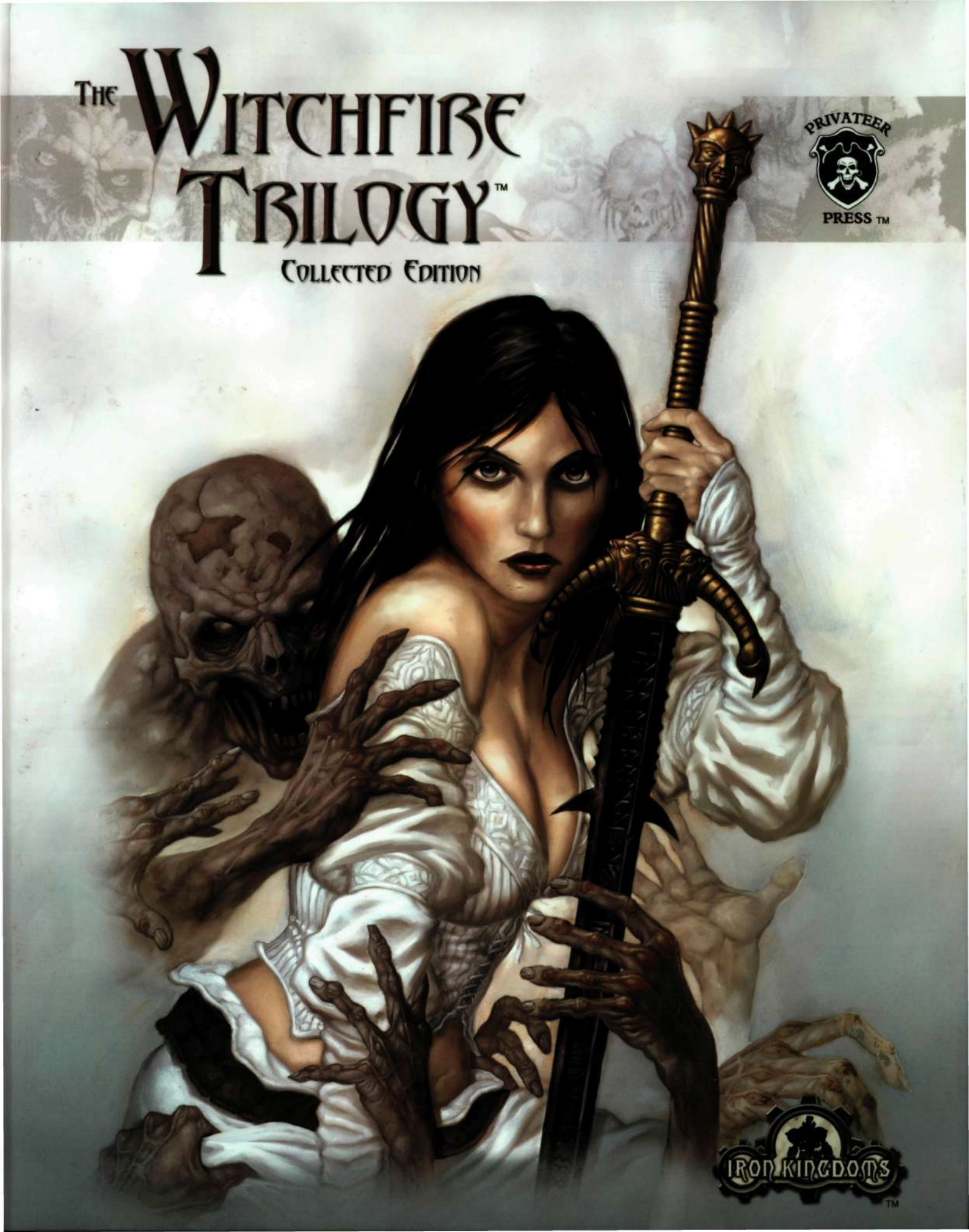
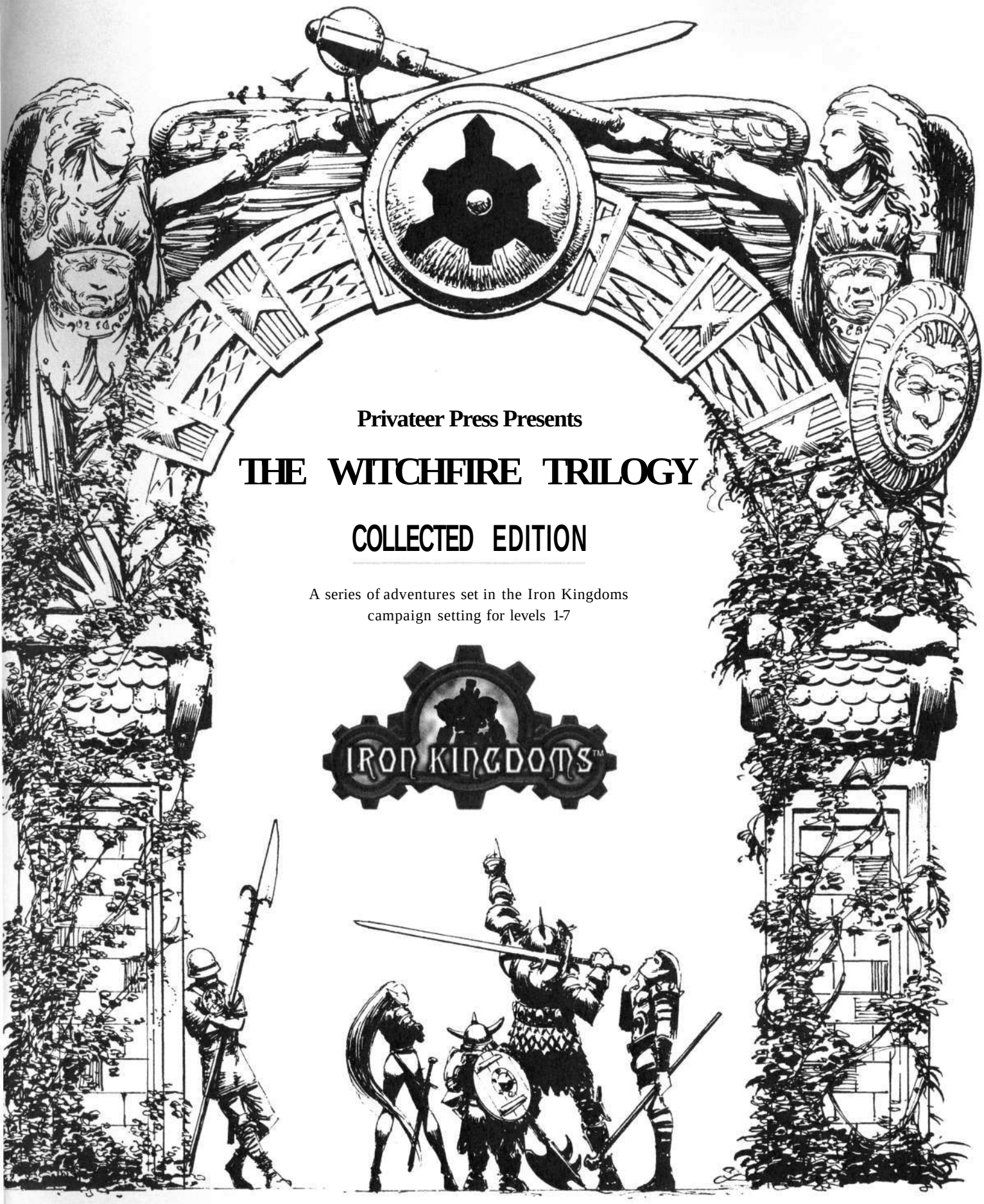
The Witchfire Trilogy™

Collected Edition



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THE WITCHFIRE TRILOGY

COLLECTED EDITION

A series of adventures set in the Iron Kingdoms campaign setting for levels 1-7

IRON KINGDOMS™

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CONTENTS

CHAPTER ONE - WELCOME TO THE IRON KINGDOMS 10

CHAPTER TWO - THE LONGEST NIGHT 32

Act I 33

The Caravan 33

At the Church of Morrow 35

Investigating the Grave Robberies 41

Act II 45

The Witches' Tomb 45

Alexia's Hideout 56

Act III 64

Fort Ryker 65

The Longest Night 74

CHAPTER THREE: FOOL'S ERRAND 80

Act I 83

A Brief Undertaking 83

Making New Friends 84

Act II 88

Filchers' Crossing 88

The Abandoned Factory 89

Malek's Ambush 94

Act III 96

The Undercity 96

A Fistful of Vouchers 100

CHAPTER FOUR - SHADOW OF THE EXILE 102

Act I 103

Finding the Temple 106

Steaming for the Temple 110

Act II 122

Inside the Temple 123

Act III 141

Returning to Corvis 142

Jailbreak! 146

CHAPTER FIVE - THE UMBRAL SPIRAL 156

Act I 159

A Cryptic Summons 160

Act II 164

Presenting Professor Pendrake 167

Act III 169

The Infernal Witness 171





CHAPTER SIX - LEGION OF LOST SOULS 174

Act I 175

Filchers' Crossing 184

The Mausoleum 196

Act II 211

Sallying Forth unto the Spine 217

The Tomb of Lost Souls 225

Act III 237

The North Gate 240

Borloch's Hostages 250

The Armies Clash 257

APPENDICES

Appendix A: Creatures 268

Appendix B: NPCs 291

Appendix C: Firearms 311

Appendix D: Kurgan's Goods & Wares 313

Appendix E: Languages 315

Appendix F: The Witchfire 317

Appendix G: Handouts 319

MAPS & DIAGRAMS

IRON KINGDOMS INTRODUCTION

The City of Corvis 20

Regional Map 27

THE LONGEST NIGHT

Witches' Tomb 46

Alexia's Hideout 57

Gatehouse Ground Level 67

Gatehouse Upstairs 68

Gatehouse Battlements 69

Gatehouse Sublevel 70

Fort Sublevel 71

Fort Battlements 73

FOOL'S ERRAND

Abandoned Factory 90

Undercity 97

SHADOW OF THE EXILE

Gate Towers 115

Temple of Cyriss-Ground Floor 125

Temple of Cyriss-Second Floor 131

Temple of Cyriss-Third Floor 135

Courthouse Sewers 146

Cellblock 149

THE UMBRAL SPIRAL

Corvis University 165

The Vault 167

LEGION OF LOST SOULS

Filchers' Crossing Undercity 188

The Mausoleum 200

The Tomb of the Legion of Lost Souls 226

North Gate Guardhouse-Street Level 242

North Gate Guardhouse-Mid-Level 243

North Gate Guardhouse-Battlements 246

Inquisitors' Lookout #1 249

Corvis Courthouse-Upper Floors 253

Gun Platform 256





FOREWORD

Wherein the gentle readers learn of the inspiring book held before them

Welcome to an epic series of adventures in the Iron Kingdoms—the Witchfire Trilogy! This re-release includes an updated version of the original award-winning Witchfire Trilogy plus two optional "bridge" adventures to offer additional play between each chapter of the trilogy. These additional adventures are "Fools Errand," previously sold as a single .pdf adventure, and "The Umbral Spiral," a new adventure written as a special treat exclusively for this book.

Why re-release the trilogy? Hasn't the Iron Kingdoms moved on?

This is an amazing set of adventures that provide an immersive introduction to the setting and allow GMs to bring their players into one of the most important recent events in Cygnar's history. This trilogy is where the Iron Kingdoms as an RPG experience began in the richly textured city of Corvis. We did not feel it would do the adventures justice to reprint them as they originally appeared nor to let them vanish into obscurity. The material deserved to be brought properly in line with our more recent products, fully updated, and consolidated.

These adventures introduce a number of major characters and explore their motivations and origins in great detail: Father Pandor Dumas and his beautiful niece Alexia Ciannor, Watch Captain Julian Helstrom, the dark wizard Vahn Oberen, the irrepressible trader Gunner Waddock, ex-king Vinter Raelthorne IV, and many other memorable characters who have left an indelible mark on western Immoren. The Witchfire has created ripples across the continent, and these adventures allow GMs to challenge courageous players and add their names to the annals of history.

These adventures arguably work best with bright-eyed, brand new converts to the setting and its full metal fantasy—those who have yet to learn the joys of a double-barreled pistol or marvel in wonder at the coal-powered steamjacks laboring at the docks. Such newcomers will be able to enjoy the plot twists of the adventures without the jaded perspective of knowing the "official" outcome as described in other products. However, GMs should not be discouraged from tackling the Witchfire adventures with experienced players. Encourage them to embody new 1st level characters, go back in time, and take them in unexpected and new directions. The history of *your* version of the Witchfire in the Iron Kingdoms has yet to be written.

Inexperienced GMs will want to stick closely to the text and use the described events as a careful guide to discover weeks if not months of entertainment in the finest roleplaying tradition. More experienced veterans should feel free to go beyond the text, take the story in unexpected directions, and give their players the freedom to choose their destiny. Trying to maintain the flow of the plot over the epic scope of five consecutive adventures is not easy; players are willful and unpredictable creatures. To have a cohesive story from start to end, these adventures make certain assumptions about the progression of events, but there is no absolute "right" or "wrong" way to run them. No two GMs will have the same experience. Focus on enjoying yourself and providing a fun experience for each of your players while guiding them along the story arc with the occasional light push or nudge in the right direction.

OTHER RESOURCES

Every effort has been made to make the Witchfire Trilogy self-contained; it can be played using the gaming system of your choice. However, GMs wanting to take full advantage of the unique setting will profit from exploring both the *Iron Kingdoms Character Guide*, and the *Iron Kingdoms World Guide*. These books will be frequently referenced when they contain additional lore related to topics in the Witchfire Trilogy. The Witchfire



adventures do not take place in a vacuum. They are part of a richly detailed world with its own fascinating history, religions, politics, and unique creatures.

The IK Character Guide offers details on races, new classes, religion, magic, an introduction to mechanika, and much more. The IK World Guide is a rich and comprehensive atlas of western Immoren, including a fold-out poster map detailing every major city and town, their organizations, universities, laws, and history. While these books are not strictly required, they are strongly recommended.

Additional creatures to challenge the party can be found in the Monsternomicon, and those wanting fully to explore the unique mix of magic and science called "mechanika" will appreciate the Liber Mechanika. Both of these optional books contain prestige classes which can provide alternative specialized advancement for characters.

Abbreviations used throughout this book are:

WTCE	Witchfire Trilogy Collected Edition (this book!)
TLN	The Longest Night (part one of the Witchfire Trilogy)
FE	Fool's Errand (first optional bridge adventure)
SOTE	Shadow of the Exile (part two of the Witchfire Trilogy)
TUS	The Umbral Spiral (second optional bridge adventure)
LOLS	Legion of Lost Souls (part three of the Witchfire Trilogy)
IKCG	Iron Kingdoms Campaign Guide
IKWG	Iron Kingdoms World Guide
MN1	Monsternomicon, Vol. 1
LM	Liber Mechanika

THE BIG STORY
(PLOT OVERVIEW)

Warning: The following contains many spoilers for the adventures; players should NOT read this section or will risk ruining the adventurefor themselves! This section is for GM eyes only.

The Witchfire Trilogy Collected Edition is a lengthy and complex set of five consecutive modules which can seem overwhelming at first. What follows is a condensed overview of the plot.

THE LONGEST NIGHT

This introductory module is designed for four characters of level 1-3 but can be adjusted to suit larger or smaller groups. It introduces the PCs to the city of Corvis and the surrounding lands and begins their investigation into the Witchfire. There are relatively few combat encounters in this first adventure; GMs are encouraged to reward players with experience as much for successful investigation as for defeating opponents, particularly if they are not advancing quickly enough to meet the challenges of the next module.

ADVENTURE SUMMARY

The PCs come to the city of Corvis and learn evil is afoot—bodies are being stolen from the city's graveyards. The PCs are hired to investigate the matter by Father Pandor Dumas of the Church of Morrow who sees their arrival as an opportunity to resolve the matter quietly.

The PCs will learn the stolen bodies relate to a witchcraft scandal that rocked the city almost a decade ago. Their investigation will reveal that Father Dumas' niece, Alexia Ciannor, is the one behind the evil acts, yet her motivations are complex. Her mother was unjustly executed as a witch long ago, and young Alexia is out for revenge. This is just the tip of a deeper conspiracy involving the machinations of a dangerous wizard named Vahn Oberen who seeks personal power by exploiting the unique abilities of an unholy blade called the Witchfire. Vahn Oberen has a dark past as one of the foremost minions of the exiled ex-king of Cygnar, which becomes increasingly important as the adventures unfold.

OPTIONAL BRIDGE: FOOL'S ERRAND

This optional adventure is intended for three to four characters of level 3-4, and it allows the PCs to explore the darker side of Corvis (nicknamed the City of Ghosts) and its criminal underbelly. This module contains several potentially difficult encounters and should provide a good challenge to characters after they have finished The Longest Night.

ADVENTURE SUMMARY

In this module the PCs become further enmeshed in the sometimes deadly rivalries of the city. Their activities in the TLN have attracted the attention of Hamil Bodak who has a longstanding feud with their ally, Watch Captain Helstrom. Deciding to test the PCs, Bodak and a rogue named Draegyn enlist them

in a suspicious and dangerous enterprise: they are sent to "recover" an experimental device called the "Thunderwicket."

Unknown to them, this is the name of an archaic but dangerous steamjack under the control of "Mad" Malek Redgrave of the Griffons gang. The PCs get caught up in a bloody battle between the rival criminal gangs the Griffons and Gertens. In the process they may gain new allies and enemies which will complicate their stay in the city.

SHADOW OF THE EXILE

This module forms the middle of the adventure series and is intended for a party of four characters of levels 3-5, but it can be adapted for groups of other sizes and levels. This adventure lets the PCs get a taste of life aboard a steam-powered riverboat chasing Alexia into the swampy forest. It also introduces them to the enigmatic Cult of Cyriss, one of the newest and most unusual religions in western Immoren.

ADVENTURE SUMMARY

At the end of *The Longest Night*, Alexia Ciannor made off with the corpse of her mother. She also crudely re-animated the other coveners and stole the magic blade Witchfire. Her intent is to use the power of the Witchfire to bring her mother fully back to life and then seek vengeance on the evil magistrate Ulfass Borloch and the wizard Vahn Oberen.

The PCs will learn of Alexia's plan and give chase up a tributary of the Black River to a massive temple of Cyriss reputed to have the power to bring the dead back to life. This secret temple is itself a complex and bewildering machine devoted to the Maiden of Gears, whose priests are not happy to find themselves beset by intruders. The PCs confront Alexia, manage to defeat her (although her ultimate fate is unknown), recover the Witchfire blade, and return to Corvis. On their return, the PCs find the city has been taken over by an old enemy, the exiled ex-king Vinter Raelthorne. Vahn Oberen has carefully orchestrated his return even as the PCs and Alexia have been a thorn in his side. Amid this occupation the PCs must mount a rescue for Father Dumas, and they will learn Vinter is accompanied by a peculiar new race of allies called the skorne.



OPTIONAL BRIDGE: THE UMBRAL SPIRAL

This module is designed for four level 6 characters. This adventure exposes the PCs to a mysterious and diabolical class of entities known as infernals as they attempt to recover a tome from the occupied Corvis University.

ADVENTURE SUMMARY

The events of this module take place a couple of weeks after the PCs have freed Father Dumas from his imprisonment but while Corvis remains in the grip of the skorne invaders. Through Dumas, the PCs are contacted by a man representing himself as an agent of the Order of Illumination who is seeking to recover an important book squirreled away in Corvis University. This man, Devlin Bain, is secretly attempting to free himself of an infernal which has attached itself to his soul. In the course of the adventure the PCs will have opportunity to explore Corvis University and meet the famous scholar Professor Pendrake while evading the skorne and eventually facing the evil entity responsible for turning Devlin's life upside down and implicating him in the death of dozens of innocents. Succeeding in the adventure will gain the PCs at least one and possibly two useful additional allies in Corvis and perhaps open their eyes to the greater forces of darkness lurking beyond the mortal realm.

LEGION OF LOST SOULS

This module contains the conclusion to the extended adventure and is intended for a party of four PCs of level 5-7, but it can be adapted to accommodate other groups. PCs who have played both bridge adventures and participated in outside adventuring may reach level 8-10 by the end of the adventure series. The PCs must find a way to save Corvis from its occupiers and thereby forestall an even larger danger to Cygnar itself. To do this, they must confront difficult moral ambiguities and fulfill an old prophecy in an unexpected fashion, turning to dark allies to crush a greater evil.

ADVENTURE SUMMARY

At the end of SOTE, Vinter Raelthorne IV and his henchmen took over the government of the city. Now a larger army of almost 10,000 skorne warriors including fearsome slave-beasts is waiting to seize Corvis more tightly and turn it into a mustering point against southern Caspia, the capital of Cygnar. With the bulk of Cygnar's military divided between its northern border and the southern Broken Coast, they have neglected the defenses of this crucial city. The PCs must undertake a desperate gambit to stem the tide of invasion.

As the module opens, Alexia wants to help the PCs drive the invaders from the city. Her goals are still selfish—she wants a shot at Vahn Oberen, the man she blames for her mother's death. The PCs learn of the "Legion of Lost Souls," a long-dead mercenary company killed in a battle for Cygnar ages ago. With the power of the Witchfire, the Legion can be reawakened and used to battle Vinter Raelthorne's forces.

The legion's resting place is sealed with powerful magic, so the party must first venture down into the Undercity below Corvis and figure out how to recover a massive giant's hammer. After this, the PCs make a journey to the nearby Dragonspine Peaks to explore the Legion of Lost Souls' tomb. Alexia and the PCs will lead an army of "benevolent" undead back to Corvis. Even with these unexpected allies, rescuing the city will not be easy. It will require the PCs to capture and secure several key locations. The PCs must finally deal with Alexia herself as her dreams of revenge could imperil the city despite their victories.

When the dust settles, the PCs have played a decisive role in liberating Corvis. Though Vinter Raelthorne escapes, the PCs buy Cygnar valuable time against future incursions. Their heroics earn them an invitation to the capital to be thanked by King Leto personally.

TIMELINE

Exact dates are not provided for these adventures. There are too many variables among individual campaigns for the timing of unfolding events. Given the scope of the five-module story, no two games of the Witchfire Trilogy will happen in the same length of time.

Those already familiar with the setting should be aware that the events described herein take place in the *past* compared to the "current day" described in the Iron Kingdoms World Guide and later products. As a given adventure deviates from the printed material, the GM will need to make adjustments in his own campaign world.

The only definite date in the trilogy is the Longest Night at the culmination of Chapter One, which takes place after the last day of the year in 602 AR and before the first day of 603 AR. This is an "extra" day not indicated by month or number taking place every three years. It serves to correct a small astronomical flaw in the Rhulic-based calendar which has become the standard in western Immoren. All months in the IK have 28 days, and there are 13 months in the year. (For more details on the calendar, see the IKCG, pgs. 23-30.)

The Witchfire adventures begin in late 602 AR and should end in early 603 AR. For the official setting timeline, the invasion of Corvis—covered at the end of SOTE—occurs in 603 AR, but a specific month and day has never been printed. A "typical" running of the entire adventure including both optional bridges should be feasible in 2-4 months of campaign time, even allowing for periods of considerable downtime for training, item fabrication, interaction with NPCs, side-quests, etc. So long as everything is resolved during 603 AR, there should be no problems reconciling the events with other printed material.

It is suggested GMs do not specify a starting date to players in order to allow The Longest Night to happen naturally at the conclusion of the first module (Chapter Two). A good rule of thumb is to start the adventure in mid to late Ashtoven 602 AR, the last and 13th month of the year.



CHAPTER ONE:

WELCOME TO THE IRON KINGDOMS

Within the Iron Kingdoms, classic fantasy takes on a full metal edge where the PCs will encounter steam engines, pistols, cannons, and intricate clockwork contrivances as often as swords and sorcery. The Witchfire Trilogy is playable by both newcomers and old veterans of the world of Caen.

This section provides a quick overview of the setting within which the Witchfire adventures take place. Those with access to the IKWG can skip the overview of Cygnar and the other nations and their recent history. This cursory introduction cannot replace the wealth of information in that tome and the IKCG.

Even old hands of the setting should read the detailed description of the city of Corvis, for this material differs in several respects from the city's entry in the IKWG. As noted in the Foreword, the Witchfire adventures take place in 602-603 AR before the invasion and occupation of Llael and the outbreak of full war between Khador and Cygnar. While some cities have weathered the last few years virtually unchanged, it is definitely not the case in Corvis, the City of Ghosts. GMs should also read the history of the Legion of Lost Souls at the end of this chapter for the direct bearing it has on the concluding adventure of the series (Chapter Six).

In theory these adventures could be transported to other worlds and settings. However, the story works best within the context of the city of Corvis in the kingdom of Cygnar, considered by some to be the "crown jewel" of the explored western region of the continent of Immoren. Many elements of the adventure, including religious and political institutions, are inextricably linked to the fabric of the Iron Kingdoms. Converting this material to fit another campaign world would require considerable work by the GM, but it is certainly possible for the foolish or ambitious. Really though, why would you want to adventure anywhere else?

WESTERN IMMOREN

These adventures are set in and around the city of Corvis, an important northern city in the nation of Cygnar. Cygnar is one of four kingdoms and one protectorate collectively termed the "Iron Kingdoms," having been born approximately four hundred years ago at an agreement called the Corvis Treaties. The predominant Iron Kingdoms are neighbored by the xenophobic elven nation of Ios, the more friendly and mercantile dwarves of Rhul, and the hostile and nightmarish island empire of Cryx. These nations sprawl across the western side of a continent called Immoren. Eastern Immoren has not been explored due to an extremely hostile and virtually impassable wasteland beyond the Bloodstone Marches at Cygnar's eastern border. The inhabitants of western Immoren have not yet had an age of great exploration, and their seafaring exploits are mostly confined to the nearby coasts. Aside from the dubious tales of a few intrepid explorers, very little is known of other continents and the wider world of Caen.

The rise of the Iron Kingdoms after the Corvis Treaties marked the start of a new and prosperous era. This came on the heels of a dark age eight centuries long when most of the region was enslaved by a foreign power—a brutal seafaring empire called the Orgoth. Even four hundred years after those terrible conquerors were driven from the shores of Immoren, a legacy of haunted ruins and cursed artifacts remains, as well as the shadow of terror lingering in the imagination of the ancestors of the oppressed.

The events of these modules are confined to a relatively small area of northeastern Cygnar centered on the city of Corvis but also extending to the surrounding Widower's Wood, a section of the Black River and its tributaries, and the Dragonspine Peaks southwest of



the city. GMs are encouraged to use the IKWG to allow the adventurers to travel even further abroad either during or after the Witchfire adventures.

THE IRON KINGDOMS

While the term is sometimes used to describe the entire setting, technically the Iron Kingdoms are the nations with borders determined during the Corvis Treaties and the Protectorate of Menoth created after Cygnar's religious civil war. While the scope of the WTCE is limited to Cygnar, a brief description of all the nations of the region is given below to provide a sense of wider context.

CYGNAR

Cygnar is arguably the most advanced and influential of the Iron Kingdoms. Its capital is Caspia, located at the southern end of the Black River. It is also the home to Corvis, City of Ghosts and birthplace of the Corvis Treaties. It serves as a critical trade nexus, particularly for riverboats. Other major cities include northwestern Ceryl—second only to Caspia in size and influence, southern Mercir, and centralized Fharin. Cygnar is a generally lawful land led by the good King Leto Raelthorne. It is a wealthy kingdom with a strong military, and it is famed for its skilled wizards and engineers. Steam engines have brought an age of machine power to Cygnar, whether in the form of steamjacks laboring at the docks and fighting on the field of war, rumbling trains carting supplies across the miles at record speeds, or the dozens of steamships traversing up and down its rivers. The faith of Morrow is very pervasive and is the state religion of Cygnar, centered in the Sancteum inside Caspia, the nation's capital.

Orgoth Soldiers



KHADOR

Khador is a vast and harsh northern land with rich but scattered resources. Its people are particularly tough, grim, and large of frame. Most citizens are simple folk, but all are fiercely proud of their nation. Khador has a strong military tradition; every able-bodied citizen is considered to be in the military reserves. Khador has recently undertaken massive efforts to modernize and strengthen its position in the world. Their arcane mastery has been growing in recent decades, and the crown has encouraged engineers to thrive in the capital Korsk, which is undergoing a full industrial revolution. Though Khador has named Morrow as the state religion for decades, Queen Ayn Vanar XI has softened this stance in recognition of the nature of its citizenry. Despite a slight Morrowan majority, a numerous and vocal minority follows the Menite Old Faith. The popular queen praises both religions in equal measure. Historically they have fought many border wars against all of their neighbors including Llael, Ord, and Cygnar. Khador has a long-standing rivalry with Cygnar in particular, for they are the two most dominant nations of the region. Full war looms on the horizon between these two great nations as inevitable as the turning of the seasons.

LLAEL

Llael is the smallest nation and has limited resources and industrial capacity, yet it has eked out an existence by exploiting its proximity to the Black River trade route and by serving as an intermediary between Rhul and Cygnar. The realm has the blessing of ample deposits of coal and blasting powder used in firearms and cannons, without which its economy would be crippled. Due to the importance of trade with the Rhulfolk, Cygnar has allied with Llael and thus far prevented this small kingdom from being gobbled up in border wars with Khador. Wizards and alchemists in Llael helped to invent firearms



and blasting powder during the rebellion, and pistols remain popular in Llael today as lovingly maintained and treasured heirlooms passed from father to son. Dueling is a popular means for resolving disputes and is rumored to be the leading cause of death among nobles. When the last king passed on eight years ago, the line of succession became extremely muddled. Prime Minister Deyar Glabryn I**X** seized power and rules virtually as sovereign by manipulating the ever-scheming Llaelese Council of Nobles. King Leto does not consider Glabryn the lawful ruler of this nation, and it has strained their alliance. Llael embraces the Church of Morrow as its religion, but few of its ruling nobles pay much heed to faith.

ORD

Ord has the dubious distinction of being the poorest of the Iron Kingdoms although it is larger and more populous than Llael. Possessed of a long rugged coastline, Ord's citizens mostly live near the water's edge and make their livings off the sea. It is a dangerous life, for the waters of the western seas are harsh, and pirates from the Scharde Islands are often close at hand. These conditions serve to breed the toughest, most skilled sailors anywhere and make Ord's nary a force to be reckoned with despite somewhat antiquated ships. Inland the nation is dominated by the proud landed castellans, whose varied wealth derives from raising cattle and exploiting difficult farmland. The capital of Ord is the city of Merin, but its most infamous town is the disreputable Five Fingers. Situated at the opposite end of the Dragon's Tongue River from Corvis, Five Fingers is a smuggler's haven. The ruler of Ord is "The Bandit King" Baird II, a hearty bear of a man rumored to have lived a debauched youth and kept many criminals and cutthroats as friends. He is well loved by the common man for his tiered system of taxation, but this has put him at odds with the richer gentry. Morrow is the state religion of Ord, but their citizens are reputedly less scrupulous about attending church than in some nations.

PROTECTORATE OF MENOTH

The Protectorate is the newest nation, born of a religious schism within Cygnar just over a century ago. This was the Cygnaran Civil War which erupted when the worshippers of the ancient god Menoth could no longer abide the influence of the Church of Morrow. Their discontent simmered for years while they assembled a secret army of zealots in eastern Caspia. This erupted into full warfare in the streets of the walled capital and divided the city at the Black River. The eastern section became the city Sul, named after Sulon—the leader of their cause martyred during the brutal street fighting at the end of the war. After the war Cygnar retained nominal control of the eastern territory, but the Menite followers were allowed to form a theocracy and govern their believers as they saw fit. The arrangement persists on paper, but in practice the Protectorate of Menoth is a separate nation. Any citizen or visitor who breaks the strict rules of conduct is punished severely, and the worship of Menoth permeates every aspect of life. The mortal leader of the Protectorate is His Eminence, Hierarch Garrick Voyle, who works to muster a great crusade against the decadent Morrowan nations.

BEYOND THE IRON KINGDOMS

CRYX

Far to the southwest in the pirate-infested coastal waters past the Broken Coast of western Cygnar are the countless Scharde Islands. The largest island is the center of the nation of Cryx, which has subjugated these islands and shaped them into a powerful empire. The jagged, foreboding coastline of Scharde only hints at the realm's true nature, for it is a land even more black and treacherous than it appears. Its inhabitants are fell evil trollkin, beastly ogrun, depraved men, savage goblins, and countless hordes of the undead who are not shunned but actually a privileged upper class often valued more than the living. The living inhabitants of this blighted land all live in awe of their ruler, an ancient dragon-god named Toruk. The Lord of Wyrms has utterly dominated this territory for over a thousand years. His privateers terrorize the western coasts of Cygnar and Ord. Toruk claims to be the first dragon, and few can dispute it. He rules as an absolute tyrant supported by twelve lich lords, each possessed of fearful powers and limitless patience. Toruk's ego knows no limits, and He forces His minions to worship Him as a god, forbidding all other religions.

IOS

The elves of Ios are reclusive, secretive, and downright xenophobic. Those who approach Ios without being invited do not return. In recent years the elves have closed themselves off entirely to the outside world and no longer even conduct furtive trade with other nations. Those few elves found outside Ios are generally exiles no longer welcome in their homeland,

and even these outsiders are close-lipped about their nation. Some say Iosans are masters of strange mechanika and magic and their cities are built around the temples of living gods as old as the world itself. No one can or will confirm any of it. Scyrah is the only goddess mentioned by exiles, and questions about her nature are rebuffed.

RHUL

Compared to the warring kingdoms of mankind, the dwarves are a bastion of order and reason. Their society has been without major upheaval for thousands of years, and the history of Rhul traces back longer than any other established civilization in the region. Even their civil wars are more like duels, being organized and adjudicated by the dwarven parliament known as the Moot of the Hundred Houses. The leaders of the Moot are the Stone Lords, thirteen aged and respected dwarven paladins who trace their bloodlines back to the Great Fathers who sired the dwarven race (or so they say). Rhulfolk are renowned for fine craftsmanship, engineering, and prowess at building. What many people do not know is that dwarven skill in stonework is not restricted to the dark spaces of tunnels and underground chambers. They craft many magnificent keeps, towers, temples, and bridges. It is a fact that shocks most first time visitors to the great city of Ghord, their bustling capital.

OTHER RACES

Along with the occasional dwarf or elf, there are other races in the Iron Kingdoms that do not boast a nation of their own. The kingdom of Cygnar has been particularly open minded and welcoming to these species. They include a sociable race of goblins commonly termed "gobbers" who have demonstrated great aptitude for mechanical tinkering, alchemy, and barter. Their less civilized cousins, the bogrin, are less enthusiastically welcomed. They are noted for violent habits and a penchant for arson although some individuals have overcome this perception. Trollkin are a frequent sight in larger cities and towns and are large framed, grey-skinned humanoids bearing an ancestral connection to bloodthirsty trolls. Largest of all are the muscular ogrun. Some stand nine feet tall and are barely able to squeeze into human establishments. Though of intimidating demeanor, both ogrun and trollkin have proven capable of cohabitation and are hired as skilled or unskilled laborers or for bodyguard duty. The rarest species is an elven offshoot known as the Nyss, sometimes called "winter elves" by the ignorant. These elves dwell in the far northern reaches of Khador and are almost never seen in the south.

THE BLOODSTONE MARCHES

Avast and seemingly impassable wasteland stretches from Cygnar's eastern border into the unknown. Thin forests quickly give way to spires of reddish rock, baked earth, and blowing sand. The land is filled with hostile creatures and is noted for fluke sand and lightning storms. Its shifting geography makes accurate cartography impossible. Little exploration has been done to date, and the few brave explorers who have attempted to cross the wastes have never returned. There are nomadic and savage human tribes dwelling on the fringes of the Marches along with some hardy breeds of goblin and trollkin. The only true settlement is the small mining town of Ternon Crag found a few dozen leagues east of the Black River and Corvis.

The merciless lands past the Marches are not as empty as people think, for they are home to a race as yet unknown in the west—the skorne. Lurking in the sandy wastes just beyond the reach of mankind, they are preparing for war. Leading them is none other than the deposed ex-king of Cygnar, Vinter Raelthorne IV, Leto's older brother. After escaping



Skorne Paingiver

from his prison, Vinter stole a balloon kept aloft with hot air. It served as both liberation and curse, for the wind took him straight east into the Marches and away from his henchmen who had been prepared to assist him. Those who saw Vinter drift away over the red sands presumed he would be killed like all others, yet King Leto knows in his heart his implacable brother is still alive.

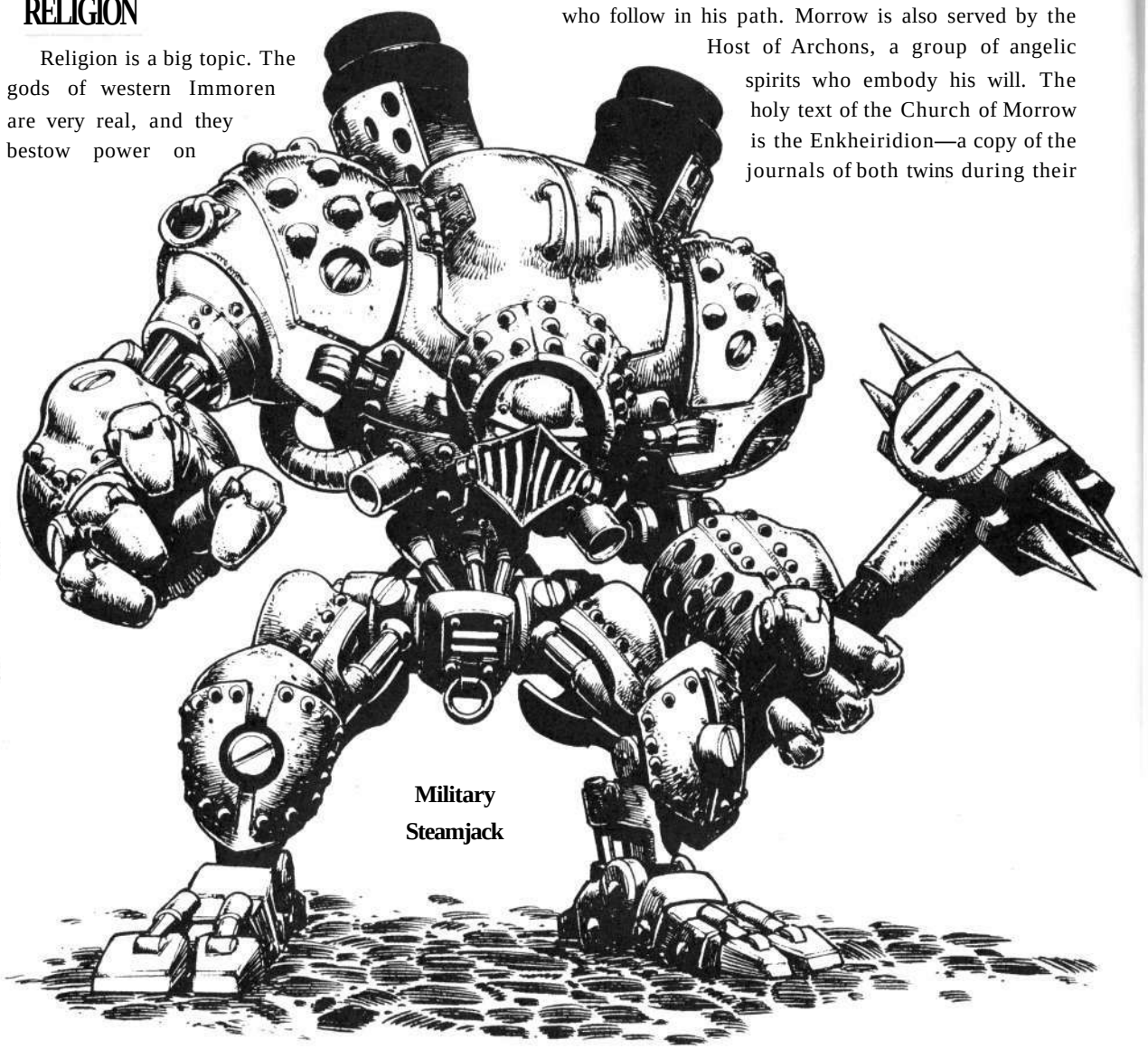
Vinter "the Elder" Raelthorne has done more than survive; he has managed to locate the skorne and rise to power among them. He has united their fractured society and promised enormous gains in the west. The first step of this conquest is the unsuspecting city of Corvis, which he hopes to use as a mustering point for a full invasion to reclaim his throne.

RELIGION

Religion is a big topic. The gods of western Immoren are very real, and they bestow power on their clergy and chosen champions. A comprehensive look at the setting's religions is found in the IKCG (Chapter Four).

MORROW

The faith of Morrow is the dominant religion of most of humanity in western Immoren. Morrow is one of the Twins, brother and sister deities who ascended to godhood after exceptional mortal lives twenty-five centuries ago. Morrow exemplifies goodness, generosity, honor, healing, and virtue. His faith spread rapidly during the Orgoth occupation when his hopeful message had resonance among the oppressed masses. Morrow teaches that every person can find eventual enlightenment by living a good life and attempting to improve himself. He has been joined by eleven saintly ascendants, formerly mortal, who follow in his path. Morrow is also served by the Host of Archons, a group of angelic spirits who embody his will. The holy text of the Church of Morrow is the Enkheiridion—a copy of the journals of both twins during their



Military Steamjack

lives filled with instruction and enigmas regarding the path of ascension.

The center of the Church of Morrow is the Sancteum in Caspia, but many great cathedrals have been constructed throughout the region, and priests see to the spiritual needs of millions of diverse worshipers. The head of the clergy is a primarch chosen directly by Morrow in a manifestation of archons. He and the thirty-six exarchs who comprise the Exordeum preside over the priesthood from the Archcourt Cathedral in the Sancteum. Regional vicars preside over high prelates and prelates who govern the clergy of specific cities and towns. For example, the city of Corvis is supervised by Prelate Pandor Dumas from the Cathedral of Morrow. His superiors are the vicars in the distant city of Fharin who report to the Exordeum in Caspia.

MENOTH

Before the rise of the Twins, the worship of Menoth was the primary religion of humanity, and He is still credited as the "Creator of Man." Most of humanity believes that Menoth created the world and ordered its seasons and other natural cycles. Other races do not share this belief, but they do give Him credit for the creation of humanity. Menoth is a stern and cruel god of unbending law who brooks no disobedience from His followers and demands respect from all mankind. His faith has waned over the years, perhaps because of His stern and punishing demeanor. The bulk of his followers dwell in the Protectorate of Menoth and among many communities of northern Khador, but small groups of Menites can still be found around Cygnar and the other nations. Large cities such as Corvis will retain a small minority of Menites, and there is considerable tension between these two faiths. In theory all Morrowans believe in Menoth and offer him prayers of thanks, but Menite priests deem these token prayers grossly insufficient.

THAMAR

Thamar is the dark sister of Morrow, his shadowy and illicit counterpart. Where he represents goodness and virtue, she represents evil and vice. Thamar's religion is considered a depraved cult only practiced in secret. Nonetheless she has more followers than some might credit, for her clergy offers services and rewards to the wicked, selfish, and those who lust for power. Thamar's name has been associated with dark magic, necromancy, evil conspiracies, and compacts with infernals. Although shunned by honest citizens, priests of Thamar can be found lurking in criminal circles such as the Undercity below Corvis. Thamar is served by formerly mortal ascended servitors called scions—those few who followed her example and achieved dark enlightenment.

CYRISS

The newest organized religion of the region, the Cult of Cyriss is very mysterious and secretive; its deeper enigmas are known only to a few. She is also called the Maiden of Gears and is the goddess of technology, engineering, mathematics, astronomy, and clockwork. She has only been actively worshiped for a few centuries, but Her followers believe she is an ancient hidden goddess who did not reveal Her purpose until science had advanced enough to recognize Her. Her priests seek to transform themselves into machines in order to put aside their flawed flesh. She is generally worshiped in secret; Her worshipers are mistrusted by the Morrowan majority even if not actively hunted or forbidden.

THE DEVOURER WURM

Another dark power worshiped only by secret cults or on the fringes of civilization, the Devourer is the ancient enemy of Menoth. Many will not honor this being by terming it a god, yet it seems to be exceedingly powerful, immortal, and enduring. Its other names include the Beast of All Shapes, the Vomiter of Darkness, and the Unsleeping One. Some races and people—such as the ominous druids of the Circle—claim the Devourer is a natural power and represents predation and storm. By their teaching its chaos is pure and wild, no more evil than a hungry wolf. Most citizens of Cygnar and the other civilized kingdoms have nothing but loathing for this cult and presume them guilty of human sacrifices, cannibalism, and other dark rituals.

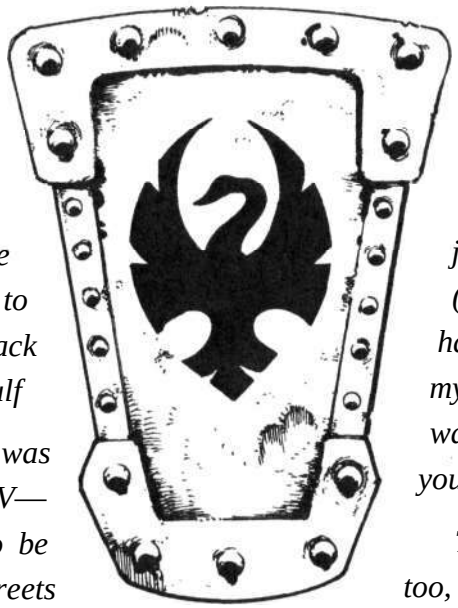
OTHER GODS

Other races worship other gods, but they are beyond the scope of material required for this book. The dwarves worship their thirteen Great Father progenitors. The elves revere a Divine Court of eight gods, most importantly the goddess Scyrah, while the Nyss follow a different elven god named Nyssor. Most ogrun, trollkin, and goblins worship a natural mother-deity named Dhunia although the wilder tribes of these races worship the Devourer.



ENTER THE KINGDOM OF CYGNAR

So, new to Cygnar, are you? I'll give you the five-farthing tour. The Kingdom is about two hundred leagues from east to west and about three hundred leagues from north to south. We've a few major rivers, a range of mountains as large and impressive as any you'll find on Immoren, the Gulf of Cygnar, scores of lakes, and more leagues of coastline than I could hope to measure. The capital is Caspia, far to the south, where the Black River empties into the gulf



Cygnar's last ruler was King Vinter Raelthorne IV—a cruel, evil man. Used to be you couldn 't walk the streets without an inquisitor poking his nose into your business. After two decades of tyranny, his younger brother Leto led a coup that removed him from power. Unfortunately with the help of those still loyal to him, Raelthorne the Elder managed to escape before his execution. They say he got away in some flying balloon, but the wind took him out over the Bloodstone Marches. No one has seen hide or hair of him or his black-hearted lieutenants. Most of them got themselves executed or sent off to Bloodshore Island prison, but they say some disappeared into the shadows and might still be lurking around.

I wouldn't worry about Raelthorne the Elder or his men, though—he hasn't a chance of regaining the throne even if he's still alive. His brother Leto is a fine king and an honorable man. Under his rule Cygnar has become a much safer place, and things are looking up. So long as you stay within the cities or on the major trade routes nary a soul will bother you. The King's patrols are a common site, and they do a fine job at keeping the peace (though they can be heavy-handed). Don't cross them, my friend, or there'll be a warrant out on you before you know it

There are railroads too, mostly further south of here. They started up in my granddad's time, but they've only been really taking off in the last couple decades. Years of work still to be done to get them where they want them—and plenty of taxes to be collected, I'll wager. Taxmen are almost as commonly seen as guard patrols, but at least they finance the mighty steamjacks that are helping lay track for those coal-fed, iron-wheeled locomotives.

Southern Cygnar is home to the great Wyrmwall Mountains, lush Midlund

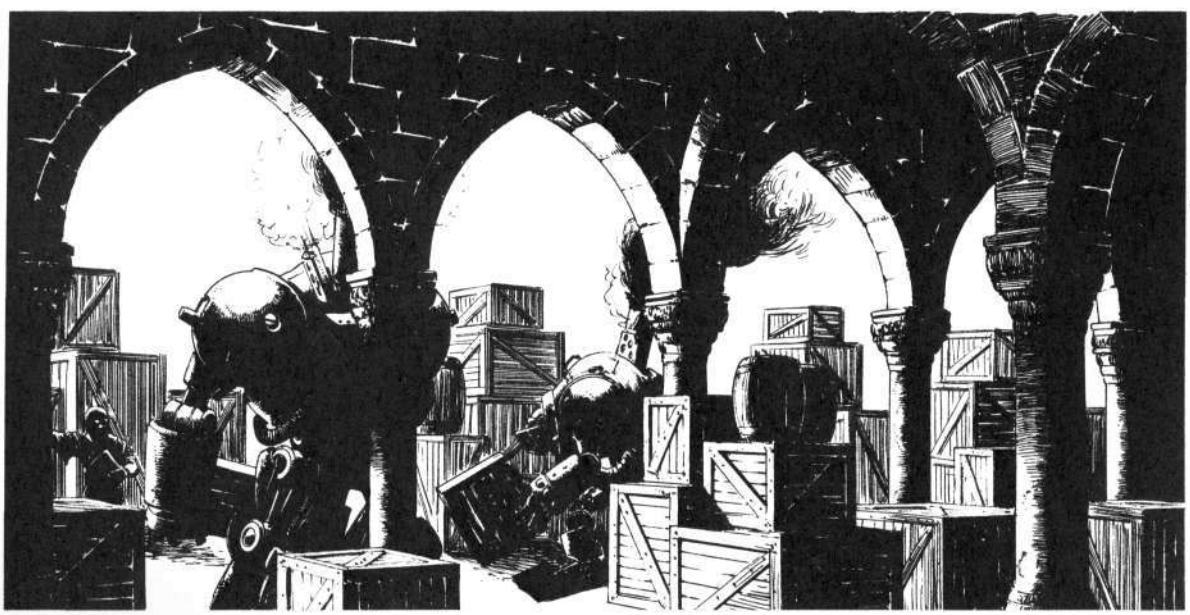
farmlands, and the coastline along the Gulf of Cygnar. If there's one thing Cygnar has in spades, its coastline. Swinging down around the horn by Mercir you enter the Broken Coast Wouldn't want to be living down there, but they say Highgate is worth seeing at least once—they hoist ships up out of the water to keep 'em safe from pirates! The western coast goes along for what seems like forever with an assortment of sad villages and towns up 'till you reach the great city of Ceryl and its scheming wizards. Can't say that Caspia or Ceryl are my kind of cities. I get enough water from the rivers without needing an ocean nearby,

Up north we got forests and moors, swamp, and marsh. It's here, where the Black River and the Dragon's Tongue go their separate ways that you find the city of Corvis. There's no other city like it, and stay here a while it'll grow on you. Nowhere else I'd rather be.

THE CITY OF CORVIS

Ah, Corvis. "City of Ghosts," they eall it Merchants who plied the Black River and Dragon's Tongue founded the city over twelve hundred years ago in the middle of the Orgoth Occupation right at the edge of a natural harbor where the rivers meet They thought trade from the rivers could drive the growth of a city, and they were right They had a rough time of it at first, but soon the city was growing faster than a swamp rat pap. Didn't take the Orgoth long to notice and put their imperial hoot down, demanding their tribute. Some say there's an old tomb that used to be an Orgoth barracks somewhere in the Widower's Wood, but that may just be talk. They didn't leave much behind that wasn't cursed, so I don't advise poking around.

Today about 100,000 souls call Corvis their home, and more arrive every day.





Corvis is an island of civilization in the roughest part of northern Cygnar. The next closest major town is Point Bourne about eighty leagues down the Serpent's Tongue River to the west You can follow the river all the way to the end, past Tarna and finally arriving at Five Fingers. Don't go there unless you're looking for a rough time, need to do some gambling, or like the company of scoundrels. There's also Bainsmarket on the other side of the Dragonspine Peaks; ifs actually closer to us than Point Bourne but only if you're a bird. They just finished the train line there up from Fharin last year, but with the mountains in the way, it doesn't do us any good. In Corvis, trade is all about the rivers. With the swamp the way it is, they'll never get a train in this city.

Most of the folk in Corvis are human, but there are some Rhulfolk dwarves living here, and you might spot the rare elf from los if you look close enough. If you need a smith's services there'll be some fine shops in the armorer's bourg. If you need to find some muscle, there'll be thugs for hire at the waterfront. There'll be trouble there for you too if you aren't careful—the river folk are a tough lot. Keep to the merchant's bourg at night where the watch is always close at hand. Corvis has seen folk tougher than you floating in the harbor come sunup.

Being built in a swamp and such, space is precious, and the folks of Corvis tend to build up rather than across. Down at street level lost in the mists are the rough stone structures of Old Corvis. Built on top of them are the elegant spires of New Corvis—-home to the merchant elite. In between are shops and homes of the regular folk, and it's all connected by a maze of ramps, bridges, canals and tunnels that would drive a dwarven engineer mad!

The wonders of Corvis, like so much else in the Iron Kingdoms, wouldn't have been possible without the advent of the steamjacks. The first of the metal giants were brought to the city about 300 years ago, where they helped with laying foundations on stone shipped from quarries as far away as Fharin and even Rhul. Fighting against the swamp has been an ongoing battle, and the jacks have helped keep us on top. They cut stone for new buildings, help with roads, and have become a mainstay at the docks. If you're curious to see one of the famous steamjacks in action, you need only visit the docks—there are always some there hauling cargo about.

You may wish to hire a guide, friend, for you'll soon find yourself lost without one. Corvis is a maze, and that's just what you'll find above ground. The swamp has long since swallowed the original city. It's now a maze of catacombs and is home to naught but hooligans and worse, I hear. If you have a brain in that knobby head of yours, stay out of the Undercity.



