“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. The second installment examines seas, ports, and sailors found in the frozen coastal waters of Khador.
**RED SEAS**

Horse and steam have traditionally dominated the vast lands of Khador, but the seas have also been important in its history. The northern ports are often inaccessible for part of the year due to icy seas and difficult weather, but sea trade is essential to the economy of the kingdom. Piracy and privateering are most often funded by the kayazy, and a letter of marque in one port can easily become a death sentence in another. Many of Khador’s pirates seek employment in kingdoms with lenient policies toward the act of piracy, and so these hearty men and women can be found aboard pirate ships all across the seas of western Immoren. Even when a blind eye is turned to the practice of piracy, the paths that draw men and women to it can lead to far worse punishments. Many pirates are deserters from the Winter Guard or Khadoran Navy. When a Khadoran pirate ship is taken by a naval patrol, many of these deserters would rather jump ship and risk death than be taken as an enemy of the state and chained to a fellblade to join the ranks of the maddened doom reavers.

Khador’s bratya gangs have risen to power on the seas as well as the land, and many have struck out on successful pirating ventures. Bratyas are more formidable prowling city streets than on the decks of ships, but a portion of their numbers have served tours as sailors or on the docks. Dockside work is quite profitable for the gangsters, and some have decided to expand their operations to the seas—and their lucrative shipping lanes.

Organization among these nautical gangsters is loose at best, and internal power struggles sometimes lead to battles between the rival ships of a gang, but for the most part they work together, plundering the shipping lanes of Khador and occasionally other nations. This has led to increased tensions between Ord and Khador, already a strained relationship at best. This tension extends beyond the criminal underground and into the official Khadoran Navy. Often, Khadoran privateers will strike at Ordic ships because they are supposedly trespassing in Khadoran waters, when in reality they are far from any boundary. The navy has become so notorious for this that Ordic nobles have begun to clamor for political action, but so far the Bandit King has refused to act openly on the matter, preferring to handle the situation with his own privateers.

Further adding to tensions, the differences in climate have meant an asymmetry of power between Khador and her more southerly neighbors. The rough, cold seas of Khador breed strong sailors but have presented severe challenges to Khador’s ships for centuries. The Khadoran Navy has lagged somewhat behind its neighbors in terms of technological advancement. Since the devastation by Cryx of Khador’s fleets at Port Vladovar, however, Khador has begun to catch up. Now the navy works tirelessly to modernize as it replaces its lost ships, adding steam-and-sail hybrids and ironhulls to its fleet.

The private vessels of the north remain outdated compared with those of Ord or Cygnar, but it is a serious mistake to underestimate the sea-power of this hardy northern people. Those willing to brave the unquestionably dangerous northern seas are made of sterner stuff than their southern counterparts, and those who make their livings on the frozen seas are some of the fiercest and deadliest sailors in western Immoren.

**KHADORAN PORTS**

**OHK**

Ohk is one of the busiest port cities in all of Khador. The city is strong not only as a shipping port but politically as well. Between the nobility of Khador gathering in Ohk frequently and the Greylords Covenant maintaining one of their largest schools within the city walls, Ohk is a bustling hub of activity nearly all the time.

Originally founded by northern tribes as a southern refuge from the horrible weather, Ohk’s walls would keep the hostile environment at bay until they could return to their ancestral homes. As the years progressed, Ohk became the traditional nobles’ hideaway, and their wealth and influence transformed the backwater burg into a powerful center of trade and political import.

Today Ohk is massive. Incredible walls twelve feet thick and forty feet high surround it. Enormous longhouses carved from the trees of the Scarsfell dominate the city, as do gigantic sheltered port docks where even the largest ships can berth during foul weather.

While much of the inland city has developed to accommodate the tastes of visiting nobles, the city is still a welcome home to many sailors and sea dogs. The waterfront is a jumble of drinking houses and gambling dens that keep the unwashed sailors from wandering too far into the city where they might upset the delicate sensibilities of the nobles.

While Winter Guard patrols keep the peace in most of the city, the docks have their own stewards. Marines from Ohk’s merchant guilds act as a security force among the crews visiting the city. Since these guilds are responsible for the purchase of goods most ships wish to offload in Ohk, savvy crews remain on their best behavior to avoid running afoul of the men and women in control of the purse strings. If the merchant guilds catch word of crews causing too much trouble in Ohk, they have their own means of retaliation. Ships that carry troublesome crews are hit with steep trade penalties that cut deep into their profit margins, and for major offenses, they are refused the right to buy or sell goods in the city.

