



FULL METAL FRIDAYS

We at Privateer Press are very excited that Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods releases later this year. We're celebrating with a series of free weekly RPG content we call Full Metal Fridays! You'll be able to download new careers, equipment, monsters, and more on Full Metal Fridays. Each month will showcase a different theme and will culminate in an event Game Masters can drop right into games. For the first month of Full Metal Fridays we are diving into a subject near and dear to our hearts: the sea.

Check back every Friday for new Iron Kingdoms RPG content!

INSTALLMENT 1, WEEK 1: RAIDERS ON THE HIGH SEAS

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Known for their ferocity and fighting prowess, the Satyxis are the source of many grisly stories told in ports along the Broken Coast. Those in the service of the Cryxian Black Fleet take great joy in preying on the navies of the Iron Kingdoms. Guided by ancient traditions of plunder and bloodshed, these blighted fiends are as deadly as they are merciless.

Whether a ship-borne raider or a wielder of enigmatic blood magic, a Satyxis is a terrifying sight to any who makes his living on the sea. While very few who encounter the Satyxis escape with their lives, the stories of those rare survivors describe the immense ferocity, bravery, and wickedness of these fell women of the waves.

SATYXIS

Satyxis are fearsome women from the island of Satyx, a legendary place hidden somewhere among the fog-shrouded Scharde Islands. Theirs is an ancient race, known for its cruelty and skill in combat. Once they were human, but for over a thousand years they have been known as the foremost living servants of Lord Toruk. They are easily distinguished by the twisted horns growing from their skulls, a physical manifestation of the dragon blight that transformed their race.

Some mainlanders think the Satyxis' form is connected to Toruk, but this blight originates from a different dragon, now deceased. In 1650 BR, over six centuries before the founding of Cryx, the Dragonfather battled the white dragon Shazkz in the skies over Satyx. Though Shazkz tried to defend himself, Toruk savaged the lesser dragon and consumed his essence. Blighted blood rained down on the island. The lands were corrupted and changed, the sands poisoned, and the men of Satyx withered into malformed husks. The women of the island, though, changed in different ways. They became something inhuman, growing their characteristic horns and having their already heightened cruelty twisted and refined into something truly terrifying. When Toruk came to claim the island as part of his domain, the Satyxis queen was quick to join the fate of her people to the great dragon, offering him warriors and worship. From that day forward, many skilled Satyxis raiders have sailed among Cryxian pirate fleets as sea reavers. Their society is inextricably bound up in blood rituals and cycles of predation upon those living on the mainland, making them feared and despised by the majority of non-Cryxians. Satyxis are killed on sight in most mainland towns and cities and are treated warily even in those few pirate dens where they are sometimes seen.

Archetypes: Gifted, Mighty, Skilled

Languages: Satyxis start the game with three languages: Satyxi, Scharde, and one other they have picked up in their travels. Satyxi is generally used only for communication between Satyxis and in rituals and is not widely spoken.

Height: 55–69 inches (not including horns)

Weight: 100–160 pounds

Additional Characteristics:

- Satyxis with the Gifted archetype cannot have the Arcane Mechanik or Arcanist careers.
- A Satyxis must be female.
- **Horns:** In addition to her normal attacks, a Satyxis can make one unarmed melee attack with her horns during each of her turns. This attack uses the Unarmed Combat skill and is POW 3. On a critical hit, the target is knocked down. If a Satyxis uses her horns to make a knockout strike that damages her target, add +2 to the target number to avoid the knockout.

SATYXIS

	STARTING VALUE	HERO LIMIT	VET LIMIT	EPIC LIMIT
PHY	5	7	8	8
SPD	6	7	7	7
STR	5	6	7	8
AGL	3	5	6	7
PRW	4	5	6	7
POI	3	4	5	6
INT	3	5	6	7
ARC	*	4	6	7
PER	3	5	6	7



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