So, are you wondering why they call Corvis the "City of Ghosts?" There are as many stories about that as tavern keepers and old gossip mongers. They say the dead don't rest well in Corvis, maybe since the shifting soil makes it hard to sanctify graves. A lot of people died in bad ways in the early days of Old Covins, and those ghosts linger on. Many folk believe anyone who drowns in the canals or the harbor is doomed to walk the city for eternity. The dead are also said to walk about openly in the Undercity—one more reason to stay out, if you ask me. Any way you look at it, there's nary a soul in Corvis who hasn't seen a shade at one time or another—or so they claim. Stay here long enough and I wager you'll see one too.

In fact, the Longest Night is fast approaching, lad. As you know, once every three years there's an extra day at the end of winter to bring the calendar back into line, and most places throw a big party. Here in Corvis it's our largest festival, a grand all-night party the likes of which you've never seen. The streets will be full of revelers and spirits too—not just the kind you drink.

There it is, lad, a bit of Corvis lore for you. I hope it serves you well Keep your wits about you, and stay away from the waterfront at night if you want to avoid seeing your own guts!

POINTS OF INTEREST

Corvis is full of things to keep PCs busy. Over the course of The Witchfire adventures, Corvis will be built out into a nexus for adventure—the ideal launch pad for any kind of campaign. Do not hesitate to let the players get temporarily sidetracked exploring the wonders of Corvis; that's half the fun.

THE UNDERCITY

The swamp has swallowed many of Corvis' original buildings. The Undercity, as the locals call it, is a treacherous subterranean maze. Many of these passageways are ancient buildings and streets entombed in the damp earth. Others are natural passages or recent excavations by the inhabitants. As sections have begun to sink, citizens will often take exhaustive measures to shore up walls and prevent water from seeping inside the buildings, allowing them to persist underground. Some sections seem to hold together of their own accord, preserved by what the locals consider to be unnatural forces.

The Undercity is inhabited mostly by vagrants and criminals, but legends speak of far more sinister denizens. PCs exploring the Undercity who stray from the well-traveled areas have a chance of running into devil rats, undead, bogrin, goraxes, gatormen, and other monsters. In the "civilized" areas PCs can still meet various human and non-human thugs and the disenfranchised.

Those with intimate knowledge of Corvis have a chance to locate an entrance to the Undercity in relatively unfamiliar areas. This task requires a Knowledge (local) check (DC **25)** though the GM can assign modifiers as he sees fit. Given the dark reputation of this area, asking too many questions about it can draw unwanted attention from criminals.

THE QUAD

The center of the city is a large cobblestone clearing over 100 yards on a side. The Quad is usually packed with merchants, and it is a popular spot for both tourists and natives of Corvis. Many of the river merchants will set up shop here for a few days before moving on, so there is always something new to see.

At night the Quad slows down, but it does not stop. About half of the merchants will stay open, and often the wares for sale change once the sun sets. PCs in need of a specific kind of item can probably locate it in the Quad with an appropriate skill check and some good

roleplaying. Illegal items are often for sale, but the PCs will need to work extra hard to find them. The most illicit items might require a visit to the Undercity.

The Corvis watch takes their peacekeeping duties very seriously especially in the Quad and the rest of the merchant's bourg. PCs who get caught buying contraband can end up in the pokey for a couple of days.

THE WATERFRONT

The docks and warehouses used by the merchants are in what is undeniably the worst part of the surface city. Despite the best efforts of the watch, the waterfront is nothing but trouble. It is also where the PCs will need to go to find many useful things like hired muscle, river transportation, and odd jobs. Naturally, the best bars and gossip are found there too. It is also where the characters can see the mighty steamjacks at work. These mechanikal giants help drive the economy of Corvis by providing tireless labor loading and unloading boats under the direction of the harbormaster's office.

The more shabby and tough the PCs look, the better they will fit in at the waterfront. Fine clothes and expensive equipment will stand out and increase the chances of attracting undesired attention. Nonhumans will also stand out.

MAP KEY

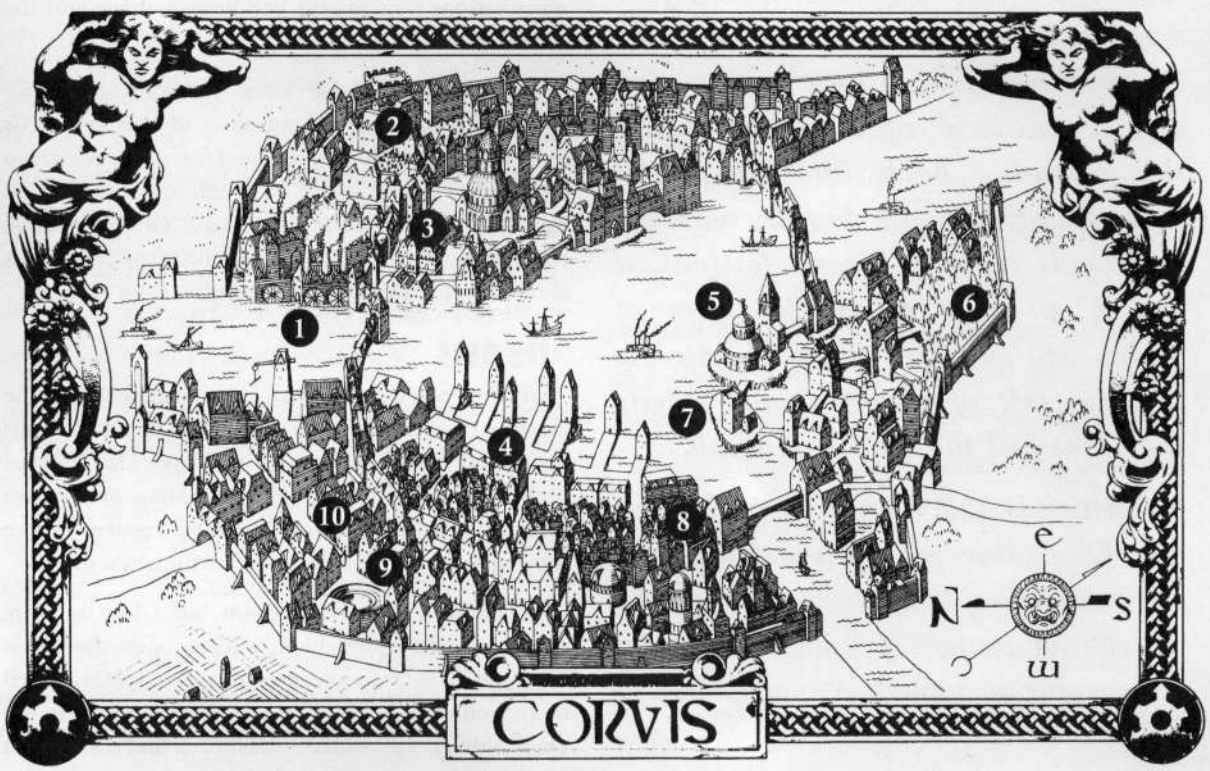
1. INDUSTRIAL BOURG
2. NORTHERN GRAVEYARD
3. CATHEDRAL OF MORROW
4. WATERFRONT
5. CITY HALL
6. PARK
7. COURTHOUSE &JAIL
8. ARMORER'S BOURG
9. ARENA
10. MERCHANT'S BOURG

THESE ARE JUST SOME OF THE POINTS OF INTEREST IN CORVIS.

LAW AND ORDER

Corvis prides itself on being a bastion of law and order, a city where anyone can take a walk in the middle of the night with no fear. Unfortunately the politicians who propagate this view are delusional probably due to their bodyguards and gated homes. Corvis is a rough town, and it has cut more than a few tough folks down to size.

Corvis is still beholden to the laws of Cygnar and its king, as described in the IKWG, pgs. 123-132. However, it is a city far from the capital left largely to its Own daily governance. The city is



directly supervised by an appointed mayor and a city council comprised of a number of leading citizens. Of these Magistrate Ulfass Borloch is the most influential. They are technically beholden to Duke Kielon Ebonhart IV, the noble who oversees the Northern Midlunds province. However, this individual spends the bulk of his time at Fort Falk—almost two hundred miles from Corvis—and thus has little impact on local politics.

THE CITY WATCH

Locked in constant battle with the criminal element is the city watch, an elite group of guardsmen. The watchmen are guards, constables, detectives, and on occasion even judges and executioners. Not every body found in the harbor come morning was put there on account of a criminal dispute—sometimes it is criminal *justice.* Compared to some cities, members of the watch in Corvis are very well equipped and trained, generally outfitted with a pistol, a halberd, a sword, and good armor. Only a fool or a powerful criminal will voluntarily cross the watch.

Criminals at large sometimes earn the dubious privilege of wanted posters with their likeness put up around the city. Depending on the crime, the city may offer a reward to any citizen who catches the fugitive. Often the offender's corpse will be good enough to collect the reward. A skilled bounty hunter can make a decent living in Corvis.

When the watch apprehends a criminal, justice is swift and harsh—it is too expensive to keep prisoners behind bars for long. Trials are conducted as quickly as possible, and the penalties are usually physical punishment (including hard labor), fines, or both. For lesser crimes, the courts will hear the case in 1d4+1 days. More serious crimes are heard in 1d3 days. Prisoners have few rights and are generally considered guilty unless proven innocent. Perpetrators of minor crimes do not get a trial at all. The watch captain on duty at the time issues a summary judgment, and punishment (such as a night in the stocks) is carried out without the court's involvement. Treatment of citizens is not equal before the law, and those from noted families or boasting political influence can often escape certain punishments.

Though the judges within the courts are powerful men, the ultimate power within Corvis is held by the city council. This group of twelve magistrates led by the mayor has the power to create new laws on a whim. They are restricted only by a vaguely written city charter.

CRIME & PUNISHMENT IN CORVIS

IMPROPER SPEECH

A NIGHT IN THE STOCKS. NO BOUNTY.

DRUNKENNESS

A NIGHT IN THE STOCKS. NO BOUNTY.

SHOPLIFTING

10 LASHES ON THE SPOT. NO BOUNTY.

BURGLARY

20 LASHES & A WEEK OF LABOR ON THE DOCKS. BOUNTY 2 GP.

MAJOR THEFT

40 LASHES & 1 MONTH OF LABOR ON THE DOCKS. BOUNTY 5 GP.

PRICE FIXING

NOT A CRIME IN CORVIS

PROSTITUTION

NOT A CRIME IN CORVIS

ARSON

HOBBLING AND EXILE. BOUNTY 15 GP.

RAPE

BRANDING, A SEVERE BEATING AND EXILE. BOUNTY 25 GP.

MURDER

DEATH. BOUNTY 35 GP.

IN CORVIS, THE TRADITIONAL WAY TO PUT A PERSON TO DEATH IS BY DROWNING.

TAXES

Though many citizens will welcome the sight of the watch, everyone recoils in horror upon seeing the traditional brass medallion and tricorner hat of a city tax collector. The taxmen carry out their orders with precision. They keep careful track of each business in their district and take precisely fifteen percent of the gross for the city coffers. Evading payment or meddling with the affairs of a tax collector is a serious crime punishable by months on the docks.

It is an open secret the taxmen are all as rotten as three day old fish. Most merchants are forced to pay a few extra gold each month to keep from having mysterious "problems" with their tax paperwork. Taxmen are considered lower than lepers in Corvis, which built its fortune on free trade. Few of these



FIREARMS

THE FOLK OF THE IRON KINGDOMS HAVE EMBRACED THE ART OF GUNSMITHING. THIS IS NOT TO SAY EVERY BACK-ALLEY THUG IS PACKING A PISTOL - FAR FROM IT. THE SWORD AND CROSSBOW STILL HAVE THEIR PLACE AND ARE CONSIDERABLY MORE AFFORDABLE WEAPONS OF SELF-DEFENSE. FIREARMS ARE EXOTIC AND EXPENSIVE, AND WHILE THEY ARE STARTING TO PROLIFERATE, THEY ARE ONLY COMMON AMONG MILITARY OFFICERS. THE GM SHOULD KEEP THEM RARE AND SPECIAL, PARTICULARLY AT LOW LEVELS. As ADVENTURERS BEGIN TO MAKE THEIR MARK AND EARN SOME COIN, FIREARMS CAN SERVE AS AN ENJOYABLE REWARD. LOWERED PRICES AND INCREASED AVAILABILITY HAVE ALLOWED THESE WEAPONS TO GAIN POPULARITY IN THE LAST FEW YEARS.

GUNS IN THIS WORLD DO NOT USE THE YET UNDISCOVERED CHEMICAL. INNOVATION OF BLACK POWDER. INSTEAD THEY REQUIRE BLASTING POWDERS THAT CAN ONLY BE CREATED BY SKILLED ALCHEMISTS. THE COMMERCIAL TRADE OF THIS POWDER HAS BECOME A LUCRATIVE AND PROTECTED MARKET CONTROLLED OUTSIDE THE MILITARY BY A GROUP CALLED THE ORDER OF THE GOLDEN CRUCIBLE. IN THEORY POWDER CHARGES MUST BE MATCHED PRECISELY TO AN INDIVIDUAL WEAPON, FOR MISCALCULATIONS CAN RESULT IN DANGEROUS MALFUNCTIONS. MOST FIREARMS OWNED BY PRIVATE INDIVIDUALS ARE HAND-MADE AND DISTINcT. IN TRUTH AMMUNITION CAN BE SHARED BETWEEN TWO GUNS IF THEY HAVE BARRELS OF THE SAME WIDTH AND LENGTH, BUT ALCHEMISTS WHO SELL AMMUNITION HAVE AN INTEREST IN DISCOURAGING THIS PRACTICE.

POWDER CHARGES AND LEAD SHOT ARE SEWN INTO SMALL CHEMICALLY TREATED SILK POUCHES WHICH ARE THEN WRAPPED IN ORNATE PAPER AND LABELED WITH THE MAKER'S NAME, THE DATE, AND THE TYPE OF GUN FOR WHICH THEY ARE INTENDED. TO RELOAD, THE USER NEEDS TO OPEN THE BREECH AND PLACE THE SILK POUCH IN THE COMBUSTION CHAMBER. THE TRIGGER SPRING MUST THEN BE PRIMED BY MEANS OF A CRANK OR LEVER. WHEN THE GUN IS FIRED, A NEEDLE PIERCES THE POWDER CHARGE POUCHES AND CAUSES THEM TO MIX AND EXPLODE. THE SILK FLASHES INTO DUST, AND THE BULLET IS SENT ON ITS WAY IN A SPURT OF FLAME AND SMOKE. THE RESIDUE FROM THE BURNT CHEMICALS AND CASING MUST BE CLEANED FROM THE GUN DURING RELOADING, A SOMETIMES SLOW PROCESS REQUIRING A CRAFT (SMALL ARMS) CHECK (D C AND TIME REQUIRED VARY BY TYPE OF FIREARM).

COMPLETE INFORMATION ON ALCHEMY, MANY TYPES OF FIREARMS, AND THEIR RELATED SKILLS AND FEATS CAN BE FOUND IN THE IKCG ALONG WITH SEVERAL NEW PRESTIGE CIASSES FOCUSED ON THESE WEAPONS.

SAMPLE SKILLS/FEATS RELEVANT TO FIREARMS!

CRAFT (CANNONEER): USED FOR THE LOADING, FIRING, AND CLEANING OF CANNONS.

CRAFT (DEMOLITIONS): USING BLASTING POWDERS FOR BOMBS & EARTHMOVING.

CRAFT (GUNSMITHING) : CRAFTING AND FIXING PISTOLS AND RIFLES.

CRAFT (SMALL ARMS): USED TO CLEAN, RELOAD, AND MAINTAIN FIREARMS. THIS SKILL IS A CLASS SKILL FOR BARDS, FIGHTERS, RANGERS, ROGUES, AND PALADINS.

EXOTIC WEAPON PROFICIENCY (SMALL ARMS) [GENERAL]: THIS FEAT ALLOWS THE PROFICIENT USE OF ALL PISTOLS AND RIFLES IN COMBAT, BUT IT STILL REQUIRES CRAFT (SMALL ARMS) CHECKS FOR RELOADING.

taxes make it all the way south to the king in the capital.

THE MERCHANTS OF CORVIS

As in many cities, several merchants of Corvis have arranged themselves by specialty. Some of the more notable merchant quarters—or "bourgs" as the natives call them—are:

Grocer's bourg: This bourg is home to the finest foodstuffs outside Caspia. Salted meats and hardtack for the thrifty can be found as well.

Armorer's bourg: Almost a dozen weapon and armor smiths will compete for your gold in these narrow streets. The few shops that repair steamjacks can be found here as well.

Jeweler's bourg: These merchants are tucked away in the spires of the southern city. Moneychangers and moneylenders are also here.

Merchant's bourg: This is a catch-all district where merchants of various sorts have gathered over the years. Technically, the Quad is part of this bourg.

This does not mean *all* the armorers are to be found in the armorer's bourg, for example, but a good many will.

NOTEWORTHY SHOPS AND SHOPKEEPERS

There is not room to detail all of the merchants in Corvis, but here are details on a few shops the PCs may find:

GARWORTH'S

Tucked away in a misty corner of the merchant's bourg, Garworth's is known as one of the finer arcana emporiums in the city catering to local wizards, alchemists, and arcane mechaniks. The owner Burrman



Garworth has a talent for keeping high quality items in stock—fine glassware, fresh reagents, reams of fine paper, gears of various sizes, accumulators, conduits, cabalic crucibles, and anything else an alchemist or mechanik may need.

Though a young man, Master Garworth is known to be a wizard of formidable skill and a member of the local Fraternal Order of Wizardry. His shop is said to be safeguarded by all manner of spells. The demands of the market have recently forced him to stock mechanikal supplies as well as traditional arcana, and it is a transition he has not accepted with much grace. However, he is a practical wizard with an eye for profit and knew better than to turn his nose up to a growing market. There are better-specialized shops for advanced mechanikal needs, but for a mixed group of adventurers his diverse stock is convenient.

If the PCs need any basic arcane supplies, Garworth's probably has them or can get them. Supplies for any spell or task of up to 5th level equivalent are always in stock. Above 5th level, stock is at the GM's discretion and may require materials to be ordered from Fharin, Ceryl, or Caspia which can take weeks to arrive. Most of the standard chemicals and mechanikal supplies from the IKCG can be found in Garworth's although he charges a 10-20% premium on suggested prices. Premiums can go even higher for certain mechanikal components which he purchases from an arcane mechanik named Bixler Keldrick (Male Midlunder Amk9) with whom he does repeat business. Garworth offers to recharge arcane accumulators at the standard rate of 20 gp per charge, which requires as many days equal to the accumulator's maximum charge. (See IKCG, pg. 326.)

Burrman Garworth (Male Thurian Wiz11): Garworth will normally memorize mostly Divinations with a small number of defensive spells.

BODAK'S BLADES

Far from selling only blades, Bodak's is a full-service armor and weapons emporium. The merchandise is good quality though unremarkable. The shop is known for selling quality gear at a fair price, and it has become one of the most popular in the armorer's bourg.

The shop's owner is Hamil Bodak, a human of about 50 summers. Word on the street says he used to be a mercenary who saw action across a dozen kingdoms. His scarred face and missing fingers support the theory though he does not talk about his past. He especially avoids speaking about the mysterious scandal that ended his promising career in the watch almost ten years ago or his ongoing feud with Captain Julian Helstrom. (For more information on Hamil Bodak, see Chapter Three: Fool's Errand.)

Bodak's staff is capable of mending armor and weapons, and they can also fit sophisticated armor like full plate. Add a delay of 1d6 days to the time it would normally take Bodak's craftsmen to finish a job. It's a busy place after all. The shop will occasionally have masterwork items in stock—there is a 25% chance each month for weapons and armor. If a masterwork is indicated, determine the type randomly. In all cases, masterworks will be sold within 1d6+1 days.

Bodak's is also known as the kind of place a person can go to hire muscle—muscle of a higher caliber than what one finds at the waterfront. With good roleplaying and a little luck, PCs may be able to hire a fighter of level 1-2. They have two chances per week (DC 20). Applicable skills can be Knowledge (Local), Bluff, or anything else the GM thinks is appropriate. If the hireling does not return, the DC increases to 25 the next time the PCs are looking for help.

Hamil Bodak (Male Caspian Ftr13): Bodak does not wear armor while at work. He has access to any conceivable non-magical gear as well as several magic weapons and suits of armor.

PITT'S PISTOLS

This is a quaint two-storied shop that handcrafts pistols and rifles for those who can afford to pay for quality. The proprietor Angmar Pitt (Male Thurian Exp10) has worked hard to earn the reputation as the premier gunsmith in Corvis, and his work demands top prices. Pitt is on good terms with the Corvis watch and is generally hired to supply their firearms. He is assisted by a skilled young gobber named Gortralokanomok "Gort" (Male Gobber Exp3/Rog2), and his blasting powder is supplied by a local member of the Order of the Golden Crucible, Halleran Alkott (Male Midlunder Wiz6).

ENGINES EAST

Engines East caters to the owners and operators of steamjacks. The legendary iron constructs are expensive and complex; it takes special expertise to keep them in working order. Engines East has steam engine specialists, metalworkers, and arcane mechanics on call to keep any type of steamjack in



good working order. Their work is top-notch, and their prices reflect it. The reputation of this shop extends throughout Cygnar, and its chassis designs have been prominently featured in the Cygnaran military. Most of these true warjacks are only designed in Corvis. The plans are sent to Caspia in order to be manufactured at the Cygnaran Armory.

If the party has need of a steam engineer, the staff of Engines East will sometimes freelance after hours. The shop's owner, a dwarf named Gamack Redhammer, allows this practice but he prohibits them from working on steamjacks on the side—only boats, mills and other such steamworks. The shop's excellent reputation keeps the engineers as busy as they want to be after work hours.

On rare occasion the shop will have a used steamjack for auction. Steamjacks are extremely expensive; the cost of a fancy model is akin to buying a fully-outfitted steamship. Private parties rarely own them. Consequently, Engines East does most of its business with large trade concerns, wealthy business owners, and the local government.

Gamack Redhammer (Male Dwarf Ftr6/Exp3): Gamack is not armed while in his shop. With pet steamjacks about, why bother?

CORVIS ORGANIZATIONS

The political landscape of Corvis is said to be almost as intricate as that of the kingdom's capital city Caspia. Part and parcel of these intrigues are the city's guilds. Though almost every group of tradesmen has a Guild, there are only a few powerful enough to make an impact citywide. (For more information on several of these groups as well as trade in Cygnar and abroad, see the IKWG, Chapter Two.)

THE MERCHANTS GUILD

Without a doubt, this is the most powerful Guild in the city. No cargo enters or leaves the city without passing through guild-affiliated hands. Guildsmen own most of the docks. Guild warehouses store cargo. Guild elders make large contributions to city elections—and so on. The guild can stop nearly all trade in Corvis to further its political agenda, and it has done so in the past.

Some say the membership fees the guild collects are barely enough to pay off all the crooked city officials they need to bribe to maintain their system. This may be true, but the Merchants Guild Hall is still the most opulent structure in Corvis, surpassing even City Hall.

It is important to note that the Merchants Guild is not concerned with membership for every "mom and pop" store in the city. Their primary interest lies in business-to-business transactions where the big money changes hands, and the guild has made sure they will always get their cut. All the major import/export houses are guild shops, and their by-laws dictate that they only do major business with other guild members.

A small but fanatic group of merchants has eschewed guild membership. Occasionally they can offer items for less than guild shops will charge, but patronizing these merchants is risky. Being blacklisted by the Merchants Guild will result in prices mysteriously rising in many shops.

CORVIS CARAVANEERS GUILD

Founded in 595 AR, the year after Vinter the Elder fled into exile, this group has grown to become a prominent employer in Corvis responsible for shipping goods by river and wagon across Cygnar and beyond. The organization enjoys a healthy relationship with the Corvis watch and also the Church of Morrow, recognized as a reliable and legitimate organization. Through ties to the Corvis Merchants Guild, it has become the foremost handler of merchant transport contracts into and out of Corvis. Due to the sometimes dangerous nature of these trips and their valuable cargo, the Caravaneers Guild frequently employs courageous adventurers as guards.

FRATERNAL ORDER OF WIZARDRY

Corvis is home to a small branch of the Fraternal Order of Wizardry whose headquarters are in Ceryl. This affiliation of skilled wizards has established a reputation across the southern nations for including the most skilled and powerful arcanists. However, they are disliked for being elitist, chauvinistic, and too bound by stodgy tradition. As a group they are actively involved in politics, both on a local and national level, and the Court Wizard of Cygnar is a member of this fraternity.

Their political influence in Corvis is limited, but they do exercise some clout on the city council. They have prevented competing wizard orders from establishing permanent headquarters in Corvis although that will change in time—individual wizards of other groups are found in the city. As the name

suggests, the Fraternal Order does not allow women in their ranks although more from blind tradition rather than any particular antipathy toward women. Their standards are high and they do not accept lower level wizards into their ranks; it can take years for a member to pass their probationary period. The Corvis lodge can be found in the eastern part of the city in a high tower with a good view of the Quad. They boast approximately a dozen experienced wizards (of levels 8-14) and a similar number of probationary apprentices (levels 0-7).

STEAM AND IRON WORKERS UNION

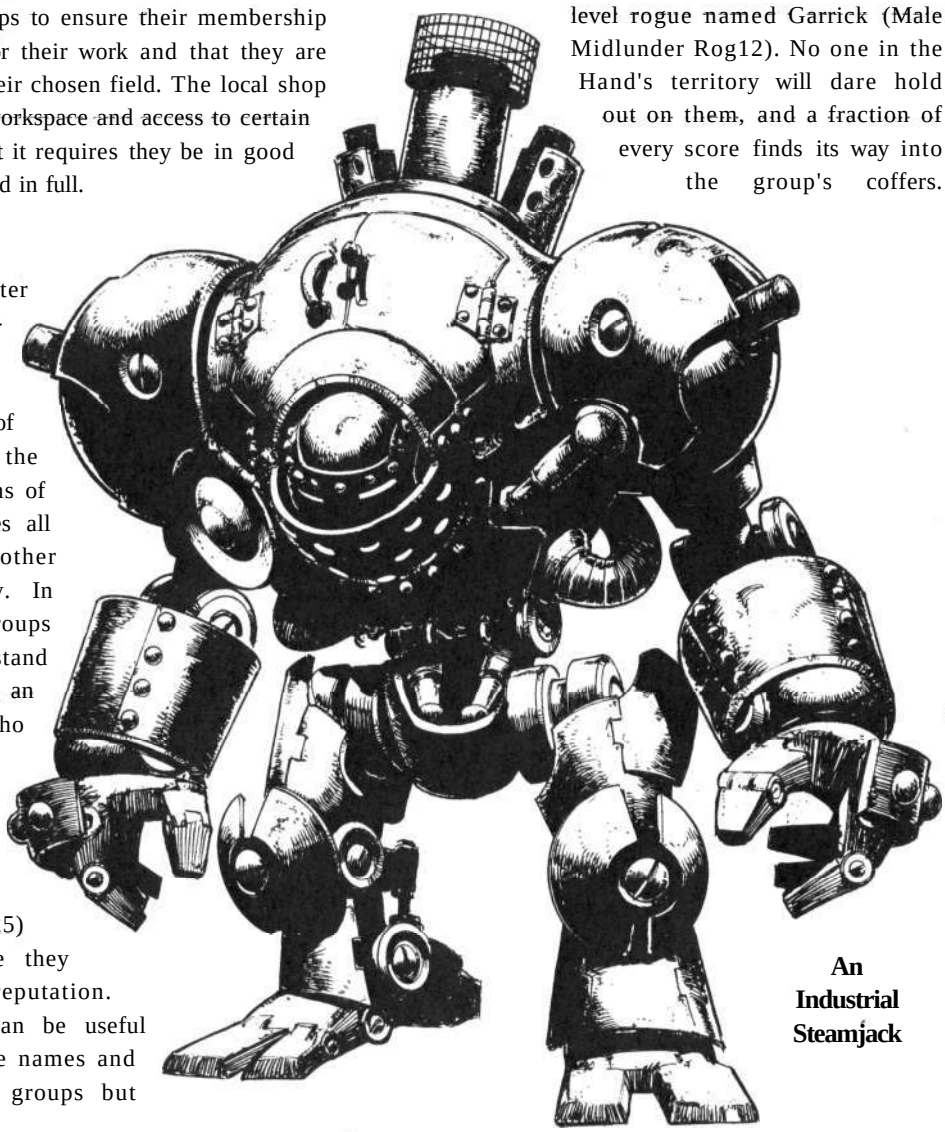
The armorer's bourg in Corvis includes Chapter #18 of the Steam and Iron Workers Union. They are an influential and powerful group of engineers, steamos, and mechanics. Almost anyone involved in smithing, steam engines, or steamjack construction belongs to this group, which helps to ensure their membership is given fair wages for their work and that they are trained properly in their chosen field. The local shop is willing to provide workspace and access to certain tools to members, but it requires they be in good standing with dues paid in full.

CRIMINAL GANGS

The fact of the matter is there is no one all-powerful "Thieves Guild" in Corvis or in any other city of the region. Instead, the city is home to dozens of gangs of various sizes all backstabbing each other at every opportunity. In this chaos three groups have managed to stand out, and they exist in an uneasy truce. PCs who wish to make contact with the underworld will need to make a successful Bluff or Gather Information check (DC 15-25) depending on where they are and their reputation. Knowledge (local) can be useful for being aware of the names and importance of these groups but will not necessarily help for making contact. The optional Fool's Errand adventure (Chapter Three) will give the PCs a chance to interact with certain members of these groups.

In the northwest, the Griffons rule. This gang is a loose organization of thugs, thieves, and other criminals who have banded together for protection from the rest of the criminal element. Their leader changes frequently as there is constant infighting. The Griffons have few safe houses and are unable to collect "membership fees" efficiently due to their weak leadership. The Griffons are considered to be in danger of being consumed or breaking up from within.

In the southwest, the Black Hand rules the streets. Like the Griffons, the Black Hand is an opportunistic grouping of thugs. Unlike the Griffons the Black Hand has effective leadership in the form of a high-level rogue named Garrick (Male Midlunder Rog12). No one in the Hand's territory will dare hold out on them, and a fraction of every score finds its way into the group's coffers.



An Industrial Steamjack



ENCOUNTERS IN WIDOWER'S WOOD

WHEN TRAVELING IN WIDOWER'S WOOD, THERE IS ALWAYS THE CHANCE THAT THE PCs WILL RUN INTO TROUBLE. THE GM SHOULD ROLL 1D20 TWICE A DAY, AND A ROLL OF 15 OR MORE RESULTS IN AN ENCOUNTER. APPLY THE FOLLOWING MODIFIERS TO THE ROLL:

PARTY IS ON OR NEAR A ROAD: -4

PARTY HAS MORE THAN 5 PEOPLE: -2

PARTY IS QUIETLY CAMPED: -2

PARTY IS LOUD: +2

PARTY HAS WOUNDED MEMBERS: +2

PARTY IS FAR OFF THE BEATEN TRACK: +2

IF AN ENCOUNTER IS INDICATED, ROLL 2D6 ON THE ENCOUNTER TABLE. ADD 1 TO THE ROLL IF THE PARTY IS FAR FROM ANY ROAD. NOTE THAT NOT ALL ENCOUNTERS WILL NECESSARILY RESULT IN A FIGHT!

2	1D2+1 HUMAN BANDITS (FTR1; 1D10 HP)
3	1D3 RAZORBATS
4	1 PYGMY BOAR
5-6	1D4 SWAMPIES GOING ABOUT THEIR BUSINESS
7-8	1 BOG CONSTRICTOR
9	1D6 DEVIL RATS
10	1D8 SWAMP GOBBERS
11	1D2 SWAMP SHAMBLERS
12	PCS STUMBLE INTO A SWAMP GOBBER PIT TRAP. REFLEX SAVE (DC 12) FOR THE LEAD RANK TO AVOID FALLING IN. DAMAGE 1D6+1.

CREATURE PROFILES CAN BE FOUND IN APPENDIX A.

Their resources are considerable. Garrick's ultimate plans are unknown, but absorbing the Griffons is thought to be a good start.

The eastern part of Corvis is home to the enigmatic Gertens crime family. They have centuries of history in the city—at one time they controlled almost the entire criminal underworld. Over the years their territory has shrunk to about one third of the city, and this area they guard viciously. No member of any other gang will pull a job in their territory since they have a good chance of being sent home in a series of small boxes. The Gertens' current plans are unknown, but stories of dark family secrets circulate throughout the criminal community.

WIDOWER'S WOOD

Near Corvis is one of the staples of local legend-Widower's Wood. The Wood surrounds most of the city at a distance of a few miles, at some points coming within a stone's throw of Corvis. The Wood extends north and east beyond Cygnar's border into what is technically part of the Bloodstone Marches. Inside the Wood it is always dark and foggy. Twisted, black trees claw their way out of the swampy muck towards the sunless sky. Tracks vanish into slimy seepage almost as soon as they are laid. Strange animals can sometimes be seen scampering through the thick branches overhead. Anyone who manages to bring one down will find the dark meat tough and odd tasting.

The only roads through the Wood are narrow, meandering paths that follow the rare spots of solid ground. Even so the muck can be a foot deep at points, making any trip an ordeal. To make matters worse, tribes of swamp gobbers, gatormen, or bog trogs will occasionally ambush travelers.

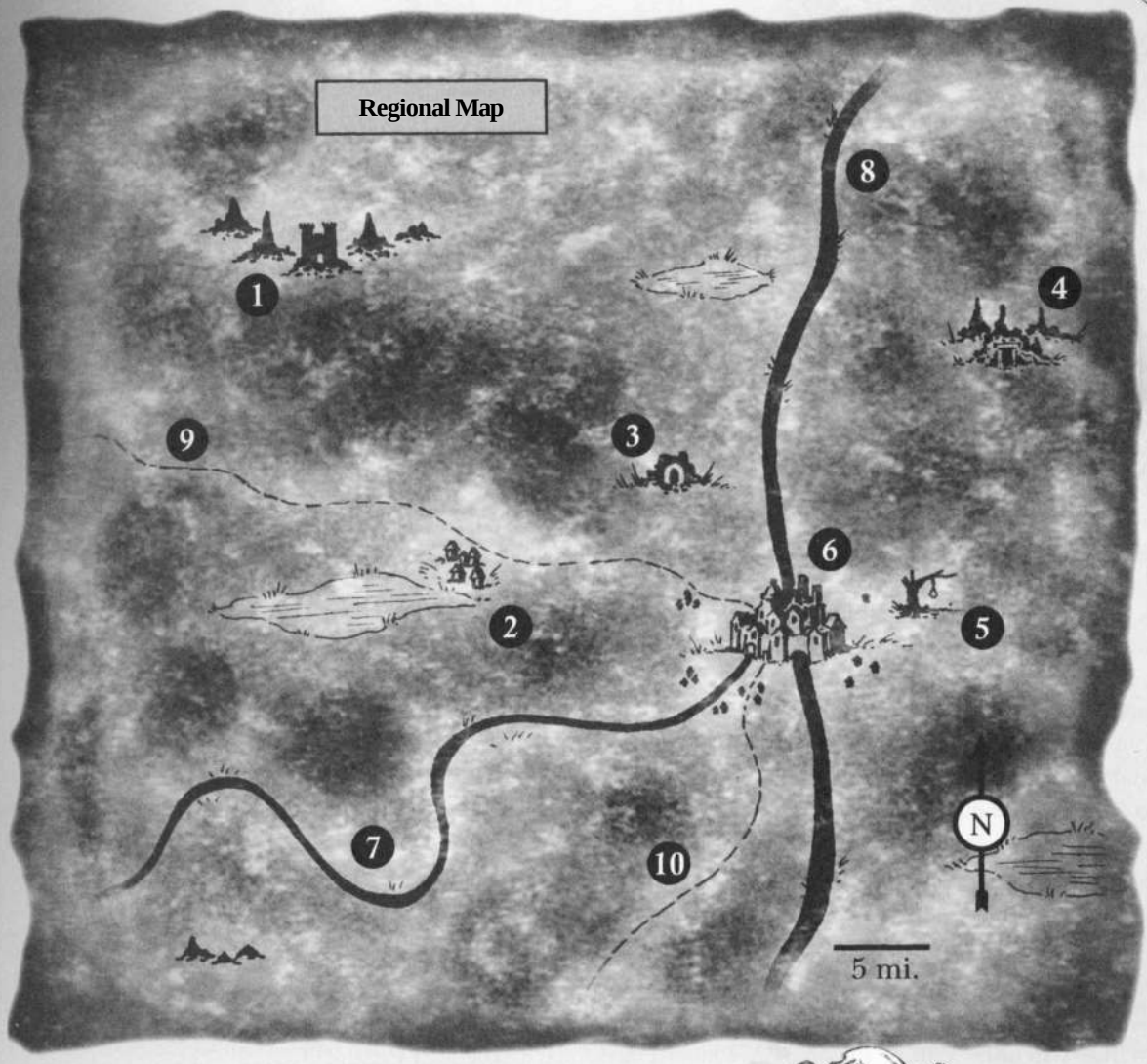
A few brave folk do live within the Wood, but the city dwellers think the "swampies" are mad for it. These hardy souls, mostly of Morridane or mixed Midlunder heritage, manage to eke out a living by farming small plots of land and trapping the local wildlife for fur and meat. Sometimes they will visit the city and sell their skins in the Quad or barter for things they need. The swampies may be unsophisticated, but anyone traveling in the Wood would be wise to heed their words.

LEGENDS & WARNINGS

Widower's Wood is featured in many of the regional legends. Here are some of the more common:

Swamp Shamblers

Some claim anyone who dies in the Wood and is left there unattended will rise again in seven days as a swamp shambler. These undead will try to return to their homes and slay those who abandoned them. Anyone killed by a shambler rises as a shambler himself just a few minutes later. Swamp folk claim to know how to make a talisman that will prevent a shambler from approaching. Producing a talisman takes 2d4 days of gathering materials, crafting, and curing. At the end of the time, the GM makes an appropriate Craft check. The value of the roll becomes the DC for the Will save which the swamp shambler must exceed to approach within 50 ft. of the talisman. Each shambler may only try to approach once.



REGIONAL MAP

1. FORT RHYKER
2. SWAMPIE VILLAGE
3. WITCHES' TOMB
4. ORVEN's LOST MINE
5. HANGMAN'S TREE
6. CORVIS
7. DRAGON'S TONGUE RIVER
8. BLACK RIVER
9. ROAD TO FIVE FINGERS
10. ROAD TO CASPIA

Orven's Gold

25 years ago a human prospector named Lars Orven seemed to have found a gold mine deep in the Wood. Every few weeks the grubby prospector would sneak into town with a load of crudely minted ingots. After a year of stashing his hoard with the Black River Transfer Company, Orven vanished. To this day no one has found the mine, and it remains one of the region's most well known legends. Some maintain Voorie ate him. Others blame the Gertens crime family. The gold remains in storage at the bank.

Voorie

Most folk in the Wood and Corvis believe in "Voorie," the great serpent of the swamp. Sightings are rare, but there is often other evidence: slain livestock, claw marks on trees, and chilling calls late in the night. A few brave city folk have tried to find the beast and



SWAMP GOBBERS

GOBBERS ARE A GENERALLY CIVILIZED SPECIES OF GOBLIN NOT UNCOMMON IN THE TOWNS AND CITIES OF CYGNAR. HOWEVER, WIDOWER'S WOOD IS HOME TO A MORE PRIMITIVE AND POTENTIALLY NASTY OFFSHOOT, WHICH THE LOCALS CALL SWAMP GOBBERS. LIKE ALL GOBBERS THEY PREFER TO AVOID A STAND-UP FIGHT, BUT THEY ARE KNOWN TO AMBUSH TRAVELERS ON OCCASION. GOBBERS HAVE SMOOTH, GREASY SKIN AND CAN CHANGE COLOR LIKE A CHAMELEON. SEE APPENDIX A FOR DETAILS.

slay it. Those who returned at all never found a trace of her. Some ignorant and misguided farmers call Voorie a "dragon", but she is really a fog drake that has been living in the Corvis environs for at least a hundred years since her mother was killed. Today Voorie has made her lair in Orven's lost mine (it is said fog drakes can smell gold from miles away). Anyone who finds and defeats her will be able to claim the last of Orven's gold—several thousand gp worth of crude ingots.

THE LEGION OF LOST SOULS

A TALE OF THE IRON KINGDOMS

The following story relates an important historical event which is the foundation of the final adventure of the Witchfire Trilogy detailed in Chapter Six. GMs can wait to familiarize themselves with the particulars of this history until they have completed the earlier adventures.

FROM THE ENDURING BOOKS OF CYGNARAN LORE AND TRADITION, VOLUME IV. 505 AR

Legend has it that in Cygnar during the reign of King Malagant, who ruled from 289-295 AR, there was a time of troubles most heinous.

It is no great secret that in war men shed blood. It is also no secret that every ruler makes enemies. Malagant the Grim was no exception. In those days, like now, the borderland between Cygnar and southeastern Khador was in perpetual dispute. The ruler of the Khadorans was Queen Cherize the Cunning, a notorious witch of great power who delighted very much in sending her armies against her neighbors. Cherize especially despised her great rival on account of her daughter the Lady Serahzha, known as the Graceful Lady, because she had traveled to Malagant's court and found much favor with him.

Before long, despite the hostilities and urged by his private council of independent aristocrats, Malagant announced his wish to take Serahzha as his queen. Cursing Malagant under her breath, Cherize traveled to the Cathedral of Ascendant Solovin just north of Fellig and endorsed a new peace alongside Malagant and his new bride. After all, war between the two countries now seemed most unbecoming.

The peace was to be short-lived.

Malagant and the Cunning Queen had been fighting so long that it was all they knew. It was their hubris to imagine all of Caen possessed of keen eyes fixed solely and always upon them. And so, after a handful of years had passed, Malagant lingered with his wife gnashing his teeth in his sleep and calling phantoms to the battlefield. Serahzha watched his fitful slumber with much concern.

Never one to dally was her mother, the witch queen Cherize. She approached the barbaric tribes of the Tharn, rune-covered heathens all, living in the wild northern woods and swamps of Cygnar by their own codes and edicts rather than those of a civilized people. While wearing a cloak of deceit and trickery, the witch queen goaded them into attacking her enemy. Quick to believe in oracles and omens, the savages were convinced by Cherize that the Cygnarans were the cause of many of their troubles. Therefore, ten thousand heathens crying and shrieking "Wurm! Wurm!" stormed forth from ancient Thornwood in 293 AR. In the lands north of the great City of Ghosts, they slew the loyal citizens of Cygnar in the hundreds and razed the frontier strongholds of Brachenmir and Loghrin to the ground.

Cherize's mercenary horde delighted in the carnage, for they revered the great Devourer Wurm. Cygnar branded the event both tragic and profane, for the Devourer is infamous as a cruel, despicable beast that demands blood and flesh as payment. It cares nothing for the affairs of men and only craves to hear them scream. It feeds on death.

The devout of Morrow convened in the Archcourt Cathedral. There was much discourse in the company of the Primarch and Malagant's council regarding the heathen Tharn. What was Cygnar to do? The Grim King understood too well this new threat's true



source, but he dared not speak it for fear of a new war with Khador. It was against the wishes of the Church, and Malagant could ill afford a separation from the Church of Morrow, nor did he desire a separation from his wife who was much loved in Caspia and in all of Cygnar. No, he would not move against the Cunning Queen. Not openly. Instead, he deigned to play her game.

King Malagant, speaking smoothly as was his wont when he was keen, christened it a war of morality. Clearly the acts of the barbaric Tharn were a trial of faith, and he called the unprecedented attack an affront against Morrow. After deliberation, the Primarch was inclined to agree.

This condemnation was all the Grim King needed. He gathered his emissaries and rushed to arm them with charters and coin. They went out from Caspia to Stockbridge Point and called upon a company of professional soldiers known as the Eternals, a mighty band of honorable warriors-for-hire, with a lengthy chronicle that Malagant had often employed against his enemies. Standing more than eight thousand strong, lean and hungry after a half-decade's worth of damnable serenity, they were eager to accept the Grim King's deal.

When it was clear from the initial battle that the Grim King's claim was truthful, the Primarch insisted that troops of Cygnar go against the enemy, because men of faith more so than men of coin should honor Morrow on the battlefield. The Eternals welcomed the royal armies dubiously but accepted them nonetheless. In the following weeks, a war band went against a twisted limb of the Devourer worshippers' horde to test their strength. One soldier's heroics sent the enemy running that day. He was called Raven and was a youthful commander of the Eternals whose blade had never tasted defeat.

Court was held in Fharin, and King Malagant requested this remarkable warrior called Raven attend, which he did. The handsome soldier impressed the court with his skill and eloquence, and he became much lauded. During a great ceremony he was granted a position in the royal army as a battalion commander and he was entitled the Wurmslayer. His loyalties were then divided to a point, for he retained his elevated status as a colonel of the Eternals as well.

Raven languished for a year with the Grim King, and the two formed a bond of profound friendship. They were as brothers; where Malagant went, there too was Raven, and before long the Wurmslayer had become Malagant's personal guard. After that year however, Raven asked fervently to return to his place among the Eternals, for they were hard pressed and Malagant said it was good and should be so. The handsome soldier wore the symbol of Cygnar as well as the Hundred Crowns—that ancient symbol of the Kingmakers of olden times—when he rode out from the gates of Fharin.

In the times following, the Wurmslayer alongside his Eternal brothers and their royal Cygnaran allies, engaged the enemy relentlessly. After a year's time, the tide was turning, and the Tharn were surrendering a good deal of ground as the forces of virtue reclaimed numerous towers and forts that had been seized by the barbaric hordes. Shortly after this however, the land's newfound champion took a tragic turn. It is said Raven was laid low in a siege of one of these forts when an ill-timed projectile was misfired by his own comrades. The Wurmslayer's recovery was most uncertain.

When the news reached him, Malagant surely received it badly, but his desire to go to the field was held fixed by his duties to both church and state in those times of trouble.

All this while Cherize the Cunning, by no means sated, had become ever more thirsting for the blood of Cygnar. Her desire was to smite the Grim One a compelling and mortal blow, for her heart was mantled still with utter loathing for Malagant. Her hate was so deep and dark it is said she even cursed Morrow and, indeed, this deep hatred had spread its darkness into her very heart. She was filled with loathing for her own daughter Serahzha, and the witch queen contrived a foul plot. She went once again among the turbulent Tharn. In her cloak of trickery she convinced them to call for a conference with the Cygnarans to ransom prisoners and speak of peace. Unbeknownst to both sides, the Cunning was behind these lies wearing an unholy guise and assuredly speaking with the tongue of the Dark Twin herself! Lo! These were hard times reserved as always for those great occasions when evil tests a good nation!

The Church of Morrow, having taken a doubly active part in political and military matters, made its voice heard. The primarch urged acceptance, but King Malagant was no fool. He had no illusions that Cherize the Cunning was something apart from what her name suggested. Still, he entertained her scheme nonetheless because he had always been bold. He had



the Eternals, after all, and he had Raven, whose blade had never tasted defeat. However, when an envoy rode into Fharin with more conditions, the Grim King's proud bearing was thrown into a storm of indignation. Rather than Malagant, they wanted Serahzha. The Graceful Lady, so popular among the people, was requested to come to the Dragonspine Peaks and meet with the barbarians, and they would only discuss a treaty with her.

To say Malagant was dubious would be a mockery of the word. Nevertheless, Serahzha beseeched her husband to be allowed to do this thing. She desired a close to the bloodshed in her new realm and would do whatsoever she could to bring it to an end. The Grim King was incensed. He loved his queen, but she could not be swayed by his words that her mother was behind it all, and even if she were she would assuredly hear the words of her own daughter! No! Malagant railed. He would be damned if he would place his queen in the midst of the enemy! He seethed and he hedged not knowing his own mind, and his council bore the brunt of his bad humor.

Therefore Fharin, where the court resided still, was taken by much surprise when the Wurmslayer returned from his battles in the north. He wore a mask to cover his grievous wound, but he was filled with vigor and intensity; he was still Raven! He had been enlightened of the Grim King's boiling blood, and he came to speak with the king in private as brothers of the sword. It was his voice that eventually swayed the great king's heart. In an oath-taking ceremony, the Wurmslayer bowed before the Grim King and, kissing the sigil of Morrow, he gave his word before the court. He vowed to stay by Serahzha at all times and to take his royal battalion as well as the Eternal Host in its imposing sum with him to the 'Spine. He vowed no harm should befall the queen of Cygnar, and the Wurmslayer was blessed with divine favor. He wore the insignia of the Good Twin and, though his banner bore the sigil of the Hundred Crowns, his shield displayed the Cygnaran Cygnus showing that he was of two allegiances and a champion of two armies.

The expedition departed north to meet with the tribes of the Tharn below the Dragon's Tongue in the 'Spine Peaks. It was the last time the Grim King or any of the Cygnaran people would see their queen alive, and it was a time when Cygnarans would better know the Wurmslayer as the Betrayer while others would call him Blackmask.

The armies followed the Tusk Trail into the Dragonspine Peaks and camped in one of several gorges. The Graceful Lady's personal guard comprised of Cygnaran soldiers save for Raven accompanied her to the appointed place where they awaited the coming of the Tharn chieftains, but they did not come.

It is not known precisely what happened in those towering mountains, only that the Eternal Host was suddenly ambushed by a great mass of painted Tharn. The barbarians rose up around them, emitting blood-curdling battle-wails and shaking their rune swords defiantly. Five thousand Eternals desperately formed into companies under fluttering banners, and war horns echoed throughout the vale alerting all to the presence of the enemy in their midst. A valley away, the Royal Knights of Cygnar spurred their five hundred horses toward the din, but it is said that the harsh terrain worked against them. They were too late in their arrival. By the time the knights had come, the long-lived Eternals had been slain to the man although legend has it they took twenty thousand of the enemy with them to the grave.

Of the queen and her guard, they too were slaughtered by shadows it is said. And of Raven, he survived. He was found wandering the still battlefield asking for forgiveness for betraying those whom he loved most. Betraying them, he had said. These were his words as heard by the knights of Cygnar who had arrived too late. According to some legends, that was not all the survivors were priry to that day.

The knights and the battle chaplains were then witness to a divine visitation. The will of Morrow descended onto the killing field, a host of archons appeared before them, and a thundering voice spoke:

Gather up your fallen dead and bring them west where a tomb shall be formed befitting them. Their sacrifice is not forgotten. Their souls are not lost. The fallen legion will rise again to keep the forces of darkness at bay. Do this thing, for it is the will of Morrow.

The devout General Bannock led the effort then to take the bodies of the fallen Eternals into the mountains. Some of the knights questioned the wisdom of their general, but he asked them had they not all witnessed the same event? In time even the most defiant knights were moved to action by their leader and his retinue of his battle chaplains, for surely they were possessed of the spirit of Morrow! Before long, the valley contained only the bones of barbarians, for not one Eternal lay among them.

Scholars today argue the verity of this tale. Some say it was added years later to bring some hope to such a grave happenstance in the chronicles of Cygnaran history. Those who support the legend surmise that in light of the great sacrilege, because of the meddling in the affairs of men by an agent of the Dark Twin (some assume the Betrayer, but other scholars argue that this was in reference to Cherize the Cunning) and that foul beast the Devourer, those who had fallen did so in the service of virtue, so it was Morrow's will that they should be honored with a soldier's burial. If a tomb does exist hidden somewhere in the convoluted gorges or towering spires of the Dragonspine Peaks, it has never been found to the dismay of several expeditions.

Of the traitorous Tharn, following the battle they were plagued with the Ten Ills. Their women's guts ran dry, and their children withered like boughs in the wintry wind. After a few minor skirmishes, their warriors lost heart, their savage natures wasted away, and they retreated into old Thornwood. The Tharn have not been heard from since, and it is probable they no longer survive.

Of the Graceful Lady, there is no more mention. Some believe her own mother was to blame for the vanishing of their beloved queen.

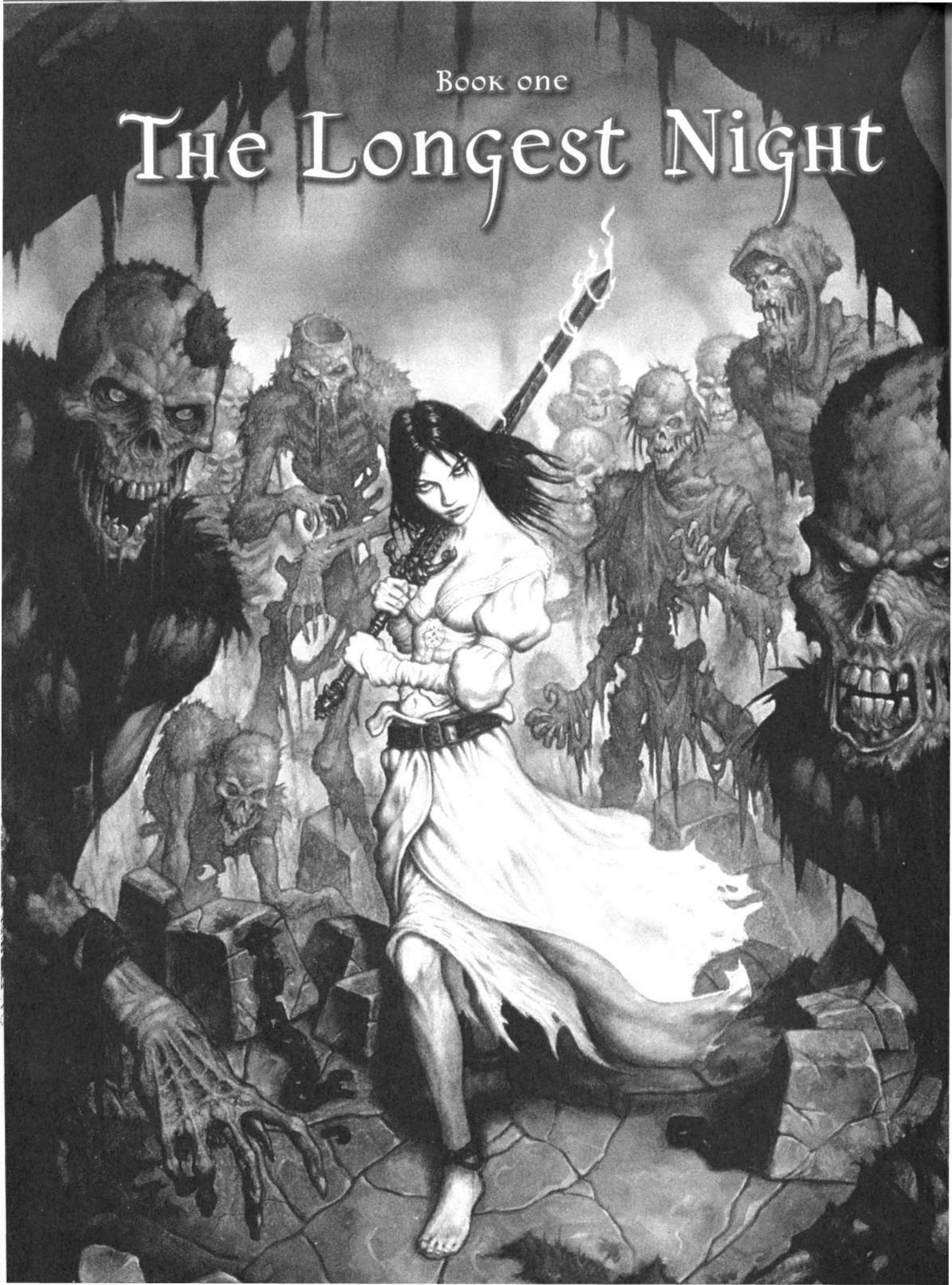
Of Cherize the Cunning Queen, she too was lost and never heard from again after that day now referred to in some tomes as The Day of the Legion of Lost Souls, and more succinctly in others as simply The Lost Day, Vendarl 3rd, Doloven 295 AR.