**SERVICES**

Ohk is an ideal city for merchant crews. This port is connected to other major cities by the Iron Highway and is home to a large fleet of trade ships that transport goods to countless inland communities and along Khador’s coast. Competing merchant guilds keep prices slightly above normal, drawing a large number of vessels—Khadoran and non-Khadoran alike—to Ohk.
LOCALES

The Docks: The Ohk docks are a sprawling complex of businesses that cater to the needs of sailing crews, including shipwrights, taverns, boarding houses, suppliers, and merchant guilds. Nearly every need a crew might have can be fulfilled in Ohk.

Noble Quarter: This district is home to nobles and kayazy alike, though the two classes tend not to mix; it is a case, like in much of Khador, of the nobility’s ingrained sense of entitlement versus the kayazy’s barely masked contempt for those of higher station.

Indeed, weathervanes of gold adorn several spires as a true symbol of elitism in Ohk—and a constant worry for the watch, being such a tempting score for would-be thieves. Two gates allow admittance to the Noble Quarter—the Gold Gate and the drawbridge-like Maghsgat Bridge, the latter a lowered massive section of wall suspended over the deep Khevriev Channel.

INDIVIDUALS

Marusia Kachikova: It is no secret that Viscountess Marusia Kachikova is a distant cousin of Empress Ayn Vanar. She is a tall, beautiful woman with pale skin, intense violet eyes, and features much like her cousin in almost every respect. She is the count’s primary advisor and lover, and he constantly lavishes her with jewels and gifts. In turn, she gives the count instructions on how he should proceed with the governance of the city, advocating for brute force if necessary.

Kommander Budimir Nadmienovich: An aging, rail-thin man, Nadmienovich often frequents the docks and cuts a striking figure in his fitted uniform and black boots. The kommander has held his position for several years and takes pride in the city’s progress. In his younger years, Nadmienovich would have loved frontline duty, but he now feels he can best serve the Motherland by making sure Ohk’s shipping lanes on both land and sea remain in working order.

He has secret aspirations to join the Khadoran High Kommando in Korsk, but he is too proud to voice this openly.

Count Ubisch Oblezov: The count is a pale, lanky man with darting eyes and a nervous demeanor. He came to power after all his other eligible relatives died, and he does not appear to be very well-liked by his people. Still, the count clings to his power with deadly tenacity. He trusts no one save his lover Marusia, and he suspects that the city will one day be taken from him by force or betrayal.

As a result, Count Oblezov has spies everywhere. He has been known to pay a bounty on anyone who would conspire against him. Indeed, it is a testament to the city’s underlying greed that he has uncovered at least nine assassination attempts and has managed somehow to foil them all.
PORT VLAIDOVAR

From its dozens of tremendous cannons overlooking the Kulvorn Bay to the massive colossal standing immobile looking out to sea, Port Vladovar is redolent of Khadoran military might. Much of this display is scar tissue, built up in response to the devastating Cryxian attack on Port Vladovar less than two years ago. When the Cryxians attacked, they did significant damage and crippled the Khadoran fleet there, an outcome the Khadoran government has been quick to rectify. The reconstruction of the ships and town have transformed Vladovar into a stronghold of Khadoran might.

The bulk of the Khadoran Navy drills at Port Vladovar constantly, and the Winter Guard’s permanent garrison means that the streets are well patrolled. It is a dangerous place for those operating outside the law, but there are always shadows in which to do business, and the right letter from a kayazy can turn an illegal pirate into a legal privateer. For those well connected with the navy, the port offers abundant arms, armor, and supplies. The local bratyas are another means of acquiring quality weapons and armor; the gangs of Port Vladovar fill the coffers of guards there with bribes to gain access to military storehouses. Thanks to this illicit trade, a black market large enough to rival the one in Five Fingers now thrives in the port.

Port Vladovar has a heavy whaling industry. One whole section of the farthest end of the docks is dedicated to the processing of whale meat and oil. This thriving industry breeds fierce competition among the many companies and individual contractors working around the clock to bring in product. Criminal elements from the nearby Ordic port of Five Fingers have attempted to expand into the industry for some time, but the local bratyas and military presence have kept these intrusions to a minimum.

SERVICES

As a major naval base, Port Vladovar has a bustling trade in military goods. Many soldiers supplement their own kit with tools and weapons from the markets, and it is not uncommon to find high-grade soldier’s equipment sold in a desperate or drunken moment of shore leave. Of course, all the other delights of shore leave have sprung up here as well, and bars and brothels run the gamut from holes in the wall with watery grog to exclusive officers’ clubs where political deals change the course of war. Monster hunters can find plentiful supplies for their expeditions, thanks to the port’s booming whaling industry. Quality goods are easy to find, but rising profits have driven prices higher than average.

