

Buccaneer Bass



Proudly Presents

the Raid on Rannigh's Cliff



A **Free** Downloadable Adventure
Set in the **Iron Kingdoms d20 RPG- Setting** (tm)
by Privateer Press



The Raid on Rannigh's Cliff

A -FREE- D20 System Adventure for
PCs
of Levels 1-3



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The Raid on Rannigh's Cliff

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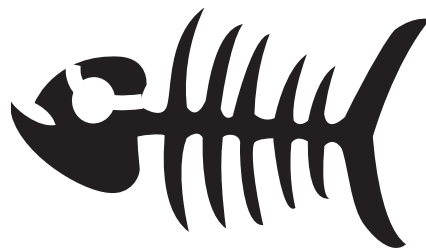


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Special Thanks

Thanks to our girlfriends and parents for not getting mad when we embarked on yet another nutty roleplaying project. And especially thanks to the guys and gals at Privateer Press for giving us The Iron Kingdoms and Warmachine.

Furthermore we couldn't have done it without the help of our cats Tibeert, Spruit, Pimmeke, Niesel, Billy, Bolleke and our rabbits Sammeke (+), Mieps and Lady Penelope. You know who you are!



Introduction



This adventure is designed for three to four characters of levels 1-3. It introduces the players to Rannigh's Cliff Fortress, one of the hundreds of fortresses covering the west coast of Cygnar that were built to protect the kingdom from the threat of Cryx.

The adventure was written as an introduction to the "Iron Kingdoms"-D20 setting. This RPG setting is published by "Privateer Press", and names as "Cygnar" and "Cryx" are fully detailed and explained in the gaming products they produce. Want to know more? You could visit www.ironkingdoms.com, or even better: run to your FLGS and start gaming!

"The raid on Rannigh's Cliff Fortress" is a fan-written adventure, developed by the Buccaneer Bass crew who are nothing less than a bunch of mad hatters and "Iron Kingdoms" fans. They even made a website, to share their love for the world's coolest fantasy setting with everyone willing to listen or read. Want to know more? Visit us at www.buccaneerbass.com. You're more than welcome!

If the DM wishes, existing D20 System Deities and creatures can be used in this adventure. However, we've written this specifically with the "Iron Kingdoms"-setting in mind. If you want to place it in another game world, you will need to replace deities, creatures and locations as they come up.

To play the adventure your group will need the *Dungeons & Dragons*® *Player's Handbook* 3.5. The other D20 Core Rulebooks might prove useful as well. In the following text, we've abbreviated their names to PH (*Player's Handbook*), DMG (*Dungeon Master's Guide*) and MM (*Monster Manual*). If a number joins these letters, e.g. DMG 39, this means you'd really better take a look at page 39 of the *Dungeon Master's Guide*. Also the following Iron Kingdoms books will come in handy: *Lock & Load: Iron Kingdoms Character Primer* and *Monsternomicon – Volume 1: Denizens of the Iron Kingdoms* (*MM&M*).

Conventions

To save some space, you won't find stats for NPCs and Monsters all over the place. Instead, the NPCs are fully described in appendix A. Their attributes are listed in the condensed format detailed on DMG 129, and Enemies (that's right, there are some real bad buggers in here!) will have a Challenge Rating (DMG 165). The monsters, and where you can find them, are also hiding in this appendix.

Text that should be read aloud to the players is enclosed in a grey box. Of course, the other information we've included might add to your gaming experience: In the end, you should really try to make the world, characters and monsters come alive!

Adventure Summary

"Aabb... we've got ourselves some new recruits. Welcome to Rannigh's Cliff. Unlike myself, you maggots probably screwed up in a major way to end up here. Well rest assured that you're going to regret that mistake for a long time. Until I hear otherwise from my superiors, your sorry asses are mine ..."

*- Captain Ervin Williams,
Commander of Rannigh's Cliff Fortress -*

The PCs should all have one thing in common: somehow, they screwed up and got a ticket to Rannigh's Cliff Fortress.

One day they're instructed to report to Captain Williams' office, only to find him and his belongings missing. Sergeant Thorpe then instructs them to find out what happened to Captain Williams.

Suddenly a force of Gorax, Farrow and Thrall stage a raid on the Fortress. The PCs are expected to help defend the Fortress against the raiding Cryx forces.

Somewhere along the battle, the PCs notice that the doors of the warehouse are wide open. As they investigate this unusual occurrence, they happen upon a group of bogrin trying to steal the cortex of one of the two steamjacks in the warehouse. After battling the bogrin, they discover one of the cortexes is missing.

Once the Cryx forces have retreated and the PCs have reported their findings to Sergeant Thorpe, they are instructed to get the missing cortex back.

As they investigate the scene of the break-in, they notice tiny footprints going towards the back of the fortress. Upon following these prints, they discover a Cryx vessel lying in the bay and a small row-boat paddling to shore.

On the beachside, they confront another bogrin squad and Captain Williams who has turned his back on Cygnar and helped organise the raid in exchange for a well-paid position in the Cryx army...



Rannigh's Cliff

Rannigh's Cliff Fortress was built on a steep cliff 200 ft above sea level. The fortress is located about 100 miles north of Highgate to prevent Cryx forces from entering the Gulf of Middlebank.

25 years ago Cryx forces raided the Fortress and the nearby village of Highcliff. The villagers were slain or captured as slaves and only a handful of Cygnaran soldiers survived the raid. After the massacre, commanding officer Jonah Rannigh, filled with shame over his defeat, threw himself off the cliff.

The Fortress had stood unchanged from the battle for more than two decades when it was suddenly reinstated about 3 years ago. Renamed Rannigh's Cliff Fortress, it now serves as a warehouse for old and unused military equipment and as a punishment facility for difficult-to-handle military personnel. Of the current inhabitants, only Thibault Unger, jokingly referred to by the men as 'Old Man Tibby', was present during the raid.

Highcliff village

Highcliff village was a small thorp, inhabited by a few dozen commoners, mostly fishermen and their families. The villagers were happy to share some of their draught and harvest with the inhabitants of the fortress in return for a regular patrolling of the area surrounding the village by some of the fortress' soldiers. The headman of Highcliff, Ernst Ingham, was a good friend of Captain Rannigh as they grew up together in Highgate. Soldiers on leave were always warmly welcomed in the village, especially by those fishermen who wanted their daughter to marry an up-and-coming military man.

When the village was raided, Captain Rannigh sent several squads of soldiers to the village to help

bolster its defences, but the soldiers were met by an overwhelming force of thrall somewhere halfway and mercilessly slaughtered.

Then the fortress itself was besieged and Rannigh had to focus on defending his own hide while leaving the villagers to fend for their lives. Needless to say the village was doomed. Able-bodied men and women were spirited away to serve the remainder of their time as slaves, the rest of the villagers were killed. The fortress fell mere hours after the village.

Highcliff has remained uninhabited ever since and it's rumoured to be haunted. Only a handful of daring adventurers have entered the doomed village and the few that returned, prefer not to speak of the horrors that they have witnessed.

