

4

GEAR & NECROTECH



THE EQUIPMENT THE NIGHTMARE EMPIRE USES IS A ragged tapestry of plundered goods that the Schardefolk have repurposed to suit their preferences, items forged by mad necrotechs in their smog-filled workshops, and objects of arcane power—to say nothing of the sea salvage dredged up by enterprising undead scavengers who walk the ocean floor, claiming anything the Meredius has not yet reduced to rot. This odd assortment of plunder and local manufacture is further enhanced by the Schardefolk's habit of adding jagged blades, hooks, and spikes to almost anything they own. Even mundane items are not immune to such treatment: a citizen of the Nightmare Empire might file the handle of a mirror into a crude but effective stabbing implement or hang hooks on a coin purse to discourage would-be pickpockets.

As with most things in the Nightmare Empire, gear is stolen (and restolen) countless times. Spoils claimed by the Pirate Fleet in a raid on Port Vladovar one month end up in the hands of a crew plying the seas off Cygnar the next, and items of sentimental value and practical value alike are lost in wagers, scavenged from the bodies of the fallen, or traded away for mercy in a constant cycle. Those who frequent the shops and armories of the Nightmare Empire can find countless goods from across the Iron Kingdoms and beyond for sale, sitting alongside darker Cryxian instruments such as soul cages and mechanika tainted with the stain of necromancy.

NECROTITE

The lich lords had long experimented with manipulating the energy of souls to replace or supplement coal as fuel, but this resource was too limited to be practical for widespread use. The discovery of necrotite therefore proved to be an important breakthrough for Cryx. The Nightmare Empire's mechaniks soon learned that necrotite could not only fuel mechanical apparatuses but also sustain intense heat far longer than regular coal. Although prolonged exposure to the substance was toxic to the living, undead Cryxians did not suffer such effects. In time, they learned how to refine and concentrate necrotite and developed methods for extracting

it even from fresh battlefields, giving them a source for the powerful fuel as unending as suffering itself.

Necrotite Fuel. Necrotite can be burned in place of coal and is vastly more efficient, but only specially created soul furnaces can withstand the energy of burning necrotite without taking damage. A pound of necrotite counts as 2 pounds of normal coal when determining fuel loads, but a steam engine that burns necrotite without a soul furnace takes 2d10 fire damage for every 10 minutes of operation.

Necrotite Sickness. The necrotic energy of necrotite makes it dangerous to living creatures, especially those who inhale the noxious fumes it produces when burned. Any creature that starts a turn within 10 feet of burning necrotite, including any necrotite being burned in a furnace, must succeed on a DC 14 Constitution saving throw or take 1d10 poison damage. Undead, constructs, creatures that don't need to breathe, and creatures that have adequate protection against inhaling toxins are immune to this effect.

ARMOR & SHIELDS

The armor worn across the Scharde Islands varies greatly compared to that found on the mainland. Although the islands are home to smiths who fabricate armor that soldiers can purchase at market, scavenged suits of mismatched armor are much more common, often taken as plunder from one of the mainland kingdoms and customized to suit the personal tastes of their new owners.

For the most part, Schardefolk prefer lighter armor—or armor that can be put on quickly—in order to avoid being dragged down into the water should they go overboard. Exceptions to this general rule exist, however. For example, the blighted trollkin of the Slaughter Fleet prefer heavy plate armor that bristles with spikes, and the necromechanical armor worn by elite dragon knights is neither lightweight nor simple to remove.

The Armor table shows the cost, weight, and other properties of the most common types of armor worn by Schardefolk and naval crews alike. These armors are described below.

Name	Armor Class (AC)	Armor Strength	Stealth	Weight	Cost
<i>Light Armor</i>					
Warwitch armor	12 + Dex modifier	—	—	7 lb.	50 gp
<i>Medium Armor</i>					
Gladiator armor	15 + Dex modifier (max 2)	STR 13	—	20 lb.	100 gp
<i>Heavy Armor</i>					
Bloodgorger armor	17	STR 15	Disadvantage	60 lb.	200 gp
Diving armor	16	STR 15	Disadvantage	90 lb.	350 gp