LOCALES

The Colossal: The most striking feature of Port Vladovar is assuredly the immobile colossal standing watch over the harbor. A relic from the Orgoth wars, it has not moved since the day the conquerors were repelled. Superstitious locals believe that it protects the port still, and local sailors can be seen tipping their hats to it on entering the harbor. More immediate protection comes from the battery of massive cannons set up on a complex rail system around the bay, so that they may be moved to any position for covering fire.

The Drowned Dog: This building is a bar in the basement of a shipwright’s store at the southern end of the docks. Due to its placement, it is actually below the waterline, and a ship’s bilge pump built into the bar is the only thing that keeps the place from being knee deep in water. It is a favorite meeting place for expatriates from Ord, and it is often used as neutral ground for meetings with merchants from Five Fingers.
INDIVIDUALS

Sansa Petryv: Sansa runs a pub on the waterfront named The Broken Leg. An attractive woman, gone slightly hard with age and wind, she has an uncanny knowledge of what goes on in the underground of Port Vladovar, due to a network of informants she has built among the bar patrons in the relatively small community. Her sympathetic demeanor hides a mind for business as sharp as the biting northern wind, and she makes at least as much selling information as she does selling rum.

The Tidehunter Kriel: This group of trollkin based mostly out of Port Vladovar pursues whaling as an almost religious practice, acting as independent whalers for the larger whaling fleets of Port Vladovar. They are led by Cheluk Burrfist, a massive trollkin covered in crimson tattoos that speak to his prowess as a hunter. He is using the profits from his ventures to amass a growing fleet of vessels with which these whale-hunting trollkin may become a significant economic force.

SKROVENBERG, THE ANCIENT PORT

Skrovenberg is one of the oldest port cities in Khador, nestled within what many see as an unassuming bay leading out to the Khardic Sea. The bay, however, is rich with sea life and supports a thriving fishing industry. Oysters are especially sought after not only for their meat but also for the pearls growing within them.

Skrovenberg has been burnt to the ground twice, during both the Orgoth Occupation and the Scourge. As a result, this port city has become less important over the years, as other ports such as Ohk and Port Vladovar have gained prominence. That said, Skrovenberg has reinvented itself as its importance as a port has declined. Now Skrovenberg is a highly respected center for learning, growing in a new and distinct direction. While some ships still participate in the city’s moderate trading and whaling industries, most vessels operating in Skrovenberg are either there for the fishing industry or now carry a different kind of cargo altogether: traveling scholars and materials to expand the growing Skrovenberg Kollegii. As the Kollegii grows and expands, some small criminal elements are starting to take root in the Ancient Port. Smugglers are bringing in heavily restricted or illegal items for academics and their research. Materials from Zu as well as a few small Orgoth artifacts have made their way into the halls of the Kollegii. The Greylords Covenant is just now starting to learn of these smuggling efforts and will no doubt begin cracking down on them; however, there are opportunities for entrepreneurial characters who are looking to make a fortune and a name for themselves in pirating and smuggling of restricted goods.

SERVICES

The Kollegii: Skrovenberg is also a fantastic source of information. Thanks to the Kollegii in the Ancient Port, those with sufficient funds can find answers to whatever questions they might have. The university contains records of historical journeys, rutters, and maps that can provide essential navigational information. Crews hoping to find the history of a particular region, or to have the background of a place, person, or object researched, can usually get what they need in Skrovenberg.

Port Facilities: Skrovenberg has modest port facilities due to its transformation into a city of learning, but there are still reasons for ships and travelers to make port. The city is bisected by the mouth of the Lothpool River and as such forms a deep and protected cover from the Khardic Sea. Vessels often shelter there from storms or to affect repairs.

LOCALES

Hizov mok Ryva, “Morrow’s Port in Any Storm”: On the coastal shore where a small Menite temple once stood now looms a massive sanctuary. Unmistakably Morrowan, the building is decorated in several gold and silver raddiances and bears a human-sized marble statue of the “Kovnika Katrene,” a faceless feminine knight icon said to ward away enemies of the faithful. Posadnik Meshik had the former temple demolished and spent nearly three seasons’ taxes on the Hizov mok Ryva to impress then Queen Vanar. Empress Ayn’s apparent refusal to visit this temple has sent the posadnik scrambling to secure holy Morrowan relics to tempt the empress to visit. This has increased the number of Morrowan pilgrims to the temple, as well as aspiring thieves of holy artifacts.

Nine Boards: The Nine Boards consist of nine towering red-and-white buildings standing side by side. Each building houses part of the Skrovenberg Kollegii, and it is here that the city’s renowned schools of learning educate the masses. The schools are: Foreign Affairs, War, Admiralty, Revenues, Justice, Commerce, Mining, Estates, and Expenses. A tenth building is currently under construction to house the center for mathematics, which currently meets in Master Vilimovich’s home.