Encounters in Highcliff village

The DM can roll a D20 for one of the following encounters:

1-5 : 1D6 Devil rats
(*WFT 56*)

6-10 : 2 Bloodthirsty wolfs
(*wolf DMG 283*;
Bloodthirsty quickplate MM 212)

11-15 : former fisherman's family, now thrall (*risen*)
2 adults and a child
(*MM 170*)

16-20 : 3 thrall (warrior)
(*MM 170*)

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Act I

Wherein the player characters get to know Rannigh's Cliff Fortress, its residents, and its sinister history



The Fortress

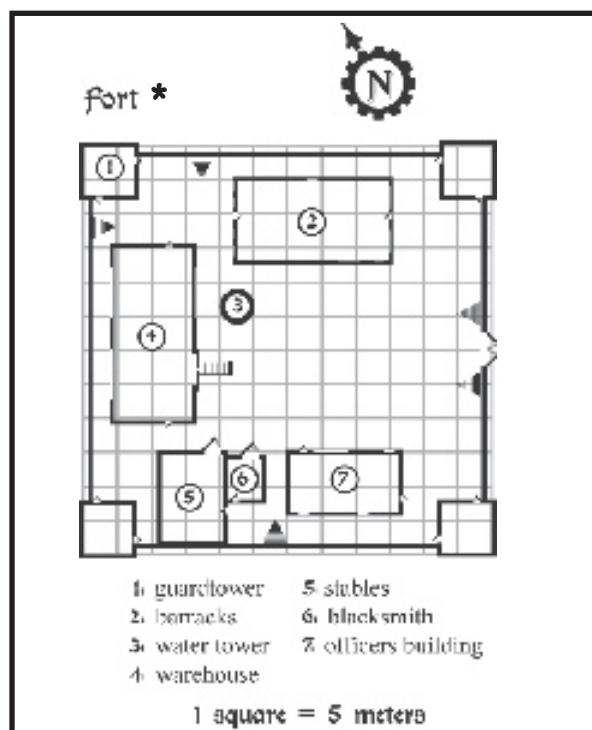
Rannigh's Cliff Fortress is a sturdy four-towered fortress, heedless of gaudery and frill, as its primary focus is clearly on solid defense and protection of the hinterland.

As you walk through the gates of the tall walls, you're facing a square building on the far side of the yard. Some kind of workplace or warehouse, as you can derive from the iron tracks - apparently to facilitate the storage of heavy materials - that disappear underneath the bolted double door.

To the right are the low-roofed barracks, multiple windows overlooking the muddy square. That's where you're bed will be spread this evening. Opposite it stands the officers mess, 3 steps leading up to its doors, to again stress the difference between the brass and the grunts.

In the far left corner, next to the stables, a smithy is bellowing clouds of smoke as its occupant - invisible from where you look - is hammering and tinkering away.

In the center, a round water tower is posed on a rickety scaffold, still deciding on a good moment to topple down.



A disappearance

Summary: The PCs are instructed by Captain Williams to get the gobber mechanic and whoever is in the warehouse and escort them to him immediately. When they arrive at the officer's building, the captain's quarters seem vacated and Sergeant Thorpe requests them to investigate the captain's disappearance.

The DM should start the adventure somewhere

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in the evening hours after the daily choirs. The PCs can be outside the barracks, smoking a pipe or talking to some of the other soldiers. Some PCs (gobber or other mechanically-inclined characters) could be assisting the gobber who is in the warehouse, inventorying a new shipment of metal parts.

As with most published adventures, information you can share with or read aloud to your players will be provided in the format of boxed texts. The other texts are additional information for the DM only, or game mechanics

It's about seven o'clock in the evening when you find yourselves outside the barracks, chatting with some of the other soldiers. It will get darker soon as the sun is slowly setting in the west, casting a golden gloom over the Gulf of Middlebank, highlighting the dark shades of a few seagulls, floating lazily above the glistening waves. Small shadows have started springing up, awaiting their growth with anticipation as time goes by. Soon torches will be ignited and the shadows can start their dances around the flickering flames, casting creepy movements in the corner of your eyes.

Yep, another regular night at Rannigh's Cliff is coming up.

The salty sea breeze is pretty chilly and plays with the little curls of smoke coming from your pipes. Old man Tibby has just started one of his tales -- again -- and slightly amused you decide to listen in to this one.

"It was a cold and gloomy evening, about 25 years ago. Much colder the winters were at the time. You youngsters don't know what it's like. Doing manoeuvres in midwinter, scraping snow and ice of your guns. Hah, even the Khadorans would say it was cold back then and when they say it's cold, it's..., err, but to continue my

story, abem, Captain Rannigh had just ordered us to go to bed when we heard these awful screams."

You notice that Tibby is visibly shaken and surprisingly sober, when he recalls the events. He shoots you a quick glance, squinting his eyes as if concentrating on a minute detail of your faces, then continues:

"The screams, I hear them every night. There isn't a single night I don't dream about those screams and the things I witnessed that day. Chills running down my spine, sweaty palms, the whole deal I tell ya..."

The DM can make Tibby's story as short or as long as he wants. This could be a good opportunity to provide the players with some background information about Highcliff, Captain Rannigh and the raid, which took place 25 years ago.

Old Man Tibby on a rant...



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Somewhere during Tibby's story, Captain Williams will show up and order the PCs to get 'that little grub and whoever is with him' from the warehouse and have them report to his office immediately.

Don't give the PCs much leeway here. Captain Williams is the commanding officer of Rannigh's Cliff and is to be obeyed without question. If the PCs seem hesitant, the DM could speed up their actions with a "Well, what are ya waiting for" from the captain, or a "If you don't want to spend tomorrow sweeping the grounds with a broom, I'd do what he says" from one of the older soldiers.

The Warehouse

When you arrive at the warehouse, you can see a bit of light coming from the windows near the roof. Some of the windows are partially opened to allow the wind to sweep through the building and chase off the dust. The door is closed as usual, as Grot the gobber mechanic doesn't trust anyone with his stuff.

If the PCs choose to listen at the door, a successful roll versus a DC of 12 will enable them to hear Grot cursing the new inventory system, which he's supposed to set up. Alternatively they could hear him talking to the two steamjacks, which he refers to as "Ol' Matt an' Brian".

The PCs can also just knock on the door and a small hatch in the metal door will open, showing a set of goggles staring at them. If the PCs opt to try and pick the lock to clear a path into the warehouse, the DC is 25. If they get noticed by Grot (make a Listen check for Grot with a DC equal to the Lockpick result of the PCs), they will be treated rather coldly during the rest of the adventure and chances are their misconduct will be reported to Sergeant Thorpe or Captain Williams which will result in adequate punishment.

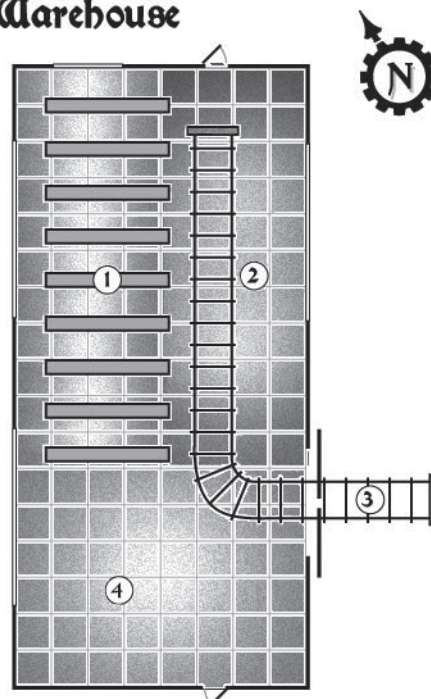
Inside the Warehouse

Rows of tall storage cabinets fill most of the warehouse.

