile creature starts its turn within 30 feet of you, it takes 10 radiant damage.
- You and friendly creatures within 30 feet of you can move through other creatures and objects as if they were difficult terrain. A creature takes 5 (1d10) force damage if it ends its turn inside an object.
- When a friendly creature starts its turn within 30 feet of you, it gains 10 temporary hit points.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

## NEW SPELLS

### ASHES OF URCAEN

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, R

**Duration:** Concentration, up to 1 minute

You create a 10-foot-radius sphere of fire and ash centered on a willing creature within range. The sphere spreads around corners and is lightly obscured. Creatures other than the target creature in this sphere without immunity to fire damage make attacks with disadvantage. A creature other than the target creature that starts its turn in the sphere takes fire damage equal to half your paladin level, rounded down.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the radius of the sphere increases by 20 feet for each slot level above 4th.

### GLIMPSE OF FATE

*5th-level divination*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, R

**Duration:** 10 minutes

You offer a friendly creature within range a glimpse of future events whispered to you by the spirits you have helped shepherd. For the spell's duration, the target can reroll any skill, attack, or damage roll, and must use the second result. If the reroll's result is lower than the initial roll, the spell ends unless you make a successful Concentration save. The DC of the save starts at 10 and increases by +1 each time you are forced to make this save.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the duration of the spell increases by 10 minutes for each slot level above 5th.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

#### OATH OF THE RECLAIMER SPELLS

Paladin Level	Spells
3rd	<i>bane, fog cloud</i>
5th	<i>ashes to ashes, heat metal</i>
9th	<i>banishing ward, protection from energy</i>
13th	<i>ashes of Urcaen, divination</i>
17th	<i>glimpse of fate, hallow</i>

# EQUIPMENT

The tools used by the reclaimers are not just simple equipment but also symbols of their office and authority. Those who dare to take up these instruments without having gone through the oaths of the Reclaimant Order put their lives in peril, for they are often the next individual to have their name whispered into the ears of a reclaimer for summary execution.

## ARMOR

Reclaimer armor is most often a breastplate or half-plate suit worn with the order's priestly vestments. Reclaimer armor is anointed with sacred oils and inscribed with passages from the Canon of the True Law.

## WEAPONS

Reclaimers train to battle with various weapons, but the Reclaimant Torch that they carry is doubtless the most well-known of their arsenal. Some reclaimers carry weapons similar to the purifiers carried by the Flameguard Cleansers, and a rare few go to battle with a Reclaimant Censer.

**Reclaimant Censer.** This censer, used by reclaimers during funerary rites, is sometimes also used as a weapon. Incense scattered on the smoldering coals within produces thick clouds of aromatic smoke—including certain concoctions known to blister the lungs of those who inhale it.

While this weapon contains incense and is lit, a creature hit with it that does not have breathing protection must make a DC 12 Constitution saving throw or take 1d8 poison damage on a failed save.

The censer can contain enough coal and incense for 10 minutes of use. Replacing the incense and coal costs 10 gp.

**Reclaimant Torch.** A long brass-and-steel torch fueled by a tank of Menoth's Fury, the torch ends in a blazing, mace-like head capable of delivering bone-crushing blows. The fuel tank is generally strapped to the wielder's waist. Reclaimers use these weapons to execute their duties, such as purifying the bodies of the faithful and striking down those who would defile the souls of Menites.

While this weapon is fueled and ignited, it deals its normal damage. While ignited, on a hit, the target takes 1d4 fire

damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

The tank holds enough fuel for 45 minutes of use. Replacement tanks cost 10 gp. If it runs out of fuel or is not ignited, it is treated as a simple club.

Replacing the fuel tank takes an action.

**Grave Marker.** These are plain black rod-iron menofixes placed by reclaimers to mark the passing of the faithful. By tradition, a devout Menite will never willfully move a placed grave marker.

**Reclaimant's Iron Mask.** The members of the Reclaimant Order wear these iron half-masks their every waking hour. The heavy and uncomfortable masks integrate an air filtration system that protects the wearer from the thick smoke that often accompanies the execution of his office.

A Reclaimant's iron mask also functions as a gas mask.

Replacement filters for an iron mask cost 5 gp and provide enough protection for six hours of exposure to caustic gasses and other undesirable particles the wearer might breathe in.



### MARTIAL WEAPONS

Name	Cost	Damage	Weight	Properties
Reclaimant Censer	15 gp	1d6 bludgeoning	3 lb.	Reach, special
Reclaimant Torch	30 gp	1d6 fire	5 lb.	Reach, special

### ADVENTURING GEAR

Item	Cost	Weight
Grave Marker	1 gp	1 lb.
Reclaimant's Iron Mask	30 gp	1 lb.