Critics whisper that the High Kommand’s true opinion of education is indicated by the proximity of the school to the capital. To back up their claims, they point out that the Khadoran Institute of Engineering is located in Korsk.

INDIVIDUALS

Posadnik Dmitri Meshik: The local authority in Skrovenberg, Posadnik Meshik was a kommander with a grand service record who retired after suffering a respiratory ailment that continues to this day. He endures painful shortness of breath if he does not take periodic treatment. Despite his role as a political head and his convalescence, Meshik is fond of drink and women, but the handsome and stately man does a respectable job of keeping his vices from leading to public embarrassment. Meshik’s policies toward the citizens are lenient, and he leaves law enforcement up to the much sterner Kaptain Dereiv of the port’s Winter Guard garrison, but he is much less accepting with foreigners.
**THELBORN**

Thelborn is a rocky island off the northwestern coast of Khador, the largest in an archipelago and the only inhabited island among them. It is a barren place and would also be uninhabited but for the fact that it has become a major staging point for whalers in the northern seas. Inland, glaciers provide ice for the shipping of whale meat as far south as Five Fingers, and the several villages of stilt shacks that dot the northeastern shore reek of whaleflesh.

The desolation, however, is attractive to those who want to avoid the eyes of government, and Thelborn has become a pirates’ haven. The glacier-carved interior offers prolific hiding places for criminals, or sometimes the treasures they have left behind, and the frequent legitimate shipping traffic makes it relatively simple to move more questionable cargo.

**SERVICES**

**Ship Repair:** Thelborn is not a port of pleasure. It is populated primarily by hard-bitten whalers passing through on business, and the local culture reflects that. Shipwrights and coopers are abundant, and repairs can be made to ships and equipment, but the few taverns are less places of entertainment and more spots for sullen sailors to complain about the icy wind.

**Whaling Shipments:** One feature of note to aspiring smugglers is the preponderance of shipments of whale oil and meat from Thelborn. Massive shipments arrive and leave every day, and it is very easy for less legal goods to get lost in the shuffle since few members of the Winter Guard are willing to dig through whalemeat to look for contraband.

**LOCALES**

**The Teeth:** To the northeast of the main island are two rocky crags jutting almost vertically out of the perpetually rough seas, called simply “The Teeth” by the locals. The water around them is too shallow for anything larger than a small boat to navigate without grounding on the sharp rocks, and there are no easy places to go ashore; however, if one does manage to get onto the near-vertical wedges of land, they are riddled with crevasses and caverns in which might be hidden anything up to the size of a large wagon. There are at least as many tales in Thelborn about what is hidden here as there are holes in The Teeth.

**INDIVIDUALS**

**Darr Belaith:** Darr is a tall, thin man, always dressed in clothes that would be decadent were they not so shabby. He is a premier manufacturer of barrels for shipping on the island, but he has little interest in this business. It is an open secret in the criminal underground that years ago Darr stole some number of military artifacts from the Khardin...
government, then escaped to Thelborn. He is extremely paranoid about revealing the nature of the goods, and as a result has been unable to find a buyer. He is extremely bitter about his situation, feeling as though he is stuck in this wasteland trying to sell something he can’t find a fence for.

Vra Tzlorkin: Vra is captain of the Queen’s Respite, a whaling vessel based out of Thelborn. It is rumored that he was once a member of the Royal Navy, forced out for unknown reasons. This story is supported by the fact that asking him about it has led to more than one death. He regularly transports goods down the coast to various ports, but it’s widely known that he often carries contraband of all sorts. He has a reputation for getting anything to anywhere, no questions asked, so long as it doesn’t have to smell good when it gets there.

SPECIAL
The waters along the northern edge of the large island, especially around The Teeth, are shallow and rocky, and anyone trying to pilot a ship there must make a Sailing skill roll against a target number of 14. Failure to do so causes the vessel to be grounded and suffer a POW 14 damage roll. Smaller crafts can be navigated in the shallows without a roll.

ULDENFROST
Uldenfrost is the northernmost settlement of any size in Khador, and as such is home to a peculiar and rough breed of people. Initially a trapping post, it developed into a fortified town after conflicts with Nyss made this necessary. The major trade here is in animal pelts, and the town smells strongly of the tanneries that dot it. The walls of the town are famous for their fine woodwork, which use ship joinery techniques in their construction, making them as beautiful as they are practical.

The modest port at Uldenfrost is not accessible in the coldest months of winter. Coastal ice prevents ships without ice-cutting hulls from approaching closer than a hundred yards of shore. Ships that fail to escape Uldenfrost before the winter freeze are effectively trapped to bear out the winter.

