

## BROKEN



Troublesome: 3P/1H

Ironlander

**Features:** Crazy eyes • Painted skin • Feral screams • Scavenged clothing and weapons

**Drives:** Show my power • Share my pain

**Tactics:** Spring from hiding • Ferocious attacks

*We fear the broken for their savagery. But, more than this, we fear them as a dark portent of what we might one day become.*

## COMMON FOLK



Troublesome: 3P/1H

Ironlander

**Features:** Diverse looks • Weary and worried • Suspicious of strangers

**Drives:** Prepare for the winter • Protect family

**Tactics:** Desperate defense • Stand together

*When trouble comes, the common folk of the Ironlands know which way the pointy end goes, and stand together to protect their homes and kin.*

## HUNTER



Dangerous: 2P/2H

Ironlander

**Features:** Wearing hides and furs to ward away the cold • Steely gaze • At home in the woodlands

**Drives:** A clean kill • Survive the hunt

**Tactics:** Set traps • Keep to the shadows • Deadly shot

*Many never return from their hunts. Others return, but are forever changed..*

## MYSTIC



Dangerous: 2P/2H

Ironlander

**Features:** Knowing eyes • Tattooed skin

**Drives:** Respect the old ways • Seek the paths of power

**Tactics:** Foresee the intent of my enemies • Prepare rituals • Use trickery

*Some hold that darkness in check. Others are consumed by it.*

## RAIDER



Dangerous: 2P/2H

Ironlander

**Features:** Geared for war • Battle fervor

**Drives:** What is theirs will be ours • Stand with my kin • Die a glorious death

**Tactics:** Intimidate • Shield wall • Burn it down

*Our grain. Our meat. Our animals. Our iron. They'll take it all.*

## WARRIOR



Dangerous: 2P/2H

Ironlander

**Features:** Battle-hardened • Scarred

**Drives:** The thrill of the fight • Protect those in my charge • Survive another day

**Tactics:** Maneuver for advantage • Find an opening

*Trained to fight, or simply born to it.*

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## ELF



**Dangerous:** 2P/2H

Firstborn

**Features:** Large, luminous eyes seen through a wooden mask • Gray-green skin the texture of dry leaves • Sonorous voice • Wielding bow and spear

**Drives:** Protect the wilds • Drive out trespassers, or see them pay

**Tactics:** Strike from shadow • Force their surrender • Turn the forest against them

## GIANT



**Extreme:** 2T/4H

Firstborn

**Features:** Dark hair and ruddy skin • Twice the size of a tall human, or more • Wearing layers of wool, hide, and furs • Stoic and observant

**Drives:** Survive the winter • Protect the herd

**Tactics:** Fight as a last resort • Sweeping strike • Make them flee

*A relentless force with a great respect for life.*

## PRIMORDIAL



**Extreme:** 2T/4H

Firstborn

**Features:** Personification of the natural world • Turbulent, changing visage • Vaguely human-like or animal-like form

**Drives:** Embody chaos • Cling to vestiges of power

**Tactics:** Control the elements • Destroy with primal rage

*Some aspect of the natural world, bound in a crude mimicry of a human or large animal.*

## TROLL



**Formidable:** 1P/3H

Firstborn

**Features:** Long limbs • Sunken, beady eyes • Translucent skin camouflaged to the environment • Keen sense of smell • Speaks in gibberish

**Drives:** Find pretty things • Keep it secret

**Tactics:** Be sneaky • Bite and claw • Run and hide

*Tormented by the fear of others stealing their hoard, trolls constantly seek out new, better hiding places.*

## VAROU



**Dangerous:** 2P/2H

Firstborn

**Features:** Yellow eyes shining in moonlight • Pointed ears and snout-like face

**Drives:** Take their land • Defend my kin • Keep the bloodcall at bay

**Tactics:** Strike at night • Leap into combat • Let loose the bloodcall

*"Did you hear that?"*

## BEAR



**Formidable:** 1P/3H

Animal

**Features:** Fearsome teeth and claws • Thick hide

**Drives:** Find food • Defend cubs

**Tactics:** Roar • Pin down • Maul with savage force

*Most bears are not aggressive. Most.*

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## BOAR



Dangerous: 2P/2H

Animal

**Features:** Wiry coat • Long tusks • Vicious

**Drives:** Forage • Protect territory • Defend sows

**Tactics:** Charge and gore • Circle and attack again

*Old World boars were belligerent. Here, they will run you down, gore you, bite you, and circle around to do it all again. And again. And again.*

## GAUNT



Dangerous: 2P/2H

Animal

**Features:** Horse-like creature with a lean, skeletal frame • Ghostly pale eyes • Black, scaled hide

**Drives:** Run like the wind

**Tactics:** Rear up • Charge • Trample

*There's a league of difference between 'Elves do not ride horses' and 'Elves do not ride.'*