Shelf after shelf of nuts, bolts and various mechanical parts fill the space between floor and roof. About a third of the room is reserved for a large desk and working area, where the floor is littered with scrap metal and left-over pieces of hardware.

Prominently present in the room are the large silhouettes of two steamjacks, impressive metal machines housing an enormous amount of power, used by the Cygnarans for hard labour and to bring force everywhere force is needed. These two are inert, however, one even missing a leg that you can see mounted on a large wooden workbench.

Warehouse



- 1: storage cabinets 3: rail
2: work quarters 4: desk and extra storage

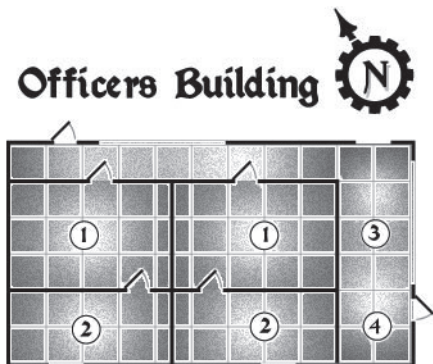
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When they have fulfilled their orders and informed Grot about Captain Williams' command, the GM is encouraged to have the PCs join Grot to the officer's building. If they're being hesitant to join the gobber, have him tell them that he doesn't want them hanging around his 'office'.

Grot closes the door behind him with a key hanging from a small chain around his neck. He inspects the lock and hinges several times. When he notices you staring, he barks:

"Whatcha lookin' at? Can't be too sure with all those shady characters running around here. Wouldn't want that old lunatic wandering inside. Morrow knows what he'd do when he sees those 'jacks. Might start thinkin' he's one of 'em warcasters ..."

The Officer's Building



1: office 3: diningroom
2: sleeping quarters 4: small kitchen

The Officer's Mess is a brick building with tall windows shedding lots of light, and is in fact the only one in the yard that has been given a fresh coat of paint recently.

Upon entering, you notice the cleanness of the mirroring floors and crystal-clear windows, sharply contrasting with the general dustiness of the rest of the fortress. A mouth-watering smell of garlic and lamb chops reaches your nostrils, coming from the dining room or the small kitchen behind.

Two closed doors give out to the corridor you're standing in, as the labels next to them read "Captain Williams" and "Sergeant Thorpe".

Opposite the window in the front wall of the building, catching the direct sunlight falling in, you can see a beautiful mural, depicting a lone man standing on the verge of a cliff while in the background a fortress is burning. This is the mural that Tibby claims to have painted -- but who would believe an old drunkard capable of such a feat?

The PCs can opt to listen at the door, peek inside or check Sergeant Thorpe's office. Listening at the door won't reveal anything. If the PCs peek inside, they will find the captain's office vacant of himself and his belongings. The moment they want to enter the room, Sergeant Thorpe will show up and ask them what they're up to. If they go to the office next door, Sergeant Thorpe will listen to their story and enter the captain's office.

After a quick glance around the office, the sergeant will order the PCs to look for Captain Williams and report their findings to him. If the DM chooses, Sergeant Thorpe could also mention that Tibby was rambling about a bad feeling and about something sinister about to happen tonight.

When the PCs enter the captain's office they can discover some of the following:

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- The captain's sabre and graduation papers from the Royal Cygnaran Military Academy are missing from the wall behind his desk.
- Some books appear to be missing from the bookcase (his favourites on *Tactical Warfare*)
- All of his clothes are gone except for an old belt and a spare pair of military boots.
- One of the wooden floorboards has been removed and reveals an empty secret compartment under the bed.
- A Search check vs. DC 20 will reveal a small scrap of paper, partly burned, stuck underneath the

carpet next to the dustbin. The handwriting on the paper is in what seems to be red ink. A successful intelligence check vs. DC 15 will tell the characters that it might be written in blood. This however is not conclusive and the DM might want to leave it open for the moment. The contents that can still be read are today's date and a capital letter C.

After searching the office, it's likely the PCs will start checking out the rest of the buildings in the fortress. If they report to Sergeant Thorpe with the scrap of paper, he will take it from them and request them to continue searching for the captain.

A Day in the Life...

A good way to understand a soldiers' live in the fort, is to take a look at how his day is structured. Et voila:

- 06.00: Reveille. Privates have half an hour to get up, get washed and get dressed.
- 06.30: Raising the flag and morning roll call. Announcements are being made. Special duties assigned.
- 07.00: Small drill. Duty sergeants assemble their team.
- 07.30: Breakfast.
- 08.30: Daily fatigue duties begin. Special teams set out on their task.
- 12.30: Noon call. Privates have half an hour free time.
- 13.00: Dinner
- 14.00: Duties continue, as are drills or special assignments
- 18.00: Supper call. Privates have half an hour free time.
- 18.30: Supper.
- 19.30: Roll call around the flag. Announcements are being made.
- 20.00: Sergeants and special teams report. Privates have free time
(unless on guard duty or involved in a special assignment)
- 21.00: Lowering of the flag. Free time.
- 22.30: Lights out.

This routine will differ from garrison to garrison. (Depending on the size of the garrison, the location and the fancy of the commanding officer.)

Special duties at Rannigh's Cliff Fortress include: inspections, scouting, hunting, felling trees for firewood and construction wood, carrying messages, escorting visitors or provisions, ...

Daily fatigues include: physical drills, lessons, cleaning, guard duty, ...



Act II

Wherein the characters will witness a new invasion of Rannigh's Cliff firsthand and they will have ample opportunities to help bolster its defences.



Trick Or Retreat

Summary: While looking for Captain Williams, the PCs will suddenly see one of the tower guards falling from the tower. Then the watchtower horn is blown and the PCs should get ready for a fight. Cryx forces are raiding the fortress once more.

The GM can choose to let the PCs search the rest of the fortress first or throw them in the middle of the action right away. As they leave one of the buildings, the GM should read the following:

You have just left the building as you hear a petrifying scream coming from the gate. One of the tower guards falls from the tower into the courtyard, an arrow protruding from his skull.

The other tower guard manages to quickly blow the horn before being pelted by arrows as well. At about the same time the second guard hits the floor, you can see grappling hooks being thrown over the wall.

Cryx Tactics

The fortress is being attacked by a force of Farrow, Thrall and Gorax. The attacks will be spearheaded at the front gate. Archers will try to keep the walls free from guards. Meanwhile grappling hooks will be used to get over the wall.

The purpose is to get someone inside to open the gate. Once the gates are opened, the majority of the Cryx forces will storm forward to enter melee combat. A few will scatter throughout the fortress attempting to burn buildings or destroy whatever they can find. Such a small group of plunderers can easily be used by the DM if in need of an encounter.

At the same time two small groups of three bogrin will enter the fortress from the back. They will use gobber ponchos and poison darts to mislead or disable any guards (or PCs) they encounter. Their mission is to infiltrate the warehouse and steal the cortexes from the two steamjacks.

Fortress Tactics

As soon as the alarm is blown, Sergeant Thorpe will storm out of the officer's quarters. He will send any soldiers he can find in the courtyard (including the PCs) to the battlements to defend the walls. He will then try to mobilize the remaining soldiers as soon as possible.