The warrior Raven disappeared into the mountains chased by a company of furious Cygnaran soldiers including General Bannock himself who was rumored to have been fast friends with the Wurmslayer. His story, of course, continues as it is known, but he was evermore called the Betrayer throughout Cygnar unto his death many decades later.

Of King Malagant, his chest filled with sorrow and he grew ill upon hearing the news of the death of Serahzha and Raven's apparent betrayal, even though the particulars of what took place on The Lost Day were forever unclear to him. The Grim King pined away in a feverish state, and his once powerful body withered. He died on the morning of Malleus 13th, Ashtoven 295 AR in his bed, a curse condemning the Wurmslayer frozen upon his pale lips.



The Exile


Book one
The Longest Night



ACT I

Wherein the intrepid adventurers reach Corvis, City of Ghosts, and begin to learn something of the town's sinister history

If the GM is starting a new group of PCs, it is best to begin the adventure with the caravan ambush sequence. It provides an easy way to get the PCs into the city and in touch with the right people. If the GM has moved the PCs into Corvis by other means, an encounter with the prelate of Corvis, Father Pandor Dumas, will need to be engineered.

THE CARAVAN

Summary: The PCs have been hired to escort a merchant caravan en route to Corvis. Shortly before arriving in the City of Ghosts, the caravan is attacked by a pack of hungry swamp gobbers. The intent of the encounter is to set up Widower's Wood as a dark, dangerous place and to give the PCs some action.

To bring the players up to speed, the GM should read them the following text, and give them an opportunity to ask questions.

READ ALOUD

You have been hired by the Caravaneer's Guild to guard a caravan on the treacherous route from Fellig to Corvis. The journey takes more than two weeks and passes through the dense Thornwood Forest and swampy lowlands. For your services you are to be paid 25 gp each at the end of your journey.

After chasing the rising sun for many days, the ordeal is near an end. Corvis is only half a day's ride away through Widower's Wood. The trip has been without incident so far.

"Easy money, aye?" shouts the caravan's leader Gunner Wadock from his position on the front wagon. "If only all my trips 'twixt Fellig and Corvis were so painless."

The caravan consists of five wagons with four packhorses bringing up the rear. Gunner sits atop the lead wagon with his driver, a sour, quiet human called Viggo. The other four wagons each have one driver. The packhorses are tied to the last wagon.

The PCs should indicate how they are spread out among the caravan. If the players are too complacent, Gunner will insist that they look sharp—the job is not over yet!

The packhorses are carrying food, water, and camping supplies for the caravaneers. All the trade goods are in crates within the wagons or in chests lashed to the outside. Each wagon has 4 chests mounted outside and 12 inside.

AMBUSH!

Just when it looks like the caravan might make it to Corvis without incident, a dozen swamp gobbers (Appendix A) ambush the group. The gobbers will kill the lead horse with a crafty spear trap and then hurl darts at the humans to sow more chaos. In the confusion, the gobbers will try to steal chests and pack horses from the caravan and then retreat into the fog.

For the duration of the combat, the thick mud reduces movement by 1/2. The fog also gives concealment to everyone farther than 10 ft away.

READ ALOUD

The black, twisted trees join overhead to blot out the sun. In the darkness, the only sounds are the rattles of the wagons and the buzzing of insects. The horses are straining to pull the wagons through the muck, which is over a foot deep in spots. The thin mist permeating this swampy forest is thickening into a dense fog with every





THE CARAVANEERS

GUNNER WADOCK (MALE THURIAN FTR3) WIELDS A LONGSWORD (1D8 DAMAGE). SEE APPENDIX B FOR COMPLETE STATS. GUNNER'S RIGHT-HAND MAN VIGGO IS A MALE MIDLUNDER WAR1 (GREEN THUG NPC FOUNDATION; SEE APPENDIX B) WITH A LONGSWORD (1D8 DAMAGE).

OTHER CARAVAN STAFF (4): MALE MIDLUNDER COM1.

NONE OF THE CARAVANEERS ARE EAGER TO LOSE THEIR LIVES TO PROTECT WAGONS FULL OF TRADE GOODS. WOUNDED MEN WILL RUN AWAY OR HIDE. EVEN GUNNER HIMSELF WILL SACRIFICE A WAGON IF THAT IS WHAT IT TAKES TO ESCAPE FROM THE GOBBERS. THESE MEN ARE MERCHANTS, NOT MERCENARIES.

AS LONG AS THE PCS WORK HARD TO PROTECT THE CARAVAN, THEY WILL GET PAID. IF GUNNER THINKS THEY DO NOT MAKE AN HONEST EFFORT, HE WILL SLASH THEIR PAYMENT TO 15 GP AT THE LAST MINUTE. HE WILL BE VERY RELUCTANT TO WORK WITH THEM IN THE FUTURE IF HE HAS TO DOCK THEIR PAY.

step. After a minute you can barely make out the other wagons and horses. Only a few more hours of this and you will arrive in Corvis.

Suddenly the lead horse screams in anguish and the caravan comes to a stop. You can hear Gunner and the other men cursing, and projectiles whisde past you. Thick fog swirls about and conceals your attackers.

There are a dozen swamp gobbers surrounding the caravan, hidden in the fog. They are all armed with darts and daggers. Eight of them are within 20 ft. and will attack random caravan members from cover as soon as the lead horse falls. Three of them are in the trees overhead and will drop onto a random wagon when the chaos starts. The last is 40 ft. away operating a bizarre bellows contraption that is producing the thick fog in the area. As soon as combat begins, he will abandon his contraption and join the raid.

Two of the gobbers will remain hidden in the fog, throwing extra darts at the caravan. The rest of the gobbers will charge the wagons. Their goal is to steal as many chests as they can. They are also interested in the packhorses, which they consider quite tasty.

It takes three gobbers to steal a chest. Two of them will saw through the ropes securing the chest to the wagon with their crude flint knives while the third tries to guard them. It takes one round to cut the chest loose. It takes two gobbers to carry a chest, and the gobbers are considered to be under a heavy load (reduces speed to 15) while they do so.

It also takes three gobbers to steal a packhorse. They must cut through the rope and pull the frightened animal into the swamp. The three gobbers' movement rate will be 15 ft. while stealing a horse.

The gobbers do not want to fight to the death. They just want to steal as much as they can and return to their village. If they take 50% losses, the survivors will concentrate on escape above all else. With their camouflage ability, stealth, and speed they will be difficult to catch. The caravaneers want to protect their cargo but are not interested in a fight to the death either. It is likely the gobbers will succeed in carrying away some chests and maybe a horse or two.

If the PCs recover the gobber bellows, they can sell it to any alchemist in Corvis for 50-75 gp. It is the size of a large chest and consists of a crude bellows and some kind of crucible to



mix reagents. The gobber spear-flinging trap is clever, but it has no intrinsic resale value.

After the raid, the caravan will not be troubled again.

AFTER THE AMBUSH

Gunner will enlist the party to help recover any spilled cargo. The lead horse, which was killed by the spear trap, will be replaced with one of the packhorses. If all the packhorses are dead or lost, one of the wagons will have to be abandoned. This will make Gunner furious, and the caravaneers will have to spend 30 minutes prioritizing and shuffling the cargo crates and chests. Gunner will refuse to leave behind any weapons the gobbers can use. If any food needs to be abandoned, he will personally trample it into the mud so it is useless to scavengers. All the while he will rant, rave, and swear at the gobbers, their mothers, and their mothers' mothers. If there are any gobbers among the PCs, it is possible they may feel compelled to enter into the argument. This will embarrass Gunner enough to clarify he is ranting about *swamp* gobbers specifically.

While the party is tending to the caravan, there is no risk of being attacked. The gobbers are gone for good. Of course, the GM should not let the players know that! The swamp is a dark, damp, spooky place full of strange noises. The PCs should be kept on edge until they are out the Wood, which takes a few hours.

Read Aloud

At last you are free of the swampy morass of Widower's Wood. The black, twisted trees part, and the ever-present mist finally thins and clears. Ahead of you is Corvis, City of Ghosts. A stout wall surrounds an impossibly dense mass of stone structures. Granite and marble spires, some topped with gold embellishments, burst through the fog and smoke at street level and reach for the heavens. A tangle of bridges and arches ensnares everything in a stony grasp. After so long in the woods, it is an impressive sight. Closer in and once past the initial grandeur, the stains and cracks can be seen. With buildings askew with cornel's sinking into unstable foundations, the old city struggles to maintain a bright facade against the relentless erosion of the rivers and time.

Gunner Wadock raises his voice to be heard over the creaking wagons. "We'll be first off to see Father Dumas at the Cathedral of Morrow. He can tend our wounds, and we have a crate or two for him as well. We'll part ways there, and you'll get yer gold. 'Twas a pleasure riding with you."

THE CHESTS

IF THE CONTENTS OF A CHEST OR CRATE NEED TO BE DETERMINED, ROLL ON THIS TABLE. MOST OF THE GOODS FROM THE CARAVAN WERE BEING SHIPPED THROUGH FELLIG FROM FURTHER ABROAD AND ON TO CORVIS OR OTHER CYGNARAN CITIES FURTHER SOUTH.

D10	CONTENTS
1	TOOLS STAMPED WITH THE STEAM & IRON WORKERS UNION SYMBOL
2	THICK BLADES OF ASSORTED LENGTHS, INCLUDING A FEW CASPIAN BATTLEBLADES
3	LLAELESE ARTWORK, WELL WRAPPED
4	FINE FURS FROM KHADOR AND NORTHERN LLAEL
5-6	LETTERS AND PARCELS MOSTLY FROM FELLIG WITH RECIPIENTS IN CORVIS AND OTHER CYGNARAN CITIES
7-8	EXOTIC FOODS & SPICES, SOME LABELED IN LLAELESE, A FEW WITH RHULIC RUNES
9-10	FABRIC FROM ORD'S CAPITAL MERIN

AT THE CATHEDRAL OF MORROW

Summary: The PCs make the acquaintance of Prelate Pandor Dumas, leader of the city's clergy and a well-respected spiritual teacher. Dumas asks the PCs to investigate a recent rash of grave robberies in and around Corvis. This will lead the PCs into a greater mystery relating to a witchcraft trial many years ago.

There are several churches of Morrow in the city, but this cathedral is the largest and most ornate, and it boasts the longest history. In truth, Corvis is experiencing a priest shortage at the present time as fewer than usual novices have taken vows in the last ten years. Prelate Dumas has requested that more clergy be sent from Fharin or elsewhere, but his letters have yet to bear fruit. For this reason, most of the churches in the city are understaffed and beleaguered, struggling with the needs of their large congregations. In several

HUMAN RELIGION IN THE IRON KINGDOMS

THE IRON KINGDOMS CAMPAIGN SETTING HAS ITS OWN DEITIES AND LEGENDS. GMS CAN USE THIS BACKGROUND MATERIAL OR KEEP THE GAME IN THEIR CURRENT FANTASY WORLD.

HUMANS IN THE IRON KINGDOMS HAVE TWO MAIN PATRON DEITIES. THE PROPHET MORROW (NG) IS THE LORD OF GOODNESS AND LIGHT, AND IS WORSHIPPED BY MOST HUMANS. HIS FRATERNAL TWIN SISTER THAMAR (NE) IS THE PATRON OF THE SELFISH AND EVIL. THE TWO STARTED OUT AS NORMAL HUMANS, THOUSANDS OF YEARS AGO, BUT THEY BELIEVED THAT ANY PERSON COULD IMPROVE HIS LOT IN LIFE ALMOST WITHOUT END. AFTER A LONG, HARD PATH, THEY ASCENDED INTO DIVINITY AND ENLIGHTENMENT, SACRIFICING THEIR PHYSICAL BODIES SO THAT THEY COULD WALK THE EARTH IN SPIRIT, PROVIDING GUIDANCE TO THOSE WHO NEEDED IT. SADLY, THE SIBLINGS FOUGHT NEAR THE END OF THEIR JOURNEY, AND THEIR PATHS DIVERGED.

CLERICS OF MORROW AND THAMAR CAN BE OF ANY GOOD OR EVIL ALIGNMENT, RESPECTIVELY. THEY ATTEMPT TO EMULATE THEIR PATRON'S LIVES, OFTEN TRAVELING IN THEIR FOOTSTEPS AND ATTEMPTING THE SAME TRIALS THEY UNDERTOOK SO LONG AGO. THOSE WHO SUCCEED ASCEND TO TAKE THEIR PLACE AT MORROW OR THAMAR'S SIDE. THIS IS A RARE AND SPECIAL EVENT; ONLY A HANDFUL HAVE EVER ASCENDED.

THE CHURCH OF MORROW HAS A VERY FORMAL STRUCTURE AND RICH HISTORY. THE WORSHIP OF THAMAR IS A SOLITARY THING. RARELY WILL ONE SEE SO MUCH AS A SHRINE IN HER NAME. HOWEVER, MANY HUMANS ARE STRONG BELIEVERS IN THE CENTRAL TEACHING OF BOTH SIBLINGS—YOU CREATE YOUR OWN DESTINY, AND YOUR LOT IN LIFE IS NOT FIXED AT BIRTH.



Father Pandor Dumas

cases smaller shrines are overseen by pious laypersons nominally authorized by the church. Well educated "lay preachers" might be authorized to lead congregations and speak about Morrow and his ascendants without actually being ordained clerics.

The Cathedral of Morrow is a large, ornate building set upon a small island in the eastern part of the city. Prelate Dumas lives in the upper story of the building as he has for almost 20 years. Although the Fharin Vicarate Council promoted him to prelate six years ago, he has been an active leader of the city's clergy for over a decade and is well respected. He is not as high level as some priests responsible for cities of this size, but he makes up for raw power with wisdom and a generous spirit. Pandor Dumas is a humble man and prefers to be called "Father" rather than Prelate. The cathedral island is attached to the mainland by two short bridges. There is a small graveyard on the premises, and in it lie generations of priests and other friends of the church. An imposing granite tomb lies just outside the entrance to the cathedral. In it is buried the lead witch from the Corvis coven scandal. There are several smaller outlying buildings on the island alongside the cathedral, including stables, a small dormitory, and several buildings for storage. Most are currently empty and unused.

As is the case throughout the Corvis church, the cathedral is short on staff. Prelate Dumas does not mind taking care of most matters personally although there are several volunteers from the local community who assist in grounds keeping, maintaining the buildings, distributing prayer books, etc. At the GM's discretion, up to three clerical novices of junior rank and level might be serving as apprentices under Dumas, but they should not get underfoot of necessary plot developments. If the PCs include a priest of Morrow, Dumas can serve as an excellent mentor.

If any of the caravaneers are killed or badly hurt, Gunner Wadock will frantically run into the cathedral and begin shouting for Father Dumas. Otherwise, his approach will be more relaxed, and he will first retrieve

two crates from inside one of the wagons. If asked, he will say the crates contain hymnals, holy texts, and other such items for the church.

After getting Father Dumas' attention for the wounded, Gunner will turn to the PCs. Each of them will receive 25 gp for their escort duties. If the gobber ambush was successfully fought off, Gunner will be complimentary and friendly. If the caravan lost a lot of cargo or if anyone was killed, Gunner will be curt if not outright rude.

If the group had to abandon a wagon temporarily on the road, Gunner may at the GM's discretion ask the PCs to help him retrieve it. If the PCs agree, they will be paid an additional 5 gp each, and Gunner will set out immediately, leaving the other caravan drivers to deliver the rest of the cargo. The details of this jaunt are left up to the GM, but here are some ideas:

- Gobbers have returned and dragged the wagon deep into the swamp.
- A few human bandits have laid claim to the wagon and are looting it when the PCs arrive.
- A family of swampies has found the wagon, driven it home, and refuses to give it back.
- The wagon has been shattered and mangled by some sort of animal. If the PCs investigate, locals will say the claw marks are a sure sign that Voorie, the swamp's mythical monster, did the damage.
- The wagon has been emptied of anything of value; even the wheels have been stolen. The thieves may be located with good use of Track and Survival.

If the PCs do go back with Gunner, make sure they talk to Father Dumas first to keep them on track!

A TALK WITH FATHER DUMAS

After the caravan's business has been concluded, Father Dumas will wish to speak with the PCs. It seems that there have been a number of grave robberies recently in and around Corvis, and Dumas would like to hire someone to get to the bottom of the matter. For this work he can offer the PCs no money, but they are welcome to room and board in the church so long as they are investigating. Father Dumas will also assist with his clerical abilities in any way he can, short of adventuring with the party.

Father Dumas is sincere in his desire to find the source of the trouble and put a stop to it. He does not have any idea that the grave robbery is related to the witchcraft trial of a decade ago (see below). As the PCs uncover more clues, Father Dumas can help them put the pieces together. He should become an ally and important NPC in this campaign. GMs should endeavor to make him personable and likeable to the best of their abilities. It is worth noting that Dumas is an open-minded Morrowan and can tolerate members of other faiths so long as none of the PCs are openly members of a dangerous cult such as Thamarites or the Devourer Wurm. He should not come across as intolerant of Menites, Dhunians, or followers of the elven or dwarven gods. Even membership in the Cult of Cyriss will not faze him though he does not entirely trust this organization and may express his misgivings if pressed. Alignments and faiths of PCs may have an impact on the ability of Father Dumas to heal them, as per the Pain of Healing rules (IKCG, pgs. 276-279). Father Dumas reveres Ascendant Solovin and thus has access to the Healing domain, so he is as well situated for such aid as any priest can be.

When the PCs begin their investigation on his behalf, he will give them a small silver sunburst holy symbol to identify them as his wards. If they abuse this privilege, Father Dumas will take them to task, and this could have an impact on the PCs' relations with the Church of Morrow abroad. GMs should impress on their players the scope and influence of the Morrowan Church as the majority religion of Cygnar.

As Father Dumas speaks with the PCs about the events, the PCs should see his niece Alexia peering at them. If they are outside, they will see her silhouette at a window in the cathedral. If they are inside, she will be upstairs looking down from the rectory. Alexia is curious about the PCs, and she will ask them what they are doing for her uncle Pandor if she gets a chance to talk with them.

While the PCs talk to Father Dumas, the GM should keep these facts at hand. The following is a sample list of answers Dumas can provide to questions made by the PCs. GMs should not feel compelled to impart all of this information immediately although it is expected the PCs will need some direction to begin their investigation.

Q: How many bodies have been stolen?

A: Seven so far.

Q: When was the first body stolen?

A: One month ago.

Q: The last?

A: Three days ago.

Q: Where have the events taken place?

A: Four of the bodies were taken from boneyards inside Corvis. Three were taken from family plots just outside the city.

Q: Have any of the bodies been recovered?

A: No.

Q: Who were the "victims?"

A: Various people around town. (Father Dumas will hand the PCs a slip of paper with some notes. This is all he knows about the victims. See the *Clues* sidebar for all the details).

Q: Anything strange about the events?

A: I haven't seen any of the sites first hand, so I can't say. You will have to investigate.

Q: Aren't there already constables in town for this kind of thing?

A: I tried to get the city watch to help. Unfortunately they decided not to investigate the events, claiming that they needed to prepare themselves for the rowdy crowds the Longest Night festival always brings. They insist they don't have time to protect the living let alone trying to look after the bodies of the dead.



Q: Who is that young woman we saw upstairs?

A: That's Alexia, my ward.

Q: Is Alexia your daughter?

A: No. She is my niece from my late wife's side. I took her in after her mother died.

Q: How did her mother die?

A: It's a rather long and sordid story involving a local tragedy of a decade ago. Ask me about it again some other time. I don't feel up to storytelling today.

Q: You lost your wife?

If the PCs take this time to delve into personal matters with Father Dumas, it is a good opportunity for them to gain some empathy for his character. His willingness to speak about this will depend on the tenor of his conversation with the PCs thus far. If they have been courteous and seem genuinely interested, he will not shrink from the questions. Speaking of these matters provokes genuine sadness, a sense of vividly remembered grief, and loss.

A: Yes, she died in childbirth fifteen years ago; both my wife and our daughter were lost. That was a very difficult period for me, but I found solace in the church. Alexia's mother was killed five years later when she was only seven. I was more than willing to take her in, and I have tried my best to raise her like the daughter I never had. The path of Morrow is not always easy, but he often provides unexpected blessings in the wake of tragedy.

WHAT IF THE PCS DO NOT COOPERATE?

If the PCs do not want to take on the job, do not force them. Let them explore Corvis for a few days. They can be pressured into contacting the prelate if they run short on money for lodging. A run in with some sticky fingered rogues can help that along. A distraught family member who is upset the city watch will not try to find the criminal can also hire them. This will quickly lead them back to Father Dumas.

SO WHAT'S REALLY GOING ON?

The PCs will soon find themselves on an adventure with its roots nine years in the past—the infamous Corvis coven witchcraft trial. It is important for the GM to become familiar with this story, which is the foundation of The Witchfire Trilogy.

Nine years ago almost to the day the PCs arrive in Corvis, a witchcraft scandal rocked the town. Magistrate Ulfass Borloch, a relative newcomer to the city council, exposed a coven of five witches he claimed were responsible for all manner of devilish activities in and around Corvis. The witches were all apparently



CLUES

FATHER DUMAS WILL GIVE THE PCS A SCRAP OF PAPER WITH SOME NOTES WRITTEN ON IT TO GET THEM STARTED. THESE ARE THE ONLY DETAILS HE KNOWS ABOUT THE EVENTS BESIDES WHAT IS WRITTEN IN THE Q&A. THE PCS WILL NEED TO VISIT THE LOCATIONS AND TALK TO THE FAMILY MEMBERS TO LEARN MORE ABOUT THE GRAVE ROBBERIES.

• SYLVA FAMILY & MONSONATA FAMILY. CITY OF CORVIS NORTHERN GRAVEYARD

- GADOCK FAMILY. GADOCK FAMILY FARM OUTSIDE THE EASTERN CITY GATE.
- SUNBRIGHT FAMILY. SUNBRIGHT ESTATE, SOUTHERN CORVIS
- HOPLESS FAMILY & BURKETT FAMILY. EASTERN BONEYARD, JUST OUTSIDE THE CITY GATE.
- FULLET FAMILY. FULLET FAMILY FARM, NORTH OF THE CITY.

normal womenfolk from the city and surrounding communities, but their crimes were indisputable. Whipped into a panic by the crusader Borloch, the townsfolk demanded action. The witches were put on trial, and within days the decision to execute them was made. One of the coveners was Lexaria Ciannor (see-AN-or), Father Pandor Dumas' sister-in-law.

After the witches were executed on a specially prepared plot of land deep in Widower's Wood, the bodies were locked away in a crypt, and powerful enchantments sealed them away forever. The leader of the coven, Father Dumas' own sister-in-law, received even more special treatment. She lies in a special repository on church grounds in the graveyard of the very cathedral watched by Father Dumas. Her granite tomb serves as a warning to all that Corvis will not tolerate the black arts. Inside the tomb is the magical blade Witchfire used in the executions.

Of course, things are not always as they seem.

The accused women were in fact a coven of sorcerers, but their works were benevolent. Despite being born with this power, they did not originally practice the dark arts. That would have branded them as witches. In those days of the rule of Vinter Raelthorne IV, the line between witch and sorcerer had become blurred, and any born with this power could be accused of communing with the forces of darkness. Fearful of the stories being passed about the Inquisition, Lexaria and her coven kept a low profile, using their sorcerous powers in secret for the betterment of the community. Unfortunately Magistrate Borloch—an extremely ambitious man of low character—stumbled onto their secret. He decided to use the coven's powers for his own ends, and he proceeded to blackmail them. If the coven did not do his bidding, he said they would be exposed, tried on trumped up witchcraft charges, tortured, and executed. As a junior city official he had the connections to make their lives a living hell, and he swore he would do it if they did not cooperate with him.

Afraid for their lives, the coven agreed to help Magistrate Borloch, which of course sealed their fate. At first their deeds were small—an embarrassing incident created for an enemy of Borloch, that kind of thing—but before long things were out of control. Borloch's enemies began to disappear or die in mysterious ways. His personal wealth began to grow, and he climbed ever higher in Corvis' political circles. Lexaria's coven was soon guilty of every dark use of their power they had once avoided.

These events were spread out over three years. Borloch was greedy, but he was also smart and patient. He carefully used the coven's power to his own benefit, simultaneously planning the double-cross that would see them tried and executed. By the time the coven realized what was happening, it was far too late to make things right. Before they could decide what to do, they were dragged from their homes, bound, gagged, and imprisoned in the darkest jail cells under Corvis' city hall. Within days they were put to death, and Borloch was in the clear.

Father Dumas was unfortunately completely fooled by Borloch's machinations. Even if he knew the whole story, there was not much he could have done. The coven had done terrible things, and their poor judgment ultimately doomed them. He was forced to cooperate with the trial and execution even though his wife's sister was one of the accused.

Things were even harder on Alexia Ciannor, Father Dumas' seven-year-old niece. Her Uncle Pandor tried to shield her from the harsh realities of the trial and execution, but Alexia was an intelligent, willful child. She managed to sneak away into the woods where she witnessed the executions personally. In a daze, she stumbled home. What she saw unhinged her young mind and shaped her destiny. Years later when her



own magic powers began to mature, Alexia began to formulate her revenge. This coincides with the arrival of the PCs in Corvis.

BEHIND THE SCENES

There is still more to the trial of the Corvis coven, and there is another man in the shadows pulling strings. Borloch's role as stated above is accurate, but there is another layer the players will in time unravel.

Magistrate Borloch did not stumble across the coven by chance. He had a mentor of sorts—a powerful wizard known to him as Vahn Oberen. Oberen knew of the coven through prophecy and his own magical means, and he had his own dark plans for them. He came to Corvis, approached Borloch in secret, and proposed the whole scheme. Pleased to have a powerful ally, Borloch agreed to move ahead with the plan. He did not fully trust the mysterious Oberen, but he decided the risk was worth the reward.

The years passed, and the plan proceeded perfectly. Under Oberen's guidance Borloch's personal power was on the rise, and eventually the coven had been successfully framed. Oberen had asked little over the years, and Borloch had become complacent. The coven was in chains, and their end was near. It was at this time that Oberen made a final demand of Borloch: when the executions took place, it must be Oberen himself who wore the executioner's black hood.

Borloch was surprised, but as a powerful politician it was easy for him to arrange it. The executions were performed on consecrated ground deep in Widower's Wood, and only the city's elite inner circle was allowed to attend. Far from the eyes of the public, Oberen donned the executioner's hood and lopped the heads off the five restrained women. In his hand was a most unusual weapon—the ancient blade Witchfire.

Forged for just such an occasion, Witchfire was a fulcrum of necromantic power and the bane of spellcasters. It had a most unique ability; when employed in exactly the correct fashion, it could drain life energy and arcane lore (in the form of experience) from the victim and add them to the wielder. The Corvis coven's execution fit the bill perfectly. Five sorcerers, an entire coven, executed on enchanted ground under a full moon—this was the event Oberen had engineered for years. Borloch was just a convenient pawn, and he had played the role perfectly.

Oberen had never attempted such a glut of power in one ceremony, and he was insufficient to the strain. Already unsteady from the first four sacrifices, Oberen struck down the coven's leader Lexaria and was overcome with the power flowing into him. He fell unconscious, and Borloch had to act quickly lest Oberen be discovered. He ordered his personal guard to take the fallen executioner away and tend to him. At the same time, Father Dumas' holy order descended on the scene to tend to the bodies. Borloch, not knowing anything about the Witchfire and Oberen's plans, left the magic blade where it fell and scurried off to take care of Oberen. Father Dumas' men picked up the sword, and it found its way back to the church. Ignorant of its special properties but vaguely disturbed by the blade, Father Dumas entombed the Witchfire with Lexaria Ciannor. By some instinct of faith he felt the weapon should be secured on holy ground, even if only to counteract its use as an instrument of execution.

Upon awakening days later, Oberen became furious when he learned the Witchfire had been lost. It had taken him years to locate it, and despite the success



Magistrate Ulfass Borloch

of the ritual executions he had many more plans for it. He suspected Father Dumas knew the fate of the blade, but he was unable to find out more. While deliberating elaborate schemes to approach Dumas without alerting the priest to the importance of the sword, Oberen was distracted by larger concerns.

It will take the PCs even longer to learn about Oberen and his true history. Under the name Dexer Sirac, Oberen used to be in charge of King Vinter Raelthorne the Elder's hated and feared secret police—the Inquisition. As Sirac, Oberen was responsible for countless Inquisition atrocities, including the roundup and execution of hundreds of sorcerers whom King Raelthorne the Elder considered a threat to his rule.

Just a few months after the loss of the Witchfire, King Vinter was deposed in a coup by his younger brother Leto. This threw Dexer Sirac's world into turmoil and he became the most wanted man in Cygnar. Only through enormous guile and calling on every resource at his disposal was Sirac able to disappear and evade the new king's men searching for him. He reassumed the identity of this alternate alias and made a new life for himself under the name Vahn Oberen. In the years following he has had to stay constantly on the move and has become paranoid of discovery. Until recently he was not at luxury to investigate the mystery of the vanished Witchfire properly. He has been given an excuse to return to the city in order to lay the groundwork for his king's return. He renewed contact with Magistrate Borloch and has been manipulating him for his own purposes, all the while keeping a close watch on the activities in the city and comings and goings from the Cathedral of Morrow. Over the course of this adventure, Oberen will observe the PCs working for Father Dumas. His curiosity about them will allow him to witness the missing sword's reappearance at the end of The Longest Night.

INVESTIGATING THE GRAVE ROBBERIES

Summary: The PCs will visit the sites of the grave robberies looking for clues. They will speak to some of the family members and other city folk, and they will learn about the Corvis coven trial of a decade ago. Hopefully they will begin to see that the events are connected. Father Dumas will be dismayed when this comes to light.

The grave robbery investigation will take the players all over the city, and they will have to explore the lands beyond the city wall as well. The GM should feel free to stretch the investigation out for several days. Let the PCs get embroiled in other Corvis adventures while they are on the trail of the grave robber. In the first act of the adventure time is not too critical, and it is important to let the players get to know the city.

When the PCs are investigating the grave robberies, it is important not to let the clues go too freely. The PCs will have to talk to strangers, earn their trust, and ask smart questions. They may miss some vital clue and need to come back to a site a second time. If they get stuck, use Father Dumas to nudge them in the right direction. Don't give anything away freely, but don't let them get frustrated either! If they are getting restless, engineer an encounter with some thugs to let the party blow off steam. This can also be a way of getting acquainted with the city watch that is important as well.

Following are details on the grave robbery sites.

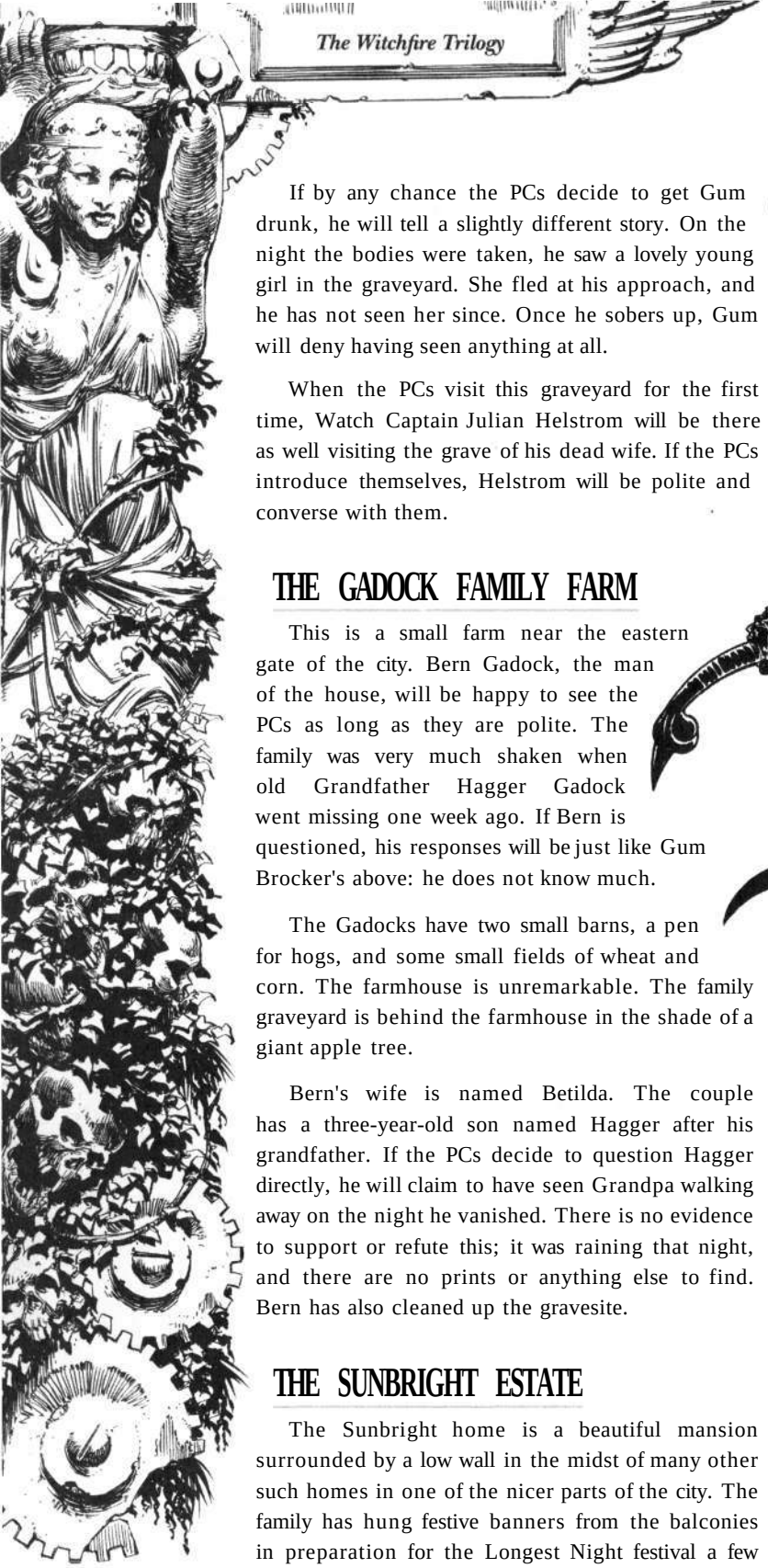
THE NORTHERN GRAVEYARD

The northern graveyard is the largest boneyard in all of Corvis. It is a vast expanse of headstones, crypts, and tombs crisscrossed by narrow winding paths and dotted with scrawny bushes and trees. The thicket of grave markers winds between the buildings north of the church. In the center of the graveyard is a tiny stone building where the caretaker lives.

This is where the Sylva and Monsonata family sites were despoiled. The building is home to the sole caretaker, Gum Brocker. Gum is ancient but spry, and he has been working in the graveyard for over fifty years.

If Gum is asked, he will be able to provide the following information to the PCs.

- The full names of the missing are Moira Monsonata and Kell Sylva.
- Each has been dead for almost 10 years.
- The bodies were taken on the same night, exactly 2 weeks ago.
- No one else has come asking about this.
- The PCs can see the gravesites, but they have been repaired since the robbery. There are no further clues to be found there.



If by any chance the PCs decide to get Gum drunk, he will tell a slightly different story. On the night the bodies were taken, he saw a lovely young girl in the graveyard. She fled at his approach, and he has not seen her since. Once he sobers up, Gum will deny having seen anything at all.

When the PCs visit this graveyard for the first time, Watch Captain Julian Helstrom will be there as well visiting the grave of his dead wife. If the PCs introduce themselves, Helstrom will be polite and converse with them.

THE GADOCK FAMILY FARM

This is a small farm near the eastern gate of the city. Bern Gadock, the man of the house, will be happy to see the PCs as long as they are polite. The family was very much shaken when old Grandfather Hagger Gadock went missing one week ago. If Bern is questioned, his responses will be just like Gum Brocker's above: he does not know much.

The Gadocks have two small barns, a pen for hogs, and some small fields of wheat and corn. The farmhouse is unremarkable. The family graveyard is behind the farmhouse in the shade of a giant apple tree.

Bern's wife is named Betilda. The couple has a three-year-old son named Hagger after his grandfather. If the PCs decide to question Hagger directly, he will claim to have seen Grandpa walking away on the night he vanished. There is no evidence to support or refute this; it was raining that night, and there are no prints or anything else to find. Bern has also cleaned up the gravesite.

THE SUNBRIGHT ESTATE

The Sunbright home is a beautiful mansion surrounded by a low wall in the midst of many other such homes in one of the nicer parts of the city. The family has hung festive banners from the balconies in preparation for the Longest Night festival a few days from now.

The PCs will be shown into the foyer by the butler who will then fetch Lord Elger Sunbright. The Corvis Sunbrights are a rich family directly related to Duke Mordrin Sunbright II of the Western Midlunds. Elger is technically a baron and a reeve although he has little interest in local politics and has turned his family to unseemly mercantile business. Elger is a busy man, and he is on his way out when the PCs call. He will be very unreceptive to the PCs; only if the party is unfailingly polite and well groomed will their questions be entertained. The only question to which the PCs are guaranteed to get an answer is the name of the deceased and when he was taken: Radnor Sunbright, about 3 weeks ago. If the PCs are polite, they may also learn that Radnor's expensive marble tomb was damaged in the robbery, and he died of illness 8 years ago.

Under no circumstances will the PCs be allowed to see Radnor's tomb. If they decide to sneak onto the grounds later, they will find it still in a state of disrepair. The heavy marble door lies shattered on the ground, and the one-room tomb is totally empty. Just outside the tomb, a Spot check (DC 15) will reveal some tattered shreds of white silk caught in the thorns of a rosebush.

The fabric is from one of Alexia's dresses, and if the PCs can convince Father Dumas to investigate he will find a white silk dress of hers that has recently been mended. It is not proof of anything, but it will make Father Dumas more open-minded if the PCs try to pin the recent events on Alexia. Note that if Alexia gets wind of this, she will immediately become wary of the PCs. On the outside she is all sweetness and light, but she will come to see them as adversaries, and she will be extremely cautious around them.

If the Sunbrights see the PCs raiding the family tomb, they will holler for the watch. If the PCs are caught, their only hope of avoiding a thrashing is invoking the name of Father Dumas. They may be able to convince the city watch to let them go on their way with a contested Diplomacy or Bluff check or good roleplaying at the GM's discretion.

THE EASTERN BONEYARD

This pathetic place is where the poor bury their dead. Only the wealthy landowners have family plots inside the city, and the northern graveyard is home to more middle-class occupants. The rest of Corvis inters their dead in this dreary, mucky boneyard a mile outside the eastern city gate.



There is no caretaker, and despite volunteer efforts by some of the city's clergy, the place is in terrible disrepair. The stench of death fills the air, and the ground is littered with improvised grave markers and bone fragments. The PCs will have to search the boneyard looking for the despoiled graves they are investigating. After a search check (DC 10) and 10 minutes, they find one of the graves. The marker reads, "Ham Hopless." The churned earth offers no further clues. After another search check (DC 10) and another 10 minutes, the party will find another despoiled grave, this one reading "Senn Burkett." Again, there are no clues to be found.

A half-mad beggar known as Egger lives at the boneyard. Each time the PCs visit, there is a 75% chance he will be there. If they talk to him, he will refuse to speak unless they give him food or money. If the PCs bribe him, he will tell them a strange story—on the night of the grave robberies, he saw a beautiful girl dressed in white wandering through the graveyard. If the PCs try to intimidate him, he will burst into tears and refuse to cooperate. Thereafter, if he sees the PCs he will shriek and run away.

THE FULLET FAMILY FARM

Read Aloud

A gravel path leads you from the road up to a well-tended farmhouse surrounded by an apple orchard. You can hear pigs and sheep in the distance.

The Fullets are simple farm folk like the Gadocks. They tend a hundred head of sheep and some pigs. The mother, Lorna Fullet, leads the family. Her three sons and their wives live on the farm as well. Their father Chander died five years ago, and it was his body that was stolen from the family plot two weeks previously

Lorna is a tough, capable woman, but she is extremely superstitious. She is also obviously emotional as she speaks with the PCs. After all, her husband's body was stolen. Again there is nothing remarkable about the gravesite, and Lorna has no information specifically about the robbery.

If she is pressed about reasons for the robbery, she will make an offhand comment about witchcraft. Attentive players may be able to get more information out of her by asking the right questions.

- Lorna believes there are always witches about, and she has charms and talismans all over her property to protect the family.
- Chander was a juror in the Corvis witch scandal a decade ago.
- If Lorna is given a list of names, she will be able to identify several of them as jurors in the trial. On the rest her memory will fail.
- If the PCs do not know about the scandal, Lorna will tell them the basics: a brave magistrate discovered five evil witches, and they were executed.
- Lorna thinks all of the jurors are dead currently.
- Their deaths are not believed to be mysterious though Lorna sees witches behind every ill deed.

If the PCs ask Lorna about the upcoming Longest Night festival, she will swear up and down that it is a night of decadence and evil, and decent folk should stay off the streets. "I won't let my boys go into the city for the festival, no sir!"

CONCLUSIONS

By the time the PCs are done checking the leads, they should have learned that some of the stolen bodies were jurors in a famous witch trial a decade ago. If the PCs were smart or lucky, they may have also learned that a girl in white was seen at the crime scenes.

The party should also have learned the basics of the witchcraft scandal from Lorna Fullet. When they return to Father Dumas, he will verify that all of the names they have found were jurors, and he will tell the players more about the witch scandal, including the story of the executions, the involvement of his wife's sister, and where the witches are buried. He will not tell them anything about Borloch's blackmail or the mysterious wizard Oberen—he does not know those details.

The fact that all the jurors from the trial of the century have been unearthed will be very unsettling to Father Dumas. He will ask the players not to spread the information around. Obviously something is going on, and he wants to get to the bottom of it.

The PCs may have other questions about the trial and the people involved with it. If asked, Father Dumas will volunteer the following information:

- The judge in the trial was Lord Atthias Folver. He is still alive and working for the city.



- Magistrate Borloch, who exposed the coven, is a powerful man. Only Mayor Mayhew Leighton wields more power in Corvis.
- The identity of the executioner was secret as dictated by tradition. It is probably an open secret within the city government though.

If the PCs are slow to suggest a trip to the witches' tomb in the woods, Father Dumas will bring it up. Whoever is stealing the jurors' bodies may be interested in the witches' bodies as well, and that could mean big trouble.

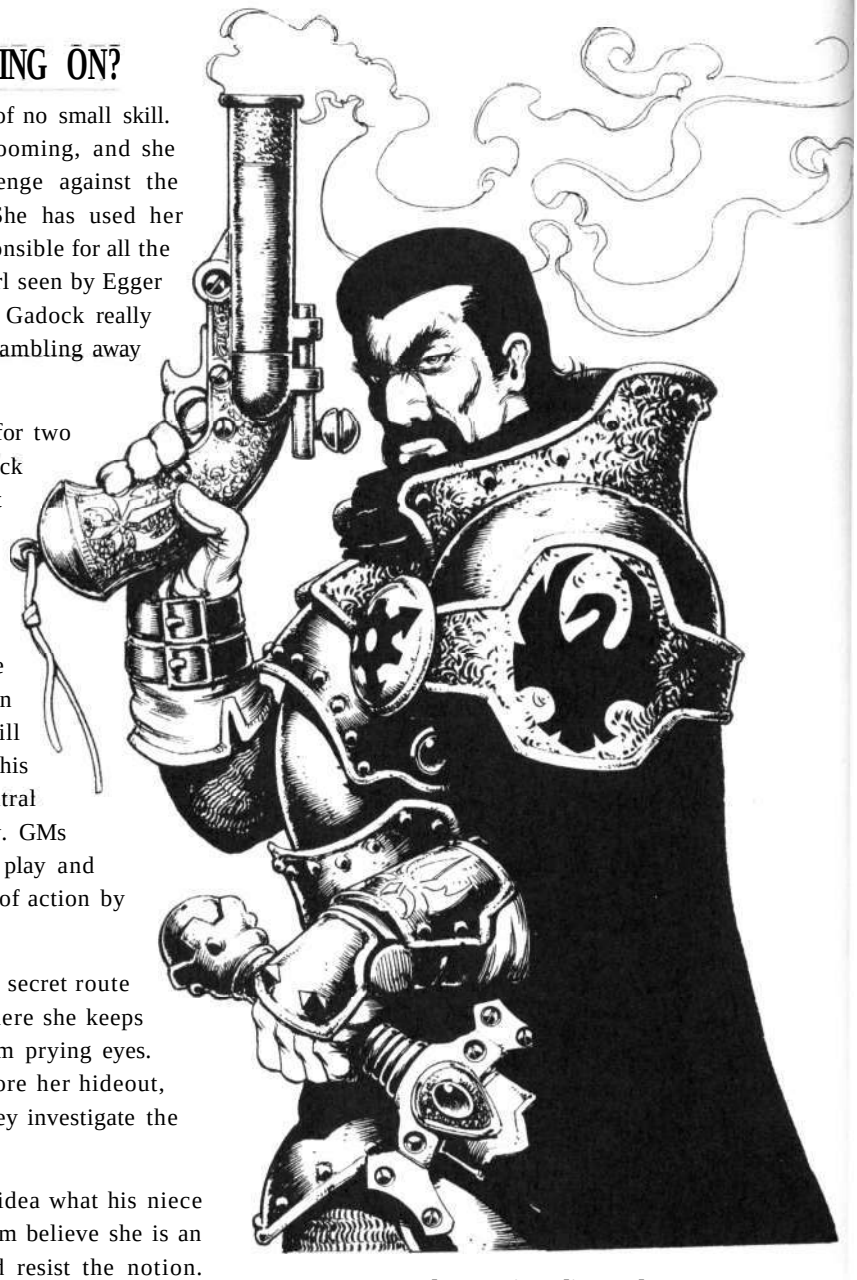
SO WHAT'S REALLY GOING ON?

Alexia Ciannor is a sorceress of no small skill. The abilities she inherited are blooming, and she has planned a campaign of revenge against the people who killed her mother. She has used her skills to raise the dead. She is responsible for all the missing bodies, and she was the girl seen by Egger and Gum Brocker. Young Master Gadock really did see his undead grandfather shambling away into the night; Alexia raised him.

Alexia has raised the dead for two reasons. One, she wants to pick their brains (so to speak) about the trial, so she can add more names to her hit list. Two, she is practicing. Her ultimate goal is to restore the coven to unlife and wreak a terrible vengeance on the whole city, and she is closer than anyone would imagine. The PCs will hopefully thwart her at the end of this adventure, but Alexia will be a central character for the rest of the trilogy. GMs need to be crafty to keep her in play and protect her from being taken out of action by the PCs.

The crafty girl has also found a secret route into the Undercity, and in a lair there she keeps her undead experiments away from prying eyes. The PCs will get a chance to explore her hideout, but the story is better served if they investigate the tomb first.

Father Pandor Dumas has no idea what his niece is up to. If the PCs try to make him believe she is an evil sorceress, he will protest and resist the notion. He is too blinded by his love for her and his sense of deep-seated guilt about being unable to prevent the acts leading to her mother's death. Though he does not realize it, Dumas has been a neglectful parent too busy with the affairs of the church to watch his niece closely. In truth Alexia is technically insane, not actually evil. She is motivated by a twisted desire to avenge her mother and unhinged from having witnessed the decapitation at such a young age. In her mental state she is unable to discern right from wrong. Father Dumas will insist on more proof before he will believe Alexia's role.



Watch Captain Julian Helstrom



ACT II

Wherein the bold adventurers learn the truth behind the recent gruesome happenings in Corvis

The main thrust of this act is the discovery of what is really happening in Corvis. Alexia will be revealed as a budding necromancer/sorceress, and the party will learn of her intricate plan of vengeance. At this point the PCs should have learned about the witchcraft scandal and connected it to the grave robberies. Through Father Dumas, encourage them to do more investigating. The witches' tomb is an obvious place to start, but indulge anything the PCs want to try. It is more important to give them the freedom to innovate than to hold the adventure to a pre-planned path.

THE WITCHES' TOMB

Summary: The PCs investigate the tomb in Widower's Wood where the dead witches are locked away. They will learn that the bodies of the four witches are missing, and they will find evidence of recent combat.

The Witches' Tomb is a two-hour trip on foot into the swampy Widower's Wood. Father Dumas will not accompany the PCs, but he does provide them with a map and directions. He also admonishes them to be careful. If the tomb has been violated, there is no telling what they will find.

The tomb is off the beaten track, and the PCs will have to go cross-country. Horses can be taken into the deep woods, but they offer no speed or mobility advantage due to the thick vegetation and mucky puddles. If the GM wishes, encounter checks can be made on the way to the tomb and the way back.

The tomb itself is actually part of an ancient base from the days of the old Orgoth army that once controlled the entire region. This particular base was constructed approximately a thousand years ago so the local Orgoth general could control the town; others like it were scattered from here to Caspia. Corvis had no time to excavate a new tomb for the executed witches, so they made do with this dreary ruin in their back yard.

About one day before the PCs arrive at the tomb, young Alexia made her own visit. Charged with rage and growing magical abilities, she smashed through the defenses and quickly arrived at the final chamber where four members of the coven were secured. There she remained a long while, intent on the sorceries that would animate the slain witches to unlife.

Of course, Alexia did not leave herself defenseless as she spent hours chanting in black rituals; she spared a moment to animate some of the skeletal bodies of those who lost their lives in this place centuries ago. With undead bodyguards at her back, she was free to concentrate on the greater challenge of properly awakening the dead witches and restoring them to some fraction of their former power. Alexia's necromancy is powerful but intuitive. It lacks some of the hallmarks of dedicated masters of this art and is drawn from the reservoirs of her broken mind, secret experimentation, and furtive research.

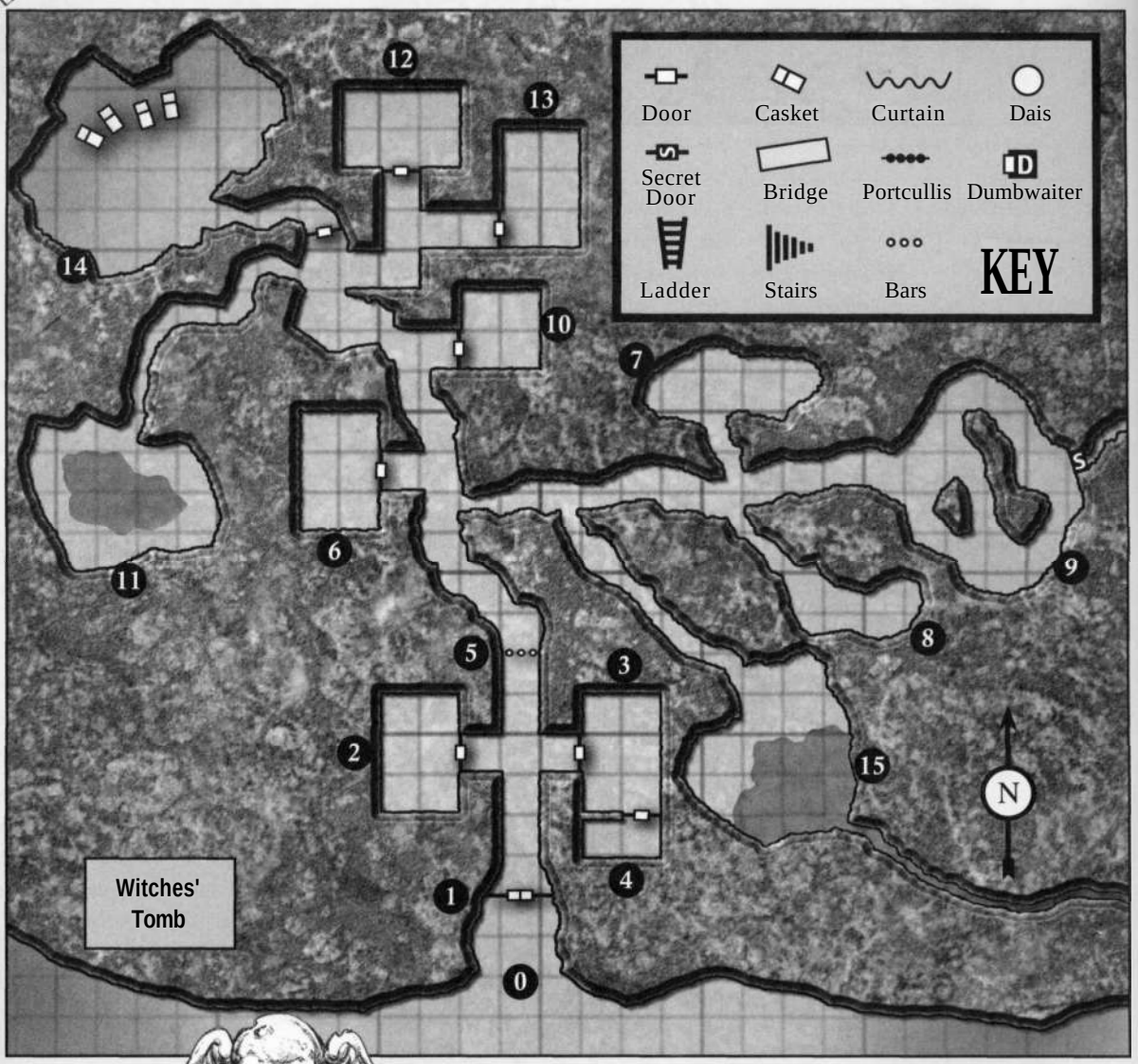
OUTSIDE THE TOMB

The whole area is overgrown and covered by a thick canopy of trees like the rest of the swampy Wood. A thin mist creeps about the PCs' feet, and strange birds and insects are heard all around.