SERVICES
Uldenfrost has little to recommend it unless your business is furs or trapping. It is the major point of contact for many in those industries though, and there is no better place to find hunters or backwoods trackers. Many trappers who spend much of the year away from civilization come here to meet, do business, and relax. Thus the bars are often places where business can turn into a brawl or sometimes vice-versa. A few loose associations of trappers have annual meetings at Uldenfrost during the first thaws, and the settlement can be a good place to make far-reaching connections at that time, especially bridging the businesses of land and sea.

LOCALES
Trapper’s Field: On the eastern edge of town, outside the wooden palisade that surrounds it, is a large clearing known to locals as Trapper’s Field. It is the traditional gathering place for the organized gatherings of trappers from around northern Khador. Because of this, it has gathered something of a reputation for being neutral ground, and often locals will gather there informally to settle disputes, either by negotiation or duel.

INDIVIDUALS
Posadnik Barak Afonos: An extensive traveler since leaving his small village at fifteen, Afonos held many vocations before managing a fur trade venture brought him to Uldenfrost, where he now controls the town council. He is forceful and frequently butts heads with the Great Prince of Vardenska in matters of trade.

Svad Tzskpep: Tzskpep is a fur trapper of some renown in the bleak northern reaches. He is not powerful enough to have any political power outside of the immediate area, but he is seen as the unofficial organizer of the annual trapper’s meet, and thus the center of a network of information about the wilds that would be useful to any traveler; however, he is a gruff man with no interest in politics, so he rarely uses this leverage.

THE NORTHERN SEAS
The cold northern seas along Khador’s coast, the Khardic Sea and the Windless Waste, make up almost half of the coastline on the shores of western Immoren. Starting at the southern border of Ord and stretching up through Khador and beyond into the frozen north, the northern seas are some of the most inhospitable in Immoren. Though the Windless Waste is technically a part of the greater Khardic Sea, northern sailors regard it as its own separate sea. Old salts who sail the northern seas are respected throughout western Immoren, for they sail dangerous waters. In spring and summer, floes of sea ice broken from ice shelves in

SCUTTLEBUTT: WIND WATCHER
The Teeth are a source of many rumors, but one of the most persistent is that of a figure seen at the mouth of one of the uppermost caverns in the western island. Usually spotted at dusk, the figure is of indeterminate gender, and always appears to be standing stoically, never hailing for rescue. Some believe it is a hermit of some religious order, such as a blackclad who watches over the islands, but others claim that it is a supernatural guardian of some treasure, as it is nearly as impossible to get food to that spot and nothing grows on The Teeth.
the north create hazardous sailing. In winter, ships are in danger of becoming locked in the ice in the farther north of the Windless Waste. Year round, the water remains cold enough to kill in minutes a sailor who falls overboard, and cold storms blow unpredictably, turning the deck into a hazardous and icy surface.

THE WINDLESS WASTE
The Windless Waste is a small, least-explored area of the Khadoran Empire. Stretching from Severed Reach in the south to the tip of Vardenska in the north, the Windless Waste is sheltered from northerly wind currents by the island Thelborn. Without warning, the entire stretch can become becalmed for days at a time. Before the advent of steam engines, ships in the Windless Waste could become stranded with empty sails, leaving the crews aboard to starve to death—if they didn’t freeze to death first.

The Khadoran Empire occasionally patrols this area while encouraging commerce to and from their northernmost city and trade post of Uldenfrost. Much more common are brave whaler crews from Thelborn, who hunt pods of great grey whales for meat and oil. The water here is treacherous, as small glaciers and ice floes are common. Ships without specialized equipment for dealing with ice and winter weather run the danger of cracking their hulls. Even well-prepared ships can find themselves overcome by the extreme climate. Every year, Uldenfrost finds a few ships near its ports that either have a completely frozen crew who were unprepared for the cold or a completely derelict ship with no signs of life. These derelicts are treated as unexpected resources and brought into port by shipbreaker teams. Any useful materials are confiscated by Posadnik Barak Afonos, and the ships are then appropriated by Uldenfrost’s sailors or broken down for scrap.

HELVONGEN BAY
Helvongen Bay is relatively safe sailing compared to the rest of the Windless Waste. Three major rivers, the Helvongen, Irkes, and Falconstream, all lead deep inland to the Scarsfell Forest. In spring and summer, these rivers are navigable by ships with shallow draft. Timber crews along the rivers ship their goods downriver for transport to southern cities like Ohk, Skrovenberg, and Port Vladovar, though Khadoran sailors often can purchase timber at a discount by sailing to the loggers’ riverside communities.