By the time he has everyone assembled in the courtyard the Cryx forces should have just opened the gate. Sergeant Thorpe will then order the men to arm ranged weapons and form in a two row position. The first row will be kneeling and opening fire. The second row will remain standing and wait for the first row to reload before opening fire. This

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way they will all get one or two shots in before the Cryx forces reach melee combat.

When the Cryx forces are closing in, Sergeant Thorpe will order the men to draw melee weapons and brace for the charge.

What About The PCs?

If they haven't already charged heedlessly ahead, the DM should try to avoid throwing the PCs into the heat of the battle. Preferably they should take part in several smaller encounters. Examples can be found below.

+ On the walls:

Remember that some of the Cryx forces are armed with bows and crossbows. The DM is therefore entitled to roll some dice to see if the PCs get hit if they insist on standing upright on the walls. Or you could roll some random dice just to scare them.

- When the PCs arrive at the wall, they witness the huge claw of a Gorax grabbing the top of one of the battlements. If the PCs don't act quickly, the Gorax will climb onto the wall and face them in melee combat

- Characters with ranged weapons could try and take out some of the archers

- One of the PCs gets the Cryx banner bearer in clear view.

- Characters will spot two Farrow on the inside running for the gate. They have already dodged several ranged weapon attacks. What would be more heroic than a jump off the wall into their furry necks?

+ On the courtyard:

In the middle of the courtyard chaos will triumph. A huge battle will occur between the Cryx forces and the fortress soldiers. The characters are free

to jump into the middle of it but the DM shouldn't have any remorse to seriously injure them if they do.

- The characters spot a Farrow on the walls aiming for Sergeant Thorpe.

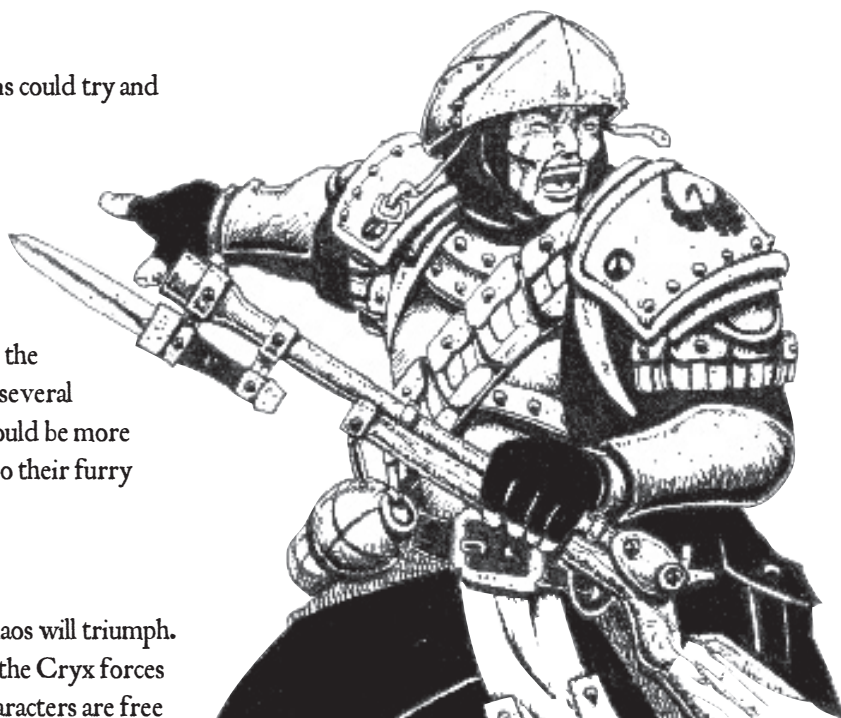
- The PCs see a Thrall walking towards the stables with a lit torch.

- The PCs spot Tibby lying on the ground with a saliva-drooling Gorax ready to deliver the killing blow

- The banner bearer of the fortress falls. Will the characters carry the banner?

- One of the PCs faces a Thrall Lieutenant in one-on-one combat.

Organising the defences...



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Your cortex or your life...

The DM is free to make the battle as short or as long as he feels the PCs can handle. Keep in mind however that they will stumble into another encounter before having the chance to heal up.

At a certain moment one of the PCs should notice that one of the warehouse doors is wide open. This means the bogrin forces have successfully entered the castle and are now inside the warehouse...

Amidst the complete chaos of battle, you suddenly notice one of the warehouse doors standing wide open. You are sure Grot closed it -- and he would never leave it open during an invasion.

Then you spot Grot's cap lying in the door opening. A small green-grey hand snatches the cap and disappears inside the building...

Grot had noticed the opened door a bit earlier than the PCs and headed over to the warehouse. He was subsequently ambushed by one of the bogrin teams. The bogrin have just dragged Grot inside when the PCs notice the open door of the warehouse. They also see one of the bogrin grabbing Grot's cap.

When they arrive in the warehouse they will discover one bogrin searching Grot's body while the other two are removing the front armour of one of the steamjacks. The other steamjack will have its front already dismantled. Give the players a moment to cook up their action plan. Then the closest bogrin spots them and readies its blowpipe

Bogrin Tactics

The bogrin will make full use of their gobber ponchos to mislead the characters. One bogrin will keep working on the jack, concentrating on getting

the cortex while the other two will try to fend off the PCs. The DM should decide what poison the bogrin are using on their darts and blowgun arrows. A fairly mild poison is suggested, that will only send a character to sleep for a few rounds. Once the cortex is in their possession, the bogrin will try to flee through the closest exit.

As soon as the bogrin have fled or when the PCs have successfully defeated them, another horn will be blown. The sound differs from the ones heard at the fortress' gates. Gobber characters will recognize the sound as a small horn used by bogrin tribes.

A successful spot check vs 15 will reveal one of the cortexes missing. A search of the warehouse will be fruitless as one of the bogrin squads will have taken the cortex with them.



Act III

Wherein the characters learn that their former commander has succumbed to the dark side.



After The Invasion

Summary: The PCs will discover that one of the cortexes is missing and will be ordered to investigate. They will then discover a Cryx vessel in the bay. On the beach they will face the cortex thieves and find their missing commander.

When the PCs leave the warehouse they will witness the retreat of the Cryx forces. The Cygnaran soldiers will pursue them for a short while screaming of vengeance and victory. Sergeant Thorpe has been wounded but insists that the men are given aid first. He will start organising the removal of the Cryx corpses and the burial of his fallen comrades.

When the PCs approach the sergeant, he orders them to search all buildings for any remaining enemies. The DM is free to insert another encounter at this venue. The PCs could for example encounter a thrall in Tibby's haystack in the stable's attic. If the PCs inform the sergeant about the missing cortex, he will order them to investigate and return it at all cost.

The Search

When the characters search the corpses of the bogrin (if they didn't get away), they will discover that the bogrin were carrying empty sacks, about the size of a cortex. A search of the warehouse

surroundings (DC 12) will reveal small footprints leading towards the west walls.

On the walls two dead tower guards will be found, throats slit. Looking out over the sea will reveal a Cryx vessel. A spot check vs DC 15 will enable the characters to spot a small rowing boat heading towards the beach.