The entrance to the witches' tomb is set into the side of a hill. A thick granite door bound with rusting iron lies shattered in the mud. Before the door, a 10 ft. wide stone circle is set in the earth. It is overrun with weeds and muck, but anyone who clears away the debris will see arcane runes carved into the granite. It







WANDERING MONSTERS

EVERY 30 MINUTES THE PCs ARE IN THE TOMB, THERE IS A 20% CHANCE THEY WILL HAVE A RUN-IN WITH 1D4+1 SWAMP GOBBERS WHO LIVE HERE.

does not take a genius to surmise this is the very spot where the executions took place. The stone slabs are crude; dwarves and anyone with Craft (stoneworking) or Knowledge (stoneworking) can easily see the circle was built quickly.

INSIDE THE TOMB

The crude interior of the tomb bespeaks its original nature. It was carved out of the ground as quickly as possible for the use of the long dead Orgoth army. When the church and Corvis' city council decided to entomb the witches here, they hid the bodies in the deepest part of the base they could find, sealed off the side passages—which have been unexplored for centuries—barred the front door with magic and iron, and hurried back to the comforts of town.

The tomb is a combination of man-made tunnels and natural caves. The original builders accidentally broke through into caverns in several places. Some of these caverns were used for storage or other purposes. Others were too wet or treacherous to be useful, and the builders ignored them.

In game terms, the tomb is constructed as follows:

Man-made rooms and passageways: Hewn stone walls, flagstone floors. The tomb's main corridor has a trickle of water running down the slope, and the slippery flooring may add to the DC of some tasks.

Natural caverns: Unworked stone walls, natural stone floors

Remember that the tomb is ancient, constructed about a thousand years ago and not used regularly for over six centuries. Anything of obvious value was stolen long ago. Nothing made of wood or natural fiber will have survived the centuries. The only signs of the original occupants are marks on the stone and rusting iron fixtures.

The tomb's locations numbered on the interior map are detailed below. Please read the entire dungeon before trying to run it. The encounter in room 10 may need to be moved to another location depending on your party's path.

0. FRONT DOORS

Read Aloud

The entrance to the tomb is set into the side of a low hill. A thick granite double door bound with rusting iron lies shattered in the mud. Beyond gapes a black maw.

Characters who investigate the shattered doors will see the worn remnants of an unfamiliar glyph carved into the stone fragments—a leering face on a field of stars. This is the symbol of the ancient Orgoth Empire that predates the Kingdom of Cygnar. Characters who make a Knowledge (history) check (DC 15) will recognize this symbol.

With a Search check (DC 10), a PC will see the glint of metal underneath the stone fragments. It is a thin bronze plaque bearing the seal of the city of Corvis, which was apparently affixed to the stone door when the witches were sealed in the tomb. The plaque is scorched and warped.

1. ENTRANCE

Read Aloud

Beyond the shattered door lies a chamber crudely carved from the living rock. Ahead a passageway plunges down into the darkness. A trickle of slimy water wends its way from the doorway into the darkness. Two rusting metal bits that may have been torch sconces are fixed to the walls opposite the doorway.

There is nothing to see in this room.

2. BARRACKS A

Read Aloud

This plain stone room is dry and comfortable compared to the damp entranceway and main

THE ORGOTH EMPIRE

UNTIL 201 AR FOUR CENTURIES AGO, THE LAND NOW KNOWN AS THE IRON KINGDOMS WAS SUBJUGATED BY THE MIGHTY ORGOTH EMPIRE. THEY FIRST LANDED TWELVE HUNDRED YEARS AGO IN A SEEMINGLY INEXHAUSTIBLE TIDE OF LONGBOATS FROM ACROSS THE GREAT MEREDIUS OCEAN. IT TOOK THEM TWO BLOODY CENTURIES TO CONQUER THE REGION FULLY, AND THEIR OCCUPATION LASTED ANOTHER SIX HUNDRED YEARS.

THE ORGOTH WERE HUMAN, BUT NOT LIKE ANY NOW SEEN IN WESTERN IMMOREN. THEY WORSHIPPED STRANGE, DARK GODS, AND THEIR CUSTOMS WERE ALIEN AND BRUTAL. THE EMPIRE WAS CRUEL, AND THE ORGOTH ERECTED MANY WORKS IN HEAVY STONE WITH CENTURIES OF SLAVE LABOR. THEY ALSO PAVED SOME OF THE FIRST LONG ROADS ACROSS THEIR CONQUERED TERRITORIES TO EASE THE MOVEMENT OF THEIR TROOPS AND SLAVES.

THE EMPIRE WAS EVENTUALLY OVERTHROWN ALTHOUGH THIS REQUIRED NEARLY TWO CENTURIES OF INTERMITTENT REBELLION. WHEN THE ORGOTH DEPARTED THE SHORES OF IMMOREN, THEY TRIED TO DESTROY ALL TRACE OF THEMSELVES IN WHAT HAS BECOME KNOWN AS THE SCOURGE. STILL, AFTER SO LONG A PRESENCE THEIR MARK IS STILL FOUND PARTICULARLY IN STRANGE STONEWORK RUINS FOUND IN DARK AND FORGOTTEN PLACES. EVEN AFTER CENTURIES OF RULE, LITTLE IS KNOWN TODAY ABOUT THE ORGOTH CULTURE OR THEIR HOMELAND. ONLY A FEW ISOLATED SCHOLARS HAVE TAKEN AN INTEREST IN EXPLORING THE RUINS THAT ARE THEIR LEGACY. NO ADDITIONAL ORGOTH HAVE LANDED ON IMMOREN IN THE LAST FOUR CENTURIES, AND IT IS BELIEVED THEIR EMPIRE MUST HAVE COLLAPSED.

ALTHOUGH THERE ARE NO ORGOTH SPECIALISTS AT CORVIS UNIVERSITY, CERTAIN HISTORY PROFESSORS THERE CAN PROVIDE AN OVERVIEW OF THIS INFORMATION TO CURIOUS PCS AND MIGHT BE INTERESTED IN BUYING ITEMS FOUND IN THIS ANCIENT BASE. OLD ARTIFACTS, EVEN IF WORTHLESS OTHERWISE, CAN COMMAND AN IMPRESSIVE FEE AMONG THE INTELLIGENTSIA.



corridor. Four torch sconces adorn the corners, and there is a dusty fire pit in the center of the room. Someone has apparently been sleeping in a pile of dry leaves in the northwest corner. There are no other exits.

The nest of leaves has actually been used very recently by a tribe of swamp gobbers who sometimes take shelter in the ruins. Over the fire pit is a dome in the ceiling, with some sort of vent in it. It is obviously some kind of chimney though it is far too small for any character to fit through.

There is a loose flagstone in the NW corner; a Search check (DC 20) will locate it. Under the stone is a single tarnished copper coin. Upon it is scratched a strange symbol. With a Knowledge (local) check (DC 12), the mark will be identified as the symbol of the Gertens crime family of Corvis. There is another treasure in this cubbyhole—a small silver ornamented pistol worth about 250 gp if cleaned up and sold to the right buyer. The gun is wrapped in oilcloth and covered with a thick black grease to keep it from rusting. Three rounds of ammunition are present too placed in a small wood box. Before the gun can be used, the grease will need to be cleaned off requiring a successful Craft (small arms) check (DC 10). The ammunition is old, and each charge has only a 50% chance of firing. Replacements can be purchased from a good alchemist or Pitt's Pistols in Corvis for 6-8 gp each. (2d4/19-20/x3; range increment 40 ft.; weight 41bs.; reload 1 standard action DC 6).

3. BARRACKS B

Read Aloud

This dry, empty room is unremarkable. There are four sconces in the corners, all of which contain dry, dusty firebrands. There is an empty fire pit in the center of the room, and there is an exit at the far right corner.

There is little of interest in this room besides the four torches left by workers nine years ago during the witches' burial. As in the other barracks, a vent in the ceiling seems designed to let smoke out of the room.

4. THE LIEUTENANT'S QUARTERS

Read Aloud

Water drips from the low, rough-cut ceiling onto the flagstones below. An eerie, leering face on a field of stars is carved into a black marble slab set into the wall opposite the doorway.

The symbol is the same as the one carved into the granite door outside. The marble slab has chips and tool marks around the perimeter. Apparently someone tried to pry it from the wall but failed. Anyone who tries to take the carving without ruining it must have the proper tools and make a successful Craft (stoneworking) check (DC 22). If the carving is removed it has a value of up to 100 gp to the right buyer.

5. RUINED GATE

Read Aloud

Thick, rusted iron bars make up the ruins of an ancient gate. The heavy metal is twisted and warped as if a great force pulled the gate apart. The floor is littered with flakes of rust and stone chips where the sturdy bars have been wrenched from their foundations.

The smiths of Corvis sealed the old gate a decade ago as one more barrier between the burial chamber and the outside world. The gate was also enchanted, but Alexia destroyed metal and wards alike as she tore the gate asunder.

6. COMMONS

Read Aloud

Rusted hinges imply there was once a door here, but it is no more. This room has a series of stone tables running along its length. There is an empty fireplace at the north end of the room.

This was once a mess hall. The wooden benches are long gone, and only the stone tables remain. The chimney for the fireplace is too small for anyone to fit through.

Anyone searching the room will quickly find signs of recent occupation: scraps of cloth, gnawed bones, bits of scrounged metal, and other trash. If any chests were stolen from the caravan, one will be here cracked open and pillaged.

7. SMITHY

Read Aloud

Cracks in the roof of this cramped cavern admit weak sunlight. Crude stone tables line the

perimeter of the room, and a dry pool of some kind has been carved out of the rock. In the center of the room is what looks to be another fire pit, but this one is large and deep, built with heavy stones. The cavern floor has been smoothed out, but it is covered with a thin layer of sticky mud.

Characters inspecting the roof will quickly learn two things. One, the biggest of the openings is just large enough for a small creature to pass through. Two, soot marks stain the roof of this room.

Anyone looking at the muddy floor before the characters trample all over it will immediately see footprints—tiny feet with sharp toenails. If any of the PCs have tried to track swamp gobbers before, they will recognize these tracks automatically. Any PC with the Track feat will be able to tell that six or more gobbers have passed through this room recently on a Survival check (DC 12).

In the old days, this was where the camp's smith worked. The anvil and everything else was stolen centuries ago. All that remains is the fire pit with holes for the bellows and the dry pit that once held water for quenching hot metal. The cracks in the roof are how the local gobber tribe gets into the dungeon.

8. CAVE

READ ALOUD

This is another natural cavern. It has a low ceiling and a gravelly floor. There appears to be nothing of interest here.

The ceiling here is solid. There are no tracks on the floor. A character who wants to dig around in the dirt will find ld6 tarnished silver coins of the Orgoth Empire if he makes a Search check (DC 15). The coins are worn but worth l-5gp each to a collector (such as might be found at Corvis University) but only if they are cleaned first.

9. CAVE

READ ALOUD

This unremarkable cavern has two large rock formations jutting from the rough stone floor. The ceiling is low, and there appears to be nothing of value here.

Behind the rock formations the PCs will see the skeletal corpse of a swamp gobber. The gobber was killed and eaten a couple of days ago by the 10'x10' patch of cavewort lurking over this spot. A bit of leather peeks out from under the body. It is a lizard-skin pouch, and inside it is dried rat ear jerky and a *spider climb* potion (GMs with the IKCG can use a dose of the alchemical Baron Voratchik's Clawed Grip instead, pg. 307). Anyone reaching for the pouch will be attacked by the cavewort.

At the back of the cavern is a very cleverly made secret door—a remnant of the Orgoth Imperial Army. It can only be found with a Search check (DC 22). The gobbers have not found it nor has anyone else. It has not been opened in over six hundred years, so the door is a little sticky; a Strength check (DC 22) is needed to open it. Up to two PCs can try together.

The secret door opens onto a crude passageway that runs 50 yards to another clever secret door opening from a rock outcropping into a thick patch of forest. This door is stuck in the same manner as the one inside.



10. CAPTAIN'S QUARTERS

Read Aloud

This bare stone room has a fireplace in the far wall. A single swamp gobber cowers in the fireplace holding a short spear in front of him. He whimpers and backs away into the shadows.

Conversation with a Gobber

The GM should try to make this encounter happen after the PCs have seen other signs of gobber presence, such as the items in rooms 2, 6, and 15. If necessary, move this encounter to any other room that does not have its own encounter. This is a complex encounter that can end in many different ways, so study it carefully!

This gobber is Borkan-hekkanaken, a minor figure in the tribe's political system. He was assigned to clean this room, which used to be the Orgoth captain's quarters, and set up a nice fresh nest of leaves so the gobber chief could sleep here. Alas, poor Bork has bad ears and he did not hear the PCs coming until too late.

Bork is afraid for two reasons. One, the chief will kill him for this. Two, Alexia was here yesterday, and she caused all kinds of trouble for the poor gobbers. Bork is not sure that the PCs are not somehow related to her—all non-gobbers kind of look the same after all. He will feel better and be more easily reassured if the PCs include any gobbers among them, in which case he will address himself to them in the gobberish dialect of Molgur, his native tongue. Keep in mind the swamp gobbers are a bit more primitive and less worldly than most. He should seem rustic and poorly spoken even in gobberish.



A Thrall Lieutenant

If no one in the party speaks his dialect, Bork will squeal and beg for mercy in broken Cygnaran. Bork will not voluntarily sell out his tribe or his chief, but he could be tricked into doing so.

As he converses with the players, he will pursue this agenda:

- Stay alive! Bork is good. Bork is nice. Bork tell you anything! Bork show you much treasure! No kill Bork!
- Learn if the PCs are connected to the scary witch girl who came here yesterday.
- Fix this somehow, so Bork will look good to the chief!

Bork knows the "witch girl" came here yesterday, animated three skeletons from the bone pit to guard her, and then spent half a day in the cavern where the "smelly boxes" (caskets) lie. She then left with four zombies though Bork will call them "grey women" if asked; he does not know they were really the re-animated witches. The skeletons Alexia created to guard her stayed behind. They have not moved from the cavern they were told to guard, but having them around is still driving the gobbers nuts.

Depending on how the PCs treat Bork, this can end a few different ways. If they slay him, all the gobbers in the dungeon will automatically consider them enemies—there is no disguising the smell of gobber blood. If they converse with Bork they may be able to negotiate a temporary truce. Perhaps the PCs can destroy the skeletons in exchange for safe passage. A last possibility is that Bork tries to save his life by showing the PCs to "treasure," and he leads them to the skeletons instead. From this point it is definitely combat whenever the gobbers are seen.

The GM should keep in mind that swamp gobbers are primitive, selfish, and chaotic, but they are not evil or stupid. If it helps the story, have a few other gobbers that speak Cygnaran, or use sign language or chalk drawing to communicate. An uneasy truce with the gobbers is a lot more interesting than combat. A long-term relationship with a gobber tribe has possibilities, too—particularly since they know the Widower's Wood better than most.

11. BONE PIT

Read Aloud

A crumbly rock ledge runs around a still pool of black water. Water drips from the low, jagged ceiling.

Long ago, this dry sinkhole was used to dispose of bodies produced by the Orgoth "interrogation" room. Over the years the Orgoth torturers filled the pit, and many of the skeletons are preserved, encrusted with minerals. Any character shining a light into the pool will see a mass of slimy, greenish bones a few feet below the surface. Anyone making a Spot check (DC 15) will note a few drips of wax on the floor as if someone stood here holding a candle. The wax looks only a few days old at most.

The bone pit is 20' deep, but hopefully no character will be daft enough to find that out. It is obvious that long ago the smell from the pit must have been horrendous. Apparently the Orgoth soldiers stationed here did not care.

The thrall warriors in area 14 came from here. Alexia animated them to act as guards while she performed the more complicated ritual designed to bring the coveners to unlife.

12. BRIG

Read Aloud

This room was carved out of living rock, and mineral streaks stain the rough walls. Around the perimeter of the room are small alcoves just big enough for a man to stand. Rusted stubs of metal jut from the walls at about human eye level.

The Orgoth army used this room as a brig. The prisoners were kept standing, hands chained over their heads, until it was their turn in the interrogation room. There is nothing of interest here now.

13. TORTURE CHAMBER

Read Aloud

Water dripping from the rough ceiling has stained the walls and collected in a pool at the south end of this room. All around the room, rusted bits of metal poke from the walls. Below each metal stub, a shallow channel is carved into the floor. The channels merge into a central trough ending in a pool in the south end of the room.

"Interrogation" rooms after this fashion are found in most Orgoth ruins of any size. The channels carved into the floor are intended to route the blood of the victims into the holding pool. The floor slopes very slightly from north to south; any character making a Craft (stoneworking) check (DC 10) will be able to detect the slope.

The holding pool has a few inches of water in it, which is surprisingly clean. The swamp gobbers have been using this water supply instead of braving the pool in area 15. Characters making a Track check (DC 15) will spot their faint, damp footprints around the perimeter.

14. BURIAL CHAMBER

Read Aloud

This natural cavern has a high ceiling and an uneven, gravelly floor. Three slimy green skeletons clad in scraps of corroded armor stand in formation in the middle of the chamber. With a ghastly hissing sound, they begin to advance!

This was the cavern where the Corvis city council had four of the witches buried. Alexia returned here yesterday and raised them from the dead. She created these thrall warriors as well at the bone pit in area 11. They were told to guard this place while she worked, and she did not think to dismiss them when she left. They will stay here and attack anyone who enters the cave until they are destroyed. If the players deal with the thralls, they will be able to investigate the caskets.

The caskets are arrayed in the very back of the cavern. Each is made of thick, heary wood bound with iron and brass. Heary chains wrap each casket but are now broken, and the caskets lie open. Their crude wooden interiors are heavily bloodstained especially at the top. Astute players will know that the witches were beheaded, after all.



At the foot of each casket is mounted a tarnished brass plaque naming the occupant and her crimes.

Here Lies Doromia Smythe, Beheaded for the Crime of Witchcraft in the Year of Our Kingdom 593

The other three names are Kellwyn Sikes, Morgan Innswood and Aria Black. If the characters have researched the witch trial, they will recognize the names and note one is missing—Lexaria Ciannor. She is interred on hallowed ground at Father Dumas' cathedral. The PCs may not know this yet, but Father Dumas will explain if he is asked.

A dozen beeswax candles, each about half-burned, are arranged in a circle around the caskets. Between the candles glyphs have been traced in a fine red powder. Many of the glyphs are ruined, trampled, and unreadable, but toward the back of the circle they are legible. A Spellcraft check (DC 12) will reveal they are of necromantic nature. A further Spellcraft check (DC 16) informs the PC that they are part of a very powerful necromantic ritual and include Thamarite Telgesh glyphs. A cleric of Morrow might recognize these glyphs as derived from Telgesh on a Knowledge (religion) check (DC 14) but will not know their meaning. Only another necromancer or Thamarite priest would notice these glyphs are imperfect, not the work of someone who has studied extensively. That they worked is a testament to Alexia's intuitive power. Upon closer examination the red powder seems to be nothing more than colored sand. A spool of thick black thread and a heavy needle are also laying here. Alexia had to sew the severed heads back on to the dead coveners.

15. THE STILL POOL

Read Aloud

The narrow, rocky passage you tread eventually widens into a large cavern. Thick, fine sand lines the floor, and a large pool occupies the back half of the cave. Strangely, a small boat has been pulled up onto the shore.

The Pool

The water in the pool is crystal clear, and with good light the PCs can see down 15' to the bottom lined with sand and jagged rocks. PCs making a Spot check (DC 22) will spot the 10' long swamp squid partially buried and camouflaged in the sand. On the other hand, it is easy to see (no check needed) the 2d6 gold coins scattered on the sand plus what looks like an ornate dagger in a sheath. Buried for centuries, these treasures have recently been stirred up by the squid.

The still pool is joined to a nearby river by a few hundred yards of cramped natural tunnel, which is just barely big enough for the gobbers' small boat. The tunnel mouth is at the very back of the pool and will not be visible from the shore unless something stronger than torchlight is used to illuminate the cave. The squid often visits this place where it snacks on fish and rats.

With the Track feat and a Survival check (DC 11), characters will see the gobber tracks in the cavern's soft sand.

The Boat

The small canoe of reeds and skins belongs to the swamp gobbers that often use this abandoned base for shelter. It has a few items in it: a broken knife, scraps of dried rat meat wrapped in leaves, a few nails in **a** leather pouch, and four small water skins. There **is** also a 10' pole with a small basket of woven reeds o**n** the end. The gobbers were trying to use the basket to scoop up the coins at the bottom of the pool, but they misjudged how long a pole they needed.

The boat can hold only about 150 lbs. If a heary PC gets into it, it will snap and sink!

The water skins actually do not contain water at all. Instead they hold a thick, brown, and noxious liquid that, if tasted, makes the character nauseous for ld4+2 hours (Fort save DC 14 for half duration). The liquid is not gobber booze; it is swamp squid repellent. Unfortunately for the PCs it is not labeled. A PC with the supplies and time could make a Craft (alchemy) check (DC 15) to uncover its purpose.

The gobbers were here when Alexia showed up yesterday, and they saw everything she did. Because of her they are a little spooked, and they will give the characters a wide berth until they can determine if they are dangerous or not.

The gobbers know that a large, ornery swamp squid often lurks in this cave pool. They have brewed up their own repellent, which they dump into the water if the squid attacks them. The squid may be learning; it is in the pool today, but it did not attack the gobber boat. From where it lies it can dimly see the PCs though, and it will attack if anyone gets too close to the water.

The Squid

Each time a PC or group of PCs steps up to the water, there is a 25% chance per round the squid will strike. If anyone enters the water, the squid will attack. The squid will strike with lighting speed and try to drag the victim underwater to drown.

If the repellent is dumped into the water, the squid will squirt ink, immediately release anyone it may be holding, and swim away down the tunnel. It will not return for 1d4 days. Like squid ink, the repellent will also cloud the water for up to 20 minutes making it impossible to see the treasure at the bottom. See Appendix A for complete stats on the swamp squid.

The ancient gold coins and dagger date back to the Orgoth Empire. In fact, a squid much like this one killed a soldier in this cave, and these things were his. His companions were afraid to dive into the pool and retrieve the items.

The gold coins are worth 2-10 gp each to the right buyer, but any merchant will take them in trade at 1 gp value. They bear the likeness of some forgotten Orgoth emperor.

The dagger is much more interesting. It is a 9" black steel blade inlaid with bright copper runes. The hilt is wrapped in black wire, and there is a cut piece of obsidian at the pommel. The sheath is black leather dressed with copper filigree. The dagger and sheath are untarnished, and it will not take King Leto's court wizard to see that magic is at work.

If the dagger is analyzed properly, the PCs will learn these things:

- The blade has a +1 enhancement bonus.
- The inscription, in ancient Orgoth, reads as follows: *For my son, Ryark. May your blade always strike true.—Gen. Orvos XIII*





Further research will reveal that General Orvos XIII was in control of the city of Corvis approximately seven hundred years ago. The dagger was given to his son when he gained officer's rank. It could easily fetch 1,500 gp for its magical properties alone but easily twice that to a buyer who is an aficionado of ancient Orgoth works.

WRAPPING UP

After this dungeon romp, the PCs should have learned the following

- The coven's bodies have been taken!
- The perpetrator seemed to be a young girl of considerable sorcerous ability.

BACK IN CORVIS

At this point there are a number of things the players can do. Most players will have deduced that young Alexia Ciannor is responsible for the havoc at the tomb and probably the grave robberies as well. Other players may need to do more investigation before reaching that conclusion. It is even possible that some parties may want to call in the guard or seize the girl themselves. Let's take a look at the possibilities.

"THERE SHE IS! GET HER!"

This is a party bent on frontier justice, and it is the worst possible scenario. If the party wants to seize Alexia Ciannor and take her to the authorities—or dispense justice themselves—the GM has some fast scheming to do. First of all, Father Dumas will have a very difficult time believing his sweet young niece is capable of doing such things as raising zombies or digging up graves. Even beyond the horror of such sacrilege, she has never shown him any sign of her growing sorcerous power. Depending on the evidence unearthed in the earlier investigation, he might be eventually persuaded that she played a role, but he will still try to argue her side by theorizing perhaps she was forced to assist someone else. Even outlandish theories such as her being possessed by a minion of Thamar will seem more likely to him than the truth.

One possible solution to this situation is for Father Dumas to suggest another "suspicious" woman in the local community as a red herring. In his work as prelate Dumas hears many rumors about his congregation, and he may have heard of someone else meeting the description who has been absent from church services and behaving strangely. Father Dumas will offer this information from a genuine belief that there must be another suspect, not out of a selfish desire to protect his niece. Another possible approach for ambitious GMs would be to make use of a Rusalka (MN1, pgs. 144-145) in the nearby Widower's Wood who has adopted a guise very similar to Alexia and which can be encountered by PCs during their investigations.

Even if persuaded of Alexia's involvement, such as being presented with the scrap of fabric from the Sunbright estate, Father Dumas will not turn Alexia over to the PCs or to the city watch. He will insist that he must talk with her and get to the bottom of the situation. He will plead with the PCs to give him time and ask them to keep an eye on her for him and report back about her behavior. If the PCs attack Father Dumas or Alexia despite his protests, he will use his clerical powers to defuse the situation by casting *calm emotions, hold person, command,* or similar spells. He is a very popular and influential member of the community and any attack on his person will have serious and widespread consequences. If allowed to speak with his niece, Dumas is blinded by his affection for her and accepts her denial. It can be suggested to them that they may need to catch her red-handed in order to persuade the stubborn priest.

"WE'RE TELLING"

If the PCs go to the Corvis city authorities, they will be ignored or mocked, for they do not yet have hard evidence to support their claims. "So you're telling me that the niece of Father Dumas, a pillar of the community has been digging up bodies and raising the dead? That pretty waif not even eighteen? Are you daft? Get out of here before you get a thrashing!"

If Father Dumas learns that the PCs have been telling tales to the authorities, he will become angry with them. He will not refuse to work with them, though; his nature is more forgiving than that. The PCs will have to do something really boneheaded to earn his permanent ire. Father Dumas has an important role in this story, and the GM should try to protect it within the bounds of reason. The conversation between Dumas and the PCs described above should ensue with plausible theories and denials by the prelate. However, if the PCs seem persuasive enough and their arguments are compelling, Father Dumas can be persuaded that she needs to be watched.



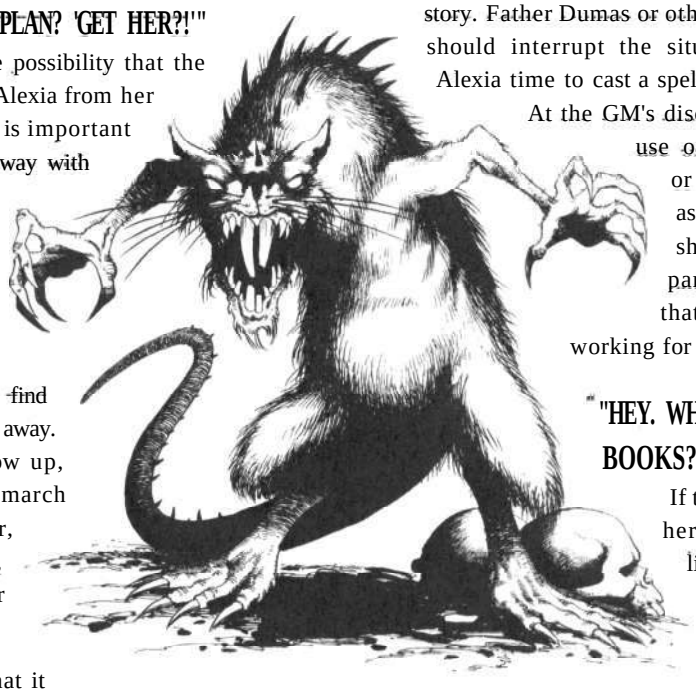
"LETS KEEP AN EYE ON HER"

If the PCs decide to stake out Alexia, they will be rewarded for their patience. 1-3 days after they return from the witches' tomb, they will be able to follow Alexia into her secret hideaway in the catacombs beneath Corvis. This subterranean jaunt is the next major task in the adventure and the end of Act II.

Try to break up this time with other mini-adventures in Corvis. The PCs can have run-ins with the criminal element, be hired for odd jobs by merchants or just occupy themselves searching for spell components. Take every opportunity to get them familiar with the city. It is an exciting place, and they will be here a lot over the course of the Witchfire Trilogy.

"THAT WAS YOUR PLAN? 'GET HER?!'"

There is always the possibility that the PCs will try to abduct Alexia from her home in the church. It is important that they do not get away with this. If they try, Alexia should give them the slip and lead them on a chase to her hideout in the catacombs. Do not let them catch her, or if they catch her, find a way for her to get away. Father Dumas can show up, or the city watch can march out of the fog and order, "Put down that girl, miscreant! Prepare for a thrashing!"



It can be argued that it is kind of cheating to use your GM's powers to prevent the players from doing something especially when they have it well planned. The trick is to make all of your roadblocks look realistic—even fun. Give them just enough success to make them want to keep going, but hold the real prize just out of reach. Use her spells to assist with this, but try to reserve her ring with *wall of force* as a last "ace in the hole" for within her hideout. The chase should end with Alexia slipping into a secret door with the players hot on her heels.

"WE GOT HER! NOW WHAT?"

If the players have such a peach of a plan that it would be a crime to defuse it, let them catch Alexia. She is semi-crazy, but she is not dumb. She will turn on the waterworks, beg for mercy, and generally look regretful without getting into the specifics of what she may have done. Of course, she is playing them. Her goal will be to get away and get into her hideout. If the best she can do is lure the PCs into her hideout to give them the slip, she will do that instead. For more details, read ahead to "Alexia's Hideout."

In a worst-case scenario, the conversation she was going to have with them there can happen elsewhere with some adjustments. During this dialogue she should provide hints about the location of her hideout for later exploration, but the PCs should not be allowed to execute Alexia if at all possible. Doing so will make the subsequent adventures much more difficult and take away a major interesting character from the story. Father Dumas or other important witnesses should interrupt the situation, perhaps giving Alexia time to cast a spell and make her escape. At the GM's discretion she could make use of other prepared traps or animated servitors to assist. Alexia is crazy, but she is quite intelligent, paranoid, and forewarned that the PCs have been working for her uncle.

"HEY. WHAT'S IN THOSE BOOKS?"

If the party tries to search her room in the church's living quarters for clues, the GM can oblige. Under her simple bed are three old history texts. Each was penned by former prelates of Corvis, and they tell the story of the church in the city over the centuries. In one of these books, she learned about the catacombs under the cathedral. If the party notices this dog-eared page with a Spot check (DC 12), they should be able to figure out where she has gone and follow her.

Naturally Father Dumas will be unhappy with the party if they are caught rummaging through her things. However, if the PCs show Father Dumas the marked page detailing the catacombs, he will agree that it is interesting and ask them to investigate. After all, if his niece has started exploring the dangerous Undercity, he would like her brought back safely.



ALEXIA'S HIDEOUT

Summary: The PCs explore Alexia's secret hideout and confirm she is indeed the one responsible for the grave robberies. She also has much more dreadful plans for Corvis.

Clever Alexia has located an ancillary entrance into the ancient catacombs built under the cathedral. Hundreds of years ago the damp, dreary catacombs were once used to store plague victims who were waiting their turn on the funeral pyre. After the epidemic subsided, the catacombs were sealed up and fell into disuse. They have been forgotten by all, but Alexia learned of them while reading her uncle's history books. She decided they would be a perfect place for her to practice her innate magical abilities.

One day many months ago she snuck out of her room at night and located a loose flagstone just outside the church grounds. As promised by the moldy old tomes, it led into the catacombs. The damp limestone passageways had not seen anyone for centuries, and they were perfect for her needs. She began to move in the supplies she needed for her work like writing materials, candles, and herbs. She also snuck into her uncle's office and copied certain pages of the Enkheiridion, writing down details pertinent to Morrow's dark twin and her Telgesh glyphs. Intuitively Alexia grasped that these strange sigils would be of use to her budding gift.

She continued to study and practice her sorcery in secret, often retiring to the catacombs when she needed extra safety and privacy. Before long she was ready to try her hand at more serious necromancy—the raising of people—in preparation for the restoration of the Corvis coven. Alexia vowed her mother and the others who were set up and executed would live again to have vengeance!

Alexia's first test subject was the first of the "grave robberies" the players investigated. The victim, who was one of the jurors in the Corvis coven trial, was crudely animated and then concealed in Alexia's underground hideout. Others would soon follow. This is where the events of the past begin to intersect with the PCs' time in Corvis.

In game terms, the catacombs are constructed as follows:

- Man-made rooms and passageways: Hewn stone walls, flagstone floors.
- Natural caverns (area 19): Unworked stone walls, natural stone floors.

0. ENTRANCE

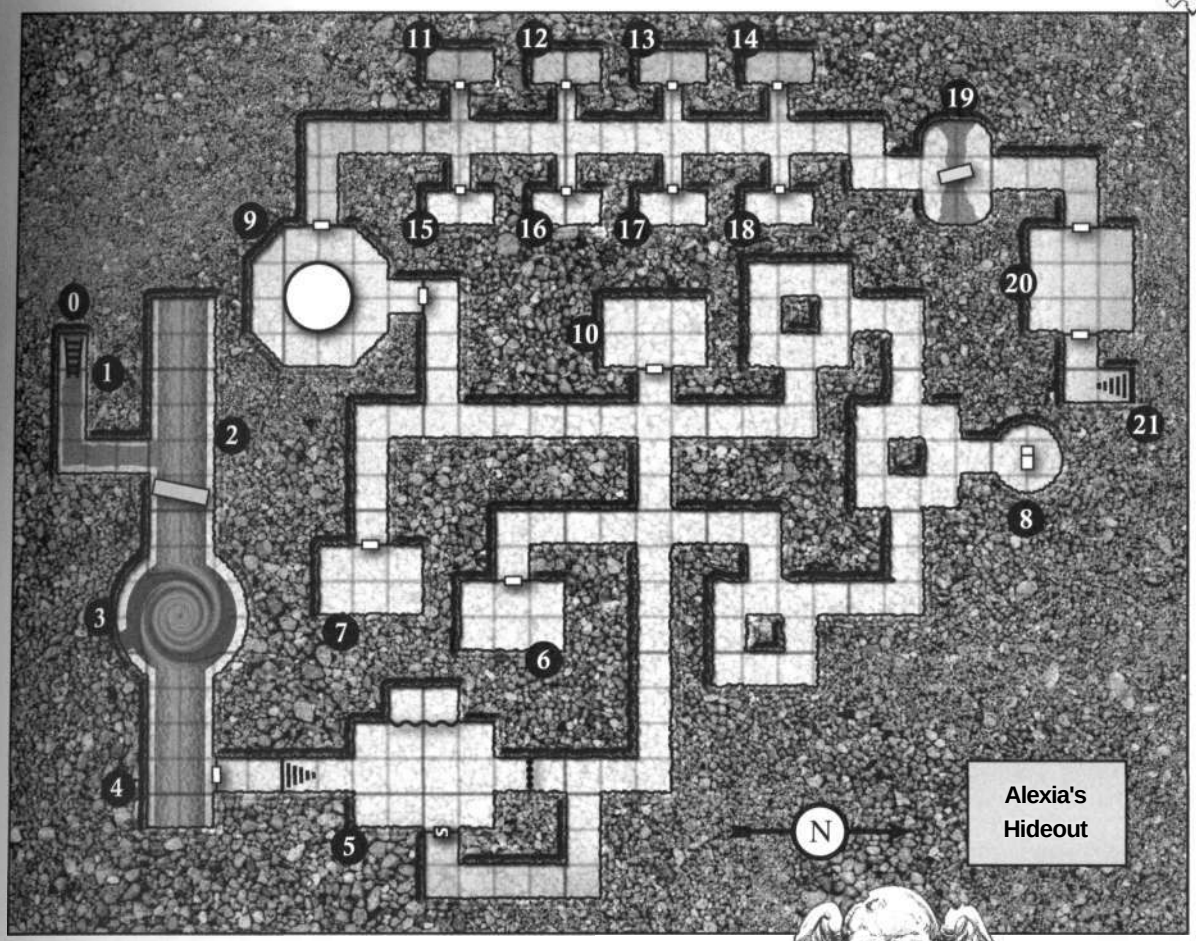
Read Aloud

There is a narrow path in the space between two of the outlying buildings near the south bridge leading onto the cathedral island. These buildings are the cathedral's stable and an unused dormitory, a dusty and empty building utilized by earlier prelates who had considerably more staff and novices employed at the cathedral. This space is otherwise unremarkable and could be walked past dozens of times without drawing notice.

Remember, the PCs can come upon the entrance of Alexia's hideout in many ways. They may have been in hot pursuit, or they may have snuck in after seeing her enter one evening. They may even have read about the entrance to the underground hideout in her books. The cobblestones make tracking very difficult. A Track/Survival check (DC 20) will reveal that a human with small feet has recently been in this space, but the tracks vanish.

In fact, there is a secret door here. It is a trap door concealed very cunningly among the cobblestones and will be found on a Search check (DC 20). The door is also magically locked with a *hold portal* spell. The DC to dispel the *hold portal is* 21. The secret door can also be forced open once it is found; the DC for this is 18 (this includes +5 DC for the *hold portal* spell).

If the party tries to force the door open during the day there is a 25% chance every 10 minutes that some passing volunteer groundskeeper or parishioner visiting the cathedral will hear the



noise and investigate. On spotting the PCs these individuals will presume some act of desecration and will raise the alarm, running to get Father Dumas. At night it is unlikely they will be noticed.

1. CRAMPED TUNNEL

READ ALOUD

The trap door opens to reveal a cramped tunnel no more than six feet tall. Slippery, rusted iron rungs embedded in the wall lead down to what looks like putrid ankle-deep water. The water flows quickly to the north from where you hear a dull roar. A heavy iron grate prevents travel upstream. More water flows from another grate set into the wall about ten feet downstream.

The party has entered part of Corvis' aged sewer and drainage system where the plumbing below the cathedral and adjacent buildings on the island connects to the rest of the city. This particular section of sewer has been entirely forgotten, and it is a miracle that it has not eroded away. This was always a secondary entrance to the catacombs, little used but convenient for Alexia due to its proximity to the chamber used as her hideout. There is nothing of interest in this tunnel. If anyone looks for tracks, they will see that someone has passed this way very recently with a successful Track/Survival check (DC 10). The slime on the rocks and the ladder makes tracking fairly easy here.

WANDERING MONSTERS

WHILE IN THE CATACOMBS, THERE IS A 25% CHANCE OF ENCOUNTERING A WANDERING MONSTER EVERY 30 MINUTES. IF AN ENCOUNTER IS INDICATED, ROLL 1D6.

1	THRALL LIEUTENANT
2	1D4+1 DEVIL RATS
3-4	1D3 THRALL WARRIORS
5-6	CAVEworRT (5'x5')



If anyone drops something into the water, they may lose it forever. Floating objects will be whisked away in the brisk current, which moves faster than anyone can run in this space. Heavy objects will roll along the floor, eventually being lost. Very heary objects like swords and metal armor will not be swept away. The GM can allow Reflex saves (DC 10) to retrieve dropped objects if appropriate. The water smells foul and is full of floating debris.

The grates built into the stones are very old and heary. They cannot be sundered without heary tools and a lot of time. Magic could do it too, of course, though probably not at low levels. If the party manages to breach the grates, they could pass below the canal and explore more of the tunnels under Corvis proper. Such an expedition is not within the scope of this adventure, but the GM can feel free to improvise. The PCs could encounter new types of monsters, criminal hideaways, forgotten tombs, natural caves, and nearly anything else!

1. WIDE TUNNEL

Read Aloud

The cramped tunnel meets another much larger tunnel at this intersection. A giant metal grate to the west admits a torrent of water running rapidly down the middle of the tunnel. Raised stone walkways are present on each side of the rapidly flowing water, and a wet, warped plank bridges the gap. To the east, the passageway slopes downward. The roaring sound is louder here.

There is nothing of value here though there is plenty of peril for clumsy adventurers. Anyone stepping or falling into the stream of dirty water in the wide tunnel must make a Balance check (DC 14) to avoid falling and being carried downstream. The check must be repeated every round. The water is only a few feet deep, but it is moving very quickly, and it can carry even the heaviest adventurer away. Anyone who is swept away by the water will plunge into the whirlpool in area 3 and must make Swim checks as described there.

It is easy enough to step from the floor of the cramped tunnel to the safe stone walkway that parallels the quickly flowing stream in the wide tunnel. It is also easy to cross the wooden plank that stretches across the torrent of water if anyone wants to walk on the other side. However, the plank is old and rotten. If two or more characters walk on it at the same time, it will break and everyone on it will fall into the water. At that point Swim checks (DC 12) need to be made, or else the PCs will be swept away into the whirlpool.

Fortunately for the characters, some rusted iron fittings in the walls can be used to make a rope bridge across the torrent. Unfortunately the old metal rings are brittle, and there is a 5% chance every 10 minutes that one of them will break if it is supporting more than 100 lbs.

3. THE WHIRLPOOL

Read Aloud

The torrent flowing down the middle of the wide tunnel plunges ten feet down into a large whirlpool. Another such torrent enters from the east side of the room. A narrow walkway permits movement around the edge of the pool, but it has collapsed on the south side of the chamber. Ten feet below the ledge, a metal grate on the south wall admits more water to the whirlpool; a grate on the north wall seems to be a drain. The room is quite loud from the rushing water.

There is an exit on the east side of the chamber. Anyone who walked across the plank in area 2 and followed the stone walkway down to the whirlpool room can easily walk around the ledge and exit this room. Characters who stayed on the south side of area 2 will need to backtrack unless they have some other way of crossing the collapsed ledge.

The whirlpool is rotating quickly, but most of the water in it is draining out the north grate, and there is little downward suction. Anyone who falls into the water will need to make a Swim check (DC 12) every round or be sucked under water.

4. BEYOND THE WHIRLPOOL

Read Aloud

This is another wide tunnel with two stone walkways above a swiftly flowing stream of water—exactly like the tunnel with the improvised bridge. The tunnel slopes up to the east, and water rushes past you to plunge into the whirlpool. There seems to be another passageway on the north side of the tunnel.

Anyone on the north side of the tunnel will be able to enter the passageway. Anyone on the south side will

need to find a way to cross the rushing water. Falling in the water will require constant Swim checks as described in area 2.

If someone investigates the passageway, it will be seen to be dry and finely constructed. Any character making a Craft (stoneworking) or Knowledge (stoneworking) check (DC 10) will be able to tell that the passageway is far older than the sewer system to which it is connected.

5. ALEXIA'S HIDEOUT

Read Aloud

This chamber has obviously been recently inhabited. There are cushions on the ground, and simple fabric drapes the plain stone walls. In the northeast corner, a crate makes an improvised desk. In the southeast corner, some sort of magic circle is inscribed on the floor.

Interacting with Alexia

If the party chased Alexia into her hideout, she will reappear at the entrance to this chamber and use her ring to cast a *wall of force* in front of the party to block them within the room. This works best if the *wall of force* is situated to allow Alexia to return out the way the PCs entered, temporarily sealing them in the other half of the room. If the PCs captured her and brought her here, she will make her escape now by trapping the characters and forcing them to find their own way out. It should not be too difficult; she is equivalent to a 10th-level sorcerer, and the characters are at best second level by now. She dislikes using her ring except as a means of last resort, but the PCs' intrusion into her sanctuary will have pushed her to extreme measures.

If the party has managed to bind and gag Alexia for the journey to the hideout, they will trigger a trap she has left behind. The extremely thin tripwire requires a Search check (DC 20) to be spotted, and finding it must be attempted before entering the room. This tripwire breaks two vials with alchemical mixtures purchased by Alexia in town, one onto the floor which acts as a *grease* spell and the other into the air which acts like *stinking cloud,* each as if cast by a 10th level caster. Alexia is prepared for this trap and will not be affected by the *stinking cloud* but will need to be careful of the greased floor. This will be sufficient to buy Alexia time to be assisted by one or several thrall slaves (Appendix A) that will enter the room from the north and untie Alexia. Unless the ring was taken from her, when free she will use the *wall of force* or will otherwise cast other appropriate spells or flee. She does not desire to harm the PCs, but if backed into a corner or fearing for her life she will defend herself appropriately.

If the PCs are kept safely at bay behind the *wall of force* or otherwise incapacitated, Alexia will make a little speech to them.

Read Aloud

"Fear not, travelers. You are my uncle's guests, and I shan't harm you. I know he brought you into this. I only wish he could understand what I am doing—why I am on this path."

If the party tries to speak to Alexia, she will indulge them, but she will only tarry for a little while. She will be sure to leave well before the duration of the *wall of force* expires. Under no circumstances will Alexia free the party and work with them.

- If Alexia is asked about the affairs at the witches' tomb in Widower's Wood, she will admit she was there though she will not go into details.
- If she is asked about the trial of the Corvis coven, she will insist that her mother and the others were good people who were unjustly executed. Any implication that the coven was evil will enrage her!
- If the party hints that the coven was framed somehow, Alexia will name Magistrate Borloch as the culprit. Note that Alexia does not know about the powerful wizard Vahn Oberen who has been manipulating Borloch for years.

If anyone tries to learn what Alexia's next steps are, she will reply with some or all of the following depending on how cleverly the players converse.

- The guilty must be punished.
- To accomplish this, the entire coven must be restored to life.
- This includes Alexia's mother buried on church grounds
- To restore any of the coven fully to life, their essence must be reclaimed from the magic sword that executed them.
- The wicked city must pay a price.
- Before that can happen, there is much work to be done still far from here.



When the conversation is done, given she trapped them in the other half of the room, Alexia will leave the chamber and head south toward the sewers. As she leaves, she will cast *stone shape* to seal the exit behind her. The stone wall will be too thick for the party to breach unless they also have *stone shape* or similar magic. Most will have to brave the rest of the catacombs to find another exit. If the PCs insist on chasing after Alexia despite being delayed by the *wall of force* and the *stone shaped* wall, the trail will quickly vanish. GMs should encourage them to return to examine Alexia's hideout more closely.

Alexia's parting words:

Read Aloud

"I'm afraid I'm being a terrible hostess, but I will have to leave you here now. I have many things to tend to and no time to entertain. If you see my uncle again, tell him I'm sorry."

Examining the Hideout

The improvised desk displays a large iron key atop a sheaf of papers and a half-spent candle. There is also a quill, inkpot, and sand shaker for writing. The papers, in Alexia's hand, have several items of interest. One page is a list of names—M. Monsonata, K. Sylva, H. Gadock, R. Sunbright, H. Hopless, S. Burkett, and C. Fullet. These were the seven jurors in the trial of the Corvis coven. Each name has a neat, methodical checkmark by it. Below the juror's names is the note "Executioner?? Borloch's friend of the lightning eye."

Another page has these notes: "Execution sword... Ancient relic. Witchfire? Forged before Orgoth? How old? Drains, stores essence. Key to restoration. Who was executioner?"

A third paper has the beginning of a letter to Father Dumas. "Dearest Uncle, I wish I could make you understand..." Besides this, the page is empty.

Behind the fabric draping the west wall, the party will find a few stone steps that lead up to a hidden cubbyhole. Simple but comfortable pillows and blankets line the area, and a lantern half-full of oil rests on a crate. Under the pillows are a few sheets of parchment. Upon them are scrawled some mysterious, elaborate glyphs labeled with phrases such as "strength," "the maker's sigil," "fortitude," and "mind." These are copies of Telgesh glyphs copied from Thamar's journal in her uncle's Enkheiridion but slightly modified. There is also a scroll tube here. It contains a scroll of *invisibility* and *lightning bolt* created by Alexia when she was 5th level.

The only obvious exit from this room now is to the north. Ten feet down the hall, a heary iron portcullis bars the passageway. An iron wheel set in the wall will raise the gate with a Strength check (DC 20). The mechanism is old, but it looks like it has been used recently. It is oiled and in good repair.

6. HOLDING CELL #1

Read Aloud

A heavy iron door is here streaked with rust and grime. Marks on the dusty floor indicate it has been opened recently.

This is an old but unremarkable iron door. Anyone making a Spot check (DC 15) will note the hinges have been oiled recently. Anyone making a Listen check (DC 20) at the door will hear a faint shuffling sound as if someone is walking about. The iron key from Alexia's makeshift desk will unlock this door, or the lock can be picked with an Open Locks check (DC 15). Attempting to break down the door is difficult at best (Hardness 10, hp 60, Break DC 28).

Behind the door are two risen thralls (Appendix A). They are the animated corpses of two of the Corvis coven jurors, Monsonata and Sylva. As soon as the door is open, the risen will attack the party.

Anyone examining the corpses may notice they have odd tattoos on them. In fact, they are some of the same glyphs sketched on the papers the party may have found earlier. This is a variant of thrall creation (IKCG pg. 157 or MN1 pg. 175) specific to Alexia. Due to the innate power of her accelerated sorcerous growth, she ignores the normal expenditure of XP for their fabrication

Both of the risen are dressed in worthless tatters. The corpse of Sylva wears a fine silver ring set with a garnet worth 12 gp cleaned. (It is worth more than that in karma if the PCs return it to the Sylva family)

7. HOLDING CELL #2

Read Aloud

There is a sturdy but rusty iron door here. Arcane glyphs have been painted on the door in bright red pigment.

This is another holding cell exactly like the one in area 6. Inside are 3 of the risen. These are the bodies of Gadock, Sunbright, and Hopless. Sunbright's body has two finely crafted gold rings (worth 25 gp each) and a silver dagger in a belt sheath (value 20 gp).

The glyphs on the door are similar to those in Alexia's papers from area 5, but they are not magical.

8. HONORED DEAD

Read Aloud

A domed chamber lined with fine black marble arches over a decorative sarcophagus. The heavy stone lid bears a granite sculpture of a weeping griffon. The phrase "Temptation Begets Darkness Eternal" is carved repeatedly into the floor encircling the sarcophagus.

Centuries ago these catacombs were connected to the cathedral above. Honored servants of the church were buried here at the time. This is the tomb of one such man who was the prelate of the cathedral long ago just as Father Dumas is today. "Prelate Edric Samos VII" is carved into the stone side, and the letters are inlaid with gold. This name will probably mean nothing to the party, but Father Dumas knows the history if he is asked.

Prelate Samos rests here peacefully clad in fine plate armor and clutching his *+1 heavy mace.* The characters can safely open the sarcophagus and observe this, but any attempt at theft or other disrespect will set off the magical trap set here. Any character meddling with the priest's belongings or defacing the tomb—perhaps picking the gold out of the lettering—will trigger a trap. PCs failing a Fort save (DC 20) will be stricken blind as by the 3rd-level cleric spell *blindness.* Each time a character does something inappropriate, he will be subject to the effects of the trap again.

Note that merely opening the sarcophagus will not set off the trap—only robbery or defacement will do it. Father Dumas can heal blinded characters, but he will be most disappointed in their actions. While he is removing whatever they stole, they will receive a long, boring ethics lecture.

9. TEMPLE OF THE ASCENDED

Read Aloud

This chamber has a high domed ceiling, and soft light illuminates every corner. Intricate friezes line the walls, and a lining of beaten gold adorns the peak of the dome. In the center of the room a marble statue of a man stands upon a three-foot tall dais. Lettering upon the marble dais reads, "Ulbrecht Sambert, Ascended 605 BR."

This room is magically illuminated by *continual flame* and protected by a permanent *protection from evil* spell. It has kept the thralls and devil rats (areas 12-17) out of here. If none of the PCs are evil, they will not notice the effect. Though she is not evil, Alexia has avoided this chamber, for its holy aura makes her uncomfortable in a way the cathedral above does not.

The great ascendant is not interred here, but this room served as an important shrine to his worship among those who first constructed the catacombs and the cathedral itself. When the catacombs were sealed, this shrine was forgotten. Father Dumas would be quite interested to hear of it, for there is little mention of it in the history texts. Asc. Sambert is the patron of sculptors, stonemasons, carpenters, smiths, and artisans. He personally designed the Archcourt Cathedral in the Sancteum, the center of the Church of Morrow in Caspia. This famed artisan is in fact responsible for the Caspian style of architecture that inspired the design of the Corvis cathedral. He also







sculpted the definitive likeness of the god, a pristine statue on display at the Sancteum. It may be the holy influence of this shrine keeping the catacombs intact and protecting the grounds and the cathedral from the erosive seepage plaguing the rest of Corvis. Certainly the chamber itself is protected by a holy aura too strong to be affected by anything misguided PCs might do to deface it.

The statue here was created in honor of Sambert by some forgotten artist, and it is a masterpiece of holy sculpture. Scenes from Sambert's life adorn the walls as frescos showing some of the feats of enormous strength for which he was famed. Legends of his deeds have grown in the twelve centuries since his ascension, numbering several possibly fanciful claims. The most famous include that he once lifted the corner of a church whose foundation was collapsing, allowing it to be reinforced, and that he forged a sword using his bare hand as a hammer.