Some crews use the rivers to trade with the smaller towns and outposts in the forest; however, smaller ships navigate these rivers more easily than larger ones, since these rivers freeze up frequently. Ships on the rivers must also be wary of the wild creatures that wander the Scarsfell. Widow bears, winter argus, grolars, and even the occasional frost drake call the region home, and the blackclad druids take a dim view of intruders in the deep forest. Still, for those willing to undertake the risks, the rewards of trade can be considerable, as there is no shortage of lumber, animal pelts, and fishing, all of which can provide supplies and income for the crew.

THE KHARDIC SEA
The Khardic Sea stretches south of the Windless Waste down to the Ordic border, where it meets the Sea of a Thousand Souls. As with most of the north, this area’s climate is cold, although nowhere near as bitter as the Windless Waste. Frostbite and exhaustion from the cold weather is still common enough in autumn and winter that crews need to be prepared for winter’s wrath. The Khadoran Navy’s fleet of ships actively patrols the Khardic Sea, attempting to keep their waters safe from intruders. For the large part, they are successful in keeping the Khardic Sea free of pirates and enemy fleets, but that is not always the case. Most notable was the Cryxian raid under the ghost ship Atramentous that sacked Port Vladovar in 606 AR.

However, since Cryx sacked the port two years ago, it is now more common for smaller vessels to avoid patrols as Khador is rebuilding a portion of their fleet. Trade from Ohk, Skrovenberg, and Port Vladovar provide opportunities for honest traders as well as breaks for privateers and pirates hoping to make a quick score or disrupt trade for the Khadoran Empire.

THE SEVERED REACH
The Severed Reach is one of the primary bays that Khador uses to conduct trade from the rest of western Immoren, through the city of Ohk and upriver to Cherov-On-Dron and eventually Porsk and Skirov. This narrow bay meets with the Bitterrock River, allowing trade through central Khador. Larger ships cannot sail the Bitterrock, as the river becomes too shallow for their deeper drafts; however, smaller ships can navigate it safely to transport their cargo inland. Much of the trade that comes down the Bitterrock is whale meat, whale oil, and dried fish, primary industries for much of the Khadoran coast. Imports from other cities and nations, however, are in high demand, providing many options for ambitious merchants and traders.

KULVORN BAY
Kulvorn Bay is the home to Port Vladovar, home to the Khadoran Navy, and one of Khador’s hubs of trade and commerce on the Meredius. The bay itself is well defended between Khador’s fleet of warships and the Winter Guard battalions stationed at the port and Borstov Landing on the opposite side of the bay. As a result of the devastation wreaked by Cryxian pirates and the damage dealt to Khador’s fleet, Port Vladovar and to a lesser extent Kulvorn Bay are under heavy reconstruction at all hours in an effort to both rebuild and refortify the city while also rebuilding the damaged Khadoran Naval Fleet. Even now, the port city is seeing an expansion as the rebuilding is commencing. Creative engineers are looking at ways to further arm and fortify the walls of the bay, and it is not uncommon to see floating structures or scaffolding attached to one of the many bay cliffs. The wharfs, docks, and marinas of Kulvorn Bay are all slowly being modified to help Khador defend its borders from another maritime invasion.
NORTHERN SEAS WEATHER

The greatest danger most sailors face is harsh and unpredictable weather. On the northern seas in particular, freezing winds and ice floes present real danger to incautious crews during the winter months.

The following allows the Game Master to generate weather conditions for characters sailing in the northern seas during their adventures. For most travel, a single roll per week of journey should suffice. Unless otherwise stated, the effects of a roll persist until another roll is made.

<table>
<thead>
<tr>
<th>2D6 Roll</th>
<th>Weather</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>No effect</td>
</tr>
<tr>
<td>3</td>
<td>Sleet</td>
</tr>
<tr>
<td>4-5</td>
<td>Freezing Fog</td>
</tr>
<tr>
<td>6-7</td>
<td>Rime</td>
</tr>
<tr>
<td>8-9</td>
<td>Ice Floe</td>
</tr>
<tr>
<td>10-11</td>
<td>Howling Winds/Bora</td>
</tr>
<tr>
<td>12</td>
<td>Marine Snowstorm</td>
</tr>
</tbody>
</table>

Freezing Fog: Lasts for d3 days. A chilling fog blankets the ocean, reducing visibility and making sailing at speed risky. It is difficult to see anything beyond 30 feet, and characters in the fog gain stealth and concealment. Increase the difficulty of Navigation rolls by +2.