The black form of a large ship contrasts against the darkened horizon. The stiff sea breeze unfurls a ripped and torn Cryx banner. On deck a lantern is lit and moved up and down twice.

A few moments later you notice a small rowing boat peddling towards the beach. In it a man-sized figure pulls the oars in a steady rhythm. Unfortunately it's too dark to make out the figure's features.

The Beach

The characters will probably storm off towards the beach. If they don't and want to report these findings again towards Sergeant Thorpe, explain to them that any second counts and that they will only barely reach the beach in time if they leave **NOW**.

Again the DM is free to include encounters with wandering monsters on the way towards the beach.

The Raid on Rannigh's Cliff

Just try to keep them on a tight time schedule...

When the PCs reach the beach read the following:

When you run onto the beach, the rowing boat has just reached the shore. You notice several small forms hurrying towards the boat. One of them is carrying a sack over the shoulder.

The others are struggling with a small wooden chest. They are followed by a humanoid figure wearing a black cloak. At that moment the person in the boat notices you and shouts out a warning. The cloaked figure turns and pulls out a military pistol. As he does so, the hood falls back and reveals his face.

You are staring straight into the cold, grey eyes of Captain Williams...

In the meanwhile, of the three persons escaping in the boat, the captain will fire his two military pistols at the party. One will be reloaded by the bogrin as the captain fires the other. In the first three rounds of the combat, the characters will still be able to reach the rowing boat by wading into the sea.

After round three, they will have to swim in order to get to the boat. Successful swim checks vs DC 15 will be needed in order to gain ground (or water) on the boat. Should the person manning the oars suffer a wound, the bogrin will take one of the oars and help rowing. This will reduce the DC of the swim checks to 12. If the person is killed and the bogrin has to row all by himself, the DC is 10. While the bogrin is rowing, the captain will have to reload his pistols himself.

The captain will fire on the closest character. Then he will turn and run for the boat, grabbing the chest and the small sack if they haven't reached the boat yet. He then orders one bogrin to accompany him into the boat and commands the rest to attack the party.

The number of bogrin will depend on how well the characters have fared in the warehouse. On the beach, five bogrin were present of which one is accompanying the captain into the rowing boat. Any bogrin who escaped the warehouse will have to be added to the bogrin squad. The two meanest bogrin will attack the characters with melee weapons. The others will use their gobber ponchos to camouflage and try to circle around the characters to attack from the rear.



Wrapping Up...

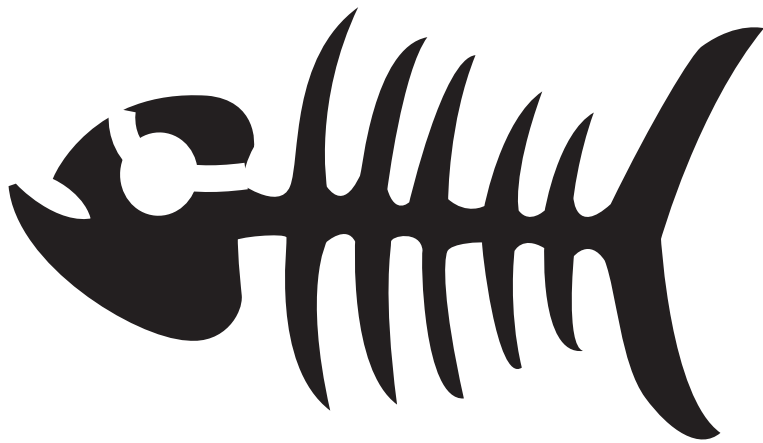
If Captain Williams gets away and takes the cortex with him, the characters will have wasted their one opportunity to escape from the fortress. They will face the wrath of Sergeant Thorpe and several years of hard labour at Rannigh's Cliff, rebuilding the destroyed battlements.

If Captain Williams gets away but the cortex is retrieved, the PCs will have fulfilled their orders. After debriefing Sergeant Thorpe, search warrants will be handed out along the coastline fortresses and villages depicting Captain Williams. The PCs will be forgiven for their former misdeeds and returned to active service in their respective units or in a hunting party organised to bring back the traitorous Ervin Williams. The DM can of course always have a higher ranking officer offer them another job

based on their success in this mission and thus start a campaign from here. Don't forget that Captain Williams can easily be used as a reoccurring villain with a personal grudge against the party.

If Captain Williams ends up getting caught, he will be dishonourably discharged from the army and stripped of all rank. He will then be put in jail for several years to contemplate on what it means to betray Cygnar. The PCs rewards will be similar as above. In this example, Captain Williams could escape from prison to pester the party on their further adventures.


If the captain is caught or killed but the cortex is not retrieved, the PCs are still rewarded for revealing Captain Williams' treachery. They could now be sent on a (suicide) mission into Cryx territory to steal back the cortex.





Appendices

Wherein the Dungeon Master may find a trove of wisdom and the author is literally copying stuff from the Witchfire Trilogy and Monsternomicon.



A. Creatures



Devil Rat

CR ½; Small beast; HD ½ d10; Init+2; Spd 40 ft., swim 20 ft.; AC +12; Atk +2 melee (1d4, bite); SQ scent; AL always NE; SV Fort +1, Ref +2, Will +0; Str 10, Dex 14, Con 12, Int 3, Wis 11, Cha 4.

Skills & Feats: Move Silently +5, Hide +5.

Treasure: Standard

Bloodthirsty Wolf

CR 2; Medium-size animal; HD 2d8+4; Init+6; Spd 50 ft.; AC +13 (+3 Dex, +2 natural, -2 bloodthirsty); Atk +5 melee (1d6+3, bite); SA Blood rage; SQ low-light vision, scent; AL CN; SV Fort +7, Ref +5, Will -1; Str 15, Dex 15, Con

17, Int 2, Wis 7, Cha 6.

Skills & Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon focus (bite).

Treasure: None

Bogrin

CR 1, Small humanoid; HD 1d8; Init+1; Spd 20 ft.; AC +12 (+1 size, +1 Dex); Atk +2 melee (1d4, dagger), +2 ranged (1d6, short bow; 1d4, blowgun); SQ Camouflage, Low-light vision; AL usually CN; SV Fort +0, Ref +3, Will +0; Str 11, Dex 12, Con 11, Int 9, Wis 11, Cha 8

Skills & Feats: Escape artist +3, Hide +8, Move Silently +3; Weapon focus (dagger).

Treasure: Gobber ponchos and some mild sleeping poison

Farrow

CR 1; Medium-size humanoid; HD 2d8; Init+1; Spd 30 ft.; AC +17 (+1 Dex, +6 natural); Atk +1 melee (1d8+1, gore; various simple and martial weapons, +1 damage from Str); SQ scent; AL usually N; SV Fort +6, Ref +1, Will +0; Str 12, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills & Feats: Hide +2, Listen +4, Move Silently +2, Search +5, Spot +7.

Treasure: None

Gorax

CR 2; Large giant; HD 3d8+6; Init+3; Spd 30 ft.; AC +13 (-1 Dex, -1 Size, +5 natural); Atk +5 melee (1d6+4, claw); SQ scent; AL usually NE; SV Fort +5, Ref +0, Will +1; Str 18, Dex 8, Con 14, Int 5, Wis 10, Cha 5.

Skills & Feats: Listen +4, Spot +2; Improved Initiative, Run.

