

Animus: Upon successfully completing its training, a razorwing griffon gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
AMUCK	1	6	—	—	NO	NO

When target friendly warbeast makes a power attack, its attack rolls are boosted. Amuck lasts for one turn.

Gear: Circle warlocks arm their razorwing griffons with bladed gauntlets and wing blades.

Warpwolf, Pureblood (p. 86)

Description: Pureblood warpwolves are extremely powerful and rare warbeasts. They are among the most intelligent warbeasts in western Immoren, possessing cunning far beyond that of any simple animal. Warlocks who interact with them find purebloods possessed of surprising insight and tactical brilliance. These creatures often learn to wear armor as they come of age but, unlike other warbeasts, do not need to be trained to wear it.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a pureblood warpwolf. A pureblood warpwolf does not require additional training. Once bonded for the first time, a pureblood warpwolf gains FURY 4, THR 10, and the Armor Trained, Forced Regeneration, and Leadership (warpwolves) abilities:

- **Armor Trained** – This warbeast can wear armor without suffering additional penalties for wearing armor untrained.
- **Forced Regeneration** – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.
- **Leadership (warpwolves)** – While within this creature's command range, friendly warpwolves can use Ghostly Controlled Warping (p. 87) as if it were one of their own Controlled Warping abilities.

Animus: Once bonded for the first time, a pureblood warpwolf gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
WRAITHBANE	2	SELF	—	—	NO	NO

Target friendly character's weapons become magical weapons and gain Blessed. Wraithbane lasts for one turn. (When making an attack with a weapon with Blessed, ignore spell effects that add to the target's ARM or DEF.)

Gear: Pureblood warpwolves typically wear medium warbeast armor in battle. Pureblood armor, which generally consists of bronze plates affixed to a thick leather backing, protects the creature's forearms, lower legs, head, and neck. Although this armor is more comprehensive than that worn by a feral warpwolf, it is similarly constructed to allow for the beast's shifting body.

FARROW WARBEASTS

Brute Boar

(*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 366)

ARKADIUS BATTLE BOAR

Description: Outfitted with a state-of-the-art alchemical pump system that supplements its natural adrenaline, this creature is a testament to Dr. Arkadius' quest to master farrow anatomy. The infusion of hyper-adrenal chemicals into its circulatory system grants the beast an incredible surge of strength, speed, and aggression while simultaneously increasing the precision of its blows. This physical reaction also multiplies its appetite, and battle boars are often seen consuming opponents on the battlefield much like full-blood trolls do.

Bonding: Only a warlock with the Resonance: Farrow Warbeast ability can bond to a brute boar. Once bonded for the first time, a brute boar gains FURY 1 and THR 5. A newly bonded brute boar requires additional training to reach its full potential. Once a brute boar is first bonded, its warlock can attempt to train it as an Arkadius battle boar.

Training Requirements: To train an Arkadius battle boar, the warbeast's warlock must have Animal Handling 1, Alchemy 1, and an adrenaline enhancement pump.

Training: Training an Arkadius battle boar requires the beast's handler to spend five weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 7, and it gains the Armor Trained ability.

- **Armor Trained** – This warbeast can wear armor without suffering additional penalties for wearing armor untrained.

Animus: Upon completing its training, an Arkadius battle boar gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
HEIGHTENED METABOLISM	2	6	—	—	NO	NO

Target friendly warbeast gains Snacking. Heightened Metabolism lasts for one turn. (A character with Snacking can spend a quick action to devour any destroyed character within its melee range to immediately regain d3 vitality points.)

Gear: Farrow warlocks typically equip these boars with an adrenaline enhancement pump and light warbeast armor for battle.

ADRENALINE ENHANCEMENT PUMP

Cost: This item is manufactured exclusively by farrow weaponsmiths under the watchful gaze of Dr. Arkadius, and only he knows the secrets of successfully grafting it to a warbeast.

Description: This pump system supplements a farrow warbeast's natural adrenaline, thereby providing bursts of strength, speed, and rabid aggression. Hyper-adrenal chemicals

are stored in a tank mounted to the creature's back, and a series of tubes feeds the mixtures into circulatory grafts attached to the creature's body. After battle, the tubes are detached and the pump system is removed from the warbeast, which usually experiences a temporary bout of exhaustion as a result and must immediately make a roll against a target number of 16 to resist Exhaustion (*Iron Kingdoms Unleashed: Core Rules*, p. 224).

Special Rules: During its activation, a warbeast with this pump system can be forced to gain +2 SPD, Pathfinder, and boosted attack and damage rolls for one turn.

SPLATTER BOAR

Description: A fiendish combination of Dr. Arkadius' alchemical experimentation and modern farrow engineering, the splatter boar roams the battlefield lobbing shells filled with potent alchemical mixtures at its enemies. Adjusting the angle of fire to rain alchemical mortar shells down on an enemy emplacement requires more care and precision than the standard gun boar armament. Only the most intelligent brute boars have a chance to be trained in this unusual but effective specialization.



Bonding: Only a warlock with the Resonance: Farrow Warbeast ability can bond to a brute boar. Once bonded for the first time, a brute boar gains FURY 1 and THR 5, and its warlock can attempt to train it as a splatter boar instead of a battle boar.

Training Requirements: To train a splatter boar, the warbeast's warlock must have Animal Handling 1, Alchemy 1, an alchemical mask, an alchemical mortar, and a gun boar harness.

Training: The initial training to determine whether a brute boar is capable of becoming a splatter boar requires the beast's warlock to spend two weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the warbeast lacks what it takes to become a splatter boar but can still be trained as a battle boar or Arkadius battle boar. If the roll succeeds, the beast's training as a splatter boar can begin in earnest.

After an additional six weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the warlock can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 7, and it gains the Armor Trained and Weapon Trained (ranged) abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained.