On the dais next to the statue is a small wooden chest inlaid with gold. Inscribed in the top of the chest is the phrase "Blessed Be." The chest appears to be worth about 200 gp for its fine craftsmanship. If checked with *detect magic,* it has a strong abjuration and enchantment aura. It is not locked or trapped, and it opens easily. The chest is empty, but it has a special ability. If a high-quality ring (value 50 gp or more) is placed inside the chest and the lid is closed, the ring will be blessed and will function as a *ring of protection +1* for 1d4 days. The chest can do this once every seven days, and it will only perform the function for a good aligned character. If the chest is removed from this room, it will permanently lose all of its magical abilities, and the gold fittings will turn into brass, making it worth about 1 gp. Any Morrowan PCs should immediately suspect that taking items from this shrine is a bad idea. If a non-good character wears an enchanted ring, the magic will immediately fade.

When found, the chest has a simple gold ring inside, which has taken the enchantment. Roll 1d4 for the duration in days. The inside of the ring is engraved with the saying, "To follow in his footsteps," which is a common expression in the Church of Morrow.

Behind the dais is a human skeleton crouched on the floor. This hapless cleric was trapped in the catacombs when they were sealed centuries ago. Around his neck is a string of magical prayer beads. These *prayer beads of potent healing* grant a +1 bonus per die to all cure spells. They will only work for a cleric of Morrow. Bonus XP for the PC cleric who wants to give this priest a proper burial, and Father Dumas will insist the prayer beads should be kept by the PC priest, not buried with the slain.

10. HOLDING CELL #3

READ ALOUD

A heavy iron door is set into the wall here.

This is another holding cell exactly like the one in area 6. Inside are 2 of the risen. These are the bodies of Burkett and Fullet. Neither corpse has anything of value.

11. CRYPT #1

READ ALOUD

A rotting wooden door stands ajar, revealing a glimpse of a crypt stacked with old bones.

This crypt is lined with stone shelves, each of which holds a jumble of old bones. If a PC investigates the skeletons, he will quickly find several pendants. They appear to be jewelry at first, but the crude iron chain holds a pendant into which the word "PLAGUE" has been stamped. The crypts that line this hallway hold hundreds of skeletons all dumped here during the epidemic long ago. It was because of these plague-ridden corpses that the catacombs were sealed up and then forgotten.

The epidemic was hundreds of years ago, and there is no risk of catching anything from the dusty old bones. Do not let the PCs know that though; let them sweat. Make secretive rolls every time they enter a crypt or handle the bones.

12-17. CRYPTS #2-7

READ ALOUD

A rotting wooden door stands ajar, revealing a glimpse of a crypt stacked with old bones.

Each crypt is basically the same as the first. They are full of dusty old bones, and there are hundreds of plague tags to be taken if desired. After the first crypt, there is also a chance of running into a pack of devil rats every time a crypt is entered or even walked by. If devil rats are present—there is 70% chance for every crypt after the first one—a pack of 1d4 will attack the party. If a crypt harbors devil rats, the PCs will find a nest inside, which has a 50% chance of harboring

disgusting, mewling devil rat pups. Each nest will also have 2d6 gold coins buried among the filth.

18. CRYPT #8

Read Aloud

One of the aged wooden crypt doors has been spiked shut.

A Listen check (DC 15) will reveal there is something moving behind the door. If the door is opened—easily done if a few moments are taken to remove the spikes—the PCs will see a skeleton charging towards them!

The skeleton is a warrior thrall. One of Alexia's early experiments, it is poorly made, and she locked it away. This specimen is unarmed but it will try to dispatch the PCs with its bony claws (1d4). It was built from a plague victim's skeleton, and it still wears the telltale pendant.

In the crypt is a scrap of parchment that reads, "... maker's sigil is the key to control of living or dead. Must refine this glyph before-"

19. UNDERGROUND RIVER

Read Aloud

A deep chasm divides this rocky chamber. About 20 feet below, a wide river flows slowly to the west. A rickety wooden bridge spans the gap.



The catacombs' engineers had to deal with this natural underground river when they excavated this area. Anyone who falls into the river will immediately be swept away, but luckily they will be shot out into the harbor after a short (but harrowing) ride. Anyone dumped into the harbor will have to make Swim checks (DC 10) to get to shore.

A 5'x5' patch of cavewort has grown on the ceiling here. It is directly in front of the near side of the bridge.

20. MASS GRAVES

Read Aloud

This plain room has a low ceiling and damp earthen floor. Piles of skeletons are arrayed around the walls.

Long ago this room was used to bury the poor. If the PCs dig in any location, they will find bones after just a few inches. Any holes dug will quickly fill with water. The piles of skeletons around the edges of the room are more plague victims. There is nothing of value here.

The exit from this room leads to a passage that slopes upwards and ends at the tomb in area 21.

21. THE SECRET ENTRANCE

Read Aloud

The stone passageway slopes sharply upwards then ends in a decorative marble door about 50 feet away.

When the PCs open the door, they will find themselves inside a tomb on church grounds within the larger cemetery on the cathedral island. Apparently this main entrance to the catacombs was re-done as a tomb in days past, and the entrance was concealed and forgotten. The secret door still functions now that the PCs know where to look. Alexia is aware of this route but prefers the other entrance to avoid passing through the entire catacombs to her workspace.

Inside this tomb are two simple stone coffins bearing the bodies of beloved church officials from days past. There is nothing of value here.



ACT III

Wherein the party is given an important new mission and makes an important decision

Immediately after the party has explored the catacombs, the GM should engineer an encounter with Watch Captain Julian Helstrom. He could be waiting for the characters when they emerge from the catacombs, be waiting at the cathedral entrance, or he could appear out of a foggy Corvis alley beckoning them to come closer. The exact circumstances of the meeting are not important, but it should take place while the horrors of the catacombs are still fresh in the players' minds.

Helstrom will be dressed in a civilian's cloak, but his pistol, sword, and badge are unmistakable. If he finds the party on the city streets, he will take them aside and speak to them privately. If the PCs will not cooperate, Helstrom will whistle and a dozen of his men (Experienced watchman NPC foundation; see Appendix B**)** will appear in moments. These handpicked men of Helstrom's will not hurt the PCs, but they will subdue them and throw them in the pokey if the characters do not come along. After the party members stew in a cell for a few minutes, Helstrom will arrive and speak to them. He will apologize for his tactics but insist they were necessary if the PCs refused to speak with him earlier. The captain is not having any luck getting his superiors to take him seriously, so he will appeal to the players for help since they already know at least a little of what is going on.

If the party has gotten off-track, the conversation with Helstrom is a great way to mend things. For example, if their plan is to kill Alexia, burn down the church, and turn Father Dumas in for being a warlock and skimming off the collection plate, Helstrom can correct their misperceptions and give them a valuable role to play.

When Helstrom questions the PCs, these are the important points to cover:

- How long have the PCs been in Corvis?
- What are the PCs' relations to Father Dumas?
- What are the PCs' intentions?
- What did the PCs learn in the catacombs?
- Helstrom and his crew recently learned about the catacombs themselves. In fact, they were staking out the entrance and watched the PCs enter.
- Helstrom sees that Alexia seems to be growing into a powerful sorceress, and her intentions are questionable at best. He knows about the grave robbery zombies.
- One of Helstrom's men followed Alexia to the witches' tomb and then saw her lead four zombie women deeper into the swampy forest.
- Alexia has been seen to make several trips in that same direction in the last week. There is an old keep out there named Fort Rhyker. Helstrom sent two men to check it out, but they never returned.
- Helstrom's superiors in the city watch have refused to look into any of this. None of the city authorities will help. It is not clear why, but the interference seems to be coming from the highest levels of the government. Helstrom can only rely on his few trusted watchmen and hopefully now the PCs.
- Helstrom has a simple plan for the party. They are to travel immediately to Fort Rhyker and see if there is any sign of Alexia. If possible, they should determine what her plans are. If there is any kind of hostile force, do not engage it; ride back to the city to make a report. If the PCs learn that Helstrom's men met their ends, they are to return their badges to the captain and give the bodies a decent burial in the wild.
- The Longest Night festival is fast approaching. By this time tomorrow, the streets will be filled with revelers. Time is of the essence.



HELSTROM'S HANDOUTS

EACH 20 LB. KEG IS FULL OF THE SAME POWDERS THAT MAKE GUNS GO BANG. THEY DO 10D6 POINTS OF FIRE DAMAGE TO ANYTHING WITH WHICH THEY ARE IN CONTACT. THE DAMAGE IS REDUCED BY 2D6 FOR EVERY 5 FT. OF RANGE. ANYONE CAUGHT IN THE EXPLOSION CAN MAKE A REF SAVE (DC 16) FOR HALF DAMAGE. THE FUSE IS A STRING; WHEN IT IS PULLED SHARPLY, IT RELEASES A WEAK ACID THAT EATS THROUGH A THIN BARRIER BETWEEN THE TWO POWDERS, CAUSING THEM TO MIX IN AN EXPLOSIVE DETONATION 1D4+1 ROUNDS LATER. ONCE STARTED, THIS REACTION CANNOT BE REVERSED. ON THE OPEN MARKET EACH KEG IS WORTH 250 GP. IF THE PARTY TRIES TO SELL THEM, CAPTAIN HELSTROM WILL FIND OUT, AND HE WILL MAKE THEIR LIVES MISERABLE!

TO DISASSEMBLE THE KEGS SAFELY, A CRAFT (DEMOLITIONS) ROLL OF DC 15 NEEDS TO BE MADE. THIS IS EXTREMELY DANGEROUS, FOR ANY MIXING OF THE TWO POWDERS WILL IGNITE THE KEG. A FAILED ROLL BRINGS A 75% CHANCE OF EXPLOSION AND A 25% CHANCE THE POWDERS WILL BE RUINED. IF THE KEGS ARE SMASHED (HARDNESS 4, HP 3, BREAK DC 18) AN EXPLOSION IS GUARANTEED.

IF HELSTROM GIVES THE PCS A PISTOL, IT WILL BE AN OLD SMALL PISTOL (2D4/19-20/X3; RANGE INCREMENT 40 FT.; WEIGHT 4LBS.; RELOAD 1 STANDARD ACTION DC 6). OBSERVANT PCs MIGHT NOTICE THIS IS A LESS IMPRESSIVE WEAPON THAN THE MILITARY PISTOLS USED BY THE CITY WATCH, BUT HELSTROM HAS NOTHING ELSE TO SPARE.

- In return for their efforts, Captain Helstrom can provide an ally in the city watch, 40 gp (the missing mens' salaries for the last two weeks), and the promise of a few favors if the PCs find themselves in trouble in Corvis.

Most likely the party will jump at the chance to get on Helstrom's good side, and they will be glad for his information. In the unlikely event that the players are out of control, Helstrom will throw them in the slammer or keep them there if he has already had to catch them to talk to them. They will then miss the opportunity to visit Fort Rhyker, and they will stay in their cells until the undead attack the city during the Longest Night festival in about one day. If that happens, they will manage to escape during the chaos.

If the players go along with Helstrom's plan, he will give them some gear to help out. First and foremost, the party gets two powder kegs in case they need to make something explode. If the party does not have any firearms, he will loan them an old pistol (loaded) and ammunition for 6 more shots. "I'll be needing that back. It's from the evidence locker," he will say as he hands it over. The party is also welcome to horses and any other mundane weapons, armor, or equipment they need within reason. The captain will suggest that the PCs try to get some healing magic from Father Dumas. If they tell the Father what they are doing and ask for help, he will give them three doses of *Corben's Invigorating Elixir*, which heal 1d6 hit points when first consumed and 1d6+3 additional hit points 1 minute later (alchemical curatives can be found in the IKCG, pgs. 305-307).

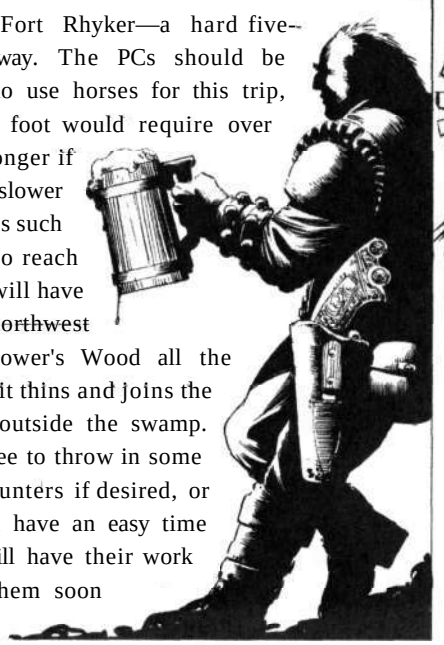
When the party returns, they are to come to the Corvis courthouse. The watchmen on guard there are loyal to Helstrom and can take the party to him.

FORT RHYKER

Summary: The party follows Helstrom's instructions and visits Fort Rhyker. There they learn that Alexia has created an army of undead.



As the party leaves, Helstrom will give them a map on a tattered scrap of parchment. It shows the location of Fort Rhyker—a hard five-hour ride away. The PCs should be encouraged to use horses for this trip, for going on foot would require over ten hours—longer if they include slower party members such as gobbers. To reach it, the party will have to travel northwest through Widower's Wood all the way to where it thins and joins the rocky plains outside the swamp. The GM is free to throw in some random encounters if desired, or the party can have an easy time of it. They will have their work cut out for them soon enough.





Over a century ago Fort Rhyker was the scene of a large battle where the king's forces rounded up and smashed a good-sized bandit army that had been troubling the region. The brigands were crushed without mercy, and hundreds of them died within a few bowshots of the fort. Their bones decorate the field to this day along with wizardly scorch marks and other scars of battle. In wars like these, the dead were periodically left to rot by the victors rather than being buried properly.

Today those old bones have a new job. Alexia the necromantic prodigy has come calling, and Fort Rhyker is where she is building an undead army. The party will see skeletons digging in the field and moving carts of bones up to the fort. There the parts are processed further, ultimately being animated by Alexia and the four undead witches. By the time the players arrive, there are about five hundred skeleton warriors ready for battle standing in formation in the middle of Fort Rhyker. In just a few hours, the army will march on Corvis! It is up to the players to learn as much as they can and report back to Captain Helstrom. Ideally they will find a way to sabotage the undead army on their way out.

In game terms, Fort Rhyker is constructed with hewn stone walls and flagstone floors.



0. THE BATTLEFIELD

READ ALOUD

As you pick your way through the thinning trees, you see before you a flat, rocky plain. Tufts of tough grass and jagged stones dot the landscape. Here and there are shallow craters and scorch marks left from some battle long ago. About a mile away the silhouette of Fort Rhyker is visible.

If the characters make even a cursory attempt to search the battlefield as they travel, let them find bones. Hundreds of men were killed here and left to rot or buried in improvised mass graves. There are rusted scraps of armor and weapons here too, but they are all worthless.

1. THE FIELD OF BONES

READ ALOUD

As you pick your way toward the distant fort, the plain begins to slope upward. Just ahead a score of skeletons are digging up bones from the battlefield. Two carts partially full of bones are parked on the dirt road winding up toward the fort. A skeletal horse is harnessed to each cart.

In field are 20 thrall slaves (18 humanoids and 2 horses) and 2 thrall warriors. The slaves will totally ignore the PCs even if they are attacked. If the warriors (who are 20 ft. away) see the PCs, they will immediately move to attack.

As the PCs watch—or even as they fight the warriors—one of the carts is filled to the top with bones, and the thrall draft horse begins to pull it away. If the PCs decide to try hiding inside one of the bone carts, they will be carried safely all the way up to the entrance to Fort Rhyker, area 2. The trip takes about fifteen minutes.

If the PCs decide simply to follow the road, they will encounter 2 thrall patrols each consisting of 1 lieutenant and 2 warriors. If they decide to take the long way around and try to sneak past all the thralls, they still have a 50% chance of meeting one patrol, and they will spend an hour sneaking around.

2. THE GATEHOUSE

READ ALOUD

A stone keep—Fort Rhyker's gatehouse—sits on the edge of a great chasm. The great gates

are open, and inside the small courtyard lie several piles of bones. Four skeletons slowly and methodically pick through the piles sorting them into smaller piles—skulls, ribs, and the like. They do not seem to notice you.

A narrow bridge reaches from the upper level of the gatehouse and spans the gap between the gatehouse and the fort proper. Though the gatehouse looks intact, the years have not been kind to Fort Rhyker. There are gaping holes in the walls, and some of the battlements have collapsed.

The thrall slaves sorting the bones will pay no attention to the characters, so they are free to explore this area. If the characters hitched a ride in the bone wagons, the horses will haul the empty carts back to the battlefield once the thrall slaves have dumped the cargo out.

The ground level of the gatehouse is fitted with stalls for horses. 3 skeletal steeds will be seen in the stalls. Like the bone sorters, they will ignore the characters. For every 10 minutes the PCs spend in this area, there is a 50% chance a patrol like the one in area 1 will emerge from inside the gatehouse.

3. THE DUMBWAITER-MIDDLE LEVEL

Read Aloud

This cramped room seems dedicated to the operation of a large dumbwaiter. The door to the lift is open, and the tray is large enough for a grown man to crouch upon. There is an iron wheel set into the wall, presumably to move the tray up and down.

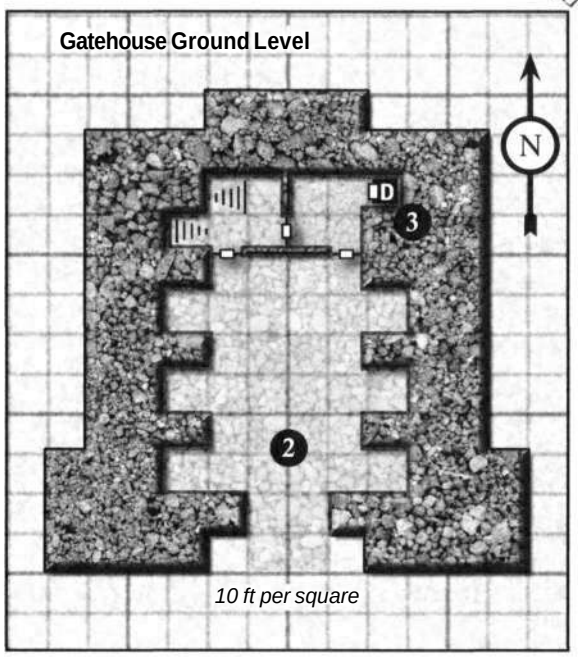
Anyone riding the dumbwaiter up will arrive in area 4. The noise of the dumbwaiter's operation is considerable. GMs should make a secret Listen check (DC 5) for the thrall lieutenant in area 7. If successful this lieutenant and 1d3 thrall warriors will be waiting at the top to investigate the noise. Thrall warriors and lieutenants are not entirely mindless; they obey instructions precisely but have some limited ability to form plans and react to their environment.

If the dumbwaiter is moved down, the rider will emerge into area 11.

4. THE DUMBWAITER-UPPER LEVEL

Read Aloud

This small, dusty room allows access to the gatehouse's dumbwaiter.



If any character fiddles with the dumbwaiter, the noise may attract thralls from area 7 as described above in area 3.

5. ARMORY

Read Aloud

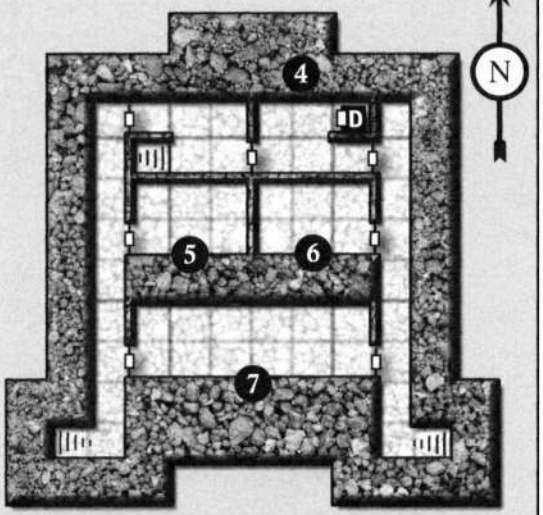
Racks of weapons and armor fill this room. Unfortunately all of the gear is old and worn—rusted blades, dented armor, and warped and splintered spears.

A successful Search check (DC 14) reveals one prize among all the junk—a brass spyglass. It is a fine instrument, well preserved despite its apparent age. Though it appears similar to other spyglasses, this one has particularly fine lenses created by artisans of Ios before they sealed their borders. A tiny word in Shyr—the elven alphabet—can be seen engraved at one end if examined closely. It is unlikely any of the PCs can read this, but if so it says Wyshnalyrr, one of the Ios high houses. It is 1 ft. long when collapsed, has 5x magnification (over twice as strong as a normal spyglass), weighs 3 lbs., and is worth 175 gp. It might be worth several times that to those with an interest in Iosan craftsmanship. Devices like this need plenty of light to operate—the spyglass cannot be used in the dark even if the user has darkvision or low-light vision.

Again, if the PCs make a racket, a thrall lieutenant in area 7 may hear and come to investigate with 1d4 thrall warriors.



Gatehouse Upstairs



10 ft per square

6. SUPPLY ROOM

Read Aloud

Piles of bones are neatly arranged on the floor of this room. They are sorted by type from skulls to kneecaps. A few barrels hold the longer leg and arm bones.

These are simply spare parts. There is nothing of value here. If the PCs make a lot of noise, the thrall lieutenant in area 7 may hear and come to investigate with 1d4 thrall warriors.

7. BARRACKS

Read Aloud

A group of thralls stands at attention in the middle of this room. As soon as they see you they raise their weapons and move to attack!

If the PCs have already attracted the attention of the thrall lieutenant and his men, there will only be 1d3+1 thrall warriors in this room. If they have been quiet, the barracks will hold a thrall lieutenant and 1d6+1 thrall warriors. The lieutenant is carrying a *+1 longsword.* The weapon was enchanted by the church to be borne by one of old King Bolton V's men who died here fighting the bandit army many years ago. It bears this inscription: *May this blade serve you as well as you have served Cygnar—King Bolton Grey V the Blessed, 477 AR.*

8. TELESCOPE

Read Aloud

Mounted to the stone floor at this lookout point is a strange contraption. A series of glass plates are mounted in a tarnished steel framework, and the whole thing is mounted on some kind of rotating base. The device's great glass eye points out toward the battlefield.

Most PCs probably have not seen a real telescope before because they are rarely found outside of observatories, well-equipped universities, and border forts. This one was clearly forgotten and was used by the old fort's guards to survey the plains and watch for approaching attackers. It has a 10x magnification. The telescope is still functional though age has rusted the metal and clouded the lenses. It is too big to be removed easily from the fort, but an expedition to retrieve it is practical. Refurbished, it would be worth 750gp to Corvis University or similar buyers.

If anyone uses the glass to survey the old battlefield, they will see something interesting—a lot of vanquished thrall slaves and warriors lying about with their bones in disarray. Any carnage the PCs may have caused will still be in place, but thralls they avoided will now be slain. In other words, it looks like someone else has followed the PCs to the fort.

9. SIGNAL MIRROR

Read Aloud

Mounted here is a great shallow dish on a jointed, rotating base. The inside of the yard-wide dish is brightly polished gold, and warped wooden louvers are mounted to the front. The mounts are made so that the dish can be rotated and pointed in any direction. A handle on the back seems to operate the louvers.

This is a signal mirror. The guardsmen at the gatehouse could easily communicate with patrols by shining sunlight towards them with the mirror, and flashing patterns with the louvers. At this time of year, the signal mirror is only useful from the late morning to early afternoon. On a clear day the light from the mirror can be seen for several miles.

Like the telescope, the mirror is too big to be moved easily. If it is somehow retrieved, it is only worth about 15 gp. The gold lining is brightly polished but extremely thin.

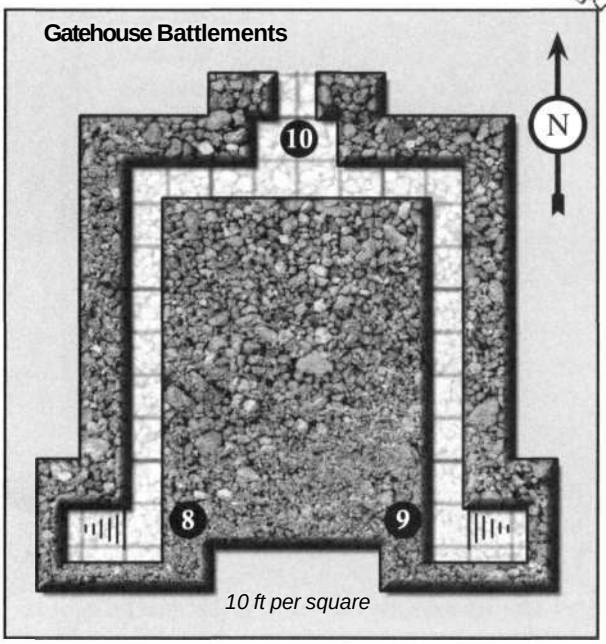
10. STONE BRIDGE

Read Aloud

A narrow stone bridge stretches across the chasm. Below you can see nothing but mist.

In time of war the drawbridge—concealed below in the mists—would be raised, and this narrow, easily defensible bridge would be the only way into the fort from the gatehouse. Time has not been kind to this structure. A character succeeding in a Craft (stoneworking), Knowledge (engineering), or similar skill check (DC 5) will notice the bridge is on the verge of failing.

If the characters attempt to cross the bridge, the old stones will groan, and the bridge will begin to flex. Dust and chunks of mortar will begin to fall off and vanish into the mists below. If the PCs proceed, the bridge will give one final warning, shed some large stones, and tremble violently. Anyone still moving on will find the floor falling out from beneath them, and a Ref save (DC 12) will be needed to leap back to a stable point. Anyone failing the check will fall—here's hoping the PCs were sensible enough to belay their point man.



If the PCs want to blow up the bridge, one of the kegs given to them by Captain Helstrom is more than up to the task. The noise will attract unwelcome attention as detailed in area 26.


Razorbats

11. DRAWBRIDGE ANNEX A

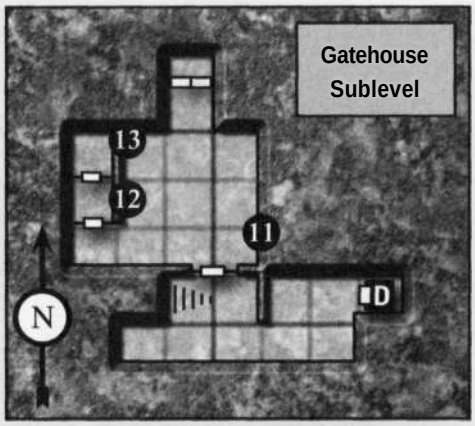
Read Aloud

This large room is almost entirely empty. Some ratty sacks and broken barrels are laying about—apparently nothing of value.

A large iron-shod wooden door stands closed at the north end of the room. In the southeast corner a small wooden door is set into the wall.

The wooden door to the southeast opens onto the dumbwaiter shaft. The heavy door to the north will open though it is creaky and heary. Beyond, a wooden bridge stretches out into the mist. It leads to area 14, the drawbridge annex on the other side. Both halves of the bridge are currently down, and the door on the far side is open though that is not visible through the fog. 30 feet above is the much narrower stone bridge seen at area 10.

As the PCs walk onto the drawbridge, they will come under arrow fire from assassins perched above (see Appendix B, under inquisitor). It is hard to see



exactly who the attackers are through the swirling mist filling the chasm, but the party can tell about four humans or humanoids are on the stone bridge above firing downwards.

The wizard Oberen has sent the attackers to slay the PCs. He does not want the party to stop Alexia's attack on the city because he has been working to engineer the event for many years. Luckily for the PCs, Oberen has underestimated them, and the assassins are probably not up to the task at hand.

If the party immediately runs to the far side of the drawbridge, two of the attackers will run across the stone bridge above—if it has not already collapsed. In this case the two assassins scamper across and then plunge to their deaths as the rock and mortar gives way beneath them. For theatrical flair, one of the men should land on the wooden bridge near the PCs, killed by the fall, while the other screams as he falls into the chasm—and screams, and screams. It's a long way down.

If the bridge above collapses, the stone debris will knock some holes in the drawbridge. Luckily it is very tough, and it will not be destroyed. The drawbridge is also a lot wider than the stone bridge, so it is relatively easy to dodge the falling rocks without going over the edge.

Assassins surviving the collapsing bridge will head down to area 11 and chase the PCs into the fort. If the PCs retreat to area 11 when they come under fire, two assassins will head down to meet them while two stay up on the stone bridge to cover the exit.

Note that it is possible for the party to kill all four assassins at once. If they think fast and attempt to damage the stone bridge from which the assassins are firing, they may be able to force it to collapse, which will throw everyone on it to their deaths. To accomplish this they will need to do 20 points of damage (hardness 8) to the bridge or cleverly use some spells. It is the GM's call.

THE DRAWBRIDGE

IF ANYONE GETS THE IDEA OF BLOWING A HOLE IN THE OLD DRAWBRIDGE WITH THE EXPLOSIVE KEGS, IT HAS HARDNESS 5 AND 25 HR

Each assassin has a tattoo of an eye over a lightning bolt inked on the back of his right hand. Characters who make a Knowledge (history) check (DC 12) recognize this as the mark of the Inquisition, the feared and hated secret police employed by the deposed former king Raelthorne the Elder. Why are inquisitors involved? Under a different name, Oberen used to be the head of the Inquisition. Oberen has recently sent out the call to his hidden network of men still loyal to him, and he has begun to involve them in his machinations in Corvis. He has also started to recruit new members. Alexia's preparations and the investigation by the PCs have attracted Oberen's notice, and these men were sent at his command as a trial of initiation. Oberen incorrectly believes the Witchfire must be responsible for Alexia's inexplicable necromancy and is trying to determine the location of the blade itself. He is concerned the PCs may interfere with her before its hiding place is revealed. Oberen is a paranoid and cautious man not quite ready yet to confront Alexia directly, and he is curious to test the mettle of the PCs.

12. CONTROL ROOM ANNEX A

Read Aloud

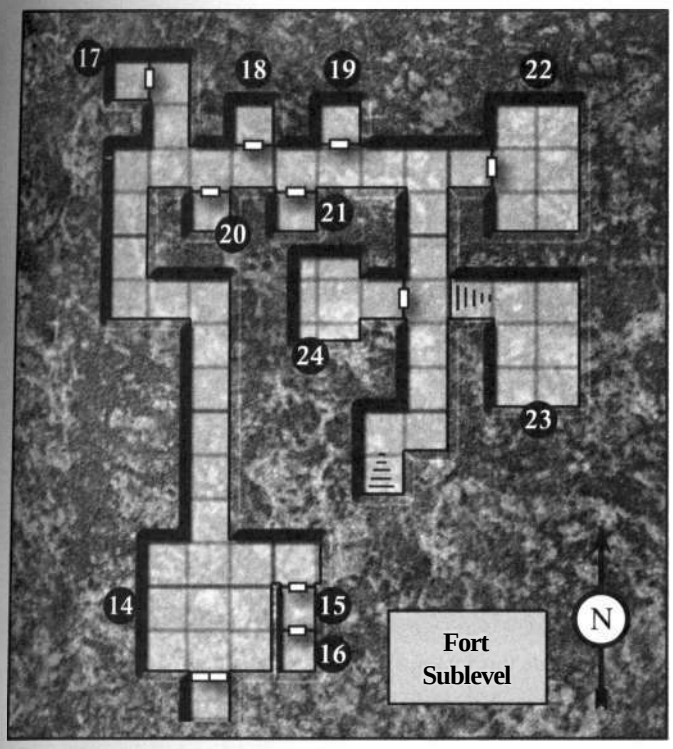
The heavy iron door leading to this room stands ajar. Beyond is nothing but smooth stone walls and dust.

In times of trouble, guards could hole up in this room to protect the drawbridge controls. Today it stands empty.

13. CONTROL ROOM A

Read Aloud

Another iron door stands open, admitting you to this room. It appears to house some kind of



controls. A giant iron and wood wheel juts from the wall, and a large lever protrudes from the floor.

These are the drawbridge controls. The lever controls the bridge gearing—up, down, or locked in place. Currently it is in the middle position, which is locked. If the PCs clear the dust away and look, they will see the "Up" and "Down" markers scratched into the stone floor. The wheel, operated by burly bridge tenders in times past, provided the force for moving the bridge upwards.

Currently the bridge is down. If the PCs want to raise it, it would take a successful Str check (DC 18) to move the great wheel. Up to 3 people may operate the wheel at a time, and they must work for five minutes to raise the bridge fully. It only takes two minutes to lower the bridge.

If the bridge is operated, there is a 66% chance the aged mechanism will break and the bridge will slam down. If this happens there will be no way to pull the bridge back up. If the characters want to blow up the drawbridge, one of the explosive kegs that Helstrom gave them will be more than enough for the job. Hopefully they will do this on the way out of Fort Rhyker.

14-16. DRAWBRIDGE B

The other side of the drawbridge has exactly the same layout as the gatehouse side. Both halves of the drawbridge are down when the players arrive. Destroying either half of the drawbridge will delay the thrall army by several hours, as they will need to take the long way around the chasm.

17. THE WARDEN

Read Aloud

A large humanoid skeleton sits on an old keg in the middle of the room. On a crate is what seems to be an array of playing cards. As the door opens, the thrall leaps to its feet and raises its giant cudgel.

This thrall lieutenant is the warden. It looks after the thrall failures locked up in the nearby cells. Due to Alexia's instructions, it will be somewhat confused by the PCs. It will attack to subdue and lock them away like the thralls it normally inters. Because it is attacking to subdue, the warden has a -4 attack penalty with its club. A successful hit will do 1d6+l subdual damage.

The warden has a key ring on its belt holding one fat iron key for each of the four cells on this level. It also wears a magic torc with the same properties as a *ring of protection +1.*

18-20. PRISON CELLS

Read Aloud

A heavy iron door bars entrance to this room. Through a grate in the door, you can see a skeleton pacing about inside the cell. It sees you peering in and begins clawing at the door, hissing and clacking its teeth.

Three prison cells hold one thrall warrior each. These soldiers are "broken." They do not obey orders well, so Alexia has them contained here until she can deal with them. There is nothing of value in the cells.

21. EMPTY CELL

Read Aloud

An iron door just like the others in this hallway stands ajar. The cell beyond seems to be empty.

This is an empty cell, and there is nothing at all inside. If the warden in area 17 manages to subdue the

party, it will lock them in here. Their weapons will be confiscated along with backpacks and other containers. The warden will not search the party carefully and will miss small pouches, objects carried under clothing, and similarly hidden items.

If the party gets locked in and cannot figure out a way to escape, let them wake up and then stew for about 20 minutes of game time. At this point the warden will return with a chained up misbehaving thrall warrior in tow. The warden will open the cell door to put the new prisoner in with the PCs. If the party acts immediately, they will be able to rush by the warden whose hands are full with the new prisoner.

Anything taken from the PCs will be placed in area 24.

22. TORTURE CHAMBER

Read Aloud

A half-dozen skeletons are chained to the walls of this room. The old bones are hanging with their manacled wrists in the air. As you enter the room, all the bony skulls swivel to look at you. A brazier sits in the middle of the room along with a small pile of papers and books. A human skull lies on the pile of papers.

This is where Alexia works on some of her most special thralls. The brazier is heating torture implements, and the books and papers are necromantic lore. If she were allowed to finish, these undead would become thrall lieutenants or even worse. The necromantic papers detail much of the process of creating thralls from corpses and bones. If studied closely these could allow a caster eventually to gain access to the Create Thrall feat (IKCG, pg. 157 or MN1, pg. 175). They are very valuable—up to 1000 gp to the right person—but the methods and results are unspeakably evil.

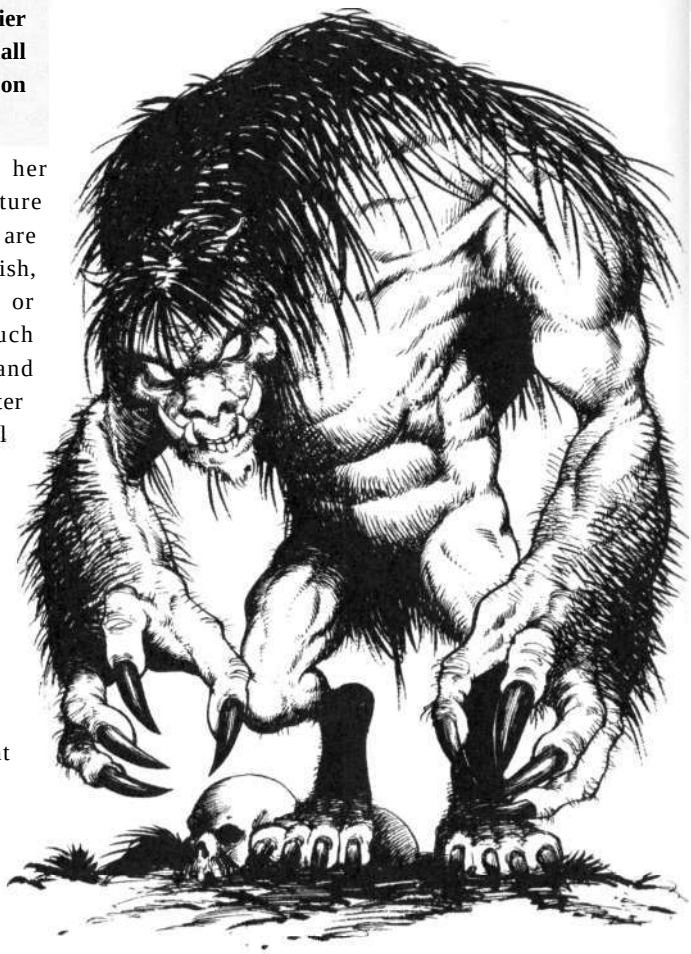
The skull that lies on top of the papers has Telgesh glyphs engraved upon it much like the thralls the characters have already seen. If handled, it will try to bite whomever picks it up. Its base attack bonus is -4, and a bite does 1 point of damage. Once the surprise of the bite is past, the skull can be handled safely. The skull is only capable of biting and laughing in a disturbing, shrill voice. The skull has 2 hp and can be hit automatically if anyone wants to destroy it.

23. THE GORAX LAIR

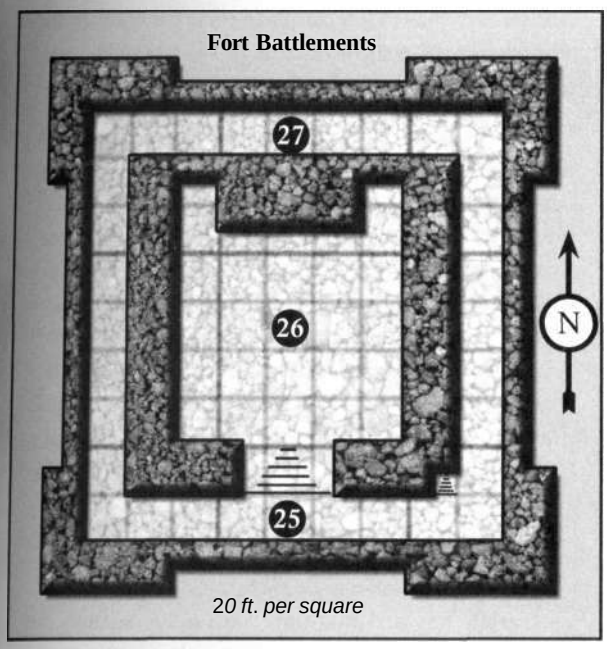
Read Aloud

This room has a low ceiling and a damp earthen floor. In the southeast corner a large pit has been dug and lined with ragged moldy sacks.

A gorax makes its lair in this abandoned cellar. It has dug a 50' tunnel from its pit nest up to the outside of the fort. There is a 50% chance the gorax is here asleep in the pit. If not, it is out hunting, and there is a 33% chance every minute it will return through the tunnel. If the gorax is asleep, there is a 20% chance it will wake up any time a loud noise is made around its location. If the PCs flee the lair, it will not pursue them unless it is below 50% hp. If the gorax has been encountered and killed as a wandering monster already, it will not be here at all. There is only one at the fort. If the PCs leave the fort via the tunnel, they will find themselves on the wrong side of the chasm, and it will take three hours of travel to walk around it. Anyone exploring the nest in the pit will find the gorax's "shinies": 1d4 gems



Gorax



each worth 250 gp. There is a more gruesome find here too—the gnawed remains of Captain Helstrom's missing watchmen. Their badges are easily recovered. A grave could be dug in this room using tools from the storeroom (area 24).

24. STOREROOM

Read Aloud

Before you lies a cramped room. The walls are lined with wooden shelves and digging tools.

If the players were subdued and locked away by the warden, their gear is here waiting for them. If they defeated the warden, there is nothing in this room but bare wood shelves, shovels, and picks.

25. BATTLEMENTS

Read Aloud

You have reached the roof of Fort Rhyker. This smooth stone area allows access to the creaky stone bridge high over the chasm. To the north, stairs slope down to the fort's large courtyard.

The PCs can walk all the way around the top of the fort, which is wide and smooth. Obviously, soldiers were intended to man this area to repel invaders. A low wall around the battlements helps to conceal PCs on the roof from what lies beneath in the courtyard.

26. COURTYARD

Read Aloud

Legions of undead stand here in orderly formations. They are armed with a variety of ancient, rusty weapons. Here and there the more burly and well-equipped "lieutenants" walk about surveying the troops. A handful of less skeletal undead with rotting flesh covered in mossy slime are bound with chains, controlled by a lieutenant with a sharp iron prod.

As you watch, a few more thralls walk out of a door in the north wall of the courtyard and take their positions in the army. There seem to be about five hundred undead total.

Alexia is gathering her troops here. It would be foolish for the party to attack the undead army even with the explosive kegs Captain Helstrom gave them. If they do attack, or if they are sighted, a score of thralls will move up the stairs at top speed to engage the intruders. If this happens the party's only chance is to run back down the stairs and head for the drawbridge or the gorax's tunnel.

The doors on the north wall of the courtyard lead to the fort's Great Hall. In the Great Hall, Alexia and the four risen witches are busy creating the last few thralls for the army. The PCs would never live to pass through these doors, but they can sneak a peek into the Great Hall at the windows described in area 27.

27. THE WINDOWS

Read Aloud

An ornate stained-glass window is set into the wall here. The window has been ravaged by the ages, and many pieces are missing or broken. Through the gaps, you can see down into the Great Hall of Fort Rhyker.

Twenty feet below, a dozen thralls are picking through piles of bones, laying out complete skeletons on the marble floor. Alexia Ciannor, accompanied by four female zombies, is conducting some sort or arcane ritual over one of these skeletons. You can see her chanting, sprinkling some kind of dust on the bones, and finally painting a glyph on the skull in red pigment.

With a hiss and a lurch, the skeleton stands up! It takes a rusty axe from a pile of weapons and walks out the southern door to the courtyard.



ABOUT THE ENEMY

THE ENEMY CONSISTS OF ABOUT 500 UNDEAD. MOST OF THE ARMY (80%) IS MADE UP OF BASIC THRALL WARRIORS. ANOTHER 15% Is MADE UP OF ELITE THRALL LIEUTENANTS-THEY ARE SMARTER AND MORE POWERFUL. LIEUTENANTS WILL USUALLY HAVE A SMALL GROUP OF WARRIORS WITH THEM.

ABOUT 5% OF THE ENEMY UNITS ARE ACTUALLY SWAMP SHAMBLERS. ALEXIA HAD HER FORCES COLLECT THESE VILE UNDEAD FROM THE SWAMP OUTSIDE THE CITY, FOR SHE CANNOT MAKE ANYTHING LIKE THEM. THEY HAVE A MOST LOATHSOME ABILITY—ANYONE SLAIN BY A SHAMBLER WILL RISE AS A SHAMBLER WITHIN JUST A FEW MINUTES! THEY ARE THE PERFECT TERROR TROOPS, AND THE PARTY SHOULD ENCOUNTER A NUMBER OF THEM AND THEIR FRESHLY RISEN PROGENY OVER THE COURSE OF THE INVASION. IT IS IMPORTANT TO NOTE THE SHAMBLERS ARE ALMOST ENTIRELY UNINTELLIGENT. THEY HAVE NO SPECIAL ALLEGIANCE TO ALEXIA, UNLIKE THE ARMY SHE CREATED, SO THEY ARE USUALLY CHAINED AND LED AROUND BY THE SMARTER THRALLS. (THE STATS FOR ALL THE MONSTERS CAN BE FOUND IN APPENDIX A).

As in area 25, woe to the PCs if they attract any attention to themselves! Alexia and the undead witches are very powerful, and the party should not stand a chance trying to kill them, even if they try throwing one of Captain Helstrom's explosive kegs down into the hall.

As a matter of fact, if they do this, they will have to clear away part of the stained glass window. The noise will alert Alexia and company, and they will cast *feather fall* on the keg as soon as it drops. The PCs will observe their bomb falling ever so slowly toward the floor and will have plenty of time to clear out of the region of the eventual explosion.

The PCs will not be able to use a bow or crossbow without clearing a larger hole in the window either. They could use a spell like *magic missile*, but any sort of attack would be unwise. Hopefully, the PCs will decide to head back to Corvis and report all they have seen!

THE LONGEST NIGHT

Summary: The city has begun the rowdy triannual festival to usher in the new year, but just when things get rolling, hundreds of undead begin emerging from the Undercity! The PCs must make their way through the chaotic streets to the Cathedral of Morrow and become embroiled in the struggle between Alexia and Oberen.

The last part of this adventure is a chaotic attack on the city. Alexia, with the help of the army of skeletons and the four re-animated witches, will try to steal her mother's corpse (and the magic blade Witchfire) from its resting place at the church. To cause the most damage and panic possible, she has timed her attack to take place during the Longest Night festival, a time of excess and celebration when the streets are packed with revelers. During the Longest Night, the streets will be full of people running around in a panic. Thralls and swamp shamblers will be popping up through drains and grates all over the city. They will move toward the cathedral island and hack up anyone who gets in their way.

Alexia has an unknown ally in her attack—the mysterious wizard Oberen. He has allowed her to get this far so that he can take advantage of the confusion to steal the Witchfire himself. He does not care at all about the body of Lexaria Ciannor, the last covener.

The Longest Night will be a very hectic, non-linear situation. During the chaos there is no telling what may catch the eye of the PCs. The GM should indulge them, letting them rescue orphans or whatever else comes to mind, but if they forget about the fifth covener and the Witchfire buried at the church, they should be reminded in some fashion so they can get there in time for the big finish. A visit from one of Father Dumas' novices or volunteers from the town is suggested.

PREPARING FOR BATTLE

When the PCs returns to Corvis they will need to speak to Captain Helstrom. If they talk to the typical watchmen or city officials, their wild story will not be credited and some might suggest they lay off the sauce. If they check the courthouse, they will find the guards there can take them to Helstrom as promised. If the party for some reason tried to dodge Helstrom, he will find them soon after they return to the city. If they do not even return to the city, Helstrom and a band of his men will track them down to get the story.

Helstrom is waiting for the PCs in a seedy waterfront bar called "The Falling Star." It is a grimy, rowdy place, and it is about the last place in the city anyone would expect to find the captain. He will grill the PCs about everything they saw and did at Fort Rhyker. At first he

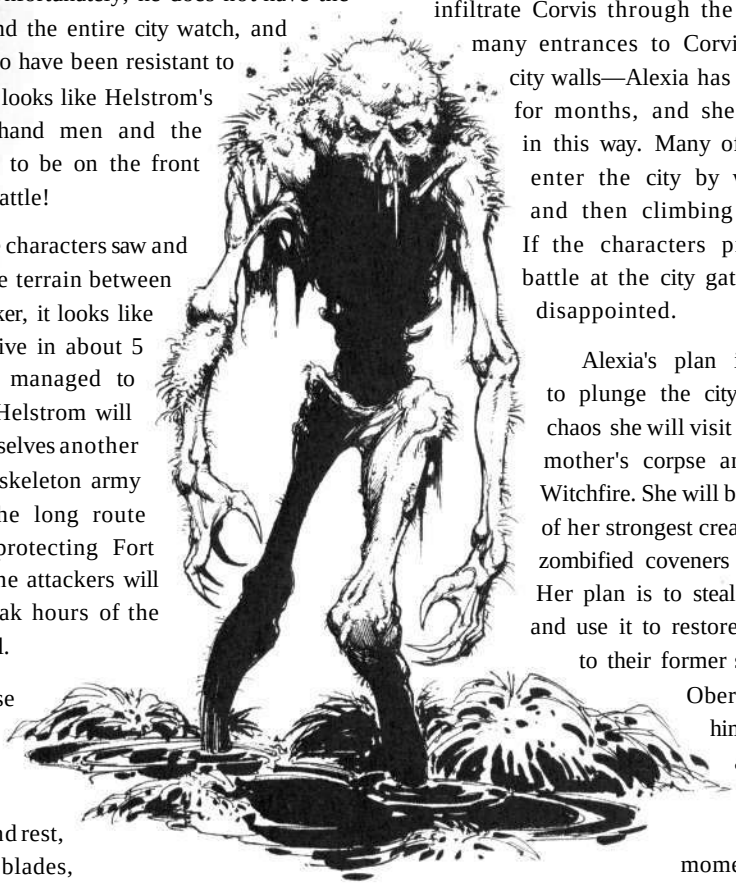
may not believe the story about the scope of the undead army, but if the characters are persistent and sincere he will trust them. If they managed to take any engraved bones with them, their story will be that much stronger.

Helstrom will assume that the thrall army is marching on the city. If the PCs have any other theories, he will listen to them, but his first instinct is that the city is under attack. He will use the forces at his disposal to protect the citizens who will be partying and defenseless when the undead arrive. Unfortunately, he does not have the authority to command the entire city watch, and the politicians who do have been resistant to his pleas for help. It looks like Helstrom's dozen or so right-hand men and the characters are going to be on the front lines of the coming battle!

Based on what the characters saw and what they know of the terrain between Corvis and Fort Rhyker, it looks like the attackers will arrive in about 5 hours. If the party managed to destroy the bridge, Helstrom will say they bought themselves another few hours since the skeleton army will have to take the long route around the gorge protecting Fort Rhyker. Either way the attackers will arrive during the peak hours of the Longest Night festival.

The PCs can use the time in advance of the attack in any way they want. They may wish to lie low and rest, sharpening their blades, and memorize spells. They may wish to go out in the street and spread the word about the coming attack. They may make an impassioned (but futile) appeal to the city government for help or even go back out into the woods and set traps for the advancing army. Let them try anything. Helstrom will support them with 1d4 of his men if he likes their plans. He may even have another keg or two of blasting powder to donate to the cause.

If the PCs are especially clever in their plans, they may be able to neutralize a good part of the enemy forces. There is nothing wrong with giving them some rousing successes as long as the success is not complete or easily won. The army is too large to be totally defeated by a few low-level characters, and eventually most of it will reach Corvis. Be sure to play up their successes all the same, giving the PCs descriptions of dozens of thralls succumbing to traps, being diverted, etc. Lives may well be saved by these efforts.



Swamp Shambler

THE LONGEST NIGHT BEGINS

The PCs may expect Alexia's undead army to march right up to one of the city gates. That is not going to happen. Instead, the legions of undead will infiltrate Corvis through the Undercity. There are many entrances to Corvis hidden outside the city walls—Alexia has been cataloging them for months, and she will send her troops in this way. Many of the undead will also enter the city by walking in the rivers and then climbing up onto the streets. If the characters prepare for a massive battle at the city gates, they will be sorely disappointed.

Alexia's plan is to use her troops to plunge the city into a panic. In the chaos she will visit the church to steal her mother's corpse and the powerful blade Witchfire. She will be accompanied by some of her strongest creations as well as the four zombified coveners she already "rescued." Her plan is to steal the Witchfire, escape, and use it to restore the entire coven fully to their former selves. Of course, Vahn Oberen wants the blade for himself. He will make an appearance at the church to try to seize the blade at the last moment.

It is not important for the GM to keep track of every single undead soldier that has invaded Corvis. Instead, the key is to focus on the events happening near the PCs and the events at the church. The main attack on the church will happen about one hour after the invasion starts, but the GM should feel free to alter the timeline as needed.

The following provides an opening to the attack and some quick scenes the GM can use during the invasion. Let the PCs get involved in any scene that catches their interest. Award XP liberally if the players help the townsfolk (50-100 XP per PC per incident plus XP from monsters defeated). Stats for the undead can be found in Appendix A.



Read Aloud

Just when you begin to think nothing might happen tonight, you begin to hear screams over the laughter in the streets. Silence falls over the crowd around you, and then the revelers begin to move, running in panic from something you cannot yet see. As the crowd thins around you, you see several skeletal shapes shambling towards you through the mist!

Warm up the PCs with 1d4 thrall warriors. Then let them move about freely, using the scenes below to keep them under pressure and interested.