Treasure: none

Thrall (Lieutenant)

CR 1; Medium-size undead; HD 2d12; Init +2; Spd 30 ft., AC +12 (+2 natural, armor may also be worn); Atk +2 melee (various simple weapons, +1 damage from Str); SQ undead, +2 turn resistance; AL LE; SV Fort +0, Ref +1, Will +2; Str 12, Dex 12, Con -, Int 9, Wis 10, Cha 8.

Skills & Feats: Climb +6, Hide +6, Listen +3, Move Silently +6, Search +3, Spot +3, Use Rope +4.

Treasure: None

Thrall (Risen)

CR 1/3; Medium-size undead; HD 1/2 d12; Init +2; Spd 30ft.; AC +12; Atk +1 melee (1d4, bite); SQ undead; AL NE; SV Fort +0, Ref +2, Will +2; Str 10, Dex 10, Con -, Int 2, Wis 10, Cha 4.

Skills & Feats: Listen +3, Spot +3.

Treasure: None

Thrall (Warrior)

CR 1/2; Medium-size undead; HD 1d12; Init +1; Spd 30 ft., AC +12 (+2 natural, armor may also be worn); Atk +1 melee (various simple weapons); SQ undead, +2 turn resistance; AL LE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int 6, Wis 10, Cha 6.

Skills & Feats: Climb +5, Hide +4, Listen +3, Move Silently +5, Spot +3.

Treasure: None



B. NPCs

Grotanaluk

Grotanaluk is the gobber mechanic who's in charge of the warehouse. He's responsible for inventorying all parts and eventually repairing the two steamjacks. Grot is very suspicious of anyone entering the warehouse as he's afraid someone might tamper with his treasured possessions.

Grot, male gobber Exp4: CR4; Size S (3 ft., 1 in. tall); hp 15; Spd 20 ft.; AC 16 (+2 armored apron, +3 Dex, +1 Size); Attack dagger +4 (+3 Exp Base, +1 Size) melee, small pistol +7 (+3 Exp Base, +3 Dex, +1 size) ranged; Damage dagger 1d4, small pistol 2d4; SV Fort +4 (+1 Exp Base, +3 Con), Ref +4 (+1 Exp Base, +3 Dex), Will +5 (+4 Exp Base, +1 Wis); AL NG; Str 11 (+0), Dex 16 (+3), Con 16 (+3), Int 12 (+1), Wis 13 (+1), Cha 10 (+0).

Languages Spoken: Molgur (Gobberish dialect), Cygnaran.

Skills and Feats: Concentration +10 (+7 Rank, +3 Con), Craft (Motion Servos) +4 (+3 Rank, +1 Int), Craft (Small arms) +8 (+7 Rank, +1 Int), Craft (Steamjack) +4 (+3 Rank, +1 Int), Craft (Steamjack Handler) +6 (+5 Rank, +1 Int), Craft (Steamjack joint) +4 (+3 Rank, +1 Int), Craft (Steamjack skeleton) +5 (+4 Rank, +1 Int), Craft (Steamjack Skin) +4 (+3 Rank, +1 Int), Profession (Engineer)

+8 (+7 Rank, +1 Wis), Profession (Mechanic) +8 (+7 Rank, +1 Wis).

Special Qualities: Camouflage, Low-light vision.

Possessions: Grot's treasured possessions are screws, bolts, springs and a myriad of other tools.

Sample Soldier

Ftr3; CR 1; Medium-sized humanoid (human); hp 8; Init +0; Spd 30 ft.; AC 14 (studded leather + small shield); Atk +2 melee (1d6+1/2x club, 1d8+1/19-20/2x longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +1, Handle animal +1, Knowledge (Military tactics) +2, Ride +2, Swim +2; Combat Reflexes, Improved Disarm, Improved Initiative.

Sample Soldier (experienced)

Ftr3; CR 3; Medium-sized humanoid (human); hp 20; Init +0; Spd 30 ft.; AC 15 (chain shirt + small shield); Atk +2 melee (1d6+1/2x club, 1d8+1/19-20/2x longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +2, Handle animal +1, Jump +1, Knowledge (Military tactics) +3, Ride +2, Swim +3; Combat Reflexes, Improved Disarm, Improved Initiative, Quick Draw.



C. Dramatis Personae

"Hub...?"

Oh, ye scared me there Captain Rannigh. Heh, good ol'

Tibby is getting a little jumpy lately. ...

What???!?

What was that?? A raid??!!

Close the gates!!!! ... Man the cannons!!!!"

- Old Man Tibby after one Sowles Brew too many -

Unger, Thibault



Rannigh's lieutenants.

Tibby is the only one currently residing in Rannigh's Cliff Fortress who witnessed the raid on Highcliff 25 years ago. And it did strange things with his mind. At the time of the raid he was one of Captain

During the battle he got stuck under a pile of debris, remainders of a wall blown to bits by dark sorcery. His legs trapped under the boulders, he couldn't move for the entire attack. When 3 thralls discovered him, he managed to kill off 2 with his sword but the third one stabbed him several times with a spear. Thibault passed out and was left for

dead.

He woke up in a hospital bed in Highgate where he learned the fate of Captain Rannigh and all his friends. This drove him completely off the charts and the doctors were forced to tie him to his bed.

For three days and nights he kept on screaming at the top of his lungs, almost foaming at the mouth. After that he calmed down and was treated for his ailments. He was never able to use his left leg again, convicting him to the use of two wooden crutches. After the medical treatment was finished, he went back to the fortress and has lived there as a hermit until the reinstatement 3 years ago. He was allowed to stay at the fortress, serving as a handyman.

Thibault still wakes up screaming every night, soaked in sweat. During the day, he tries to drink away the memories.

Thibault 'Old Man Tibby' Unger, male human
Ftr2: CR 2; Size M (5 ft., 7 in. tall); hp 15; Spd 30 ft., AC 14 (+4 Chain shirt); Atk longsword +3 (+2 Base, +1 Feat); Damage longsword 1d8; SV Fort +3 (+3 base), Ref +0, Will +2 (+2 Wis); AL CN; Str 11 (+0), Dex 10 (+0), Con 14 (+2), Int 12 (+1), Wis 15 (+2), Cha 10 (+0).

Languages spoken: Cygnaran, Ordic.

Skills & Feats: Climb +3, Handle animal +6 (+4 Rank, +2 Feat), Intimidate +1, Jump +4, Ride +6 (+4 Rank, +2 Feat), Swim +4. Animal affinity, Endurance, Diehard, Weapon Focus (longsword).

Possessions: A bottle of Sowles Brew

The Raid on Rannigh's Cliff

Thorpe, Julian



Sergeant Thorpe is a 37 year old veteran of many skirmishes and battles.

Originating from Fisherbrook on the southern borders of Thornwood Forest, he served in the Cygnaran

military as a scout for both Stonebridge Castle and Fort Rhyker.

In his later years, he became an instructor in survival and stealth techniques. He's reputed to be leading new recruits into the Bloodswath March and leaving them to fend for their own. "If they apply all I taught them, they'll ask if they can stay a bit longer", he's often heard saying when someone questions his training methods.