Weapon Trained (ranged) – This warbeast is trained to use ranged weapons.

Animus: Upon successfully completing its training, a splatter boar gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
ACIDIC TOUCH	2	SELF	—	—	NO	NO

Target friendly character gains +2 to melee damage rolls and Immunity: Corrosion, and its melee weapons gain Critical Corrosion. Acidic Touch lasts for one round.

Gear: Farrow warlocks typically equip their splatter boars with an alchemical mask, an alchemical mortar, a gun boar harness, and light warbeast armor for battle.

ALCHEMICAL MASK

Cost: 120 gc

Description: Custom-designed by Dr. Arkadius, this warbeast-sized gas mask is a testament to his the mad genius. It protects farrow warbeasts from damaging alchemical gases, and its array of alchemically treated lenses allows the creatures to see through thick alchemical clouds.

Special Rules: A warbeast wearing an alchemical mask gains +2 ARM against corrosion damage, is immune to gas effects, and ignores cloud effects when determining LOS or resolving attacks.

Replacement filters for an alchemical mask cost 10 gc each and provide enough protection for one full hour of exposure to caustic gases and other undesirable particles.

ALCHEMICAL MORTAR

Cost: 350 gc

Ammo: 6 (alchemical shells)

Effective Range: 72 feet (12")

Extreme Range: 360 feet

Attack Modifier: -4

POW: *

AOE: 3

Description: The alchemical mortar is a specially designed light artillery piece capable of firing metal shells filled with different alchemical concoctions—anything from corrosive chemicals to panic-inducing gases. Although this weapon is not as accurate as the big guns used by other farrow warbeasts, its alchemical ammunition can affect a wider area. A pull cord advances the ammo feed and fires the rounds, while a lever allows the warbeast to adjust the mortar's angle.

Special Rules: This weapon's POW and effects are determined by the type of shell being fired (see below).

Due to the speed of its feeding mechanism, this weapon can be fired only once per round.

A character must have at least STR 8 to use this weapon.

A short belt feeds into a small ammunition hopper at the rear of this weapon. Advancing the feed requires a quick action. A splatter boar cannot reload this weapon with a new belt while wearing a harness; reloading requires the harness to be removed in order to allow access to the mechanism and cannot be done in combat.

A character attacking with this weapon ignores intervening models except those within 1" of the target.

ALCHEMICAL MORTAR SHELL

Cost: 15 gc

Description: Alchemical mortar shells deliver payloads of various compounds. Each shell is designed to withstand the hazardous components within.

Common varieties of compounds include:

Psychoactive Gas – This attack is a gas effect and causes no damage. Any living character within the AOE must make a Willpower roll against fear with a target number of 14. Additionally, any living warbeast within the AOE immediately gains d3 fury points.

Rust Blast – This weapon's base POW becomes 14 for this attack. Constructs damaged by this attack suffer -2 ARM for one round.

Somnolence Haze – This attack is a gas effect and causes no damage. Any living character within the AOE must make a PHY roll against a target number of 14. If the roll fails, the character suffers -2 to attack rolls and -2 STR and cannot perform quick actions. This effect lasts for one round.

SWAMP WARBEASTS

Blackhide

(Iron Kingdoms Unleashed Roleplaying Game: Core Rules, p. 360)

BLIND WALKER

Description: A blind walker is a living conduit for its master's sorcerous might. It exists for no other purpose than to serve without hesitation or delay. All traces of individuality, self-awareness, and even instinct are ground away beyond recovery or remembrance as mere distractions from this goal. It is an empty vessel, perfect for the bokor to pour his will into.

Blind walkers are neither found nor trained; they are made. Creating one requires its would-be master to subjugate a fearsome blackhide, crushing its spirit in a battle of wills and binding the beast's soul to his as the canvas onto which he will perform his work. Once properly bonded, the newly awakened warbeast is administered a ritually prepared distillation of tree frog venom that induces a paralytic stupor—a waking dream in which the blackhide is aware of what transpires around it but is unable to act. Once incapacitated, the blackhide is buried alive and left entombed in the earth for days or even weeks, kept awake by the very toxins preventing it from moving and kept alive by necromantic totems adorning its flesh. The beast's mind and spirit shatter, eroding away until nothing remains but a barely living husk. Once the bokor senses this transformation is complete, the walker is unearthed, fitted with a rune-etched brazier, and adorned with ritual candles rendered from the fat of intelligent creatures. When lit, these candles open the beast fully to its master's magic. Lastly, the creature's eyes are gouged from its skull and replaced with semiprecious stones better suited to unblinking vigilance than any mortal viscera.

Existing in a state of living death, a blind walker is sustained entirely by its master's dark power and needs neither food nor rest. Animated only by the bokor's will, the beast is more an extension of its master's body than a separate entity. It reacts instantaneously to its master's wishes, unthinkingly stepping between the bokor and his enemies and intercepting attacks against the one who cursed it to this horrible fate.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to a blackhide. Once bonded for the first time, a blackhide gains FURY 4 and THR 8. Additional work is required to create a blind walker.

Creation: To create a blind walker, a character must make a bound blackhide consume Venom of Kossk (see callout) and then bury it alive for d3 + 2 days. At the end of this time, the character makes an ARC + Lore (undead) skill roll against a target number of 14. If the roll fails, the blackhide dies. If the roll succeeds, the blackhide survives the process and can be extracted from its tomb. The character must remove the blackhide's eyes and replace them with cut gemstones worth at least 25 gc apiece, at which point the blackhide becomes a blind walker. Its INT is reduced to 0, and it gains the Eyeless Sight and Shield Guard abilities.

- **Eyeless Sight** – This creature ignores cloud effects and forests when determining LOS. This creature ignores concealment and stealth when making attacks.