- A runaway coach comes barreling down a narrow street right toward the party. The horses are wild-eyed with panic, and a dead driver is slumped over the top. A thrall has the reins and is urging the horses onward! Another pair of thralls are run over by the coach and ground to splinters under the hooves and wheels. Any PC failing a Ref save (DC 12) will take 1d4 damage and be knocked down as the runaway team clips them.
- A dozen dead citizens dressed in ornate costumes bob along in a canal. Several more bodies are lashed together into a crude raft. Two thralls are atop the raft. One is pushing the gruesome boat along with a long pole. The other stands at the bow looking into the fog. Both are dressed in stolen costumes.
- In the harbor a large merchant ship drifts out of control engulfed in flame. On deck a dozen thralls skirmish with the surviving crew who are taking the worst of things. The party can faintly hear the screaming of more crew members trapped in the inferno below decks. In 1d10+10 minutes, the burning ship drifts into the docks, which are set ablaze as well. In a few more minutes the burning ship sinks.
- A small warship flying the colors of King Leto Raelthorne the Younger has set anchor a hundred yards from the docks. The crew is busying themselves making their cannon ready. As the characters watch, the crew fires into the city. A granite and marble bridge with a dozen undead on it is blasted into dust, and debris rains down into the streets. Anyone caught in the debris takes 1d8 damage (Ref save DC 10 for half). Any character making a Spot check (DC 12) will see 1d4 thralls climbing up the patrol boat's anchor chain, unknown to the crew. Without help the crew may be overcome, and the cannon may fall under the control of the thralls!
- Nearby the party hears a group of women screaming for help. If they investigate, they find four high-society women dressed in elegant gowns and masks trapped in a dead-end alley. A swamp shambler has cornered them. The women are defending themselves with parasols and decorative daggers, but in a few moments they will be overpowered and killed. If one of the women is killed before the PCs can intervene, she will rise as a shambler herself in 1d4 minutes.
- With a hiss of steam, a groan of metal, and footsteps that shake the ground, a nine-foot-tall military warjack walks around a corner into view. Following it are four watchmen. The warjack wields a giant hammer and shield. The watchmen yell, "Make way! Clear the streets!" as they move by. A bit later, the 'jack is seen again. Its human attendants are nowhere to be seen. Two thrall warriors wearing the watchmen's helms have climbed onto the automaton's back where they are hammering away with their swords to no effect. The steamjack plods onward, ignoring the skeletons and the PCs; it is trying to find a watchman to report to. It will easily defeat any opponent it meets. It will also run out of fuel in about 30 minutes. If the party finds it again, immobile, they can refuel it if they can find coal and figure out how to open the fuel hatch.
- The PCs see three finely dressed older human males moving together as a group. They are apparently



powerful wizards. As they come across undead, they blast them with a variety of arcane spells. They are also using their powers to extinguish fires. Despite the grim surroundings, the wizards seem to be enjoying themselves, chortling each time they blast an invader into dust. If the PCs speak to them, the wizards will give them 2 glass flasks. If thrown into a fire, the potion in the flask will utterly extinguish it. The potion is very powerful and can instantly put out a very large fire, but it will only be fresh and useful for 1d4 hours. These men are from the Fraternal Order of Wizardry. This could be a good way for the PCs to introduce themselves to this powerful guild.

- A group of 2-4 humans are seen looting shops. The miscreants have a wagon piled high with stolen goods. They will ignore the party unless they are challenged. If a fight breaks out, the looters will flee rather than fight to the death. (Use the Thug NPC Foundation from Appendix B.) If the PCs decide to keep the wagon, any watchmen they encounter will attempt to arrest them.

- As the party moves through the streets, they come under fire from hidden archers. The PCs will quickly see that a handful of invaders have seized a bridge high above the city streets. Two thrall warriors at each end of the bridge are protecting four more wielding longbows. Each archer has a basket of arrows, which they are firing down into the streets at random groups of people. The party can find a path up to the bridge in 1d6 minutes if they try. As they do they will be subject to one more arrow barrage. If they flee the area they will be subject to at least one barrage depending on the GM's whims.

AT THE CATHEDRAL

All of the chaos in the city is a backdrop to the real finale of the adventure—the events at the Cathedral of Morrow. Alexia is moving in, guarded by her toughest creations. Vahn Oberen is moving in as well, planning on stealing the sword from the Alexia as soon as he sees it. They will fight soon, and the PCs will be caught in the middle! If the PCs show no inclination to head to the church, they will be approached by one of Father Dumas' novices. The lad will ask them to come to the church because Dumas requests their help defending it.

READ ALOUD

Father Dumas is out patrolling the church grounds when you arrive. He looks very different wearing his finest battle-gear, and he looks like a new man. The threat to his flock has invigorated him. "I need your help," he says. "If you can secure that bridge, my lads and I can hold the others. We won't let one of those bony bastards in here!"

Once the PCs are in place, start turning up the pressure. They should have to fight off 2-4 waves of undead attackers before the grand finale. Vary the composition and timing of the attacks to keep the PCs under pressure. Remember that the goal is not to kill the party; it's to make them sweat.

If the PCs get in trouble, Father Dumas can lend a hand by turning undead, healing, or casting other spells. A couple of first-level clerics will also assist—either the Father's acolytes or low ranking priests from another nearby church. They will heal the characters as required and help turn undead if necessary. If one or both of them are killed, it will help to highlight the peril of the situation.

Here are some ways the thrall army will attack:

- Boats and rafts full to the gunwales with thralls will sail up to the bridges and use grappling hooks to clamber upwards.

- Units of 6 thralls (5 warriors plus one lieutenant) will march straight across the bridges directly at the PCs.





- Across the bridge a squad of thralls led by a lieutenant begins to set up a cannon, ballista, or other siege weapon. The PCs will have to rush them before they can finish or else they are in serious trouble!
- A squad of thralls will guide a pack of swamp shamblers toward the PCs' position. These shamblers were very recently citizens of Corvis, but they were killed by other shamblers and have risen as undead themselves. Bonus points if the PCs can recognize anyone in the gruesome pack, perhaps former shopkeepers they have met.

THE SHOWDOWN

Soon Alexia and Oberen will make their appearance and do battle with one another. It is the GM's job to make the PCs feel like they have an important role in the events to come without letting them get in over their heads and getting killed.

Read Aloud

As the battle progresses, you notice the cathedral is rapidly being surrounded. There seem to be hundreds of enemies with more arriving all the time. Suddenly, without a sound, the massed thrall army begins marching on the island. They are not headed for the bridges. No, they are walking straight into the water. As you watch, the undead army vanishes beneath the surface only to reappear a few moments later on the island itself. More and more old bones crawl into the water and then up across the backs of their fellows. Within moments there is a great pile of thralls outside the church walls and between every outlying building.

For every thrall the PCs turn or destroy, another appears to take its place. It is clear that soon scores of them will be on the church grounds. Luckily the invading thralls are now ignoring all of the PCs and NPCs. Instead they are marching straight for the tomb of the fifth witch in the Corvis coven—Lexaria Ciannor, Alexia's mother. The grim granite monument stands near the entrance to the cathedral as a reminder to the congregation that witchcraft will not be tolerated. It is but a stone's throw from where the PCs are standing. The undead circle it and stand at attention heedless of the PCs, Father Dumas, and the acolytes.

A moment later, Alexia and the four undead witches from the Corvis coven fly out of the darkness, pass overhead, and alight at the tomb of Alexia's mother. In a single motion, the massed thralls kneel. Alexia and her companions surround the tomb and begin casting. They are attempting to break the decade-old enchantments that seal the tomb so they can rescue the fifth and final member of the coven, Alexia's mother. Alexia also intends to claim the magic blade Witchfire, which her research indicates may hold the soul of her mother. Without the assistance of the unliving coveners, Alexia could never break through the wards on this tomb.

After a few moments of chanting and gesturing (which amounts to a powerful *dispel magic*), the tomb cracks open and emits a flash of violet light. Alexia's mother, still wrapped in her white burial shroud, floats out of the tomb into the waiting arms of her four undead sisters. Alexia herself reaches into the tomb and seizes the Witchfire. Her scream of victory is chilling. The PCs will be unable to interfere with the casters' circle; arrows will go astray, and they will be held if they try to approach. At this point, they are simply spectators. As they watch, Alexia raises the blade in triumph while the four undead witches fly away into the night carrying their fallen sister.

It is at this moment Oberen makes his appearance. Years of his plans are now coming to fruition, and the Witchfire will soon be his, or so he hopes. Still reeling from the undeniable confirmation of his niece's insanity and sacrilege, Father Dumas watches the entire proceeding in stunned shock. Upon seeing the naked sword in her hands, he begins to comprehend in some small measure the nature of this dark blade. He realizes it is more than just an executioner's sword.

Read Aloud

In a flash of blue light, a wizard appears behind Alexia and thrusts a knife into her back! The Witchfire flies out of Alexia's grasp, over the heads of the kneeling thralls, and skitters across the cobblestones straight toward you. The mythic blade now lays no more than ten paces away. Father Dumas yells, "Get the sword!"

The mysterious interloper who attacked Alexia is borne away from her by a tide of undead bodyguards. You lose sight of him in the chaos.

Alexia approaches you. Pale and staggering from her wound, she still smiles, reaches out to you, and says, "Give me the sword. I have to finish what's been started. Can't you see that?" Bright blood has begun to stain her white dress. "Give

me the sword and I'll let all these old bones rest. That's what you want, isn't it?"

Behind Alexia there is a flash of light, a crack like lightning, and a puff of smoke from where her attacker was swarmed by her thralls. Unhurried, he strides out of the circle of shattered bones he has wrought. "Don't listen to her, friends," he says. "Do you really want to give her what she wants? Look what she's done!" He gestures at the thrall army and the burning skyline of Corvis. "I'm here to protect Corvis. She wants to destroy it. Give me the sword."

The GM should make it clear to the PCs that the sword seems vile and malignant, something they must not attempt to wield. Carrying it with no intent to use it as a weapon will not cause them immediate difficulty, but if they grasp the hilt and begin to try to use it, its power will lash out at them. (See Appendix F)

The party now has a choice to make. Alexia and Oberen will converse briefly with the party if they are spoken to, but their patience is short. Each demands the blade. The thrall army waits silently. Father Dumas approaches the group, but Alexia motions him to stay back. Father Dumas is still attempting to reconcile the events he has witnessed and is somewhat stunned.

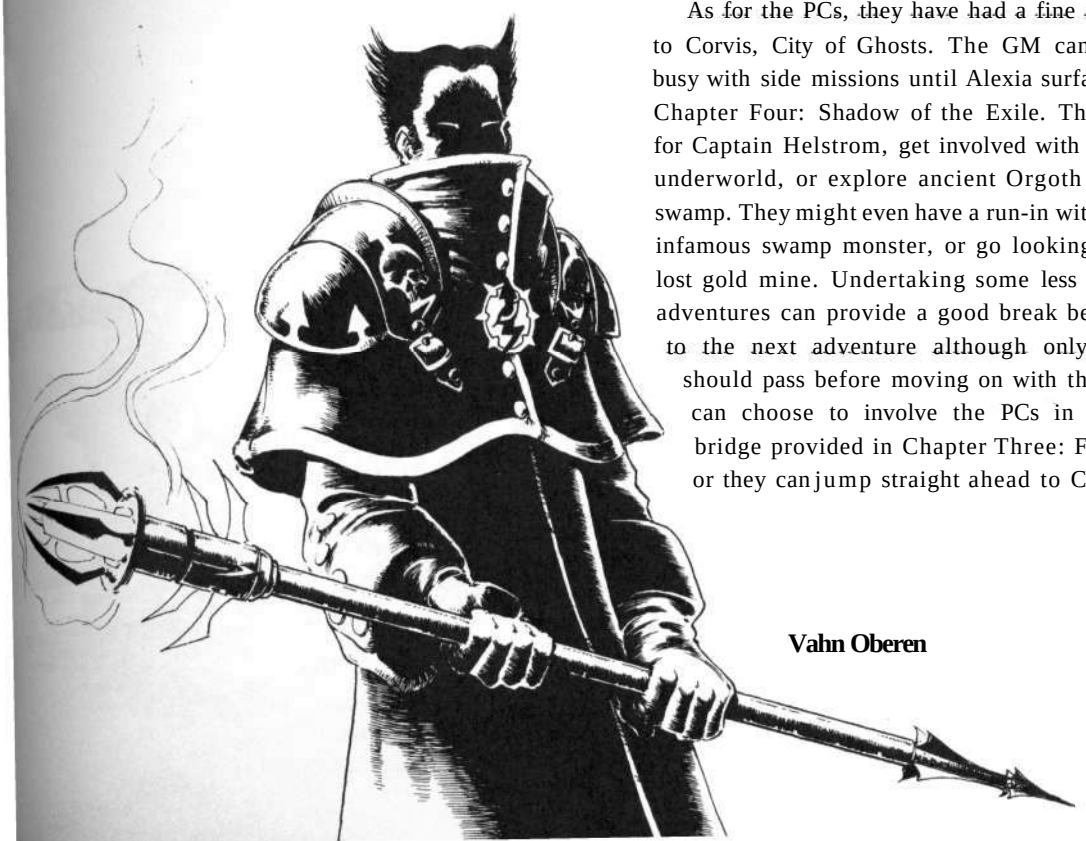
If the party gives the Witchfire to Alexia, she will keep her promise. With a gesture, all the thralls will collapse into inert bones. She will then curtsey and vanish off to parts unknown.

If the PCs choose Oberen, Alexia's thralls will immediately swarm him. He will savagely attack the thralls with the Witchfire and his spells, but the undead army will get the better of him. With his best magic already spent and dozens of skeletons grappling him, Oberen will fall to the ground cursing. Alexia will take the sword from him, give the PCs a baleful look, and vanish from sight. A moment after she has gone, all the thralls will collapse destroyed. Oberen will also have vanished, but the PCs will see a small iron medallion bearing the image of an eye and a stroke of lightning—the same eye as the tattoos on the assassins they met earlier that day.

WRAPPING UP

Alexia has retrieved the sword and is off to parts unknown, aiming to reanimate her mother and take revenge on Oberen. (Her exact plans will be explored in detail in Chapter Four.) Father Dumas is grief-stricken that his niece has turned out to be a villainess, but he thanks the PCs for their efforts. Oberen has lost the Witchfire, and he is furious; he will be keeping his eyes on the PCs from now on, and he is hatching a new plan to regain the sword. Magistrate Borloch has managed to live through the Longest Night even though thralls ravaged his expensive home. He will also be back for more trouble in Part II. Captain Helstrom has learned that the PCs are dependable folks, and he will continue to work with them in the future.

As for the PCs, they have had a fine introduction to Corvis, City of Ghosts. The GM can keep them busy with side missions until Alexia surfaces again in Chapter Four: Shadow of the Exile. They can work for Captain Helstrom, get involved with the criminal underworld, or explore ancient Orgoth ruins in the swamp. They might even have a run-in with Voorie, the infamous swamp monster, or go looking for Orven's lost gold mine. Undertaking some less stressful side adventures can provide a good break before turning to the next adventure although only a few days should pass before moving on with the story. GMs can choose to involve the PCs in the optional bridge provided in Chapter Three: Fool's Errand, or they can jump straight ahead to Chapter Four.



Vahn Oberen

First Bridge

Fool's Errand





INTRODUCTION

This adventure introduces the characters into a dangerous situation within Corvis' dicey underside as they unknowingly cross one of the city's vicious underworld gangs. The events of this optional adventure are intended to take place just after the Longest Night but before the river expedition following Alexia in the next chapter. GMs may want to read pg. 103 in Chapter Four regarding the state of the city in the wake of the Longest Night at the start of the New Year (603 AR).

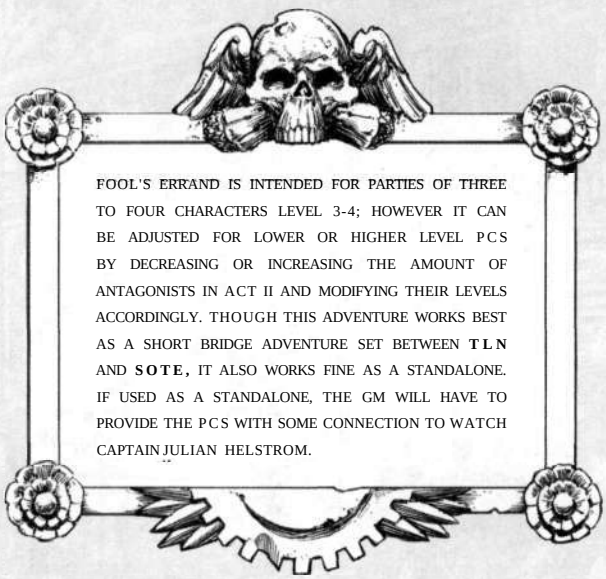
BACKGROUND FOR THE GM

This background is for the benefit of the GM and serves as backdrop for the following events. Very little, if any at all, of this background should be exposed to the players.

In Corvis there is a powerful merchant by the name of Hamil Bodak who is in need of some ambitious blades to remove a thorn in the side of his extensive criminal network. Bodak, once upon a time a mercenary himself, is a man with a stringent personal code although he believes fully in the concept of profit and ambition. Let us go back a few years in order to understand this mysterious man who figures so prominently within the City of Ghosts.

Twenty years ago Bodak was a sword-for-hire in a mercenary group numbering 500 men called the Talon Company. This ragtag army was in the employ of the now-deposed King Vinter Raelthorne and took part in some particularly brutal campaigning along the Cygnar-Ord borders. At some point the Talons perpetrated some exceedingly reprehensible deeds on an Ordic village some leagues north of the Dragon's Tongue. When then-colonel Julian Helstrom discovered the particulars of the rapine and murder, it turned his stomach. Helstrom publicly vilified the mercenaries and arranged for their employment to be terminated. Vinter had little concern for these matters, but this was still early in his reign and he was persuaded by public outcry and his nobles to disband their contract.

In the following months, the Talons could not find employment anywhere within Cygnar, Ord, or even Llael. They eventually broke apart and splintered into smaller mercenary groups or independent contractors. Angry at having his livelihood cut short, Hamil Bodak decided to strike out on his own. With scant food in his belly and even less coin in his purse, he eventually came to Corvis where he happened into a job as a watch guard. As he approached his mid thirties, Bodak swiftly worked his way up to a captain's position and established a moderate but solid power base for himself in the city. To his dismay, some years later Julian Helstrom also joined the Corvis Watch in a superior position. The former colonel had no idea how much this rankled Bodak. Indeed he did not even know the man and his connection to the Talons, but the one-time mercenary knew Helstrom. Bodak took careful steps to distinguish how his loyalties developed and where they laid within the organization.



FOOL'S ERRAND IS INTENDED FOR PARTIES OF THREE TO FOUR CHARACTERS LEVEL 3-4; HOWEVER IT CAN BE ADJUSTED FOR LOWER OR HIGHER LEVEL PCS BY DECREASING OR INCREASING THE AMOUNT OF ANTAGONISTS IN ACT II AND MODIFYING THEIR LEVELS ACCORDINGLY. THOUGH THIS ADVENTURE WORKS BEST AS A SHORT BRIDGE ADVENTURE SET BETWEEN **TLN** AND **SOTE**, IT ALSO WORKS FINE AS A STANDALONE. IF USED AS A STANDALONE, THE GM WILL HAVE TO PROVIDE THE PCS WITH SOME CONNECTION TO WATCH CAPTAIN JULIAN HELSTROM.





Hamil Bodak had learned to be a prudent man since his days with the Talon Company, but like many men with mercenary blood in their veins, Bodak had succumbed to greed some months prior to Helstrom's arrival in Corvis. He had plunged willingly into a network of dealings between seedy merchants and corrupt watchmen, accepting protection money and taking part in a "misappropriated" coterie that sold and supplied weapons downriver to mercenary companies, bandits, and others of that ilk. In time the ever-vigilant Captain Helstrom unearthed this illegal ring, shut it down, and presented many of Bodak's accomplices to magistrate justice.

The crafty Bodak was swift in covering up any proof of his involvement, and Helstrom could never pin anything on him personally. Though Bodak escaped the net, it was yet another time his livelihood had been endangered by the proactive Julian Helstrom. Bodak's animosity toward the captain has smoldered and turned to outright hatred.

Lacking evidence to convict, Helstrom "urged" Bodak to retire from the watch, or else he promised to demote him and make his life miserable. Doing his utmost to maintain composure after not once but twice having his life altered by Helstrom, Bodak did so. The fact that after his retirement he opened a fully stocked armory under Helstrom's nose as a way of maintaining his affluent lifestyle was even more an act of open disdain for the captain.

There is an uneasy truce between the two, but Bodak keeps his eyes on Helstrom and vice versa. The watch captain's vigilance may be a bit less sharp than Bodak's since he has no idea how much he is truly despised by the former mercenary now-turned "legitimate" businessman.

This is the tense situation into which the PCs blindly stumble in *Fool's Errand.* Bodak is primarily curious as to who they are and how they are tied to Helstrom. He is so curious, in fact, that he devises this "test" of their abilities while maintaining his anonymity by working through his trusted man, the wiry and dark-eyed rogue named Draegyn.





ACT I

Wherein the adventurers are in the employ of the Church of Morrow when they realize they are being watched

In the wake of the damage done during the end of the year Longest Night, the city treasury has raised a temporary work force to aid in repairing the city. The Church of Morrow was one of the hardest hit locales, and the PCs—being goodly heroes (hopefully) and possibly friends of Father Dumas—have been asked to aid in the cleaning of the cathedral grounds. If they are not so "goodly," the GM may mention some meager compensation once the re-building has been accomplished. If the PCs have a reputation as troublemakers, this service could be offered as a means of making amends for their earlier misdeeds.

A BRIEF UNDERTAKING

Summary: A few days have passed since the attack on the city, and the PCs have stayed on with the prelate Father Pandor Dumas, for he has given them lodging on the church grounds. Within a day or three, a mysterious man is seen shadowing them. When confronted, he introduces himself as Draegyn and admits he has been watching them for some time shortly after the attack on the city (TLN), or he may simply be impressed with their appearance (assuming this party looks formidable, of course). He will not mention that he works for Hamil Bodak; instead he will refer to his employer as "a man who must remain nameless." Draegyn will compel the PCs to perform a task for his boss and give them a cryptic note upon which is scrawled a time, location, and nothing more.

To begin this adventure, the GM should start by reading the following text to the players:

READ ALOUD

A gray morning finds you in the courtyard of the Cathedral of Morrow. Your benefactor Father Dumas is overseeing the continued cleanup efforts from the previous attack on his cathedral. The good father wears a long face obviously stricken with despair after enduring the ghastly events of the Longest Night festival, and his dark vestments are stained with dust and mud from the debris of fallen stones and the decayed remnants of the undead army. He stands amidst a trampled garden that once housed flowering evergreen saplings and primroses in bloom, but it is now a mess of muddy tracks from footsteps and wagon wheels as the priest directs his workers. Mostly patrons of the church, these men heft old bones and even older stones into wheelbarrows and horse carts to haul the remains away from the once beautiful courtyard.

Upon seeing you Father Dumas waves and approaches. "Morrow blesses you, my friends," he says. "Another day of this and the courtyard should be prepared for laying the good souls who gave their lives defending this church to rest. I should like to ask a favor of you. Might you fetch some minor items for me from the Quad? Normally I would send Brother Vetiver, but alas he is one of our fallen." Father Dumas pauses sadly and makes a religious gesture for Vetiver's soul. He smiles, albeit sadly, and procures some parchment from his vestments before continuing, "Some minor items, these, but I would appreciate it much, my friends."

The name of "Brother Vetiver" can be substituted with any subordinate of Father Dumas if the GM has detailed them, or he could be a layperson who assisted with church functions. As noted in Chapter Two, the church in Corvis is having a priest shortage and relies on a number of non-clerics for certain tasks. Assuming the PCs agree—there is no reason not to run a small errand to the market for him—he hands one of the PCs a parchment. At this point, each of them should make a Spot check (DC 15). Whoever is successful





sees a darkly garbed man leaning against the wall paring his fingernails with a dagger and watching the party with more than a passing interest. He stands out because he is the only person in the courtyard who is not working. Before they can act on this, however, a wagon passes by and obscures their view of him. Once it is past, the man is gone.

Whether the PCs spotted the man or not, they will proceed to the Quad (pg. 19) to give the list of items Father Dumas required to the appropriate merchants. The list includes several mundane bits and pieces of no interest to the PCs, but the GM may wish to describe the buzz of this popular gathering place within the city by reading the following:

Read Aloud

Finally the high sun peeks from the clouds above. Beneath it the marketplace swells and clamors about you. Merchants, servants, entertainers, nomads, beggars, thieves, gamblers, artisans, courtesans, and soldiers mingle, prattle, argue, conspire, sing, play games, drink, eat, and who knows what else! Handcarts, horses, and wagons push through the crowds provoking an epidemic of curses, and music chimes in your ears from all directions. Vendors proclaim the wonders of their wares while neighbors shout at one another and devotees of Morrow chant from balconies above. The smells of roast meat, aromatic drinks, pungent herbs, smoke, sweat, flesh, wool, horses, and leather assault your senses and thicken the air. This is the Quad of Corvis, an untidy but vivid spectacle always changing but seldom ending.

Throughout the Quad, river merchants have set up booths—some more permanent than others—and the sounds and smells of the bazaar are in full swing by midday. This is an excellent opportunity for haggling with the merchants; some of the PCs may wish to sell or purchase items.

At some point the players can make another Spot check (DC 15). Any successes will once again reveal the mysterious man as he skirts through the thick crowd. This time his angular features can be better discerned. He is clean-shaven, and stringy, black hair hangs down into his face. With shadowy green eyes, he looks directly at whoever notices him, and then he passes into the flow of the crowd before the PCs can react. Chasing after him at this point reveals nothing.

Eventually the PCs will return to the Cathedral of Morrow with the desired items. Father Dumas is easily found among the throng of workers directing a group uprighting a statue near the cracked granite tomb of Lexaria Ciannor. He sees you and approaches.

Read Aloud

Upon receiving the items, he hands you a folded parchment. It has a plain, heavy seal of red wax. "This was dropped off by an errand boy for you, my friends," Dumas explains. "I assured him you would receive it. Thank you for these items. Now if you will excuse me, duty calls." The good father hurries off toward a group of workers and once more begins issuing orders.

At whatever point the PCs open the parchment, it reads:

Read Aloud

Meet me at The Falling Star. Tonight. You know where it is.

If the PCs played TLN, they should recall that The Falling Star (pg. 74) is the seedy waterfront dive wherein they met with Julian Helstrom, and the GM should allow them—even urge them subtly—to presume that this parchment must be from the captain. If they have not played TLN, the PCs can make a Knowledge (local) or Gather Information check (DC 12) to hail some streetwise visitors of Corvis.

MAKING NEW FRIENDS

The obscure note should suffice to get the PCs progressing toward The Falling Star a bit later in the day. There will be little else for them to do until then unless they care to help Father Dumas with the last bits of cleaning the churchyard. Once they depart and approach the waterfront, the GM should read the following aloud:

Read Aloud

Dusk in Corvis is seldom different than day except for the waterfront. Whereas in most sections of town business continues as usual, the coming darkness here presages the turning over of the district. Once the work bells ring out, dockworkers and merchants give way to rogues,

thugs, and other ne'er-do-wells. It is often said, "On the docks at night only a fool walks alone."

As your group makes its way toward the harbor, the graceful spires of newer Corvis become less frequent, giving way to the unadorned and sometimes squalid structures and canal-spanning bridges of the old city. The usual mist from the Black River begins to rise as night falls, and the traffic thins as you proceed along the river walk. Nearby the faint lighting from a warehouse illuminates the cobbles, and from inside you hear the slight chug and hiss of steamjacks at work. Shouting and laughter spills from The Falling Star as you enter. The bar room is filled with the usual rowdy bunch, but you manage to spot an empty table in one of the far corners.

The Falling Star is a grimy place, and its patrons are even grimier if such a thing were possible. They drink watered ale from horns and flagons and engage in loud conversation forming a crude and ever-rising din. The walls are adorned with furs and hanging tapestries of every color, and a pair of shaggy dun and brindle dogs crack bones by the hearth. The proprietor and bartender are one and the same: a huge man named Dando Kildair. He is also called Dando "the Bull" for a number of reasons, the least of which is a bull-like neck actually thicker than his head. He is fully capable of taking care of himself (see Appendix B), and if the PCs or anyone else attempts to accost him, he will not hesitate to go fisticuffs. His trusty bouncer Gajan (Appendix B) is also always nearby, usually sitting in a darkened corner nursing a mug of the Bull's Best.

After occupying the empty table or sidling up to the bar, the PCs will more than likely want to get a table, order drinks, and scrutinize the room, perhaps they wish to make themselves available for whosoever—presumably Capt. Helstrom—is wishing to meet with them. They will notice there are no Corvis watchmen to be seen, but after a few minutes an easy Spot check (DC 12) will show the same man they have noticed perhaps several times before sitting alone in a shadowy booth next to the hearth. He is watching the PCs, and once he notices that they recognize him, he will give a subtle smile and nod.

After a few more sips of his tankard, Draegyn (male Midlunder, Rog6) will stand up and amble over to them. He is a narrow-waisted, wiry fellow with clean-shaven, angular features, sunken eyes with green pupils, and long strands of oily black hair hanging down in his face. He wears a leather greatcoat over a black shirt and dark gray leather breeches wrapped up in a multitude of leather straps and silver buckles. A long knife hangs at each of his hips, and two more knife-hilts protrude from his thick leather boots. He cuts an intimidating figure despite being lean of stature. If the PCs have a table, he will have a seat without invitation and begin speaking. Otherwise he will invite them over to his booth.





WHO IS THAT GUY?

IF THE PCS INQUIRE ABOUT DRAEGYN TO DANDO OR ANY OTHER SERVER OR PATRON, THEY WILL RECEIVE ONE OF THESE REPLIES:

"WHO? THAT GUY? THAT BE DRAEGYN THE BASTARD. I'D BLOODY STEER CLEAR OF HIM IF'N I BE YOU, FRIEND. HE'S TROUBLE."

"ER, THAT'S THE BLACK BASTARD. E'D SOONER SLIT YOUR THROAT THAN LOOK AT YE. I'D ADVISE YE TA STEER CLEAR."

"HIM? NAME'S DRAEGYN... A BLASTED WHORESON AN'A HAFF, HE IS."

"HMMM? DAT'S ME DA... I T'INK... I DUNNO... I'M SMASHED, ME MATES..."

Read Aloud

"Seems we both been watching each other of late, so let me cut to the quick of it. My employer has a job he needs done. He had something stolen from him three days ago, and he needs it stolen back. So he's charged me ta find a band of worthies ta take this on. You toughs seem to have the fire in yer guts fer such a thing. You think mebbe yer right fer this little job?"

Gauging their reaction, Draegyn will procure a stained parchment and push it across the tabletop with a dark-gloved hand. It contains directions regarding where the stolen item is believed to be located. It is referred to strangely as a "thunderwicket", and Draegyn will simply explain it is a prototypical device with an ambiguous purpose. The directions on the parchment point to a locale on the backside of the merchants' bourg of Corvis. Draegyn wants the PCs to infiltrate an abandoned warehouse where the "thugs" are holed up and find the item.

Herein lies the "fool's errand" since Draegyn is lying about the nature of the "thunderwicket." Hamil Bodak has had his people watching them since his informants at The Falling Star told him about their meeting there with Captain Helstrom just before The Longest Night (pg. 74). Bodak had his trusted "Bastard" devise a "test" of sorts for the PCs in order to gauge their resiliency. If the adventure is being played as stand-alone, the GM should endeavor to have a previous connection between the PCs and Captain Helstrom which has piqued his curiosity. Draegyn is directing them into the heart of a rival's territory to strike at one of his employer's adversaries. (Bodak believes the Griffon gang had arranged a hit on one of his storehouses, so this is a bit of the old "tit for tat.")

The Griffons (pg. 25) are the least powerful of the three major gangs in the city, but they are still formidable enough that a party should not be inclined to raise their ire. Unfortunately for the PCs, they do not know any of this, and Draegyn is not about to tell them (what he will tell them is in the interview below). If the PCs agree, as soon as the Bastard leaves their group, he will rush to meet one of his contacts who has a man on the inside with the Griffons. Like a whispering bird, Draegyn will arrange for the rogues in the "abandoned" factory—a newly dubbed gang safehouse—to be fully aware of the PCs' imminent arrival. Addtionally, the nameless informant will also let it slip that the PCs are under the employ of the Gertens family who happen to be the most powerful crime family in Corvis and an adversary of the Griffons.

Some questions the PCs may ask Draegyn:

Q: Who are you?

A: The name's Draegyn.

Q: Who is this "employer" of yours?

A: Sorry, lads. He must remain nameless at this time.

Q: What the hell is a "thunderwicket?"

A: It's an experimental device—an unfinished project. You'll know it when ya see it.

Q: Who stole it?

A: Some two-bit thugs who got lucky.

Q: How many of them are there?

A: Not sure. We think maybe four or five broke into my employer's shop. (This reference to a "shop" is a subtle slip on Draegyn's part.)

Q: Will this entail us having to kill people?

A: I don't know. That's up to you.

Q: What's in it for us?

A: You'll be paid a handsome sum. My employer takes good care of his people. It'll be worth your time.

WHAT THE HECK IS A GRIFFON?

JUST AS THERE ARE MYTHICAL CREATURES IN OUR WORLD, THERE ARE CERTAIN MYTHICAL MONSTERS IN WESTERN IMMOREN. THE PRESENCE OF *REAL* MONSTERS DOES NOT CHANGE THIS FACT. THERE ARE NO KNOWN FLYING CREATURES MATCHING THE DESCRIPTION OF A GRIFFON, BUT THEIR IMAGE CROPS UP PERIODICALLY IN HERALDRY AND OLD LEGENDS FROM THE THOUSAND CITIES ERA. THEY ARE DESCRIBED AS A MIX OF LION AND EAGLE AND ARE CONSIDERED TO HAVE THE FIERCEST QUALITIES OF BOTH SPECIES. ANOTHER POSSIBLY MYTHICAL LEGEND IS THE ANCESTRAL GIANTS TERMED THE *BOGATYRI*, FROM WHICH KHADORAN MEN AND WOMEN CLAIM TO HAVE DESCENDED. THEN AGAIN, JUST BECAUSE SOMETHING IS MYTHICAL DOES NOT PRECLUDE IT FROM ACTUALLY EXISTING SOMEWHERE ON THE FACE OF CAEN. EVEN THE WILDEST LEGENDS OFTEN HAVE SOME BASIS IN FACT.

Trust me. (Observant PCs—Appraise check (DC 15)—will estimate that Draegyn's two intricately worked silver bracelets are easily worth 35 gp each.)

Q: Once we get this thing, then what?

A: Bring it back here. Ask "The Bull" to take you to the galley room, upstairs.

Q: How did you get this information?

A: My employer has his ways. Trust me.

Q: The way you've been skulking around, why should we believe you?

A: Look, it's yer choice whether ya wanna believe me or not, mates. If ya don't wanna do it, I can always find someone else.

If the players refuse to take on the job, Draegyn will offer to give them a day to think on it. If they change their minds, he'll be in the bar the following evening at the same time. Any more investigation on the rogue will reveal little aside from the replies above. If the PCs staunchly refuse, he will take back his parchment and say, "Too bad, then. Guess I was wrong about ya. Mebbe yer not the ones fer this job." That will more than likely end the adventure before it begins unless the GM can think of another way to get them involved.

One suggestion is to have the party waylaid by several thugs (Experienced Thug NPCs, Appendix B) when leaving The Falling Star and then Draegyn and a group of his "associates" (yet more Experienced Thugs; Appendix B) can rush in and offer reinforcements to a fight that should show all the signs of going badly for the PCs, at least without his aid. Of course Draegyn will not put himself in too much physical danger, but if he manages to pull their fat out of the fire, he will toss them the parchment, tell them they "owe him one," and then depart.



Draegyn, the "Black bastard'



ACT II

Wherein the adventurers experience the menace of Filchers' Crossing at night and steal into the "abandoned" warehouse to retrieve a stolen item

FILCHERS' CROSSING

Read Aloud

Draegyn's directions guide you to a northern section of the city called Filchers' Crossing. It is a seedy district half-submerged in the harbor resulting in most of the streets having long since become watery canals. Travelers either pole along in small boats or navigate a web of ramps and archways between the buildings and the higher, drier surfaces of the area. Much like the waterfront district, Filchers' Crossing at night is no place for the sane to be alone or even in small groups. In fact, this portion of the city seems grossly more insidious, for the lack of bars and other entertainment offers no reason for anyone to be about. The only intention that would place someone in this faintly populated backside of the merchants' 'bourg in the wee hours is plain: lawlessness. Consistent with that thought, you have no doubt this is where you will find Draegyn's suspected thieves.

As the PCs continue toward the abandoned factory, there is ample opportunity to have them jump at shadows. Various things to be be encountered in Filchers' Crossing after midnight include:

- A dead body lying face down, pouches and pockets pilfered. Investigation reveals that the poor sod was garroted. If the characters investigate, a Search check (DC 12) will reveal a tattered ribbon of canvas in the man's grip. Upon prying it from the dead man's hand, they will see it is wrapped around a marked coin with a squarish hole punched through the middle. The coin is inscribed with a peculiar sigil, and a successful Knowledge (local) check (DC 18) divulges that it is a secret symbol of the Gertens family although its true meaning is left up to the GM.
- As the PCs cross an arched bridge, a lone boatman poles along the canal beneath them. If they gesture at the figure, he will point to his ears indicating he is deaf, move along swiftly, and refuse to acknowledge them further. Running footsteps appear to be coming from the next street over. A dog will begin barking and then several more footsteps will follow, apparently in pursuit of the first pair. After another minute, it is silent once more. If they try to investigate, the sounds will fade away before they can get close enough.
- A few bits of masonry from a high balcony or some clay slats from a rooftop will fall in an alley next to the PCs followed by a hail of dust and debris. Nothing more.
- The PCs come across a fresh pool of blood. A body appears to have been dragged onto a bridge toward one of the canals and then dumped.

After a few or all of these events have transpired, the PCs should realize that Filchers' Crossing is not to be taken lightly. They will presumably be alert and on-edge as they arrive at the abandoned warehouse indicated on Draegyn's parchment.

Read Aloud

Your destination rests just ahead of you now—an abandoned steam factory bordered by a wall of crumbling granite no more than eight feet high. A padlocked black iron gate is on this wall at the front of the compound. The building appears long neglected. There are some windows higher up on the structure, but it looks as if there are none on the ground floor from what you can tell. The hulking building is completely dark. No illumination comes from within.



The PCs can gain access into the factory yard a variety of ways: by scaling the crumbling wall with a Climb check (DC 17), picking the lock with an Open Lock check (DC 25), by magical means, or some other. However they choose to enter, it is imperative they are silent while doing it. If there is undue noise during their entry, the GM may wish to raise the attention of anyone nearby, such as a pair of watchmen or a gang of young hooligans looking for trouble (Experienced Thugs, Appendix B).

Once the PCs have attained the yard, there will be a sixty-foot open area between the wall and the building that they must cross under the dim light of the moon as it peeks from behind black clouds. The entire yard is wreathed in a pale gray mist about six inches from the ground, just enough to cover the PCs' feet. Jutting from the mist in various places are machine parts both great and not so great. The parts are nigh unrecognizable A PC making a Craft (mechanika, steamjack, or clockwork) check (DC 15) will recognize pieces of various forms of machinery including old, rusted steamjack parts. These are all rusty and not worth salvaging unless the PCs feel like becoming junkers.

THE ABANDONED FACTORY

This "abandoned" factory is actually a newly established Griffon safehouse. The leader of this particular band, Malek Redgrave (Appendix B), is fully aware of the "mission," and he waits inside accompanied by his gang of some two-dozen rogues (Experienced Rogues, Appendix B). They are quite eager to meet the PCs (see Ground Level Map area 4 and "Malek's Ambush").

Entry to the factory can be handled in a variety of ways; the most obvious entry is the front doors (hardness 5, 20 hp, break DC 30). These are large double doors constructed of thick oak reinforced with metal rivets and large, rusty iron hinges. Inspection will reveal that the thick rust has been recently scraped away from the hinge creases. The front doors are held in place by an oaken plank barring them from the inside. If they manage to get through the doors, go to Ground Level Map, area 7.

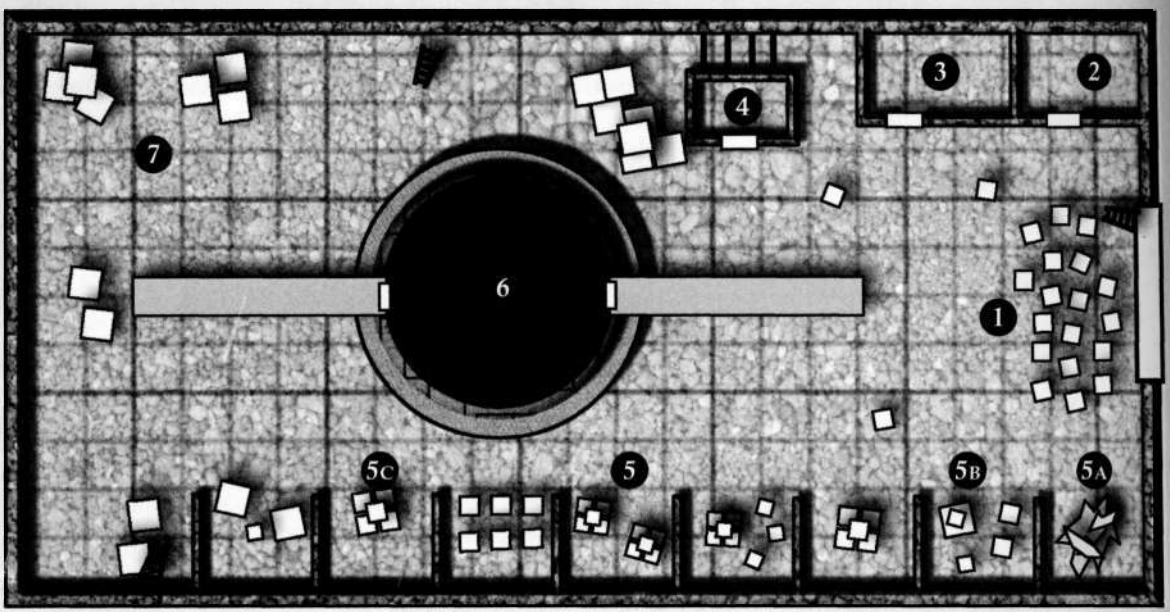
There is also a normal-sized door on the backside of the factory inset into a massive entryway comprised of horizontal slabs. These are operated from inside and it is impossible for them to be opened from the outside simply because the door is on a pulley system and weighs quite a few tons. However, the inset door is rusty-hinged (the rust is scraped away just like the front doors), conveniently unlocked, and swings inward. Some large wooden crates block it. The crates are empty however, and the door can be pushed enough to allow the PCs to slip inside one at a time with a Strength check (DC 16). Doing this makes a moderate amount of noise as the crates are shoved little by little. Proceed to Ground Level Map, area 1.

There is a row of windows high up on both the eastern and western sides of the building. They are approximately forty feet from the ground, and the roof is another ten feet higher than that. If the PCs scale to the windows with a Climb check (DC 15), they will discover they are iron shuttered (hardness 10, 60 hp, break DC 25). A crank on the inside of the building opens the shutters.

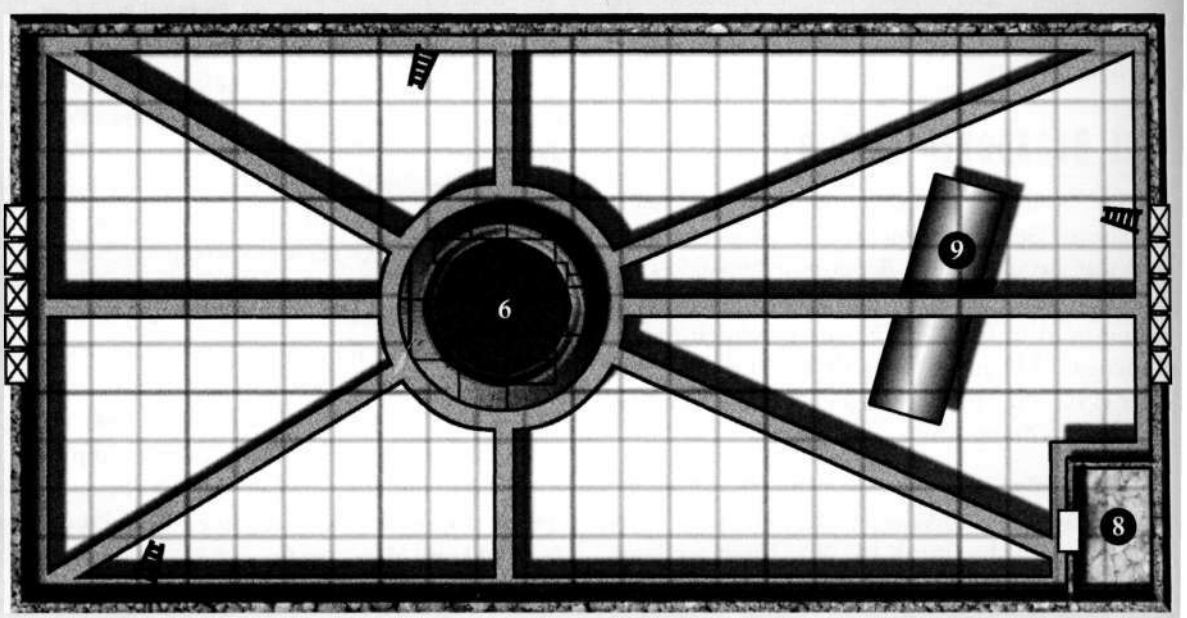
The PCs can scale the building to the flat roof with a Climb check (DC 18), where they will find there are four iron flues approximately five feet in diameter that can be accessed. They have grated tops that can be removed with a Strength check (DC 30). Two PCs can try together. A medium-sized or smaller humanoid can then fit inside these flues and descend into the factory within a 50' arrangement of piping. The characters will end up inside the main furnace. Each PC performing this action is required to make a Climb check (DC 10) for every 25' of piping and a final check (DC 12) to descend into the large, spherical furnace. A failed check will cause the rusty rivets to come loose in that PCs' portion of the flue, and he will drop thirty feet to the ground for 3d6 points of damage unless he makes a Ref save (DC 18) to grab onto something to keep from falling. If the final check is failed, the PC will drop into a tumbling slide, land in a heap inside the furnace, and be surprised by the rogues waiting within. Proceed to Ground Level Map, area 6.

Long ago this factory manufactured parts for all forms of steam-powered machinery. It specialized in ship parts for riverboats, but it sidelined in certain steamjack components. It is comprised of two levels: the Ground Level and the Catwalk Level. The Ground Level is where the bulk of Malek's men lie in wait in the dark amongst the various structures and debris within. The factory is fairly littered with stacked crates, destroyed crates, scrap metal, carts, stalls, and the now-defunct furnaces offering plenty of places to conceal oneself. The Catwalk Level is twenty feet above the ground floor. A grilled walkway encircles

THE FACTORY: GROUND LEVEL



THE FACTORY: CATWALK LEVEL



N

1. Smelting Area
2. Overseer's Stall
3. Breakroom Stall
4. Secondary Furnace
5. Storage Stall
6. Main Furnace
7. Staging Area
8. Operator's Stall
9. Suspended Smokestack
L. Shutter control lever

Crate
Ladder
Rubble
Shutters

5 ft. per grid square

the main furnace, and eight walkways extend outward from it in a spoke-like fashion. Countless thick chains are suspended in the factory. The chains are very large, provide cover, and can be utilized to ascend or descend with climb checks (DC 15) to and from the catwalks. Brachiating from chain-to-chain (horizontally) also requires a climb check (DC 18). In addition to the rogues hiding on the ground floor, four rogues are up among the catwalks with loaded light crossbows.

1. GROUND LEVEL: SMELTING AREA

If the PCs entered through the factory doors, begin with the following:

Read Aloud

You squeeze through the door and have to navigate single-file through several wooden crates stacked two and three high. Moving past these, you enter the main of the factory.

Then continue by reading this:

Read Aloud

The factory floor is dimly lit from an unseen light source allowing you to see most of the area around you. The interior is littered with bits of debris, overturned crates, a few wheeled carts, and more hunks of iron refuse similar to those outside. Along the north wall is a line of stalls drifting into darkness. Above you can barely discern a series of catwalks among a forest of suspended chains ending in various large hooks and wide leather straps. A few ladders barely visible in this dim lighting extend up toward the catwalks.

Perhaps sixty feet away at the edge of blackness looms a huge, tear-shaped structure. Iron pipes jut from its belly and rise upward before disappearing into the dark. At the end of a long ramp, there appears to be an entrance into the formation.

The three carts in this area are filled with slag metal, but they can still be pushed if the brakes on the rear right wheel are kicked up (move action). The crates are either empty or filled with worthless metal refuse such as screws, pipes, rods, ball bearings, and larger pieces of junk. The suspended chains are within reach to PCs over five feet tall.

The lighting to the right comes from a lantern in the Overseer's Stall (2) while to the PC's left, Griffon rogues are hiding in stalls 5B & 5C. They are awaiting Malek's signal. If the PCs begin to move toward these stalls, Malek will choose this time to hail them from his hiding spot behind the secondary furnace (4) by calling out and approaching from the darkness with his pistol beaded on them. Otherwise he will lie in wait until they approach.

2. GROUND LEVEL: OVERSEER'S STALL

Read Aloud

Dim orange light flickers from the open door of this closed-in stall. Upon entering you discern a desk with a hooded lantern resting on top of it. There are several chairs in this room about the desk, and hanging on the far wall is a large piece of cloth. Below the cloth is a long shelf abutted to the wall, and various items are placed upon it.

This is Malek's office. He has vacated it for now, preferring to take his hiding place in area 4. He felt no need to grab his personal items, so they are found here. The cloth hanging on the far wall is a crudely drawn map of Filchers' Crossing with names marked upon it in various sectors; these are territorial markings indicating which Griffon gang leaders control what section. Supply caches and safehouses are not located on the map. To make heads or tails of the map, a PC must make a Decipher Script check (DC 20). This map is very revealing and may fetch quite a sum in the hands of Draegyn, a Gertens family member, or any experienced figure in the Corvis criminal underworld. There is no precise value for this map; it will vary widely based on the negotiating skills of the PCs and to whom they try to sell. It could run from 50 gp (if they are easy marks) to over 1000 gp. Something closer to the former is more likely.

On the desk is a single hooded lantern, and on the shelf along the far wall underneath the map is a set of 4 daggers, a black greatcoat, a black woolen balaclava, a silk bag of dice, some game chips, and a 12" x 6" x 6" locked metal coffer. The daggers are of decent make and the greatcoat is quite fine, worth 40 gp, and features an inner silk lining and lots of pockets on the inside and outside. The coffer can be picked with an Open Lock check (DC 30). It contains 200 gp, a large amethyst worth 130 gp, and 4 flasks of acid Malek frequently uses to weaken locks and bars.

Carrock's Metal Dissolver: This is an alchemical acid similar to but stronger than Carrock's more popular Sure-fire Etcher (IKCG, pg. 304). It is specifically designed to soften metals, and it is particularly effective on iron and steel. A few drops into a lock will lower the Open Lock DC by 5 but has a 20% chance of ruining the lock, requiring it to be melted fully or broken to open. One flask can be used to treat up to a dozen locks in this fashion or to dissolve up to three normal sized locks entirely. Bars treated with the acid (up to 3 bars per flask) can be broken at half the normal Strength check difficulty. A direct hit with this acid inflicts 2d4+2 damage and blackens the skin. A splash of this acid will cause 1d4+1 damage. This is a non-magical acid; Craft (Alchemy) 8 ranks required to create (requires the proper ingredients and a check at DC 24), price 60 gp per flask.

3. GROUND LEVEL: BREAKROOM STALL

Read Aloud

The door to this stall has been removed and lies on the floor outside. Inside the room is rather featureless except for a long table littered with scraps of half-eaten fruits, breads and cheeses, and a few pewter mugs. There are two oaken benches on opposite sides of the table.

Closer inspection of this room, with separate Search checks (DC 12 and 20, respectively), will reveal boot prints in the dust of the flooring and a rift in the flagstones. The boot prints are fresh. The crack in the flooring runs from a far corner of the room all the way across it and underneath the wall. The slight rush of water can be heard emanating from the rift on a successful Listen check (DC 10).

4. GROUND LEVEL: SECONDARY FURNACE

Read Aloud

A large box-like shape dominates this section of the factory. Behind it four arched flues roughly two feet in diameter disappear into the wall. Otherwise, this area is rather empty.

Closer inspection of the furnace will reveal a square access hatch on the front. The hatch is roughly three-feet square and has a simple access lever that can easily be opened. If the PCs choose to open it, the caustic stench of a charnel house will assault them. If they shine a light inside the furnace, they will see a myriad of bones and ash. Obviously the furnace's latest function has been for something other than its original industrial purpose.

The secondary furnace serves as Malek Redgrave's hiding place unless he has already revealed himself to the PCs. If not, Malek crouches behind the far corner of the furnace accompanied by four of his rogues. If the PCs come close to this corner, he will step out of the darkness with his pistol pointed at them. See "Malek's Ambush" below for instructions on how this battle should play out.

Malek Redgrave is fully aware and looking forward to mixing it up with these guys entering his territory. How did he find out? This is all part of a ruse well played by Draegyn and Bodak. This back and forth between the Griffons and Bodak has been an ongoing feud that both factions seem actually to enjoy although Bodak seems to be stepping it up a bit as things are starting to turn lethal! Perhaps recent financial losses are tiring the man. As stated before, after meeting with the PCs Hamil Bodak's rogue associate called on some contacts who are on the inside of the Griffons gang. He leaked just enough info—the Gertens family has hired some muscle to make a hit on a Griffon safehouse—to warn Malek about the imminent arrival of the PC party. Draegyn's information is a lie, but Malek does not know it. He assumes the PCs are Gertens' hirelings. He has placed his twenty-two Griffon churls strategically, and he also has an even greater surprise awaiting them behind the secondary furnace: the thunderwicket, an archaic and refurbished steamjack (Appendix A)!

5. GROUND LEVEL: STORAGE STALLS

Read Aloud

Stalls made of thick granite line the wall here as far back as you can see. Those at the western end contain large piles of refuse; mostly wood and metal scrap literally spills over the sides. Those toward the middle are nearly empty as far as you can tell.

True to the spoken description the middle stalls are empty, but the western stalls are filled with more than just scrap. The first stall (5A) reveals a collapsed stairwell that now resembles a pile of rock and metal rods. The stairs once led to the basement of the factory but were destroyed on purpose some years ago when the factory's basement flooded with sewage. The magistrates of Corvis are obviously aware of Undercity

activity and, at some point years ago, deemed it a worthy endeavor to destroy this means of access.

At first glance stall 5B contains several pallets stacked and thrown haphazardly and little else. In actuality, there is a bit of room to squeeze through this stall to the back, and five of Malek's Griffons are here watching awaiting their leader's signal.

Stall 5C contains several more pallets along with large chunks of indeterminate scrap metal and four more Griffons lying in wait.