Very dedicated to his men, he expects no less of them. During a scouting mission in Widower's Wood, a young Captain, just graduated from the Royal Cygnaran Military Academy, insisted on joining Thorpe's crew into the woods. When they encountered a colony of Wyldegeists, the young Captain, eager to get some combat experience, took command of Thorpe's men. After seeing four of his men getting butchered, Thorpe knocked the Captain unconscious, rallied his men and barely defeated the Wyldegeists. When they got back to Fort Rhyker, the captain informed some relatives in the upper echelons of the Cygnaran military and Thorpe was sentenced for disobeying a direct order and assault on a senior officer.

Out of respect for his impressive record and numerous citations, he was sentenced to serve as an instructor at Rannigh's Cliff when the fortress was reinstated. He's been here for 3 years and has been in charge of the daily routines in the fortress.

Sergeant Julian Thorpe, male human Rgr8: CR 8; Size M (5 ft., 5 in. tall); hp 53; Spd 30 ft., AC 17 (+3 Studded leather, +4 Dex); Atk scimitar +10/+5 (+8/+3 Base, +1 Str, +1 masterwork), military rifle +12/+7/+2 (+8/+3 base, +4 Dex,); Damage scimitar 1d6+1, military rifle 2d8; SV Fort +7 (+6 Base, +1 Str), Ref +10 (+6 Base, +4 Dex), Will +3 (+2 Base, +1 Wis); AL CN; Str 13 (+1), Dex 18 (+4), Con 14 (+2), Int 14 (+2), Wis 12 (+1), Cha 13 (+1).

Languages spoken: Cygnaran, Khadoran, Llaeese.

Skills & Feats: Animal empathy +6 (+5 Rank, +1 Cha), Climb +4 (+3 Rank, +1 Str), Craft (Small arms) +13 (+11 Rank, +2 Int), Handle animal +4 (+3 Rank, +1 Cha), Hide +15 (+11 Rank, +4 Dex), Intuit direction +6 (+5 Rank, +1 Wis), Jump +4 (+3 Rank, +1 Str), Knowlegde (Military tactics) +13 (+11 Rank, +2 Int), Listen +10 (+9 Rank, +1 Wis), Move silently +15 (+11 Rank, +4 Dex), Ride +7 (+3 Rank, +4 Dex), Search +11 (+9 Rank, +2 Int), Spot +10 (+9 Rank, +1 Wis), Swim +4 (+3 Rank, +1 Str), Use rope +7 (+3 Rank, +4 Dex). Alertness, Cleave, Combat reflexes, Exotic Weapon (military rifle), Leadership, Power attack, Track, Weapon Focus (military rifle).

Special qualities: Favored enemy (Undead), Favored Terrain (Forest)

Possessions: A military rifle and a masterwork scimitar.

The Raid on Rannigh's Cliff

Williams, Ervin



Captain Williams was one of the best students of his year when he graduated from the Royal Cygnaran Military Academy 3 years ago. He's an excellent tactician and has a keen mind.

Unfortunately, his graduation occurred at about the same time as the reinstatement of Rannigh's Cliff and the fortress needed a commander. Captain Williams would have had a brilliant military career in front of him, had he not been picked to lead Rannigh's Cliff -- and he knows it. The first year he really tried to make it work, but the men weren't exactly motivated and his stressed relationship with Sergeant Thorpe, who somehow resented the fact of having a younger superior, led him to get more and more bitter.

He has written numerous letters to his superiors requesting a transfer or another assignment where his skills might be put to good use. Until now he has not received a single reply...

Captain Ervin Williams, male human Ftr6: CR 6; Size M (6 ft., 1 in. tall); hp 45; Spd 30 ft., AC 14 (+5 Breastplate); Atk longsword +8/+3 (+6/+1 Base, +1 Str, +1 masterwork), military pistol +10/+5 (+6/+1 base, +3 Dex, +1 Feat); Damage longsword 1d8+1, military pistol 2d6; SV Fort +6 (+5 Base, +1 Str), Ref +5 (+2 Base, +3 Dex), Will +3 (+2 Base, +1 Wis); AL CN; Str 13 (+1), Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 10 (+0).

Languages spoken: Cygnaran, Khadoran.

Skills & Feats: Climb +2 (+1 Rank, +1 Str), Craft (Small arms) +10 (+9 Rank, +1 Int), Handle animal +1 (+1 Rank), Intimidate +5 (+5 Rank), Jump +2 (+1 Rank, +1 Str), Knowledge (Military tactics) +4 (+3 Rank, +1 Int), Ride +6 (+3 Rank, +3 Dex), Swim +2

(+1 Rank, +1 Str). Cleave, Combat Reflexes, Exotic Weapon (military pistol), Leadership, Point blank shot, Power attack, Quick Draw, Weapon Focus (military pistol).

Possessions: A military pistol and a masterwork longsword.

About Buccaneer Bass

The Buccaneer Bass consists of four members: Koen, Steven and Ralph have been roleplaying together for several years and Tom is the latest addition to the gaming group (although he already was an active member of the Golden Goblin club).

We had been playing with the idea of writing some 'real' roleplay-related material for some time and when Koen became a Press Ganger, things got on a roll. Our first efforts were some Iron Kingdoms and Warmachine demos at the Gamesworld 2003 Convention.

Then the idea of a fan site blossomed and we founded the Buccaneer Bass Inn, aiming to provide you with fan-written material in the veins of our source of inspiration, the - sadly enough currently defunct - Kargatane website for Ravenloft.

About Privateer Press *

Privateer Press was founded in December 2000 by Brian Snoddy, Matt Staroscik and Matt Wilson. They've been striving to provide us with quality material ever since. And who are we to complain?

WARMACHINE overtook our Golden Goblin miniature wargaming dub by storm and the Iron Kingdoms setting brings us a mixture of traditional fantasy blended with some steamy mechanics. And more of the good stuff is already appearing on the horizon. The Iron Kingdoms Character Guide is hitting the shelves as we speak, WARMACHINE: Escalation and the Iron Kingdoms World Guide should follow soon...

(* Privateer Press is absolutely not responsible, in any imaginable way, for this publication.

But we cordially admit we found their products 'rather' inspiring :-)

So, to the PPS:
We hope you guys like it!