# NPC STATISTICS



## RECLAIMER GATEKEEPER

Since the dawn of the Protectorate, reclaimers have followed the hierarch's armies to ease the transition of death for the chosen, sending the souls of the fallen to the afterlife. In remembrance of the reclaimers' sanctified duty, the souls of the faithful whisper threads of divine prophecy and cloak their mortal forms from the enemy amid a haze of spiritual light.

### RECLAIMER GATEKEEPER

Medium humanoid (human), Any Lawful Alignment

**Armor Class** 15 (half plate)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	14 (+2)	11 (+0)	14 (+2)	14 (+2)

**Skills** Insight +4, Intimidation +4

**Senses** passive Perception 12

**Languages** any one language (usually Sulese)

**Challenge** 1 (200 XP)

**Aura of Ash.** The reclaimer and creatures within 10 feet of it are always considered lightly obscured. A creature without immunity to fire damage within 10 feet of it has disadvantage on attack rolls while in the aura, and that creature takes 2 fire damage if it starts its turn there.

**Divine Smite.** As a bonus action, the reclaimer can expend a spell slot to cause its melee weapon attacks to magically deal an extra 9 (2d8) radiant damage to a target on a hit. This benefit

lasts until the end of the turn. If the reclaimer expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st. The damage increases by 1d8 if the target is an infernal or undead.

**Free Spirit.** As a bonus action, the reclaimer can release one of the souls it carries to immediately regain one expended spell slot.

**Spellcasting.** The reclaimer is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *bane*, *divine favor*, *shield of faith*

### ACTIONS

**Torch.** Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 4 (1d6 + 1) fire damage, and the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its Action to make a DC 10 Dexterity check to extinguish the flames.

### REACTIONS

**Soul Keeper.** The reclaimer collects the soul of a friendly humanoid that dies within 30 feet of it. The reclaimer can carry up to 2 souls.

# THE HAND OF SILENCE

The Hand of Silence rides alongside the armies of the Great Crusade, but Menoth's will sets his path. On his steed, the warhorse Alban, he thunders over the battlefield, directing the spirits of the faithful to their place in the City of Man. As a widely recognized member of the Reclaimant Order, he stands ready to scorch unbelievers or strike them down with his weapon, Usher. The Hand of Silence cares little for the fate of these misguided souls.

## THE HAND OF SILENCE

Medium Humanoid (human), Lawful Evil

**Armor Class** 20 (heavy reclaimer armor)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

**Saving Throws** Wis +5, Cha +6

**Skills** Athletics +7, Insight +5, Intimidation +6

**Damage Resistances** fire

**Senses** passive Perception 12

**Languages** Sulese

**Challenge** 7 (2,900 XP)

**Aura of Ash.** The Hand of Silence and creatures within 10 feet of it are always considered lightly obscured. A creature without immunity to fire damage within 10 feet of it has disadvantage on attack rolls while in the aura, and that creature takes 5 fire damage if it starts its turn there.

**Divine Smite.** As a bonus action, the Hand of Silence can expend a spell slot to cause its melee weapon attacks to magically deal an extra 9 (2d8) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Hand of Silence expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st. The damage increases by 1d8 if the target is an infernal or undead.

**Free Spirit.** As a bonus action, the Hand of Silence can release

one of the souls it carries to immediately gain one of the following benefits:

The Hand of Silence regains an expended spell slot.

If the Hand of Silence takes the attack action during the turn it releases the soul, it makes an additional attack.

**Soul Ward.** Hostile creatures within 60 feet of the Hand of Silence can't collect souls from friendly creatures.

**Spellcasting.** The Hand of Silence is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *bane*, *compelled duel*, *fog cloud*, *wrathful smite*

2nd level (3 slots): *ashes to ashes*, *darkness*, *find steed*, *magic weapon*

3rd level (3 slots): *banishing ward*, *crusader's mantle*

4th level (3 slots): *ashes of Urcaen*, *death ward*

5th level (2 slots): *glimpse of fate*

### ACTIONS

**Multiattack.** The Hand of Silence attacks twice with Usher or his flamethrower.

**Usher.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

**Flamethrower.** The Hand of Silence shoots fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

**Reactions**

**Soul Keeper.** The Hand of Silence collects the soul of a friendly humanoid that dies within 30 feet of it. The Hand of Silence can carry up to 3 souls.

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