## MARSH RAT



Troublesome: 3P/1H

Animal

**Features:** Beady eyes • Long tail

**Drives:** Eat everything • Breed

**Tactics:** Swarm and bite

*"I only wish I could convince myself they didn't exist."*

## WOLF



Dangerous: 2P/2H

Animal

**Features:** Keen senses

**Drives:** Fight rivals • Mark territory • Run with the pack

**Tactics:** Stalk • Pack rush • Drag to the ground

*As night falls we hear their howls, and hope they are well fed.*

## BASILISK



Extreme: 2T/4H

Beast

**Features:** Giant snake • Dull yellow-brown skin • Vibrant yellow eyes

**Drives:** Devour

**Tactics:** Lay in wait • Mesmerizing gaze • Sudden bite • Crush

*"..." — Last words of Sigi, son of Sigrin.*

## ELDER BEAST



Extreme: 2T/4H

Beast

**Features:** Twice the size of their common kin, or more

**Drives:** Dominate • Protect territory •

**Tactics:** Intimidating display • Overwhelming attack

*The elder days will not pass quietly.*

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## HARROW SPIDER



Dangerous: 2P/2H

Beast

**Features:** Massive fangs • Long legs and bloated body • Eight iridescent black eyes

**Drives:** Lurk • Feed

**Tactics:** Drop atop prey • Bite with pincers • Trap in webbing

*Harrow Spiders move through high branches with uncanny grace, dropping suddenly to grapple their prey and entomb them in webbing.*

## LEVIATHAN



Epic: 1T/5H

Beast

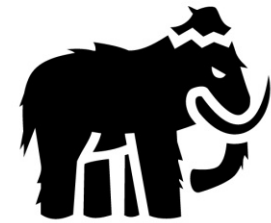
**Features:** Massive bulk • Flesh as tough as iron • Cold black eyes • Sinuous grace

**Drives:** Slumber in the depths • Destroy those who trespass

**Tactics:** Rise from the depths • Ram and swamp ships • Devour prey whole

*Deep places breed dread things and there is no place deeper than the sea.*

## MAMMOTH



Extreme: 2T/4H

Beast

**Features:** Woolly fur • Large head and curved tusks • Prehensile trunk • Sinuous grace

**Drives:** Migrate to fertile ground • Forage for food • Protect the young of the herd

**Tactics:** Form a protective circle • Charge • Trample • Gore

*An amazing and humbling sight, but smart Ironlanders keep their distance and stay downwind.*

## WYVERN



Extreme: 2T/4H

Beast

**Features:** Huge, bat-like wings • Rows of knife-sized teeth • Thick hide with a metallic sheen • Long tail

**Drives:** Watch for prey from high above • Feed

**Tactics:** Swoop down • Snap up prey • Fearsome roar • Bash with tail

*The grim cruelty of the Ironlands given form.*

## BONEWALKER



Dangerous: 2P/2H

Horror

**Features:** Skeletal corpse • Yellowed bones • Tattered remains of clothing and armor

**Drives:** Destroy life

**Tactics:** Rush with unexpected speed • Attack with the weapons they bore in life • Grasp and claw

*Soulless monsters driven only to destroy the living.*

## CHIMERA



Extreme: 2T/4H

Horror

**Features:** Shambling mass of dead creatures and offal • Rotting stench

**Drives:** Insatiable hunger

**Tactics:** Horrifying wail • Relentless assault • Claw, bite and rend

*A dozen blood-tinged eyes focus on you, its gibbering mouths open at once to scream; your only hope is a quick death.*

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## FROSTBOUND



Formidable: 1P/3H

Horror

**Features:** Mummified, desiccated flesh • Frozen blue eyes • A sorrowful, hollow scream

**Drives:** Absorb the warmth of the living

**Tactics:** Sense heat • Life-draining grasp

*Animated corpses cursed to seek the warmth their death took from them.*

## HAUNT



Formidable: 1P/3H

Horror

**Features:** Subtle, unsettling manifestations • Appear as they did in life • Lay bare the ravages of death • Stench of the grave

**Drives:** Torment the living • Find rest

**Tactics:** Vanish and reappear • Horrifying visage • Unleash chaos

*Restless spirits bound to this world by a traumatic or unjust death.*

## HOLLOW



Extreme: 2T/4H

Horror

**Features:** Vaguely humanoid shape formed of earth, plants, and insects • Empty black eyes behind an elven mask • Smells of wet soil and dead things

**Drives:** See justice done

**Tactics:** Bash with savage strength • Draw in a whirlwind of materials to reform and enlarge • Envelop and suffocate

## IRON REVENANT



Extreme: 2T/4H

Horror

**Features:** Empty, patchwork shell of armor and other hunks of metal • Wielding iron weapons • A low, reverberating voice

**Drives:** Fulfill the vow • Destroy any who stand in their way

**Tactics:** Steadfast attacks • Pull in iron with an unyielding, magnetic force

*An unfinished vow given horrible form.*

## SODDEN



Formidable: 1P/3H

Horror

**Features:** Milky eyes • Mottled flesh

**Drives:** Drown the living

**Tactics:** Draw victims to the water • Grab and scratch with jagged claws, magnetic force • Chilling embrace • Drag into the depths

*The restless spirit of someone who drowned or was put to rest in water.*

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