Howling Winds: Last for d3+3 hours. Also known as a bora, gale force winds blow across the ocean, which skilled crews can exploit to their own advantage. All characters on deck gain +2 DEF against ranged and magic attacks. The target number of all Sailing rolls increases by +2, and all ships equipped with sails gain +2 SPD.

Ice Floe: Chunks of free-floating ice create hazardous conditions. Unless the ship is equipped with the equipment required to break ice, on a Sailing skill roll of 8 or lower the vessel strikes a chunk of ice and suffers a POW 14 damage roll.

Marine Snowstorm: Lasts for d3 days. Heavy snows and strong winds descend on the sea. During a snowstorm, all characters gain concealment. Characters suffer a −2 penalty to all Sailing and Navigation skill rolls during the snowstorm. Additionally, a character without appropriate protection against the cold like a great coat, furs, or other clothing suffers 1 damage point for each hour he spends on deck. This damage is considered cold damage, and characters with an ARM bonus against cold or Immunity: Cold are not affected.

Rime: A thin layer of ice covers all surfaces of the ship. The deck and exposed surfaces of a ship affected by Rime is treated as rough terrain and the target number of all AGL rolls to maneuver while on deck increase by +2 and any character that is pushed or slammed moves an additional 3.”

Sleet: Lasts for d3+3 hours. Freezing rain falls on the ship, making the surfaces more treacherous. The target number of all AGL rolls to maneuver on deck increase by +1, and any character that is pushed or slammed moves an additional 1.”

PIRATE CAREER OPTIONS

New careers 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 his character meets the requirements for.

ANGLER (Bounty Hunter/Ranger)

Specializing in hunting, capturing, and killing some of the largest and most dangerous creatures in the Meredius, the talents of a skilled angler in a crew are worth their weight in gold. Used by whaling vessels, anglers sometimes also accompany pirate crews. Their expertise in dealing with dangerous sea life makes them a welcome addition to nearly any ship. Considered the seagoing counterparts to the rangers and monster hunters of the land, anglers are often highly sought after by ship captains and officers, selling their services to the vessel that can provide the newest hunting challenge and the best coin. An experienced angler has honed his craft over years of sailing the most dangerous waters of the Meredius. Their accumulated knowledge allows them to keep their fellow crewmen safe when a monstrous denizen of the deep accosts the ship.

Only a character who begins the game with the Bounty Hunter and Ranger careers can be an Angler.

A character taking this option:

- Begins the game with the Fisherman and Sea Hunter abilities and either Weapon Specialization (harpoon gun) or Weapon Specialization (bomb lance) but does not start with the Binding and Pathfinder abilities.
- Begins the game with Swimming 2 but does not begin with Sneak 1 or Intimidation 1.
- Begins the game with a harpoon gun with 12 harpoons or a bomb lance with 8 bombs and 45 gc.
ICE MASTER (RANGER)
The role of the ice master is to guide a ship through the most treacherous conditions on the Meredius. His specialized knowledge of the frozen conditions that can descend upon Khador’s glacial seas is the difference between life and death, and no men in the Imperial Navy possess such a deep understanding of navigating the ice floes, glaciers, séracs and polynias of the northern seas. A captain who sets sail in the northern seas without an ice master aboard invites a slow death aboard a ship locked in the ice.

Only a character who begins the game with the Ranger career can be an Ice Master.

A character taking this option:
• Starts the game with the Break the Ice, Of the North, and Specialization (ice axe) and abilities but does not start with the Camouflage ability.
• Starts the game with Sailing 1 but does not begin with Sneak 1.
• Begins with an ice axe, scattergun with ten shots, and winter guard armor or a winter cloak.

NEW ABILITIES

BREAK THE ICE
Prerequisite: Survival 1
Provided the character acts as navigator, a ship this character serves on can always move at least half its speed through icy seas.

Additionally, any time a roll is made on the Northern Seas Weather table, the character can spend 1 feat point to reroll the roll.

FISHERMAN
Prerequisite: Survival 2
An Angler gains +3 to Lore (extraordinary zoology) and Tracking rolls against natural sea creatures.

OF THE NORTH
Prerequisite: None
The character can reroll failed Survival and Navigation rolls while in cold northern climates. Each failed roll can be rerolled only once as a result of Of the North.