6. BOTH LEVELS: MAIN FURNACE

If the PCs approach the main furnace from its exterior, read the following aloud:

Read Aloud

The main furnace towers fifty feet above you with a massive circular base spaning more than half the width of the factory. It is rimmed twenty feet above by a catwalk, and a thirty-foot ramp inclines up toward doors on the side of the furnace. A series of dangling chains ending in hooks and straps—perhaps a dozen in all—is suspended next to the ramp, and a singular wheeled cart, overturned and empty, lies near the bottom.

If the PCs accessed the factory via the flues on the rooftop, they will more than likely descend into the belly of the furnace. Read this aloud in lieu of the description above:

Read Aloud

The flue suddenly ends at an open area and you can make out a dim, flickering light below. Your angle makes it difficult to make out the light's source from your current vantage point.

It is a thirty-foot drop from where the flue opens up into the furnace. In the belly of the furnace Malek has positioned one of his especially tough rogues. This particular Griffon (Rog3), an experienced rogue of the Cutpurse archetype (Appendix B), is armed with two hand crossbows, one in each hand ready to fire. If the PCs are outside of the furnace, he will wait for Malek's signal to emerge. If the PCs have accessed the factory by descending (or tumbling if they failed their Climb checks) into the furnace, the rogue will fire at whoever descends or lands at his feet. He will then attempt to escape out the furnace door, yelling an alarm for the rest of his comrades. The rogue in the furnace fires his crossbows at a penalty of -4 primary hand/-4 off hand.

The furnace itself, like the secondary furnace, is made of tempered black iron. The main furnace has a raised, grated floor on the inside. Vicious GMs might consider that PCs who fumble any small items inside of the furnace may lose them through the grillwork.

7. GROUND LEVEL: STAGING AREA

Read Aloud

This section of the factory was obviously the staging area where materials ready for shipment were gathered on pallets. Piles of crates are scattered about—many of them open and empty as they have long since been rummaged through—as well as the debris of several destroyed crates. A thick oaken crossbar secures the main doors on the far wall. In the northeastern corner is a ladder leading to the catwalks above.

Four Griffon rogues are hiding here behind some stacked crates in the southeastern portion. Once again they are awaiting Malek's signal before revealing themselves. There is nothing else of interest here.

8. CATWALK LEVEL: OPERATOR'S STALL

Read Aloud

As you enter this area, the floor is grilled like the rest of the catwalk. There are several large levers of various designs protruding from a heavy iron control booth. A pair of iron shuttered windows is on the far wall.

This area once operated the suspension system and the large bay doors, but the levers are now unworkable. The windows on the far wall have their own crank to open their iron shutters.

9. CATWALK LEVEL: SUSPENDED SMOKESTACK

Read Aloud

A huge silhouette becomes apparent from your position on the catwalk. A massive pipe some fifty feet in length hangs precariously from multiple chains. You have seen the likes of this instrument spewing puffy white smoke from the tops of the steam-driven ships along the river ways and in the city's harbors.

This massive ship part (50' x 10') was left behind for some reason when the factory was abandoned, and it dangles unsteadily from several chains that have weakened over the decades. In fact, a few of the chains have given and snapped resulting in the precarious angle at which it now hangs. Any additional weight has a great chance of bringing the entire smokestack crashing down to the floor below and beyond. See "Malek's Ambush" for details.

MALEK'S AMBUSH

Malek's plan is to lure the PCs deep into the factory so his Griffons can surround them. Whenever the PCs come inevitably close to discovering Malek or any of his men, they will hear a loud whirring and chugging noise start up. The gang leader will step out of the shadows with his pistol trained on them accompanied by the Thunderwicket steamjack and the four men in hiding with him behind the secondary furnace (4). He will greet them sarcastically, belittle their skill in infiltrating his compound, and remark on "the audacity of the overconfident Gertens." As he does this, the rest of the Griffons close in on the PCs from their hiding places in 5B, 5C, 6, and 7. The PCs will quickly realize more than a dozen figures surround them; there are twenty-three of them, in fact, including Malek and the four Griffons on the catwalks above with their crossbows aimed and ready.

If the PCs have never heard of the Gertens, their reaction to this remark may prove interesting, but even so Malek will not be swayed into believing they do not work for the rival gang. Those more versed in the Corvis gangs will realize they are the victim of a misunderstanding (or a set up), but this will not help them explain the situation. "Mad" Malek—as he is sometimes called—simply cannot resist gloating and displaying his ingenuity by indicating the refurbished steamjack.

HOW MALEK INITIATES COMBAT

1. A thunderous noise will break the silence. It is the chugging hiss of Malek's renovated steamjack (Appendix A).

2. From its place of concealment, a massive, rattling, and steam-hissing thing of iron and rust steps into the light. A rectangular plate is bolted to its chest that is engraved: THUNDERWICKET.

3. Malek will then reveal himself accompanied by four of his rogues. He will have his pistol pointed at the PCs, saying something such as, "Welcome, trespassers, to your last night alive!" He will tell the PCs how he will enjoy watching them die so he can send their "heads back to the Gertens in a sack." At the same time, all of the Griffon rogues on the Ground Level will move in and surround the PCs.

4. Malek will order his comrades and Thunderwicket to attack the PCs by yelling "Say hello to my little friend!" followed by the all-important order: "Kill them all!"

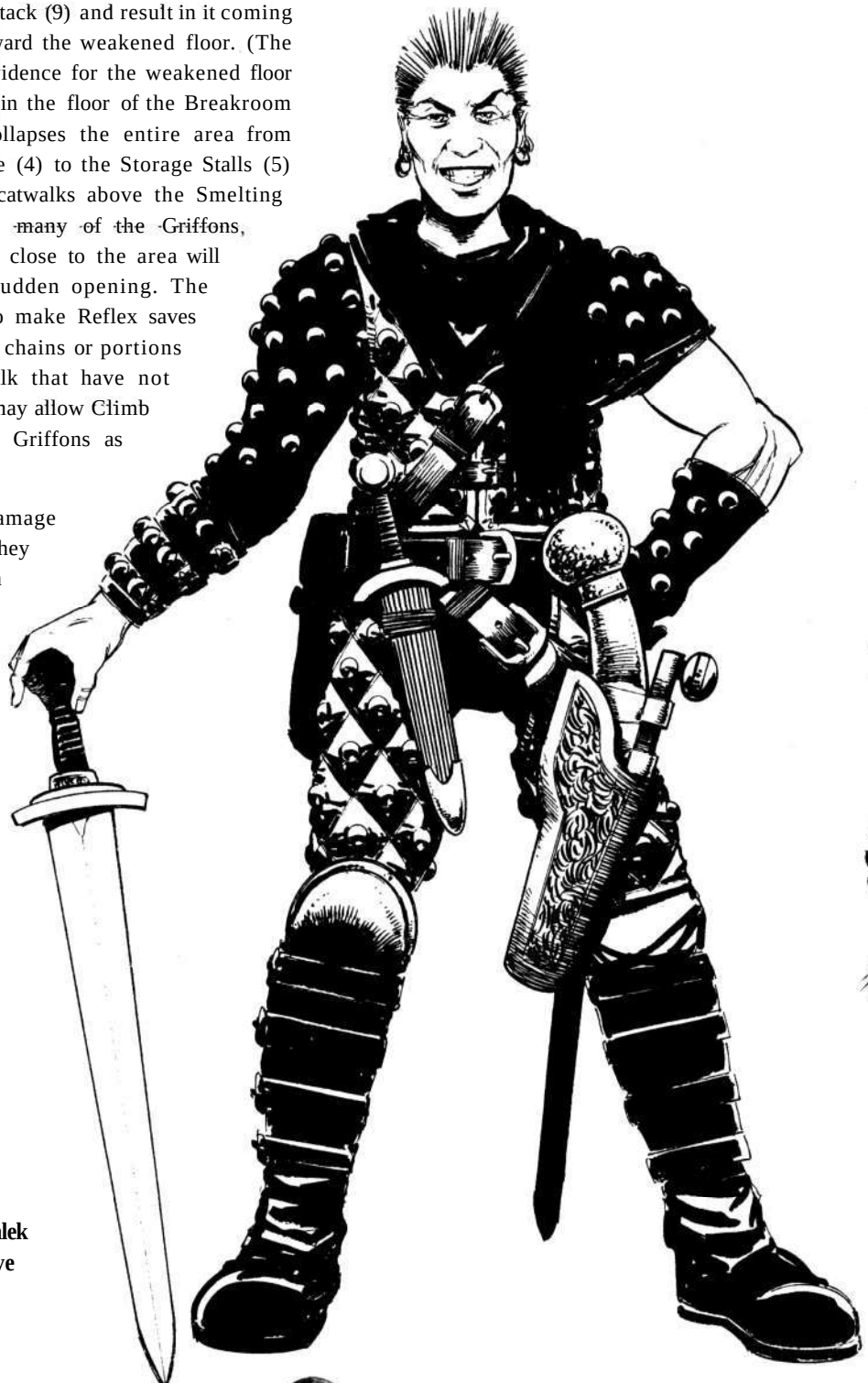
5. Thunderwicket will attack the nearest person, be it rogue or PC—more than likely a rogue in order to provide the distraction the PCs need to scatter.

Malek has no interest in capturing the PCs. He wants to eliminate them, plain and simple. He orders the attack, and once the archaic steamjack receives its directive, it will interpret the words "kill them all" quite literally! This is one reason the subtle art of controlling a steamjack requires some training and practice (see Jack Handling, IKCG pg. 150). It will rush in, raise its massive fists, and begin taking swings at whomever happens to be nearest, be they PCs or Griffon rogues! Chaos erupts as all the Griffons backpedal from the iron giant and Malek waves his arms yelling at it to "Stop! Stop! Stop!" The steamjack will comply with Malek's flailing and screaming, and the Griffons will be hesitant and dumbfounded by this little blunder, especially if one of their own was pummeled by the confused construct. At this point the GM should emphasize any nearby ladders and/or hanging chains or other means that can be easily attained, and the PCs should be urged to take advantage of this lull by scattering away from the steamjack and the Griffons by any means possible.

The goal of the combat from this point forward is pitting the PCs against the pursuing Griffons, perhaps separated from their comrades, in a running battle for their lives. The Griffons will harass the PCs both on foot and by firing quarrels, and they will cover all of the standard escape routes while Malek struggles to regain control of the faulty steamjack. Malek will indicate the fleeing PCs—possibly even physically describing them to the construct—and do his best to make it understand they are the *only* ones to be destroyed. In the meantime the PCs will be busy fleeing and being ushered toward the Smelting Area (1) either within it or above it upon the catwalks.

Eventually it will seem as if Malek has made Thundenvicket understand its objective. It will attack any PCs on the ground, and if it spots any of them on the catwalks it will attempt to bring them to the ground by smashing or yanking down any supports for the catwalks. The construct's actions will cause a chain-reaction. The careening catwalks will crash into the Suspended Smokestack (9) and result in it coming loose and hurtling toward the weakened floor. (The PCs may have seen evidence for the weakened floor in the form of the rift in the floor of the Breakroom Stall). The impact collapses the entire area from the Secondary Furnace (4) to the Storage Stalls (5) as well as all of the catwalks above the Smelting Area. Thunderwicket, many of the Griffons, and any PCs remotely close to the area will tumble through the sudden opening. The PCs should be able to make Reflex saves (DC 18) to latch onto chains or portions of the hanging catwalk that have not broken free (the GM may allow Climb checks for the falling Griffons as well, DC 15).

After sustaining damage for every ten feet they have fallen—fifteen feet (1d6) from the floor or thirty-five feet (3d6) if they have fallen from the Catwalk Level—fallen PCs will find themselves waist deep in fetid water among groaning Griffons, a whirring steamjack, and something else.



"Mad"Malek Redgrave



ACT III

Wherein the adventurers are suddenly plunged headlong into the drink!

THE UNDERCITY

Underneath Corvis there is a massive network of sewer tunnels knotted through the sunken passages and warrens of the Undercity. Although in theory the city tries to maintain the sewers, many of the maps have been lost, and some never existed at all. It is said a sewer worker must be both soldier and madcap to carry out such a perilous job, and the PCs are about to find out just how perilous the sewers of Corvis can be!

10. UNDERCITY LEVEL: THRULLG NEST

READ ALOUD

As the dust from the collapsed floor settles, you find yourself struggling in near darkness and impeded by what can only be described as "muck." Soft light filters through the large hole above, and it takes a brief moment for you to realize you have fallen into the city's sewers. Fetid water courses steadily through an open archway, and you are standing waist-deep in it amid other large chunks of rocky debris and a few of your hacking and cursing attackers. The steamjack is several feet away from you in a whirring and thrashing fit as it attempts to right itself.

This area (10) is the home of a magically mutated beast called a thrullg (Appendix A). The creature was occupying its lair and immediately dove into the water to assess the situation when everything came falling through. It is *not* happy. The PCs have one round before the remaining Griffon rogues, except for the crossbowmen (and Malek, unless he already fell), drop ropes down into the hole and begin swiftly lowering themselves in order to continue pursuit.

As the Griffons regroup and begin a renewed effort, their crossbow-wielding comrades will fire a volley at the PCs. The rough edge of the collapsed floor, the darkness, and the dust provides concealment (20% miss chance) for all combat in this area. The coursing sewer water provides a moderate obstruction and doubles movement costs.

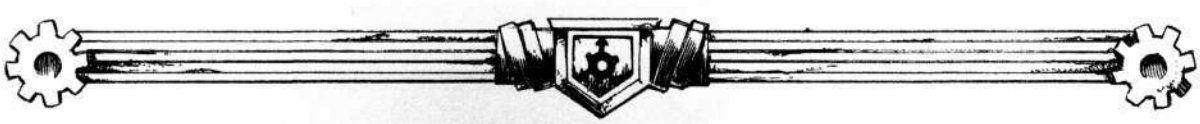
After one round the thrullg will make its move. Read the following aloud:

READ ALOUD

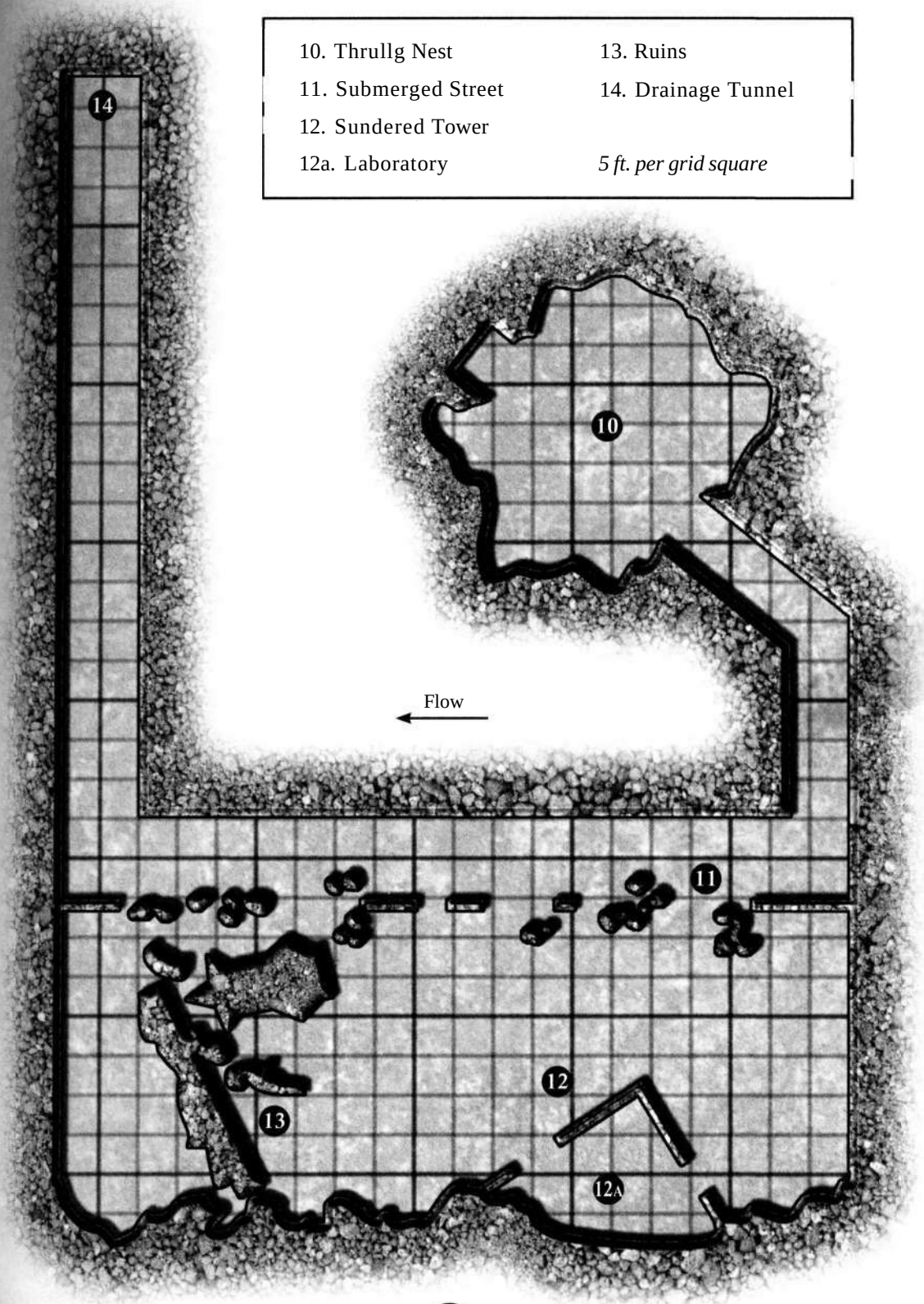
Suddenly the fetid water begins to churn and roil around you. Everyone becomes hushed as a long, rumbling moan rolls throughout the area. Two tentacles break the surface of the water followed by a wide reptilian head with two glossy black eyes. The maw, from which the tentacles coil and flicker, is a ring of jagged fangs. Its hulking frame is strangely humanoid, and its palms and long fingers are covered in a layer of saucer-shaped suckers. A long tail snakes out from behind it. The beast glares, examines each of you as well as your opponents, and then with a screech leaps to the attack!

The thrullg will attack a random PC or Griffon to repel the invaders of its nest. It takes one round for Thunderwicket to right itself, however once Thunderwicket rights itself at the beginning of the second round of combat, the thrullg will turn its attentions toward the irresistible pull of the steamjack's magic-rich cortex. It will rip and tear at Thunderwicket's armor-plated hull! In the meantime, the Griffon rogues will throw themselves in a panic out of the beast's way and scurry for the ropes to escape this new threat. Malek roars at them to continue the pursuit and even goes so far as to point his pistol at his own men if need be.

A successful Spot check (DC 15) by any PC will result in noticing that Thunderwicket's nameplate has been ripped free from its rusty rivets and now lies on a ledge just a few feet from their grasp. Along with the nameplate on the nest's ledge are strewn bones, scraps of cloth, and bits of leather. Hidden among the trash are a few trinkets.



The Undercity



A Search check (DC12) will reveal 4d8 silver coins, 2d8 gold coins, and 1d4 small gems (20 gp each). If the PCs decide to try for any of these items, they might provoke attacks of opportunity from a nearby rogue or two at the GM's discretion.

Injured PCs or those of lower level should be encouraged to take advantage of the thrullg's distraction to get out of the area. The only apparent escape seems to be the archway where the water is flowing. This is a 150' tunnel on a slight angle, and the sides and bottom are slick enough to force Balance checks (DC 15) for every 50' of movement. Otherwise the PCs will slip and the current will carry them unceremoniously to area 11.

11. UNDERCITY LEVEL: SUBMERGED STREET

Read Aloud

The conduit suddenly opens up and the water gushes from an opening, dumping into a wide tunnel six feet below you. At one point this tunnel was probably connected to the higher one by a large flue, but it is long since gone and the entire area has fallen to pieces, revealing a large cavern beyond the flowing water below. The cavern is littered with a massive amount of rubble ranging from fist-sized rocks to enormous boulders.

In this area the smelly stream from the tunnel abruptly dumps out into another half-collapsed and reeking sewage channel. The drop is slight, only about six feet. The water is deeper here but slower moving, and there is plenty of debris from the collapse in the form of large pieces of stone in and alongside the channel. A Climb check (DC 10) will enable the PCs to pull themselves from the tunnel onto semi-dry land, which is really little more than a sludge-covered incline littered with blocks and small boulders. Most impressive here is that the collapsed tunnel has allowed the once-contained sewer tunnel to flow freely, and over the years the changing water level has carved out a section of this place to revealing a long-lost portion of the Undercity. The whole site is weirdly illuminated by foul-smelling, blue-colored lichen clinging to the stones and granting a very otherworldly feel. If gathered or even held in hand, this lichen will continue to glow for about one hour after it is uprooted, providing light equal to half that of a torch (10-foot radius).

Area 12 can barely be distinguished as a large black shape in the even blacker darkness.

12. UNDERCITY LEVEL: SUNDERED TOWER

Read Aloud

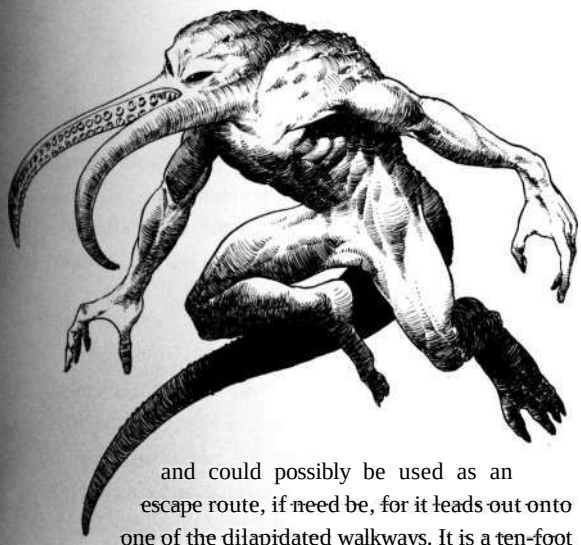
Underneath your feet, worked rocks resembling cobblestones are interspersed with the soft surface. To your left the entire area is on a steep grade of dense sludge and odd-shaped, angular boulders, and what seemed at first to be a weird formation of rock is now more evident. It is an ancient part of Corvis' Undercity—a very oddly shaped building constructed almost entirely of iron. This man-made creation emerges from the ground and leans toward you at a precarious angle before vanishing once more into the ceiling above.

The soft ground here makes footing difficult but not impossible. If the PCs clamber up to the building, they will ascertain that it is an exotic looking structure ringed with what appear to be the remains of metal walkways, and the entire building is fluted and buttressed with sizeable columns of fungus-encrusted dark metal. There is an accessible entryway by means of a large hole in its side—a hole that appears to be corroded as if eaten through by acid. Over the years the shifting earth has pushed the entire structure, so the GM should emphasize the uneven footing throughout.

THRULLG ATTACK!

IF THE PCS ARE HIGHER LEVEL AND NOT SUITABLY WEAKENED TO THE POINT WHERE THEY ALL AGREE NOT TO BEAT A HASTY RETREAT, THE GM MAY WISH TO ALLOW THEM TO ENGAGE THE THRULLG AND/OR THE GRIFFON ROGUES IN SEVERAL ROUNDS OF COMBAT BEFORE THE STEAMJACK KNOWN AS THUNDERWICKET RIGHTS ITSELF.

The interior of the ruins reveals that it perhaps served as some type of industrial or experimental laboratory (12A). It contains very little now, for the shifting has caused most of the items within to fall, perhaps decades or even centuries ago, out of a large hole in the northern portion of the structure at the bottom of the incline. The earth has risen to the top of a spiral staircase in the far corner of the room, so it can no longer be descended. An open arch-shaped doorway is several feet high on the far wall. It can be attained by climbing up the spiral staircase



and could possibly be used as an escape route, if need be, for it leads out onto one of the dilapidated walkways. It is a ten-foot drop to the ground from the rickety walkway.

In another corner at the bottom of the incline is a huge metal roll top desk riveted to the stone flooring. The closed the roll top is somewhat rusted from the years of moisture and requires a Strength check (DC 13) to force it open. Inside the desk is a shuttered lantern with an interesting magnification attachment that focuses the light into an adjustable beam for double the range of a normal bullseye lantern (60-foot cone) with a half pint of oil still in it and a masterwork stiletto (1d4 x3 piercing) emblazoned with a stylized "P." A pair of drawers contain eight wax-sealed vials of normal acid, twelve thin plates of beaten iron—some of them etched with sequences of symbols appearing to be some type of cryptic formulae—and an exquisite silver ring worth 30 gp. The ring bears the inscription: *In Cyriss There Is Truth.* This is the type of ring worn by members of the Cult of Cyriss to identify themselves to their peers. At the GM's option, it could be used in Chapter Three to help persuade Corvis Cyriss worshipers to give information to the PCs. It will not be of any assistance among the more hostile members of the hidden temple of Cyriss found in that same chapter.

On a Spot check (DC 12) the PCs will spy a cask of some sort beneath the desk; it is a heavy stone keg containing 10 gallons of acid. The acid in this keg is the same as found in the desk, used as a solvent for various purposes.

At some point during the PCs' search of this area, Malek and his remaining rogues will emerge from the same pipework the PCs utilized to arrive here. Inventive PCs might find a way to use the keg of acid to their advantage. It can easily be opened by cutting and pulling back the ring of special alchemically treated wax sealing it shut. If this copious amount of acid is poured anywhere near the metal supports of this building—barely standing as it is now—the building will collapse in a mere 2d4 rounds. This may serve as a distraction or worse to the PCs' pursuers (killing any hapless fool in the way of the collapsing building).

13. UNDERCITY LEVEL: RUINS

Read Aloud

There are more ruins here consisting of odd chunks of large granite that once upon a time were structures. Not far from you stands a broad wall more than fifty feet long and ten feet wide. You can only imagine that this wall was perhaps thirty feet tall or more when it was above ground, but now you can simply climb to the top of it little more than eight feet from the surface. Near the coursing sewer tunnel, a minaret easily forty feet in diameter and decorated with effigies of winged battle-maidens materializes from the ground.

This area may provide various forms of cover from "Mad" Malek and his Griffon rogues. Malek and his men will dog the PCs from the safety of darkness and randomly fire his remaining pistol rounds at them. Hopefully this will flush the PCs toward the drainage tunnel (14). If not, the GM has the option of having the thrullg arrive at this portion of the adventure as well (in all likelihood having defeated the archaic steamjack by consuming its magic or submerging its firebox in the dank water). Heralding its presence from a distance with a long, drawn-out cry, the thrullg will provide a distraction by attacking any remaining rogues.

14. UNDERCITY LEVEL: DRAINAGE TUNNEL

Read Aloud

The Undercity suddenly seems to end here. The sewage canal to the left diverges before you into two directions. It courses swiftly and disappears underneath a somewhat collapsed portion of the tunnel, but in another area the brackish water eddies before a tall but narrow conduit, flowing less swiftly. There does not appear to be any another exit.

The drainage tunnel is the only way to exit the Undercity Level besides fighting back through all of the other monsters and rogues and also ascending the slick 150' tunnel (Climb DC 30) between areas 10 and 11. The tunnel itself is dark and narrow—too narrow for the thrullg to fit—and the current becomes quicker and more forceful as the water level continues to rise from approximately four feet to nearly six feet by the time the PCs reach the end. The good news here is that it ends at a rusty iron grate (hardness 5, hp 45) that can be battered or wrenched loose with a Strength check (DC 20). Two or more players can try together.

Once the grate is knocked free, the PCs will spill outside and drop less than ten feet into the Black River.

The river will carry them downstream into the harbor, but they will be able to catch onto a dock, wall, or some other structure and hoist themselves from the river. Vicious GMs can force successful Swim checks to do so, but haven't they been through enough already?

EPILOGUE: A FISTFUL OF VOUCHERS

The PCs will have definitely escaped their pursuers—given that any of them survived—once they are dumped into the river. Even if any Griffons have pursued the PCs into the drainage tunnel, they will be lost once the PCs climb from the river and disappear into the foggy darkness of the City of Ghosts.

What next then? First of all the PCs have most likely deduced they have been suckered, and even if they are so dense that they have not, they will probably end up going back to The Falling Star to look for Draegyn. The seedy dive will be open as usual, even at this wee hour, and once the bedraggled PCs enter, Dando will notice them immediately, wave them over, and say:

Read Aloud

"Yer a sorry looking lot, aren't ye? An' ye bloody well smell like old Borloch's arse! Damn, lads, what happened to—ah, er—never mind, I don't wanna know! Look ye, first things first, mates. The Bastard paid fer a round of me best" The large man sets down a grimy tankard in front of each of you and fills it with a brackish, dirty blonde pilsner. It is his own special concoction fittingly called 'Bull's Brew.'

When looking at Bull's Brew, the GM might smilingly remind the PCs of the sewers they just traversed and how the stuff looks and smells very similar. In fact they are aware this stuff is jokingly referred to (in whispers, of course) by patrons as the 'Bull's Piss!'

Read Aloud

Dando eyes you all, obviously waiting for you to partake of his brew, when a barmaid approaches and whispers in his ear. The Bull nods and dismisses her with a wave of his large hand before saying, "Right then, mates. Grab yer tankards and follow me. The Bastard's here and he wishes ta see yez now." That said, he heads toward one of The Falling Star's various rickety stairwells. He leads you up to the second story and down a hall to the left, stopping at a thick door with a chalky-glassed porthole fixed into it A plank above the door reads "The Galley."

Dando opens the door and shifts his massive girth back against the wall to allow you to pass. "In here, mates. If ya want for anything, there's a bell to the kitchen in the corner. Enjoy." The Bull leaves your presence to return downstairs.

Once the PCs enter, read:

The Galley is a lavish room with a long oaken table dominating its center. The familiar figure of the Bastard Draegyn sits at the table with a silver tray in front of him containing some fruits and cheeses. He sips something steamy from a pewter mug and nods to you as you enter. In a corner of the room near a tasseled pull cord sits three darkly garbed men playing a game of chance at a small table. All three of them wear swords at their hips, and they do not look up as they continue playing undisturbed by your approach.

Unlike the Bull, Draegyn will not comment on the PCs' appearance. In fact, he will say nothing at all to them, inclined to wait for them to speak instead. All questions will be answered with either a shrug or a wave of his hand although Draegyn will make a point of saying the following:

Read Aloud

"Blast me, mates. We didn't really expect ta lay eyes on ya again. Well done! Ya really put it ta those bastards, eh? What now then, eh? Hmmm. Good question. Alright there, let's see what we can do for yez, 'cuz believe me when I say this, you mates really did a good turn for the bossman tonight. Aye, ya did."

As he speaks Draegyn produces some slips of thick parchment from his jacket and tosses them on the table. In addition he also pulls a fist-sized sack from another pocket and it clinks as it hits the tabletop. "Mebbe this'll take care of matters then, eh?"

The parchments are stamped vouchers each good for one masterwork weapon of choice from any ~~of Bodak's Blades locations within Corvis~~. The ~~bag~~ contains 300 gp in small mixed gems. Of note, if the PCs actually came away from the adventure with a token of some sort such as the "Thunderwicket" nameplate or the cloth map of Filcher's Crossing, Draegyn will show his astonishment with a wide grin followed by a dry chuckle. He will commend them at that point even more than he already has and will offer up to 300 gp for the map. The PCs might be able to find more for it, but it is certainly a fair offer.

In case things are not so genteel, the men at the table are Draegyn's back up (see Experienced Thugs,

Appendix B). He is hoping not to have to call on them, of course, but that is up to the PCs. If the PCs are feeling sore or angered and go so far as to insult Draegyn, raise their voices, or approach him menacingly, the three fighters will stand up and draw their steel. They will still wait for Draegyn's word before attacking, however they will focus warily on the PCs from that point forward.

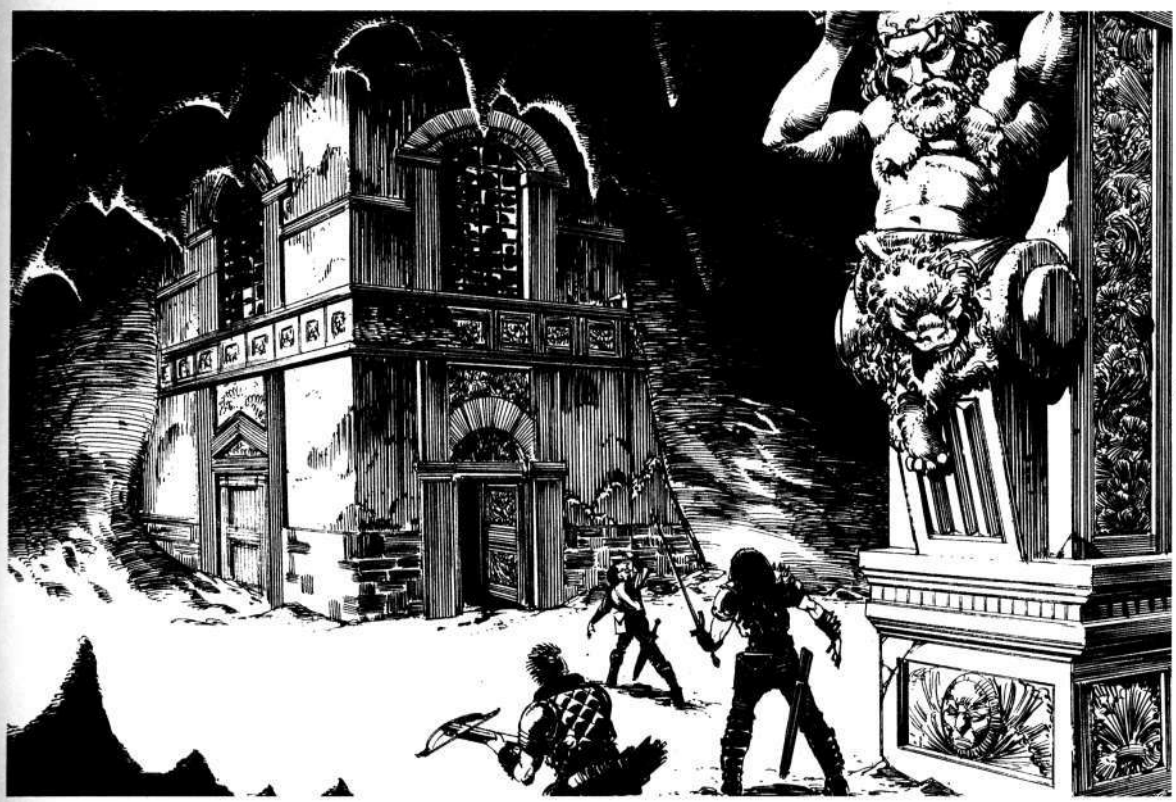
Once all transactions are complete, Draegyn will depart with his men. Since he has reserved the Galley for the evening, he will tell the PCs they are welcome to stay as long as they like, perhaps saying, "It's a great night ta be alive, mates. All yer drinks tonight are on me. Throw yerselves a party." Then with bodyguards in tow, the Bastard of Corvis departs.

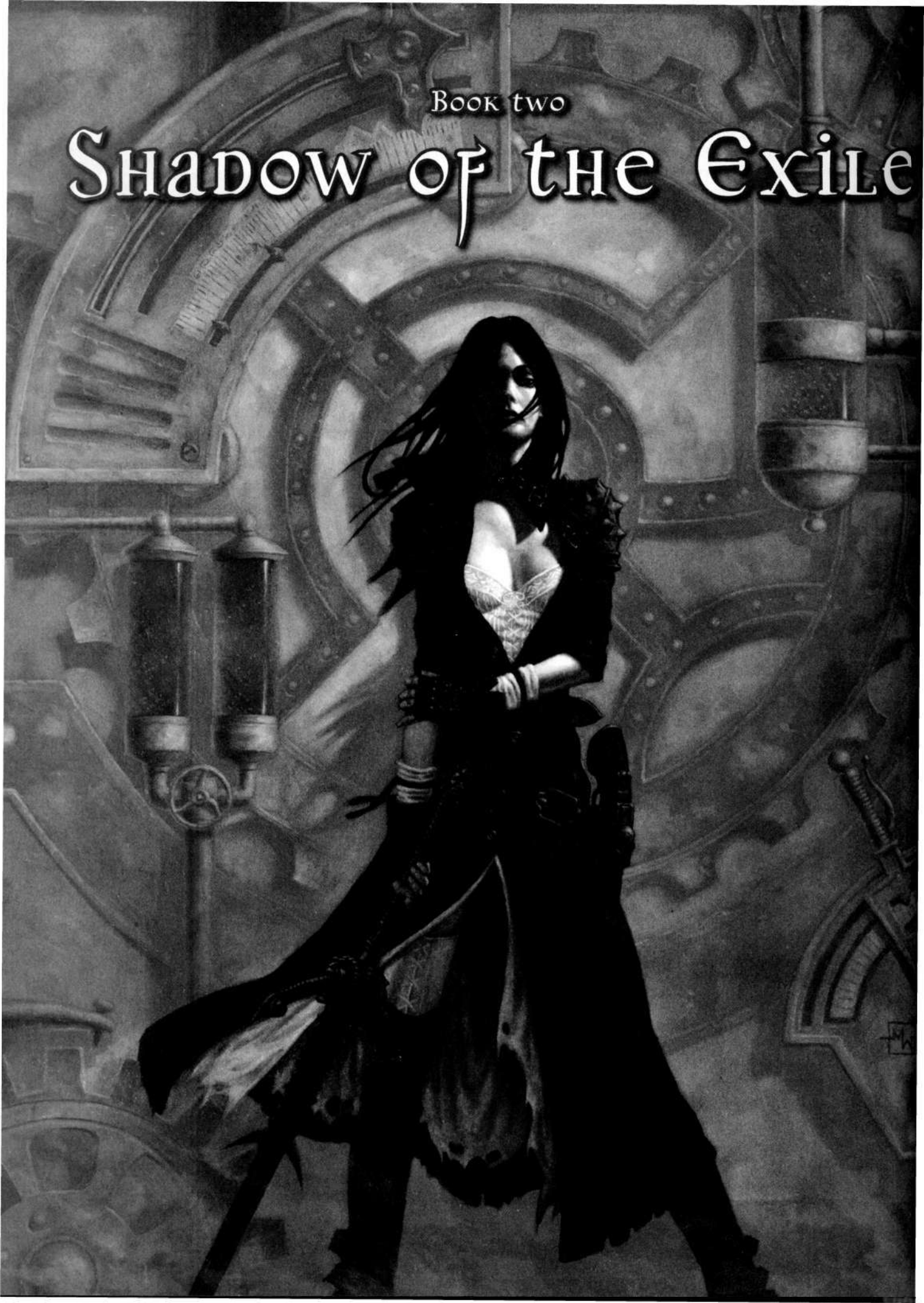
A DISH BEST SERVED COLD

If the GM wishes to draw out some subplots from this adventure, one in particular might concern the ever4ovely "Mad" Malek. If the Griffon scoundrel survived the night, he will do everything in his power to track down the PCs and get his vengeance. Malek will approach more of his contacts within his gang in order to gather information and he will definitely hire more muscle to pursue his agenda. However, Bodak's interest in the PCs has been piqued, and he is likely keen on making use of them in the future. When his ears catch wind of Malek's mad-on, he may intercede on the PCs' behalf or possibly consider sending them on another campaign—one not so much of a ruse—against that "uncontrollable fool of a man."

If the PCs try to shop around the underside of Corvis looking for a better price for some of the "souvenirs" acquired from their romp, they may draw some much-unwanted attention from the wrong kind of people. For instance, PCs flashing the Griffons' map of Filchers' Crossing will soon find themselves at the point of some Griffons' blades. As well, the Gertens crime family might also be interested in discovering who these "buffoons" are—going around sullying the Gertens name and such!—especially if the PCs found the coin on the dead man in the Crossing and let it be seen by the wrong eyes!

Any of these criminal elements can serve to liven up other activities as the events of the Witchfire Trilogy unfold by cropping up at unexpected and inconvenient times and places. If the PCs have handled themselves particularly well, having allies outside the law will be a big boon once Corvis is in the hands of Vinter Raelthorne and his allies by the end of the next chapter. Keeping track of their interactions with these groups, particularly the Griffons, will also be important during the Undercity exploration of Chapter Six: LOLS.




Book two
Shadow of the Exile



ACT I

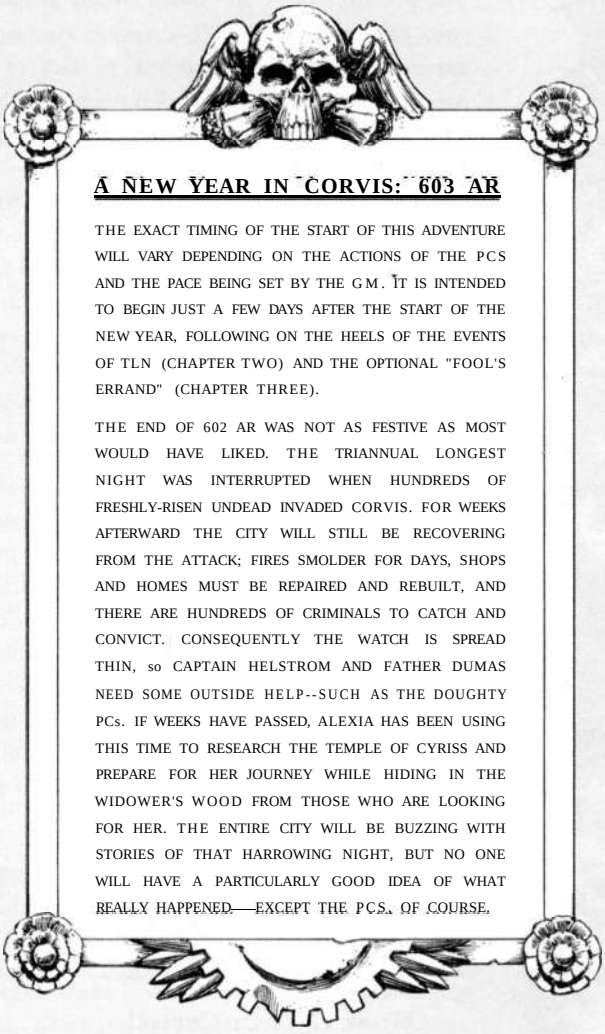
Wherein the party learns of Alexia's newest insane plan and race to stop her

Even if the party has not played through TLN (Chapter Two), their introduction to this adventure is still quite simple. The bottom line is Alexia Ciannor, a young woman with formidable magical powers, is headed off into the swamp to the temple of an enigmatic goddess. There she will try to resurrect her dead mother (who was unjustly executed for being a witch) and put a new plan of vengeance into motion.

There are many people who do not want this to happen. There is Vahn Oberen, the wizard who secretly orchestrated the executions that drove Alexia to seek revenge. There is Father Pandor Dumas, Alexia's uncle and guardian, who is the prelate of Morrow in Corvis. There is also Watch Captain Julian Helstrom, a staunch defender of the city.

Oberen's motives are selfish. He has been deprived of the Witchfire for almost a decade and desires the weapon to increase his own power and thereby his value to his true master. Father Dumas and Captain Helstrom have selfless motives. They hope Alexia can be redeemed eventually, but they also want to protect the city from any harm she may bring to it. They realize now she is mentally unbalanced—both individuals also know the Witchfire is important to Alexia though they do not understand why. Dumas has begun to suspect the sword is a powerful and likely evil weapon, yet he has thus far failed to unearth any lore about its nature. Alexia is partially responsible for this, for she has already stolen every document even tangentially associated with the blade by pillaging the cathedral library, Corvis University, and other local collections.

The GM should give the players a day or two to recover from their last adventure before they learn about the next part of Alexia's scheme from Father Dumas. He will send a messenger or one of his acolytes to track the PCs down and ask them to come to the Cathedral of Morrow immediately. Once the PCs have gathered, Father Dumas will address them.

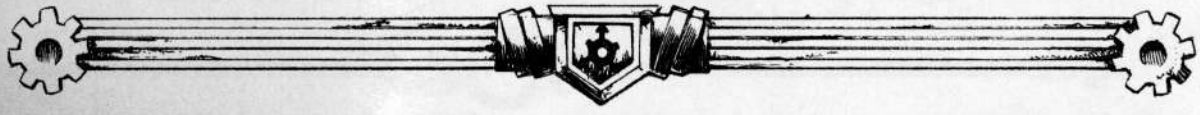


A NEW YEAR IN CORVIS: 603 AR

THE EXACT TIMING OF THE START OF THIS ADVENTURE WILL VARY DEPENDING ON THE ACTIONS OF THE PCS AND THE PACE BEING SET BY THE GM. IT IS INTENDED TO BEGIN JUST A FEW DAYS AFTER THE START OF THE NEW YEAR, FOLLOWING ON THE HEELS OF THE EVENTS OF TLN (CHAPTER TWO) AND THE OPTIONAL "FOOL'S ERRAND" (CHAPTER THREE).

THE END OF 602 AR WAS NOT AS FESTIVE AS MOST WOULD HAVE LIKED. THE TRIANNUAL LONGEST NIGHT WAS INTERRUPTED WHEN HUNDREDS OF FRESHLY-RISEN UNDEAD INVADED CORVIS. FOR WEEKS AFTERWARD THE CITY WILL STILL BE RECOVERING FROM THE ATTACK; FIRES SMOLDER FOR DAYS, SHOPS AND HOMES MUST BE REPAIRED AND REBUILT, AND THERE ARE HUNDREDS OF CRIMINALS TO CATCH AND CONVICT. CONSEQUENTLY THE WATCH IS SPREAD THIN, SO CAPTAIN HELSTROM AND FATHER DUMAS NEED SOME OUTSIDE HELP--SUCH AS THE DOUGHTY PCS. IF WEEKS HAVE PASSED, ALEXIA HAS BEEN USING THIS TIME TO RESEARCH THE TEMPLE OF CYRISS AND PREPARE FOR HER JOURNEY WHILE HIDING IN THE WIDOWER'S WOOD FROM THOSE WHO ARE LOOKING FOR HER. THE ENTIRE CITY WILL BE BUZZING WITH STORIES OF THAT HARROWING NIGHT, BUT NO ONE WILL HAVE A PARTICULARLY GOOD IDEA OF WHAT REALLY HAPPENED—EXCEPT THE PCS, OF COURSE.

If the PCs had earlier attempted to persuade the prelate about his niece to no avail, he will apologize for doubting their evidence and admit he let his fondness for the girl cloud his judgment. With the clarity of hindsight he knows now that she is seriously unhinged and never truly recovered from the death of her mother as a child. Dumas holds himself at least partially to blame, and he admits he did not watch her as closely as he should have. The PCs may have a low opinion of the priest from TLN, so this is a chance to regain some sympathy.



Read Aloud

"My friends, I cannot thank you enough for your help in our recent trying times. I wish I could say it's over, but I'm afraid I must ask your help again, I have learned where my errant niece is off to next, and someone must try to stop her. I hope I can count on you."

The prelate pauses and looks closely at each of you. "My research into her recent studies and extensive divinations lead me to believe that Alexia is on her way to a hidden temple of Cyriss. The church has long believed there was a haven for this cult northeast of Corvis although we have never known its exact location. You'll need to find the temple, try to beat Alexia there, and stop her. In my divinations the dark sword she holds shows as a dire omen. I think she plans some unholy ritual. We can't leave it in her hands. Recover that blade, but be wary of it; it may be cursed. I'm not sure what can be done about my niece, but if you can return with her, please try. Recovery of the sword is our first priority."

If the PCs want to talk to Father Dumas, he can tell them these things. If the PCs include any priests or worshipers of Cyriss, this can be an opportunity for an interesting discussion. Even a PC priest of Cyriss will not know about this specific temple, for it is a well kept secret only revealed to those who have proven themselves or been trained within its halls. This adventure may pose difficult ethical questions for Cyriss worshiping PCs, which a GM should explore as events unfold.

MORE CULT OF CYRISS!

THE MYSTERIOUS CULT OF CYRISS PLAYS A MAJOR ROLE IN THIS CHAPTER, AND GMS ARE ENCOURAGED TO LEARN ABOUT THE NEWEST RELIGION IN WESTERN IMMOREN. THERE IS SUFFICIENT INFORMATION HERE TO RUN THE ADVENTURE, BUT GMS WHO WANT TO KNOW MORE ABOUT CYRISS AND HER WORSHIP SHOULD CHECK THE IKCG AND THE LIBER MECHANIKA. MANY MORE DETAILS CAN BE INCLUDED IN THE ADVENTURE AS WELL AS SPECIFIC PIECES OF MECHANIKAL TREASURE OR OBSTACLES.

- Cyriss is also known as the Clockwork Goddess. Her worship is a relatively new phenomenon within the last few centuries.
- Her cult is rumored to be constructing temples in secret away from prying eyes. It is said each temple is actually some kind of giant machine.
- The Church of Morrow believes the temple near Corvis might be quite large and may have deeper significance to their faith.
- The exact location of the temple is unknown, but further clues may be found in church records, with city academics, or from local members of the cult in Corvis. Finding the temple's location quickly is vital!
- It is rumored the machinery in the temple can bring the dead back to life. Dumas believes that must be why Alexia is heading there—to resurrect her mother. Dumas is skeptical of these claims, for resurrection is a rare and infrequent miracle, but in her unbalanced state Alexia is clinging to any hope.
- The Church of Morrow has an ambivalent relationship with the Cult of Cyriss and is uncertain of their intent. Most worshipers of Cyriss are normal and decent (if misguided) people drawn to engineering, mathematics, and similar sciences. However there are rumors of a darker aspect to the faith. Given the cult's desire for secrecy, this hidden temple may be a dangerous place.
- Alexia has done some terrible things, but she cannot be beyond redemption. Father Dumas would like her returned but only if it can be done without harming her. The priest thinks her recovery will be slow, painful, and difficult, if it is possible at all. He would sooner see her escape—without the sword—than be killed.
- Father Dumas is strongly against the idea of Alexia's mother being returned to life at this point. Frankly he thinks this is impossible and that Alexia will only succeed in creating some unliving abomination in her attempt, similar to the coveners in TLN. It is best to let the dead rest—only the highest priests at the Sancteum in Caspia have the wisdom to determine who is worthy of the miracle of resurrection.

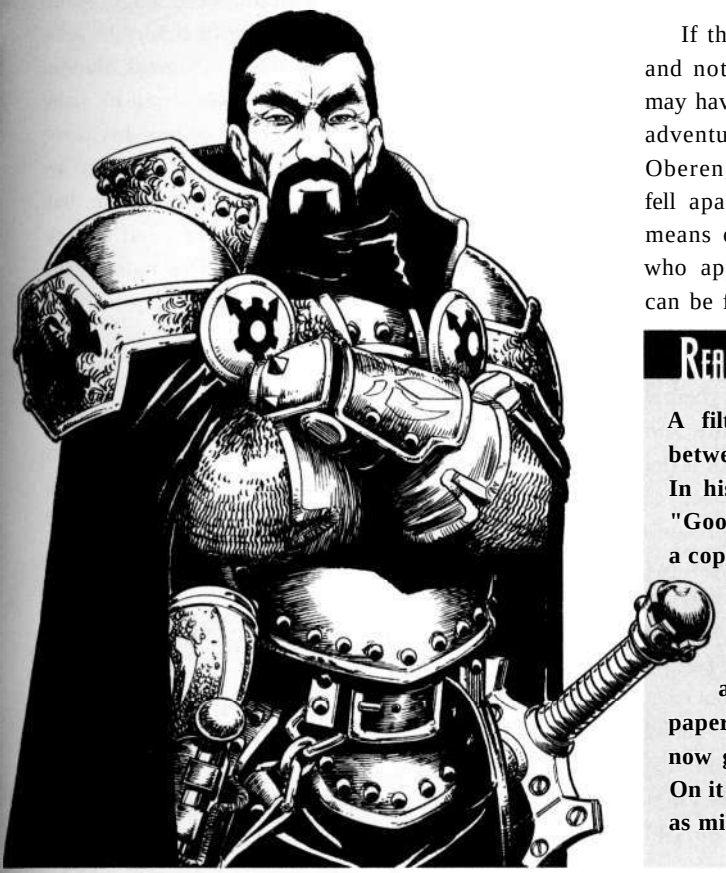
If for some reason the PCs have entirely alienated the prelate or are strongly opposed to working with the Church of Morrow, this task can come from a

different source—Watch Captain Julian Helstrom. The city's official resources are spread thin after the chaos of the Longest Night attack, and Captain Helstrom needs to hire some help to follow up on Alexia. Captain Helstrom and Father Dumas are good friends and peers in the community, so Helstrom can serve as a convenient intermediary to the PCs. They should hopefully already have an amiable relationship with him from his request for them to investigate Fort Ryker and assist in fighting the undead during TLN.

Captain Helstrom will come see the PCs personally, choosing an opportune moment to approach them in a tavern or a quiet side street.

Read Aloud

"A few minutes of your time, friends? I have a proposition for you. I was impressed with your resolve during the attack during the Longest Night. There's a matter of some importance that I need help attending to, but my men and I are going to be tied down here in the city. We're still dealing with the aftermath of the attack and subsequent looting. Are you interested in a few day's work at a good wage?"



Captain Helstrom will summarize the task at hand—similar to Father Dumas above but without as much focus on the spiritual omens or the nature of the religion of Cyriss. Regardless of the PCs' relationship with Dumas, Julian Helstrom respects the priest and trusts his divinations. If the dark sword in Alexia's hands poses a danger to Corvis, the captain wants to head it off. The captain has no other information about this semi-legendary temple of Cyriss, but he believes it is northeast of Corvis. Alexia needs to be prevented from reaching the temple, or failing that, whatever she is doing there needs to be stopped. The blade she bears must be returned to the Church of Morrow for proper handling.

For this task the city will pay each person in the party 100 gp per day with a minimum of 300 gp per person. Half is payable in advance. Captain Helstrom will also donate three vials of *Corben's Essential Elixir* to the party, which heals ld6+5 hit points when first consumed and 2d6 additional hit points 1 minute later (alchemical curatives can be found in the IKCG, pgs. 305-307). Even if the adventurers have already spoken with Father Dumas and agreed to help, Captain Helstrom should encounter them in town and offer payment and the elixirs to assist.