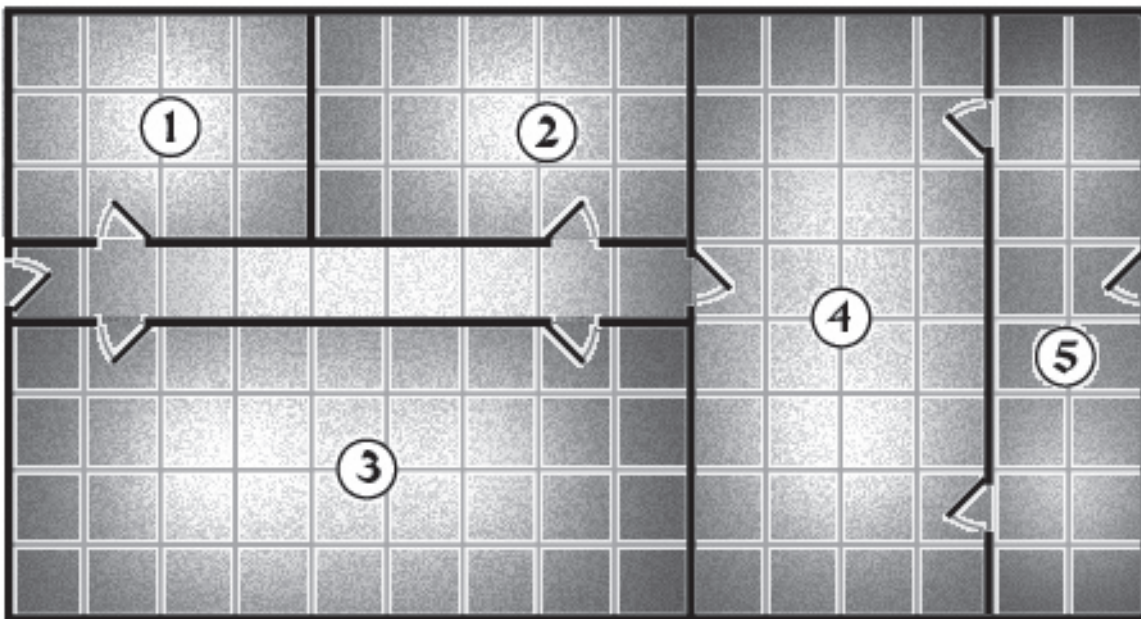
The BB Crew



D. Additional Maps

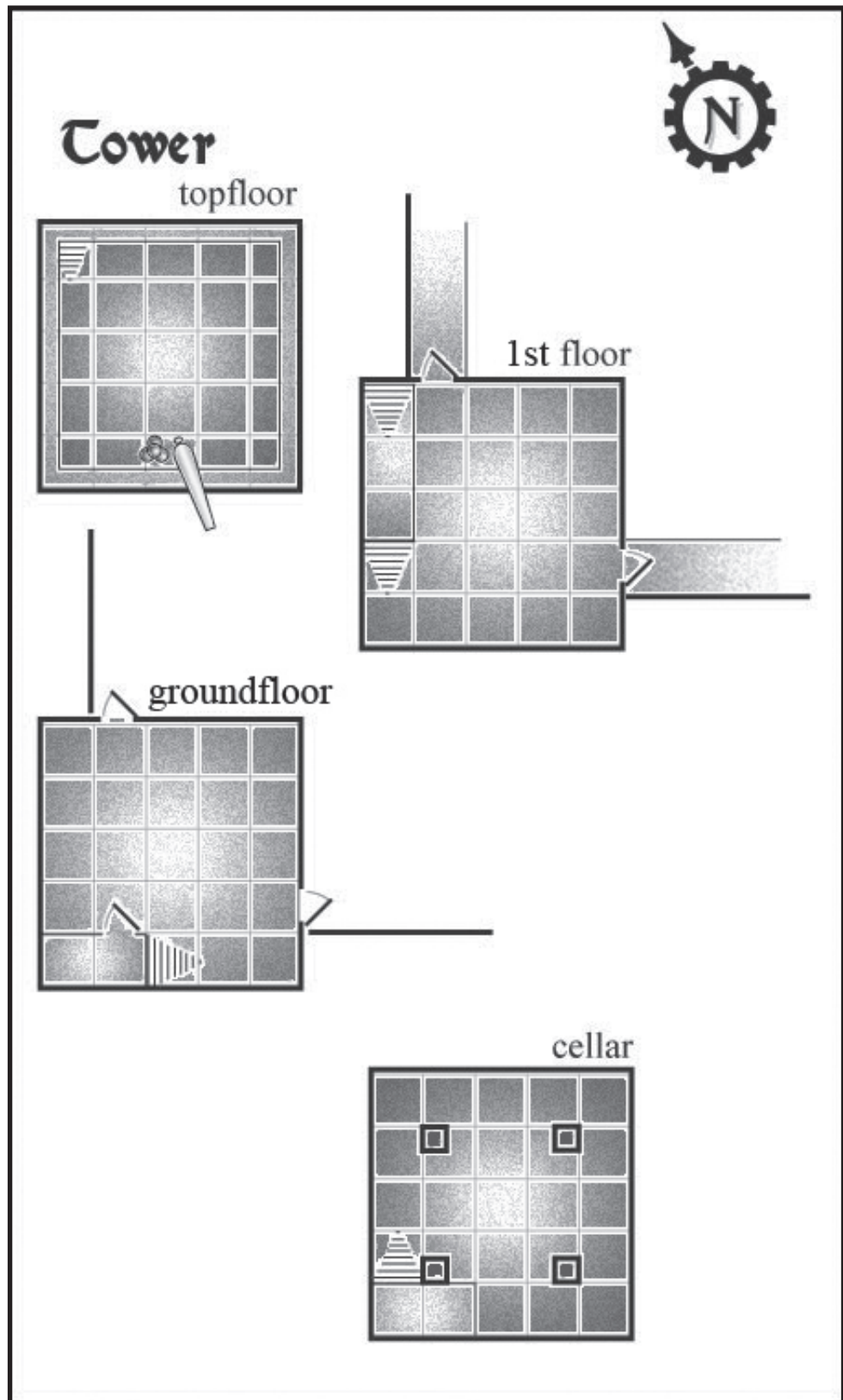


Barracks

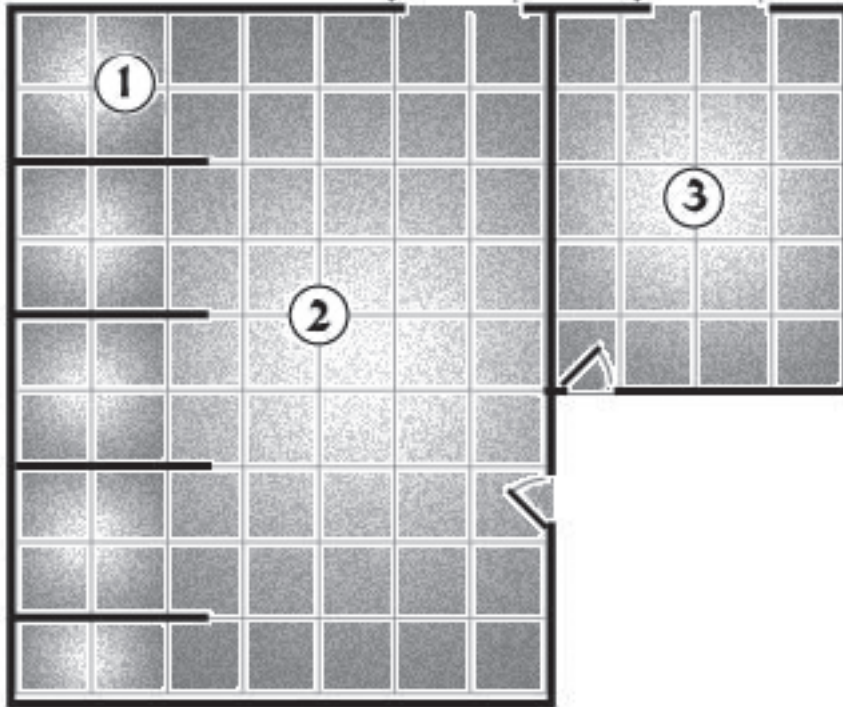


- | | |
|----------------|---------------|
| 1: storeroom | 4: diningroom |
| 2: washingroom | 5: kitchen |
| 3: bedrooms | |

The Raid on Rannigh's Cliff



Stables



- 1:** stall
- 2:** stables
- 3:** blacksmith

See you in the "Bass"!!!



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