SEA HUNTER
Prerequisite: Survival 1
This character gains boosted attack rolls against sea creatures.
NEW CREATURE: HULL GRINDER

The hull grinder, a creature that proves having a bigger boat isn’t always in your best interest.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE

<table>
<thead>
<tr>
<th>PHYSIQUE</th>
<th>PHY</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPEED</td>
<td>SPD</td>
<td>5</td>
</tr>
<tr>
<td>STRENGTH</td>
<td>STR</td>
<td>11</td>
</tr>
<tr>
<td>AGILITY</td>
<td>AGL</td>
<td>4</td>
</tr>
<tr>
<td>Prowess</td>
<td>PRW</td>
<td>6</td>
</tr>
<tr>
<td>POISE</td>
<td>POI</td>
<td>1</td>
</tr>
<tr>
<td>INTELLECT</td>
<td>INT</td>
<td>1</td>
</tr>
<tr>
<td>Arcane</td>
<td>ARC</td>
<td>—</td>
</tr>
<tr>
<td>PERCEPTION</td>
<td>PER</td>
<td>4</td>
</tr>
</tbody>
</table>

Grind – This weapon can be used only as part of a trample power attack. This creature can add this weapon’s POW to its trample power attack damage rolls. This weapon gains an additional die on damage rolls made against vehicles.

BITE

<table>
<thead>
<tr>
<th>MAT</th>
<th>POW</th>
<th>P+S</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>4</td>
<td>15</td>
</tr>
</tbody>
</table>

Consume – If this attack incapacitates a small-based character, this creature swallows the character whole. The character will die in a number of turns equal to its PHY score unless the creature is killed.

INITIATIVE | INIT | 15 |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>DEFENSE</td>
<td>DEF</td>
<td>13</td>
</tr>
<tr>
<td>ARMOR</td>
<td>ARM</td>
<td>19</td>
</tr>
<tr>
<td>NATURAL ARM</td>
<td>+7</td>
<td></td>
</tr>
<tr>
<td>WILLPOWER</td>
<td>WIL</td>
<td>13</td>
</tr>
</tbody>
</table>

DESCRIPTION

The hull grinder is a massive predatory fish found in deep rivers, coastal waters, and the open Meredius. Most grow to a length of fifteen feet, but some remarkable specimens of over thirty feet have been witnessed in the open ocean. The fish have long, muscular bodies that propel them through the water at high speed, massive jaws that arc outward and are ideal for ripping into large objects, and sensitive lateral lines that allow them to detect even faint sounds while submerged.

One of the hull grinder’s most notable features are the sharp bone barbs that grow all along the dorsal ridge of its body. These barbs have sharp prevailing edges and function to defend the creature against most predation but also act as its primary means of hunting. The hull grinder’s preferred diet includes large marine mammals like whales and seals. To disable its prey, the fish swims forward at high speed and rakes its barbs into the creature’s flesh, causing deep lacerations and severe blood loss. A creature injured in such a fashion is rarely able to fight back or evade the hull grinder, allowing it to consume its prey at leisure.

The hull grinder’s method of hunting has caused great consternation for the sailors of western Immoren. The creature is unable to distinguish between the silhouettes of a basking whale or a ship and is prone to attack vessels, mistaking them for its traditional prey. The collection of barbs on its back can damage the hulls of most ships—in fact, they are sharp and durable enough that some coastal and riverside communities still use the dislodged barbs as utilitarian blades and weapons. Once it has damaged the hull of a ship, the hull grinder is known to lurk nearby to snatch up any crewmen or livestock that might fall into the water.

Hull grinders are solitary creatures. Outside of spawning season, the natural inclination of the creature is to attack any other hull grinders to drive them out of its territory. The territory surrounds the creature’s lair, usually a deep underwater cavern, shipwreck, or reef. Hull grinder spawning pools are often found in wide, slow rivers where the juvenile fish are protected from predation. As they age, the fish move downstream to estuaries to adapt to the salt waters of the sea, where they hunt and continue to grow.
COMBAT
While hunting close to shore or in a river, the hull grinder waits on the bottom, kicking up mud or silt if necessary to conceal itself, waiting for prey to pass overhead. It then strikes swiftly, using its barbs as an opening strike before resorting to its jaws. A hull grinder retaliates violently to any creature (or crew) that harms it, though if severely wounded will retreat to its lair.

LORE
A character can make a Lore (extraordinary zoology) skill roll to determine what he knows about this creature. The higher the character’s total, the more he learns. The character learns all the information up to his total.

10: Hull grinders hide in muddy or dark water and always attack by surprise.
12: Hull grinders are very territorial, each defending the area around its lair. If two hull grinders meet, they will ignore other prey for favor of attacking each other.
14: Hull grinders hate being disturbed by noise. Steamboats traveling on a quiet river are at the greatest risk, and creatures screaming or splashing in the water are in grave danger.

CREATURE TEMPLATES:
Ill-Tempered, Juvenile, Starving

SKILLS:

<table>
<thead>
<tr>
<th>RANK</th>
<th>PER</th>
<th>2</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Detection</td>
<td>PER</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>Tracking</td>
<td>PER</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>