



BLIGHTED OGRUN
MAD TO THE BONE

Blighted ogrun warbands emerge from the wilderness as a pack of primal terrors, hacking, howling, and gnawing their way to victory over the enemies of Everblight. The new Primal Terrors theme force adds great new options to a Legion of Everblight player's ogrun arsenal, so to celebrate, we are expanding the options for these blighted characters for *Iron Kingdoms Unleashed*. Blighted ogrun warbands, insanity, and rotwings make for great antagonists for a traditional *Unleashed* group to face, but they also expand on the options for those interested in playing the servants of Everblight.

Blighted ogrun tribes make up the meat and muscle of the Legion of Everblight. Though they sometimes go to war accompanying a band of Nyss, they are most often found in warbands comprised entirely of their own blighted race.

NEW ADVENTURING COMPANY

BLIGHTED OGRUN WARBAND

The blighted ogrun are Everblight's shock troopers in his ongoing war against the rest of western Immoren and all of dragonkind. Sometimes, champions from among them form legendary warbands that meet the greatest dangers head-on. These warbands might receive orders directly from one of Everblight's many warlocks or can allow their own bloodlust to direct the path of their raids. In either case, such blighted ogrun warbands are horrifying to behold.

Requirements: Each member created as part of the warband must be a blighted character, and the majority must be blighted ogrun. The blighted ogrun choose one of their number to be the war chief, who then designates a second-in-command from among the remaining members.

Benefits: The warband should receive ample opportunities to raid, pillage, and slaughter in Everblight's name. This might be as a part of assignments the warband receives from a commanding warlock, or it could be purely circumstantial, but in either case it is the core reason for their blighted existence and thus should not be denied.

Upon creating the company, the characters should select one of the following benefits.

- **Blighted Rotwing Flock:** Blighted rotwings follow ogrun warbands like sharks follow pirate ships, feeding on any cadavers they can find. A single blighted rotwing flock follows the adventuring company. The characters cannot command the flock, but it is considered a friendly character and will not attack members of the adventuring company. If the flock dies, the adventuring company will gradually accumulate another one should the adventuring company return to a Legion of Everblight camp with a significant blighted ogrun presence. Gathering a new flock requires the adventuring company to be in camp for d3 days.
- **Dragonspawn Ally:** A medium dragonspawn selected by the Game Master follows the warband. The dragonspawn is not bonded to a warlock and acts according to its instincts, but it is considered a friendly character and will not attack members of the adventuring company so long as it does not frenzy. A character with the ability to command dragonspawn, such as a warlock or a beast mistress, and who is created as part of the adventuring company can attempt to take control of the dragonspawn after the game begins.

Members created as part of the company gain an additional rank in one of the following skills: Detection, Interrogation, Intimidation, Survival, or Tracking.

As an added benefit, regardless of how insanity afflicts the members of the adventuring company, they are able to tolerate each other and have limited compulsion to slaughter, devour, or dismember one another. This doesn't mean the blighted ogrun *won't* take a bite out of each other if the opportunity arises, just that they are much less likely to do so.

BLIGHTED OGRUN INSANITY

All blighted ogrun are crazy (like, super crazy), but they're not all crazy in the exact same way. Beyond increased aggression and violence, the blight-caused madness they suffer from can manifest itself in numerous different afflictions.

For a player wanting to roleplay a blighted ogrun—or if the Game Master wants to give a blighted ogrun NPC a unique quirk to make them more memorable—either pick from the following list or roll and consult the Insanity table to see exactly how such madness can manifest.

Note that these behaviors are what your character must do. You are by no means forced to howl or babble incoherently at the gaming table, unless the whole group agrees that it's a good time and fun for all. This is one of the instances where a little bit of narrative hand waving is a fine substitute for deep, immersed roleplaying.

BLIGHTED OGRUN INSANITY TABLE	
2d6 ROLL	INSANITY
2	Prone to violent seizures. This can mean seizures that might be described as violent or seizures that involve random acts of violence.
3	Obsessively counts things. These could be stones on a hill, trees in a wood, or the number of hacks it takes to separate a limb from the torso.
4	Occasionally experiences fits of glossolalia, babbling incoherent words and phrases. Some might contain elements of prophecy, but most of the time it is nonsense.
5–6	Violent outbursts targeted at rocks, trees, the sky, nearby animals, their own limbs, other people's limbs. . .
7	Howls madly at night, in the morning, and at periodic moments throughout the day.
8–9	Strange compulsion to eat things. Not necessarily food things but things nonetheless. Has a fondness for eating a particular kind of non-food thing and will get angry if denied it.
10	Obsessively performs a specific task when not performing actions. This can be anything from sharpening a blade until it has been worn down to the nub to tying and retying knots in a short length of cord.
11	Suffers delusions of immortality, believing only one source of damage is able to cause any harm. The more strange and esoteric the source of damage (e.g., the claws of a dragon, an as-yet unknown variety of troll, a noose made from the footfalls of a mountain cat, etc.), the better.
12	Experiences visions that imply a greater purpose in the destiny of Everblight and western Immoren. This may include auditory hallucinations that suggest specific actions, visions of Everblight himself directing the way to certain goals, or an overriding sense of a great fate leading to eminence over all ogrun. Depending on how convincing these stories are, others might even buy into them, too.

ANTAGONISTS

Additional antagonists included below.

BLIGHTED ROTWINGS

[EP:4]


Small Blighted Native Beast (Swarm)

Rotwings are necrophagus birds common in the Thundercliff Peaks, Nyschatha Mountains, and Shard Spires. Opportunistic scavengers, rotwings flock to sources of cadavers. Battlefields of warring tribes are a common place for them to feed.

Much of western Immoren's rotwing population has become blighted, due to feeding at sites where the Legion of Everblight does battle. Outside the high mountains, most rotwings encountered manifest some qualities of blight, acquired from eating the corpses of fallen dragonspawn and blighted ogrun or Nyss. Large flocks trail after the Legion of Everblight's movements and are a common sight near the blighted ogrun, who create large killing fields where rotwings can feast at their leisure.

PHY	SPD	STR	AGL	PRW	POI	INT	ARC	PER
4	7	6	4	3	1	1	—	3

INITIATIVE	13	DEFENSE	13	WILLPOWER	3
CMD RANGE	1	ARMOR	10	VITALITY	10

BEAK				
	MAT	POW	P+S	SPECIAL
	4	3	9	Finisher: This weapon gains an additional die against injured targets.

Skills

Detection [5], Tracking [5]

Abilities

Flying – This creature can fly. It can advance through other characters if it has enough movement to move completely past them. This creature ignores intervening characters when declaring a charge target. An effect that would knock this creature down causes it to fall out of the air.

Pecking Swarm – A character that begins or ends its activation in a blighted rotwing swarm suffers d3 damage points.

Swarm – A blighted rotwing swarm is composed of dozens of individuals. A blighted rotwing swarm is immune to free strikes and has the Circular Vision ability. A character attacking the swarm rolls one less die on non-AOE or non-spray attack damage rolls. A blighted rotwing swarm is represented in play by a 3" AOE. A single blighted rotwing loses the Pecking Swarm and Swarm abilities, has 4 vitality, and is a small character.

