

# DEFENDERS OF THE BROKEN COAST

The waters of the Meredius are dangerous and unpredictable, but they're also lucrative, strategically important, and vital to the growth and prosperity of the Iron Kingdoms. Hence, even though the Broken Coast may seem inhospitable to those outside Cryx, these waters are plied by innumerable mercantile and military vessels dispatched from the mainland. Merchants from the Mercarian League, the Searforge Commission, House Mateau, and many other organizations transport goods to and from various coastal cities, while others search for riches in distant Zu. These ships are often protected by stalwart marines—either soldiers trained by the navy of a mainland nation or mercenaries hired by mercantile interests. The rank and file of such expeditions are often accompanied by specialists such as the arcanists trained by Ord's famous Trident School. By contrast, the long, lonely stretches of the Broken Coast are patrolled by the Knights of the Highgate Vigil. These scouts are as likely to engage in espionage as to take up arms in combat, and they are more than willing to bury a silent crossbow bolt in an enemy's back if it will help keep Cygnar's borders safe.

## MERCHANT

Medium humanoid (any race), any alignment

**Armor Class** 14 (breastplate)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

**Skills** Deception +5, Insight +3, Persuasion +5

**Senses** passive Perception 12

**Languages** any three languages

**Challenge** 1/8 (25 XP)

### ACTIONS

**Dagger.** Melee or *Ranged Weapon Attack*: +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 2 (1d4) piercing damage.

**Pistol.** *Ranged Weapon Attack*: +2 to hit, range 30/90 ft., one target. *Hit*: 4 (1d8) piercing damage.

## MARINE

Medium humanoid (any race), any alignment

**Armor Class** 17 (breastplate, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +1

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 1/2 (100 XP)

**Combined Attack.** If the marine is within 5 feet of at least two allies with this trait, it makes weapon attack rolls with advantage.

**Sea Rover.** The marine ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the marine is prone at the end of its turn, it can make a DC 10 Dexterity saving throw, and on a success may stand without costing any movement.

**Shield Wall.** If the marine is within 5 feet of two or more allies that are both carrying a shield, it gains a +2 bonus to AC.

### ACTIONS

**Spear.** Melee or *Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Pistol.** *Ranged Weapon Attack*: +4 to hit, range 30/90 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

## TRIDENT ARCANIST

Medium humanoid (any race), any alignment

**Armor Class** 16 (breastplate)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	14 (+2)

**Saving Throws** Dex +5, Int +6

**Skills** Perception +1, Survival +1

**Senses** passive Perception 13

**Languages** Ordic plus any two languages

**Challenge** 3 (700 XP)

**Weather Wise.** The arcanist has advantage on Wisdom (Survival) checks made to predict the weather and on any ability checks it makes using navigator's tools.

**Sea Rover.** The arcanist ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the arcanist is prone at the end of its turn, it can make a DC 10 Dexterity saving throw, and on a success may stand without costing any movement.

**Spellcasting.** The arcanist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The arcanist has the following spells prepared: Cantrips (at will): *acid splash*, *blade ward*, *chill touch*, *message* 1st level (4 slots): *alarm*, *create or destroy water*, *fog cloud*, *thunderwave* 2nd level (3 slots): *acid arrow*, *gust of wind*, *spellpiercer* 3rd level (2 slots): *counterspell*, *lightning bolt*, *water breathing*

### ACTIONS

**Sword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d8 + 1) slashing damage.

**Hand Cannon.** *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

## KNIGHT OF THE VIGIL

Medium humanoid (any race), any alignment

**Armor Class** 17 (tailored plate)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	14 (+2)

**Skills** Deception +2, Perception +3, Persuasion +2, Stealth +1, Survival +3

**Senses** passive Perception 15

**Languages** Cygnaran plus any two languages

**Challenge** 3 (700 XP)

**Keen Hearing and Sight.** The knight has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Old Enemies.** When the knight hits an undead creature with a weapon attack, it deals an extra 3 (1d6) radiant damage.

**Spellcasting.** The knight is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The knight knows the following ranger spells:

1st level (4 slots): *alarm*, *detect magic*, *ensnaring strike*

2nd level (3 slots): *darkvision*, *silence*

**Undead Hunter.** The knight has advantage on Wisdom (Survival) checks made to track undead.

### ACTIONS

**Multiattack.** The knight makes two shortsword attacks or two light crossbow attacks

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