If the PCs are not interested in Helstrom's offer and not inclined to listen to Father Dumas, the GM may have to get more creative to involve them in the adventure. PCs can receive a message from Vahn Oberen, the wizard whose plot to steal the Witchfire fell apart in Part I of the Trilogy. This happens by means of a note delivered by a scruffy street urchin who appears at any convenient juncture. The note can be found in Appendix G.

Read Aloud

A filthy human child clad in rags squirms between some passers-by and approaches you. In his hand is a neatly folded piece of paper. "Good day, m'lords," the child says. "I was given a copper to see this safely to you." His dockside brogue is so thick you have a hard time understanding him, but the meaning is clear enough when he holds out the paper and extends his other hand for a tip. The paper is a thick, expensive slip of writing paper now grubby and damp from the child's grasp. On it is a note elegantly written with ink as black as midnight. The note reads:

My friends—

I understand you will soon be off in pursuit of the delightful lass Alexia. I wish you the best of luck in your endeavor. Should you recover the blade she wields, I would be most appreciative if you'd deliver it to me. I am the rightful owner, and I will be sure to reward your tactful handling of the situation quite handsomely.

If your task is successful, we'll speak again soon.

Best,

O.

FINDING THE TEMPLE

If the PCs have no previous exposure or knowledge about Cyriss, a Knowledge (religion) check (DC 12) reveals some basic facts about the faith as presented in Chapter One. A further Knowledge (religion) check (DC 18) will show that the PC has heard the legend of the specific hidden temple near Corvis, and a final Knowledge (religion) check (DC 22) will indicate that the brainy PC knows almost everything in the callout below save Alexia's plan. If the PCs do not have any luck with their rolls, they will need to do some quick investigation. Even if they ace their first rolls, they will still need help finding the temple.

Where can the PCs go to learn the location of this temple? There are a couple of possibilities. The extensive volumes of local history in Father Dumas' cathedral library may hold the key to the temple's nature and location, but it will require exceptional luck or a lot of searching through an overwhelming number of obscurely titled tomes and scrolls. Due to the prelate's inadequate staff, the documents in this library are not well organized; many are stacked in random piles and not returned to the shelves. The answer can be found here with a fortuitous Search check (DC 28). In case of failure, the tasks can be repeated any number of times, but each attempt takes one PC three hours. Therefore "taking 20" would require 60 hours! Each attempt after the first gains a cumulative +1 circumstance bonus to reflect how the search is narrowing. After a couple failures, the GM should encourage the PCs to ask around elsewhere.

There are various people in Corvis who may know the location of the semi-mythical temple. Good places to check include Corvis University, the Steam and Iron Workers Union, or even the Fraternal Order of Wizardry lodge. All of these organizations are likely to include at least a few secret worshipers of Cyriss, but they may not want to talk openly about their affiliation. At the GM's discretion and if the PCs include worshipers of the goddess, they could locate a small hidden shrine of Cyriss in Corvis itself where the more benevolent low ranking members of the cult meet.

Discretion in these enquiries is in order, for belonging to this religion does carry a small stigma. The GM can have a good time leading the PCs from person to person, with the less savory folks in the chain extorting a bit of coin for whatever mostly-useless facts they have. In the end, a Gather Information check (DC 24) is required to locate the information. The check can be repeated every hour of investigation while among the appropriate circles with a cumulative +1 circumstance bonus to the check each passing hour.

Ultimately the most direct answer is found with a ragged, homeless man who claims he used to be an adventurer and watchman. This hapless fellow-call him Madrin (male Morridane Ftr2/Rog2)—will demand to be paid in silver or gold before he tells the PCs what they need to know. Once paid, Madrin will claim to have visited the temple when its main doors opened thirteen years ago. When his party arrived at the temple, Madrin's nerve failed and he fled. His companions ostensibly continued on, but they never returned. Madrin has been out of luck and hitting the bottle ever since. The watch takes pity on him and gives him occasional help since he used to be one of their own.

At the end of their investigation, the PCs should have a spoken or written confirmation of the temple's location and about two days left to get there. If they found a reference in a book, they will have a rough map. Madrin will draw them a map if he is asked, but he will not volunteer it. The location of the temple can be described to the PCs as follows:

READ ALOUD

You have learned the Cyriss temple is 25 leagues from Corvis. Five leagues up the Black River you turn east into a nameless slime-choked bayou. This you follow another 20 leagues or so, stopping when you come to the second of two small lakes.

TEMPLE OF THE INCOMPLETE AXIOM - CYRISS

CYRISS—KNOWN AS THE MAIDEN OF GEARS, MISTRESS OF NUMBERS, AND THE CLOCKWORK GODDESS—Is A FAIRLY RECENT ADDITION TO THE LAND'S PANTHEON. HER WORSHIP BECAME KNOWN ONLY A FEW CENTURIES AGO AFTER THE GODDESS WAS DISCOVERED AMONG THE STARS BY ADEPT ALDOPHOUS AGHAMORE IN 283 AR. CYRISS IS A TRUE NEUTRAL GODDESS, AND ALIGNMENT IS NOT A MAJOR CONCERN FOR HER ETHOS. SHE HAS GOOD, EVIL, AND TRUE NEUTRAL WORSHIPPERS. HERS IS A SECRETIVE CULT, AND ARDENT WORSHIPPERS ARE HARD TO FIND ALTHOUGH ENGINEERS AND SCHOLARS OFTEN PAY HER CASUAL RESPECT.

THE SPECIFIC TEMPLE NEAR CORVIS HAS SEVERAL NAMES BUT IS MOST OFTEN REFERRED TO AS THE TEMPLE OF THE INCOMPLETE AXIOM. THE CULTISTS HERE ARE PREDOMINANTLY OF THE NEUTRAL EVIL VARIETY. THIS SECT BELIEVES NOT ONLY IN THE HOLINESS OF MACHINES BUT THAT LIVING BEINGS ARE INHERENTLY INFERIOR AND UNDESERVING OF PROTECTION. THE DEATH OF THE LIVING IS OF NO CONSEQUENCE TO THEM AND INDEED SOMETIMES NECESSARY FOR THEIR AGENDA. THE HIGHEST GOAL OF THESE CULTISTS IS ACTUALLY TO BECOME MACHINES. THIS TEMPLE IS A CRUCIAL PART OF A LARGER NETWORK. ONE OF THE MOST SIGNIFICANT STRUCTURES OF ITS TYPE IN CYGNAR, IT HAS BEEN SLOWLY BUILT, EXPANDED, AND REFINED OVER THE IAST 200 YEARS. ONLY THE LEADERS OF THE CULT KNOW THE NATURE OF THE FINAL "PERFECT" AXIOM THE TEMPLE STRIVES TO ACHIEVE. UNTIL THEN IT REMAINS "INCOMPLETE."

SINCE IT IS A GIANT MAGICAL AND MECHANIKAL ARTIFACT, THE TEMPLE HAS SOME UNUSUAL PROPERTIES. FIRSTLY THE TEMPLE'S INTERIOR SHIFTS ABOUT, MAKING IT DIFFICULT TO NAVIGATE FOR THE UNINITIATED. SECONDLY THE STRUCTURE OPERATES LIKE A KIND OF GIANT TIME-LOCK, ONLY OPENING ITS MAIN DOORS IN RESPONSE TO CELESTIAL ALIGNMENTS. THIS SPECIAL DAY, WHICH COMES ONLY ONCE EVERY THIRTEEN YEARS, IS CLOSE AT HAND. THE P C S WILL LEARN THIS AS THEY RESEARCH THE TEMPLE'S LOCATION. LASTLY THE TEMPLE'S MACHINERY REPUTEDLY CAN RESTORE THE DEAD TO LIFE—NOT A HOLLOW UNLIFE, BUT GENUINE RESURRECTION. IT APPEARS ALEXIA PLANS TO USE THE ARCANE ENGINES IN THE TEMPLE TO RESURRECT HER MOTHER.

From the southern shore of the lake, the temple is a one-league march through the swamp.

25 leagues is 75 miles. The average speed of a small steamboat is about six knots on the open river or three knots if navigating a narrower waterway. That makes for *roughly* two 12-hour days of travel assuming there are no incidents, but where's the fun in that?

Some details about the temple will remain unknown despite research undertaken by the PCs. Most importantly, there is another means of entering the building than waiting on its thirteen-year cycle. The opening of the doors was originally part of a ritual of initiation for the deeper mysteries of the cult whereby priests and skilled worshipers who had already proven their loyalty were brought into the temple of the Incomplete Axiom only at this special time every thirteen years. The ceremony has lapsed, but the opening of the doors is integral to the functioning of the temple and continues like clockwork.

The temple's priests and servants can come and go at other times as they wish via a smaller utility entrance set within the larger doors, which requires a special key or coded signal so it can be opened from within. Alexia began her research well before the PCs, discovered this obscure bit of information, and promptly destroyed mention of it in the only text she could find. Vahn Oberen discovered this first-hand by interrogating a priest of the temple in Corvis who was there on an errand for his cult. The wizard managed to acquire that priest's key and keep it for his own men to use. Vahn Oberen is a paranoid man of many schemes and will not give the key to the PCs even if he has recruited them to follow Alexia.

UNDER PRESSURE

IT IS IMPORTANT TO KEEP THE PRESSURE ON THE CHARACTERS AT THIS POINT. THEY WILL SOON LEARN THE ONLY KNOWN ENTRANCE TO THE TEMPLE IS ACCESSIBLE FOR ONE DAY EVERY THIRTEEN YEARS, AND THEY WILL NEED TO BE THERE ON TIME TO HAVE A CHANCE OF STOPPING ALEXIA. THE STARS ARE MOVING RELENTLESSLY INTO THE CORRECT CONFIGURATION, AND IN JUST A FEW SHORT DAYS THE TEMPLE'S GREAT DOORS WILL SWING OPEN. THE PARTY DOES NOT HAVE MUCH TIME TO FIND OUT WHERE IT IS AND TRAVEL THERE!

IF THE PCS OWN A BOAT

IF BY SOME FLUKE THE PARTY ALREADY HAS A BOAT AT THEIR DISPOSAL, THERE IS LITTLE THAT NEEDS TO BE CHANGED. THE BOAT WILL STILL BE DAMAGED LATER IN ACT I, BUT THE PCS WILL NOT HAVE TO DEAL WITH SURLY SQUINT & COMPANY. HOWEVER, IT IS POSSIBLE THAT THE PCS' BOAT WILL BE TOO BIG OR DEEP OF KEEL TO FIT IN THE BAYOU. THE GM SHOULD ARRANGE A CONVERSATION WITH A FRIENDLY (OR NOSY) SAILOR TO BRING THIS TO LIGHT BEFORE THE PCs DEPART. IF THEY INSIST ON HIRING THE WRONG KIND OF CRAFT, THEY MAY RUN AGROUND A SHORT WAY UP THE BAYOU. IN THIS CASE, A LOCAL SWAMP BOAT WILL HAVE TAILED THEM LIKE A VULTURE AND WILL OFFER ASSISTANCE—FOR A STEEP PRICE, OF COURSE.

HIRING A BOAT

Unless the party has a boat of their own, they are going to need to hire one. Luckily Corvis is a river town, and there are many possibilities. Most of the boats for hire are grungy and covered in river slime and soot-streaks. The crews are usually just as dirty as their craft, and they glower at the "fancy" strangers on the docks. Boat captains will be on board their craft 50% of the time. The rest of the time, they are getting soused in nearby dives such as "Bloody Bhill's" or "The Falling Star." There are many boats available for charter, so the owner-captains will definitely be willing to haggle; it is too easy to lose a charter deal to the competition. However, a captain will not be willing to take on a boatload of fools unless he is truly desperate for money, so the PCs better watch how they conduct themselves. If they are incompetent, rude, or overbearing, they will find prices going up on every boat around them. Word gets around the riverboat community very quickly.

The typical fee for hiring a small to mid-sized craft is 2 gp per day plus a fuel surcharge of 2-8 sp per day. Depending on how well the characters negotiate, they may get the daily rate as low as 1 gp/day or as high as 4 gp/day. The maximum possible fuel surcharge is set by the Corvis Port Authority and is determined by rolling 2d4 every week. It hinges on the price of coal.

Let the PCs wander the docks for a bit talking with various boat-owners and grungy sailors. Make them deal with a few boats before they find one that seems to fit their needs. If the players are itching for a little action, oblige them. The docks are a tough part of town, and fights break out all the time. A scuffle can even serve to introduce the PCs to the captain they will come to hire.

Any local sailor will know of the nameless bayou mentioned in the directions. It is unremarkable, has not been carefully explored, and nothing of value is thought to lie upon it. Everyone to whom the PCs talk will probably think them daft for wanting to travel the length of it, but "a fool's gold still spends" as they say in Corvis. Because the bayou is uncharted, sailing can only be done during daylight hours when the crew can be on the lookout for obstacles. Travel at night will be dangerous, and no captain will risk it unless there is a greater danger at hand.

THE BOATS OF CORVIS

Here are a few examples of the kind of boats and crews the PCs may encounter as they try to charter a ship.

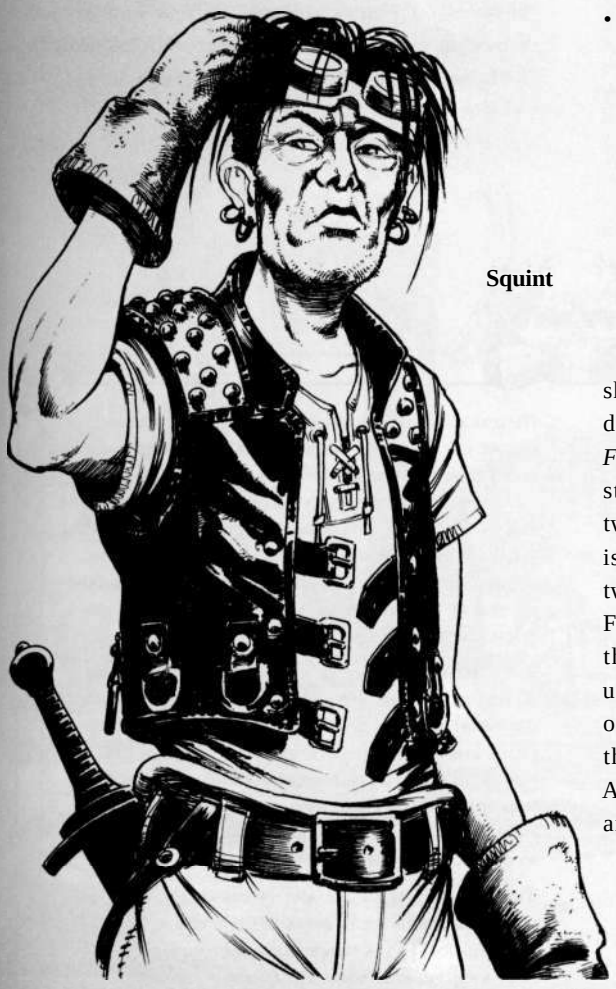
- *Dame Ebise:* This is a dandy-looking, clean white ship about 30 feet in length. The gleaming hull and chromed smokestack sticks out among the dirtier working ships. Upon further inspection the human captain and crew will be seen as clueless dilettantes; the average dwarf knows more about seamanship than these fools. Some wag has pinned a sign reading "SINK ME" on the stern.

DID ALEXIA TAKE A BOAT?

IF THE PCS ASK AROUND AFTER ALEXIA, THEY WILL BE UNABLE TO LEARN OF SOMEONE LIKE HER HIRING A BOAT OR TRAVELING TO THE SAME AREA. ALEXIA DID NOT HIRE A BOAT; SHE CHARMED A SMALL BOAT'S CREW INTO DOING HER BIDDING. THE PRINCIPIA AND HER CREW OF THREE ARE A DAY AHEAD OF THE PARTY TRAPPED IN A BIZARRE NIGHTMARE SAILING UPRIVER WITH A SHIP FULL OF ZOMBIES. IF THE PCs INVESTIGATE ALEXIA'S MODE OF TRAVEL, A GATHER INFORMATION CHECK (DC 20) WILL TELL THEM A BOAT NAMED PRINCIPIA SEEMS TO BE MISSING, HAVING FAILED TO MAKE A PASSENGER PICKUP THIS MORNING. SHE IS A SMALL STEAM CRAFT NO MORE THAN 25 FEET LONG AND HAS A CREW OF FOUR HUMANS.

THE INQUISITORS HAVE TAKEN TO THE WATER AS WELL. UNDER OBEREN'S INSTRUCTIONS, A PRIVATE CRAFT LEFT CORVIS BEFORE ALEXIA HOPING TO LIE IN WAIT FOR HER AT THE TEMPLE. AS CORVIS IS SUCH A BUSY PORT, THE SHIP WAS ABLE TO SLIP AWAY WITHOUT ATTRACTING ANY ATTENTION.

- *Otter III:* This beat-up 25-foot craft will not be going anywhere soon. All the hatches are open, and no less than seven Thurians are working on the steam plant and helm control. As the PCs watch, a small fire breaks out below decks.
- *Old Stonesides:* "Old Stony" is a large craft of 50 feet is crewed by six dwarves. The crew decided to spend some time in Corvis on "cushy" charter duty before steaming back to Rhul where they normally work a lake trade route. If anyone converses with them about the oddity of a dwarven sailor, they will become quite offended and point out that dwarves are capable of much besides stonework. The dwarves of Rhul boast the largest inland sea in western Immoren—Lake Armsdeep—where many fine sailors cut their teeth. If they are not careful, the PCs will learn more than they may have liked about dwarven seamanship.
- *HMSV King Leto Raelthorne:* The *King Leto Raelthorne* is a 60-foot-long wooden warship. Four cannon are mounted on each flank, and a number of Cygnaran Nary sailors are working on deck. She is steam powered, but an emergency mast is lashed to the deck. A guard (male Midlunder, Ftr1) stands at attention by the gangway.
- *Comet:* This is a 40-foot wooden steamship. The *Comet* is in good repair, and a crew of three is busy making her ready for a trip. Her captain, a Caspian named Edden, cannot take the PCs' business at the moment, but if he is favorably impressed with the PCs (or their apparent wealth) he will refer them to his friend Squint. Squint's ship *Fortune* is berthed nearby.



Squint

So WHAT'S A "KNOT" ANYWAY?

A "KNOT" IS A NAUTICAL MILE, OR 6,076 FEET (1,852M). IT IS A STRANGE UNIT OF MEASURE TO LANDLUBBERS, BUT IT MAKES PERFECT SENSE TO SAILORS. IF THE WORLD OF CAEN'S CIRCUMFERENCE WERE DIVIDED INTO 360 SEGMENTS, AND EACH ONE-DEGREE PORTION WAS THEN SUBDIVIDED INTO 60 "MINUTES," EACH MINUTE OF ARC WOULD BE 6,076 FEET—ONE NAUTICAL MILE. FOR REASONS KNOWN ONLY TO SAILORS, USING THIS AS A UNIT OF DISTANCE MAKES NAVIGATING WITH A SEXTANT MUCH EASIER. SINCE A KNOT IS ONLY ABOUT 15% LONGER THAN A MILE, IAZY GMS CAN FUDGE THINGS A BIT AND USE KNOTS AND MILES INTERCHANGEABLY FOR SHORT TRIPS.

INTRODUCING THE GOOD SHIP *FORTUNE*

Although the GM is free to invent any sort of ship and crew for the party's needs, here is provided detailed information on one suitable choice. The *Fortune* is an old but sturdy single-boiler general-use steamship. She is 50 feet long and is propelled by two outboard paddlewheels. Her captain and owner is a rough Morridane named Squint (Rog3). Squint's two deckhands are brothers Killian (Midlunder Ftr3) and Anouar (Midlunder Ftr2). Rounding out the crew is Leto (Midlunder Com1), a slow-witted urchin of ten summers who frequently stows away on Squint's boat. Leto is not an official member of the crew, but they have learned to tolerate him. See Appendix B for all the details on the *Fortune's* crew and Appendix G for deck plans.

STEAMING FOR THE TEMPLE

Once the party has secured transportation, they can make their way to the Temple of the Incomplete Axiom. This act of the adventure consists of a number of encounters during the river voyage. Some occur at fixed times, but the GM can move others around as desired or even produce new encounters. The temple will not be "unlocked" for about two days at this point, but there is no time for lengthy side-adventures if they want to stop Alexia.

The GM can read or paraphrase this to set the scene:

Read Aloud

With a hiss of steam and a clank of gears below your feet, *Fortune's* paddlewheels begin to churn the scummy dockside water. You begin to move slowly into the harbor and join the throng of other vessels—sail-driven pleasure craft, flat-hulled cargo transports and even an ironclad Cygnaran warship. Turning upriver, Squint calls for full power from the engine, and the *Fortune* begins to fight her way against the sluggish current of the Black River. "We'll reach the inlet in about five hours," Squint says, yelling over the sound of the engine. "If we're lucky we'll be able to keep a speed of three knots or more once we've made the turn."

After about four and a half hours, Squint slows the craft and approaches the eastern riverbank. Everyone is called on to look for the entrance to the bayou. Moments later Killian whistles and points.

Read Aloud

Ahead you can see the entrance to a narrow, weed-choked tributary. Moss-shrouded trees lean over the banks, and clouds of insects play across the water's surface.

"Blow the firebox down to one third, lads," says Squint. "And look sharp, everyone on deck. Anyone who gets knocked into the drink by those willow-branches is swimming home." Squint slows the *Fortune* even further and starts to bring her about. "My dear passengers, we are about to leave Cygnar and cross over into the badlands. Travel long enough eastward and we'd even reach the Bloodstone Marches. Neither King's men nor city watch will come to our aid if something goes wrong out here. I hope you know what you're doing." Killian and Anouar move up to the bow and begin taking soundings with long poles as the *Fortune* creeps along.

THE *FORTUNE*

LENGTH: 50 FT. BEAM: 29 FEET ACROSS THE PADDLEWHEELS

DRAFT: 4-6 FEET DEPENDING ON LOAD

PROPULSION: 1-BOILER STEAM PLANT, TWIN PADDLEWHEELS

SPEED: CRUISE 6 KNOTS, MAX 8 KNOTS, 2 KNOTS IN REVERSE

RANGE: 800 KNOTS AT CRUISE, OR 500 KNOTS AT TOP SPEED

STOPPING DISTANCE: 1 BOAT LENGTH PER 2 KNOTS OF SPEED

TURNING RADIUS: THE *FORTUNE* CAN TEMPORARILY REVERSE THE DIRECTION OF ONE PADDLEWHEEL AND PIVOT AT LOW SPEED. IT TAKES ONE MINUTE TO MAKE THE GEARING CHANGE, ONE MINUTE TO REVERSE DIRECTION, AND ONE MINUTE TO RE-RIG FOR FORWARD MOTION.

THE *FORTUNE'S* HULL IS MADE OF THICK IRON-BANDED WOOD AND HAS A HARDNESS OF 8. THE HULL HAS 200 HP. AS THE HULL IS DAMAGED, THE ***FORTUNE'S*** SPEED IS REDUCED IN PROPORTION AS SHE LOSES HER HYDRODYNAMIC SHAPE AND TAKES ON WATER. IN OTHER WORDS, AFTER 100 POINTS OF DAMAGE SHE IS LIMPING ALONG AT HALF SPEED. AS LONG AS THE *FORTUNE'S* ENGINE IS WORKING, PUMPS WILL AUTOMATICALLY REMOVE ANY WATER SHE TAKES ON, BUT THE PUMPS CANNOT KEEP UP ONCE SHE LEAKS FROM 100 HP OF DAMAGE. AFTER 100 HP OF DAMAGE IS DONE TO THE HULL, THE ***FORTUNE*** WILL SINK IN ONE HOUR, OR A MERE 15 MINUTES IF THE PUMPS ARE DOWN. SHE WILL SINK FASTER IF MORE DAMAGE IS DONE, GOING UNDER INSTANTLY AT 200 HP OF DAMAGE OR IN 30 MINUTES AT 150 HP OF DAMAGE, ASSUMING THE ENGINE AND PUMPS ARE STILL RUNNING.

IF THE FIREBOX AND BOILER ARE COLD, IT TAKES THE SHIP 30 MINUTES TO GENERATE ENOUGH STEAM PRESSURE TO GET UNDERWAY. SPEED IS REDUCED TO HALF UNTIL ONE HOUR HAS PASSED WHEN THE SHIP CAN CRUISE AT NORMAL SPEEDS. THE FIREBOX MUST BE REFUELED EVERY HOUR OR SPEED FALLS TO HALF, AND AN HOUR LATER THE FIREBOX GOES OUT AND THE ENGINE STOPS. IF THE ENGINE RUNS AT REDUCED EFFICIENCY, SO DO THE PUMPS MENTIONED ABOVE.

THE SHIP'S STEAM ENGINE AND PADDLEWHEELS ARE VERY LOUD. IT IS IMPOSSIBLE TO SNEAK UP ON ANYTHING WHILE IN THE BOAT, AND LISTEN CHECKS MADE ONBOARD WILL SUFFER FROM A -10 MODIFIER WHILE THE ENGINE IS RUNNING.

THE BAYOU

Once the Fortune has turned into the bayou, read the following to the players to set the scene:

READ ALOUD

The bayou has a narrow, shallow inlet, and Squint has to creep along to make sure the *Fortune* does not run aground. After a few hundred feet the waterway widens and deepens, and Squint increases speed to about three knots. The bayou has almost no current, and the water is covered with patches of algae, duckweed, and wood debris. Swarms of biting flies and mosquitoes come and go, and frog and birdcalls can be heard all about. Swirls of mist dance across the water, and periodically the boat will pass through a thicker patch of fog.

In most places the bayou is about 60 feet across. It occasionally widens to 80 feet or more or narrows to about 40 feet. A number of small lakes dot its length as well. Squint keeps the *Fortune* right in the middle of the waterway, away from the occasional rocks and trees protruding from the water near the muddy banks. Killian spends most of his time on top of the wheelhouse looking ahead for obstacles while his brother Anouar tends to the fuel and engine. Occasionally Killian will call for an all-stop so he can take a sounding with his pole. It is a tedious way to travel and a far cry from plying the comparatively friendly Black River.

BAYOU ENCOUNTERS

THE WIDOWER'S WOOD ENCOUNTER TABLE IN CHAPTER ONE (PG.26) CAN BE USED WHILE THE PCS TRAVEL OVERLAND. CHARACTERS SPENDING TIME IN THE WATER ALSO HAVE A CHANCE OF MEETING SOMETHING NASTY. FOR EVERY 30 MINUTES SPENT IN THE WATER, THERE IS A 20% CHANCE OF AN ENCOUNTER. ROLL 1D6:

1	SWAMP SQUID
2-3	CROCODILE
4-5	CANE LEECH
6	GREAT OYSTER

IF THE PARTY MEETS A LOT OF NASTIES, SQUINT CAN START TO RAISE HIS PRICES.



ENCOUNTER: SWAMPIE OUTPOST

Timing: This should be the first encounter.

Purpose: To set the scene and provide some evidence of Alexia's passage. If night is falling, this is a good place for the PCs to stop. Remember, Squint will not sail after dark.

READ ALOUD

In the mists ahead you can dimly make out a boxy silhouette on the northern riverbank. As you approach you see that it is a small wooden building set out over the water on slimy stilts. Squint slows the ship and calls out, "We'll stop here for a minute. My lads need to pick up some grog. It's also a good idea to check in with the locals, see if there's anything afoot." Lamplight shines from grimy windows, and you can see movement inside. Two small boats are tied up outside. Painted on the side of the building is "Krim: population ~~13~~ 12"

The building is about 10 feet by 20 feet with the long axis parallel to the water's edge. A five-foot wide ledge runs around its perimeter. There is no railing though there are a few posts for tying down boats. The structure has two windows on each long side and one on each short side. The door is on the riverbank side in the middle of the wall. A rickety wooden gangway stretches 10 feet from the platform to the shore though mist obscures what lies down that path. As the PCs approach, two swamp-folk will walk out onto the ledge. They do not speak unless spoken to, but if someone throws them a line they will help to secure the ship. The water here is just barely deep enough to accommodate the *Fortune.*

On shore and in the mists are a few buildings that make up a small swampie village. There are three homes (each with large gardens), a blacksmith, and a communal stable for the four mules and two cows the swampies own. The building suspended over the river is what passes for the village's community center—a bar, meeting place, and storage facility. Swampies living in the area but not in the village use the water to travel into "town." If the PCs want to check out the swampies, Squint and his crew will stay on board the ship.

Inside the swampie bar are six men drinking moonshine. One of them is a very old man named Tharen (male Morridane Com7); he is the unofficial leader of the local community. The other men, who are hunters and farmers, are named Ibaeric, Glaud, Edydus, Sevag, and Cadieth. Another four men and women will come and go for the duration of the party's stay. Besides Tharen, each swampie is a Morridane commoner with ld4 levels.

If the players converse with the swampies, here are some of the things they can learn:

- A much smaller steamship passed this way a day ago. Some locals hailed her, but her crew of four just waved and kept going.
- A beautiful raven-haired lass was also seen on the deck of the boat.
- Besides yesterday's steamship, no city folk have passed this point in years. (The swampies did not see the ship full of Oberen's men who were able to sneak by.)

SWAMPIES

THE PEOPLE WHO LIVE IN THE SWAMPLANDS OUTSIDE CORVIS ARE SIMPLE FOLK OF MORRIDANE ANCESTRY. THEY MAKE THEIR LIVING BY FARMING, HUNTING, AND TRAPPING. CITY FOLK LOOK DOWN ON THEM BECAUSE THEY ARE UNSOPHISTICATED AND IGNORANT, BUT THEY ARE NOT STUPID. THEY ARE ALSO NOT EVIL OR CHAOTIC; THEY HAVE THEIR OWN MORAL CODE EVEN THOUGH THEY LIVE FAR AWAY FROM THE LAWS OF CYGNAR. FEW TAX COLLECTORS HAVE BOTHERED TO FORCE THEM TO PAY THEIR OBLIGATIONS TO THE CROWN. THEY WILL TREAT VISITORS WELL, THOUGH IF THEY ARE WRONGED THEY WILL NEVER FORGET. THESE PARTICULAR FOLK ARE A LITTLE UNSETTLED ABOUT THE EVENTS SURROUNDING ALEXIA'S PASSAGE, SO THEY WILL NOT OPEN UP TO STRANGERS RIGHT AWAY.

SWAMPIE FOOD & DRINK

THE SWAMP FOLK DO HAVE SOME HOSPITALITY TO OFFER THE PCs. IN RETURN FOR A GOOD TALE, HEALING MAGIC, OR OTHER ASSISTANCE, THEY WILL PROVIDE FREE CHOW AND DRINKS. THE MENU CONSISTS OF THE FOLLOWING:

CHOW: SQUIRREL ROASTED OR DEEP-FRIED IN BOAR FAT; WATERCRESS AND MINT GREENS; CANDIED GRUBS (A LOCAL DELICACY'!)

DRINKS: MOONSHINE MADE FROM SWEET POTATOES OR TEA MADE FROM LICHEN AND SWEETENED WITH HONEY FOR THOSE WHO CANNOT HANDLE THE 'SHINE (WHICH COULD PROBABLY BE USED TO CLEAN THE FRESH-WATER BARNACLES OFF SQUINT'S SHIP).

- After the steamship passed by, Sevag noticed that the village's tiny boneyard was disturbed. All five graves were dug up! Any PC investigating the soft ground can see five sets of prints leading upriver if they make a Search check (DC 10).
- This morning the two local cows gave sour, bitter milk.
- There are perhaps a score of people living in this area, but no one lives farther than five leagues up the bayou from this point.
- There are a few swamp gobber tribes in this area, but they mostly keep to themselves.
- Some mad hermits claim there are fearsome gatormen living farther up the bayou, but no one credible has ever seen them.

Tharen will also warn the PCs about swamp shamblers—a type of undead known in this part of the world. He has a talisman for sale for 100 gp, which he guarantees will keep them at bay. The talisman is a smelly bundle of hair, bone, animal hide, and glittering quartz, and it does not register as magical. Despite its appearance it is partially effective at repelling shamblers. Specimens that can see it must make a Will save (DC 12) to come within 50 feet.

After a while Killian will enter the bar to secure some hooch for the long trip ahead. He will have a few tastes before heading back to the ship, and if the GM desires he can become quarrelsome and combative with the locals. If the PCs want any more information, they will need to shut Killian up before he wears out their welcome!

If night is falling when the PCs visit the swampies, the locals will invite them to sleep in the bar as long as the party has behaved themselves. They will be perfectly safe if they do so. Whatever the PCs decide, Squint and his crew will stay on the ship.

ENCOUNTER: NIGHT ATTACK!

Timing: This encounter can happen any time the boat has stopped for the night as long as it is not at the swampie village.

Purpose: To spill some blood!

This is an extremely simple encounter. Six to eight swamp shamblers (Appendix A) will attempt to board the *Fortune and* slay everyone—assuming the characters are sleeping on board, which would be the smart thing to do! The shamblers will approach the boat from all sides. If the gangway is down, two shamblers will walk up it, and the rest will move through the water and crawl up the hull.

Any shamblers failing their Will save against the talisman, once it is visible to them, will flee to 50 feet away and even fall over the side of the boat. They will stand on the riverbank pacing around and glaring balefully at the ship and crew. There they will be easy pickings for ranged attacks, but they will retreat into the dark and mist if they take 1/2 damage.

ENCOUNTER: AN OBSTACLE

Timing: This encounter can happen any time after the Swampie Outpost.

Purpose: To provide an obstacle and combat.

READ ALOUD

As you push on deeper into the swamp, the waterway begins to narrow. Within a few minutes the bayou has constricted to no more than 40 feet across, and Squint is forced to reduce his speed to a crawl. "Getting mighty shallow here, Cap'n,"





says Killian, taking soundings at the bow. "We've no more than a foot to spare." With every boat-length you travel the fog seems to thicken. The twisted black trees on either bank grow thicker, and their moss-draped branches reach overhead. The sun is reduced to a faintly glowing sphere, and gloom setdes over the scene.

Suddenly a dark shape looms ahead in the fog. "All stop!" cries Anouar from his perch atop the wheelhouse. Squint curses and throws the gearshift into reverse. The *Fortune* slows and her paddlewheels churn the green water, but her momentum continues to carry her forward. The shape ahead becomes clearer as you approach. It seems as if a tree has fallen across the waterway. With a heavy thump the *Fortune* noses into the log and comes to a stop. "Killian! Bring the steam down. Anouar, get below and check the hull," growls Squint. "And you—if you folks want to travel onwards you had best find a way to shift that log."

The tree has fallen from the northward bank of the bayou, and it reaches all the way across the water at an angle of about thirty degrees. The top of the tree is caught in the branches of other trees on the far side of the river, so it is not floating. The tree is about 30 feet tall and averages about one foot in diameter. It weighs about 800 lbs. The impact with the tree did no significant damage to the ship, but Squint is still mightily displeased.

The bow of the Fortune is only a few inches from the tree trunk. To the left the trunk slopes down to the riverbank. To the right it slopes up into the branches of the trees on the opposite riverbank. Anyone can climb from the bow of the ship to the log and walk to the riverbank, but it takes a Balance check (DC 15) to avoid falling into the water. If anyone heads to shore and examines the tree, they can easily see the tree did not fall down naturally. It was cut, and from the amount of sticky sap on the wound it was done fairly recently. A Survival check (DC 12) reveals that the tree was felled within the past 24 hours. An additional Survival check (DC 16) reveals that the tree was knocked down a mere 10 hours ago. A Search check (DC 10) locates tracks in the soft earth around the tree trunk—all over the northern bank, in fact. The small bare feet with big toenails are a sure sign of swamp gobbers.

To clear the obstacle, the PCs need either to lift it out of the way (difficult considering its weight) or cut it into several pieces that can be pushed aside. Squint will not abide any fiery solutions including blasting the tree trunk with magic or firearms—it is too close to his ship. The characters will probably need to chop the log into pieces to move it out of the way. It has a hardness of 5 and 120 hp. Chopping the log in half is not enough to clear the path; it must be cut into thirds and maneuvered out of the ship's way.

While the PCs work, the swamp gobbers that chopped the tree down are creeping up on them. They are a secluded, somewhat more aggressive tribe than those found closer to Corvis, and they have had a particularly difficult year. These gobbers were astonished to see a ship heading by yesterday (the inquisitors), and when Alexia's ship passed by shortly after they figured they should take advantage of this veritable parade of watercraft by setting an ambush. They also realized that the ships would almost certainly turn around and come back eventually, so they cut down a tree and have been staking out this spot. Once the PCs begin to work, the gobbers will begin to produce an artificial fog from their alchemical bellows to provide cover for their impending attack. A Craft (alchemy) check (DC 16) alerts a PC to the subtle odor of the gobber's fog machine.

When the artificial fog is nice and thick (providing concealment to anything beyond 10 feet) the gobbers will begin to barrage the PCs with darts. After a few volleys they will charge in with hand weapons. They will be jumping from the trees, climbing up the hull, and running along the fallen tree, if it has not yet been cleared. Their goal is to steal as much as they can off the boat and retreat into the swamp; they are not out for blood, and they will retreat if their losses are high. In the mob will be 16 gobbers plus the chieftain (see Appendix A). Add four extra gobbers for each party member above four. These gobbers are intent on their ambush and will attack without warning, but if the party works hard to communicate with them, they might be persuaded to stop fighting, particularly if the PCs include a gobber in their number. None of them speak Cygnaran, but someone versed in the gobberish dialect of Molgur can communicate with them.

ENCOUNTER: THE TWO TOWERS*

Timing: This encounter can happen any time after the Swampie Outpost.

Purpose: To provide an obstacle set by Alexia.

***** No, not *those* two towers. Wrong trilogy.

Read Aloud

You continue to steam up the bayou. Over the last league or so the mists have cleared, the trees have thinned, and the sun has come out. Under other circumstances this could even be a pleasant trip. Even Squint seems to be in a good mood—a rarity indeed!

As you round a bend, two squat stone towers come into view about 100 yards ahead. They are set on either side of the waterway, and an iron gate stretches across the 60 feet between them.

The two 20-foot tall towers are the remnants of an old abandoned Cygnaran army outpost. The kingdom's symbol, a regal swan called a cygnus, can be faintly made out on the weathered stone once the PCs are within 20 feet of the walls. The towers have two levels; the layout is identical though the contents are slightly different. The gate stretching across the river was closed by Alexia to delay anyone who might have come after her. Its bars are thick iron and set too closely together to pass a human-sized character. The gate reaches 10 feet below the water's surface, and the bottom of the waterway is 10 feet below that.

The ground floor of the northern tower has recently been occupied by a swarm of razorbats. If any character approaches within 10 feet, the bats will swarm out of the structure and attack. There should be about two razorbats per party member. (See Appendix A.)

The gate is secured in two ways.

- A thick 10-foot-long chain and a fat high-quality lock are wrapped around the center of the gate where its two halves meet. The chain and lock have slipped down the bars and now lie 10 feet under water resting on the gate's bottom bar. The DC to pick the lock is 30. It has a hardness of 8 and 50 hp. The lock cannot be seen from the surface because of the green, cloudy water. The chain and lock were "donated" by the crew Alexia charmed into doing her bidding.
- The gate itself is operated by a mechanism in each tower. Each half of the gate will need to be opened before the ship can pass. The gate control is an iron hand crank on the second level of each tower. It will require a Str check to open the door (DC 34). The task is much easier if the lock has been removed first (DC 22). Two PCs can operate the crank at once.

North Tower: Ground Floor

Read Aloud

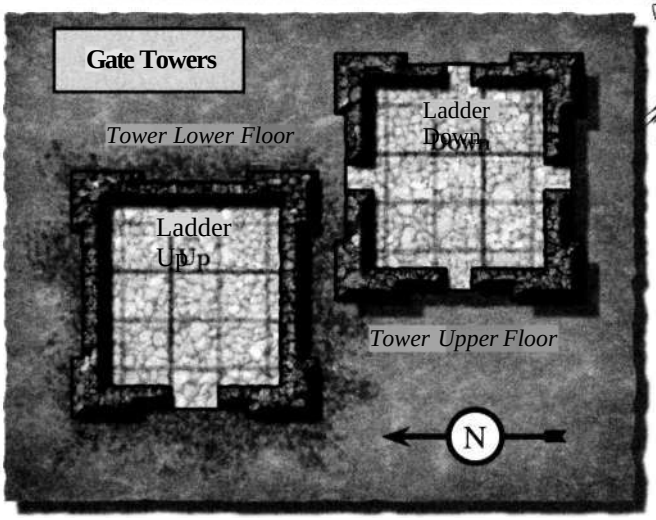
A few fragments of wood and iron are the only signs that this tower ever had a door. As you step inside, you are nearly overcome by a terrible smell. A few inches of smelly, slippery guano covers the floor. A strange spherical object hangs from the center of the ceiling, and rusty iron rungs set into the back wall lead to the upper level.

A Search (DC 12) or Track/Survival check (DC 10) reveals that a human-sized individual recently walked through the soft, sticky bat guano to and from the ladder on the far wall. The spheroid dangling from the ceiling looks like a hanging bird's nest, but it is actually a razorbat nursery. Inside are two baby bats, each no more than eight inches long. Though young, the bats are ill tempered, and they will nip anyone who handles them with a 50% chance of drawing blood on the first occasion (though no real damage will be done). If the babies are kept warm and fed fresh meat four times a day, they will survive and can perhaps be sold in Corvis for 150 gp each. Ambitious PCs with Handle Animal skill can attempt to raise and train them at standard difficulty for a wild animal. There is nothing else of value in this room.

North Tower: Upper Floor

Read Aloud

You climb out of the worst of the bat-stench and see a large crank and gear train in the center of the stone floor. Four windows provide a narrow view of the outside world. There appears to be nothing else of interest here.



The crank in this room will open the north half of the gate.

South Tower: Ground Floor

Read Aloud

No door stands in your way, and within the tower there is nothing but dust and dead leaves. A series of iron rungs mounted into the stone wall opposite you lead upwards.

A Search (DC 16) or Track/Survival check (DC 14) shows that several human-sized figures have been in this chamber recently. A Search check (DC 20) will let the PCs see a few drops of dried blood on the iron rungs on the back wall. Lastly with a successful Listen check (DC 15), an attentive PC hears the sound of shuffling footsteps from upstairs. There is nothing of value here.

South Tower: Upper Floor

Read Aloud

As you reach the top of the ladder, a wild-eyed human approaches you from behind a large gear and crank-set and slashes at you with a rapier!

This poor fellow was one of the crewmembers on the boat Alexia hijacked. He proved difficult to charm, so he was done away with, re-animated, and left here to harass any pursuers. He has a strange glyph written on his forehead apparently in his own blood—this is the control symbol that brought him to unlife. Another risen lurks in this room armed with a crude club.

The risen's blade is poisoned with a concoction Alexia made from the local flora. The poison is black and tarry and has been applied liberally to the undead's rapier. Upon injury, the victim must make a Fort save (DC 16) to avoid 1d6 temporary Str damage. One minute later, another save of the same type needs to be made. The blade has enough poison on it for two attacks. If the thrall is destroyed before the poison is used up, the unused portion can be saved and used by the PCs or sold for 700 gp per dose. See the risen stats in Appendix A.

The crank in this room will open the south half of the gate.

ENCOUNTER: THE SHIPWRECK

Timing: This should be the second to the last encounter on the bayou. The temple is only a few miles from this point.

Purpose: Let the PCs know that there is a third party with some interest in Alexia and the temple.

Read Aloud

Here the waterway widens into a large pond perhaps 120 feet across in its longest dimension. To the north is the wreck of a small steam craft. Its stern is totally submerged, and the bow points upwards at a steep angle. An iridescent oil slick surrounds the wreck lying about 10 feet from the shore.

This nameless ship belongs to a small group of inquisitors—men loyal to Vahn Oberen and the deposed, exiled ex-King Raelthorne. Oberen sent these men upriver so he would not have to rely entirely on the PCs to foil Alexia, but the inquisitors ran afoul of the gatormen who live in the area. Their boat was damaged in the attack, and the inquisitors abandoned ship and fought their way through the gatormen to the nearby temple. Like Alexia, the inquisitors know how to open the temple's secondary entrance, so they will not be stuck waiting for the time lock like the PCs.

The ship's coal hopper and engine are at the completely submerged stern. The engine may be worth salvaging, but it would be 12 hours of hard work to remove it from its watery resting place. If this were done, 1,000 gp of parts could be retrieved and resold.

The wreck will be filled with evidence of a battle and of the existence of the mythical gatormen, but the PCs are in no immediate danger while they explore it. Within the wreck they will find the following:

- Gashes and claw marks on many wooden surfaces.
- Blood stains, splashes, and drips.
- A hole about 12 inches across below the waterline at the boat's stern. The hole has fairly clean edges and looks neatly punched from the outside.
- With a Spot check (DC 12), a scaly green-clawed hand is found on the boat's tilted deck. It looks to have been cleanly severed. It is not a gobber's

hand but seems to be from a large humanoid creature. A Knowledge (nature) or Creature Lore check (DC 18) identifies it as belonging to the mysterious gatormen.

On the upper deck toward the bow of the ship, a locked chest is fastened down. Inside is a box of military rifle ammunition. There are a dozen charges, each worth 10-12 gp. The rifle was stolen by the gatormen, and Oberen's men, pressed for time, left the locked ammo box behind when they fled the wreck. The box has a decent lock but can be opened with an Open Lock check (DC 25), but the chest is also protected by a needle trap

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +8 ranged (1, plus ld4 Con/ld4 Con, DC 12 Fort save poison damage); Search DC 20; Disable Device DC 20. Market Price: 1000 gp.

ENCOUNTER: THE GATORMAN AMBUSH

Timing: This should be the last encounter before the PCs reach the temple.

Purpose: During this encounter a gatorman trap will damage the PCs' boat. The adventurers will then need to defeat the gatorman village in combat or negotiate a safe-passage deal.

About two miles after leaving the shipwreck encounter, the PCs will sail into a gatorman trap. The hastily constructed trap is a huge log suspended over the river on crude ropes. The gatormen have pulled the log up into the trees on the south bank, and they will release it when the ship moves by. It takes a Search check (DC 22) to notice the trap, but as the PCs already learned, a boat does not stop on a silver piece. There is no way to halt in time even if they see the trap.

Read Aloud

Leaving the mysterious wreck behind, you steam onwards. The bayou remains constant at about 40 feet wide. According to your research the temple of Cyriss should now be very close indeed. There should be another small lake within a league of here, and it is a short hike from there to your destination. The miles pass by uneventfully.

The log trap ahead is manned by four gatorman adults and three juveniles (more if the party is especially powerful or capable). Even if some are felled by ranged attacks, it only takes one to slash the rope holding the log, which will strike the side of the boat and wreck the port paddlewheel. The gatormen will then attack the boat. If anyone spots the trap, the gatormen will still be able to set it into motion, but the PCs will not be caught flat-footed when combat begins. In this case, paraphrase the next spoken passage. If no one spots the trap, read the following unpleasant surprise to the players:

NOBODY EXPECTS THE CYGNARAN INQUISITION!

THE NOW-DEPOSED KING VINTER RAELTHORNE IV BUILT THE INQUISITION TO BE HIS SECRET POLICE AND ENFORCE HIS WILL THROUGH TERROR TACTICS. FOR THE YEARS OF HIS RULE THEY WERE HIS MOST FEARED ENFORCERS, AND THANKS TO THEM MANY DISSIDENTS VANISHED FROM THEIR HOMES IN THE DEAD OF NIGHT. VINTER RAELTHORNE ALSO USED THE INQUISITION TO CRACK DOWN ON SORCERY, WHICH HE CONSIDERED TO BE A THREAT TO HIS RULE. WIZARDRY, BEING A MORE FORMALIZED FIELD, WAS SUSCEPTIBLE TO INFILTRATION AND CONTROL BY RAELTHORNE'S FORCES. THE CLERGY WAS ALSO FAIRLY EASY TO KEEP UNDERFOOT. SORCERY, ON THE OTHER HAND, ALLOWED ANY RANDOM PIG FARMER WITH TALENT TO GAIN POTENT MAGICAL ABILITIES. THIS WAS UNACCEPTABLE, AND MANY BUDDING SORCERERS LOST THEIR LIVES UNDER VLNTER RAELTHORNE'S RULE. IN MANY CASES THE HUNTING OF SORCERERS WAS JUST A RUSE UNDER WHICH HIS AGENTS COULD INCARCERATE AND EXECUTE ANYONE KING VINTER DEEMED AS A POTENTIAL THREAT.

WHEN VINTER WAS OUSTED BY HIS YOUNGER BROTHER LETO IN 594 AR, THE INQUISITION WAS DISBANDED, AND THE PERSECUTION OF SORCERERS CAME TO AN END. HOWEVER, THE LEADER OF THE INQUISITION, DEXER SIRAC, WAS NEVER BROUGHT TO JUSTICE. NOW NAMED VAHN OBEREN, HE AND THE HANDFUL OF INQUISITORS WHO ESCAPED REMAIN LOYAL TO VINTER RAELTHORNE. IT IS A GROUP OF THESE MEN WHO ARE ATTEMPTING TO WAYLAY ALEXIA, HAVING LEFT CORVIS JUST AHEAD OF HER.

ALL INQUISITORS HAVE A TATTOO OF AN EYE OVER A LIGHTNING BOLT ON THE BACK OF THEIR RIGHT HAND. SINCE THEY ARE POWERLESS AND HATED IN MODERN CYGNAR, MANY HAVE ATTEMPTED TO REMOVE THE TATTOO, LEAVING A NASTY SCAR IN ITS PLACE. PCS NOTICING SIMILAR SCARS BECOME SUSPICIOUS AFTER MAKING A SUCCESSFUL KNOWLEDGE (HISTORY) CHECK (DC 14).

Read Aloud

You hear a rustling noise on the southern riverbank. By the time you are able to look, a fat log suspended by a network of crude ropes is swinging toward your boat. With the wind whistling through the rigging, the trap crashes into the port side of the *Fortune!* It hits amidships and smashes the port paddlewheel into kindling. The ship shakes violently at the impact.

At this point every person standing on the boat needs to make a Balance check (DC 14) to stay on his feet.

THE HOME STRETCH

THE GATORMEN SPRING THEIR TRAP ABOUT ONE MILE FROM THE LAKE MENTIONED IN THE PARTY'S DIRECTIONS. SINCE THE TEMPLE IS ABOUT ONE LEAGUE FROM THAT POINT, IT IS ABOUT A FOUR-MILE HIKE TO THERE FROM THE *FORTUNE.* THE GROUND IS FAIRLY DRY HERE, BUT THE THICK UNDERGROWTH DOUBLES MOVEMENT COSTS.



Read Aloud

The *Fortune* begins to drift to the left, pivoting around the log stuck in her side, the remaining paddlewheel churning away. "All stop! Disengage the axles!" yells Squint as he plays madly on the ship's controls. The sounds of groaning metal drift up from below your feet. Killian and Anouar run below deck. "Disengage the axles before she strips her gears!" Squint screams.

After a few seconds Squint and the lads manage to stop the engine, and the wounded craft drifts to a stop. The gatormen are already in motion, climbing onto the log and running onto the deck. Each is armed with a crude metal club, the equivalent of a heavy mace (adult, 2d6+2; juvenile 1d8+1), or a stone greataxe (adult, 3d6+3, juvenile ld12+l). They cannot use their daws while they wield their weapons, but they still have a natural bite attack.

After the combat, anyone who gets a good look at one of the weapons has a chance to notice it is the remnants of some kind of technology. This requires a successful Craft (mechanikal repair), Craft (steam engine), Knowledge (steamworks), Profession (engineering), or related check (DC 14). Even after succeeding the check, the precise nature of the materials used for these weapons will be puzzling out of context unless the PCs discover the broken colossal (see below) which the gatormen have been plundering.

The PCs will hear some bad news from Squint.

Read Aloud

Squint climbs up from below covered in grease and coal dust. "The damned lizards stuck us but good. The port paddlewheel is wrecked, and the whole drive train's out of true. The master coupling has lost some teeth, and even the boiler's got a leak. At least the hull's intact, but it's going to take at least 10 hours to get moving again. At that we'll be lucky to make half speed."

He pauses a moment. "Look, I don't know where you're going, but by the directions you gave me it's but a short hike from here. You may as well go do what you came to do, but hear this: as soon as I get this tub fixed I'm turning it around, and the charter be damned. Ten hours from now, I steam for Corvis. I suggest you be here." Squint turns and heads back down below. "One more thing," he says, turning to face you. "If you want to get back home you'd better find a way to keep the lizards away. If they get to us, you're never getting out of here." With that, he heads back below.

THE CLOCK IS TICKING

THE GM SHOULD MAKE SURE TO HAVE A TIMELINE IN MIND AT THE START OF THE RIVER TRIP. REMEMBER, THE TEMPLE WILL ONLY BE OPEN FOR ONE DAY, AND THE DOORS WILL BE UNLOCKED IN JUST A FEW HOURS. Do NOT LET THE PCs GET SIDETRACKED. UNLIKE ALEXIA AND OBEREN'S INQUISITORS, THEY DO NOT KNOW ABOUT THE OTHER ENTRANCE.

In actuality it will take Squint and the lads ld4+9 hours to complete the repairs. What he does when the time's up depends on the PCs. They can try to pay Squint off to keep him on site longer. He will agree to stick around another day for 100 gp, but he will bail if attacked. They can threaten him to make him stay. Squint will pretend to be cowed, but any bullying will just commit him to abandoning the PCs at his earliest opportunity. Lastly the party can just try to make it back in 10 hours. Squint is chaotic and greedy, but he is not stupid or evil. If the PCs do not return in 10 hours, he will wait around a little while longer if it is safe and if they have treated him well. Squint can also easily tell if the PCs are affluent, and he will try to maximize his personal gain.

If the PCs get to the temple without taking care of the gatormen, Squint and his crew will be dead and the boat stripped when they return. The boat will not be fixed either, so unless the PCs are also mechanics they probably are not getting home. To avoid this fate, the PCs will need to find the gatorman village and either vanquish the tribe or try to cut some kind of deal with them.

On shore the gatormen tracks are easy to see even to the untrained eye. It is an easy Track/ Survival check (DC 10) to follow the tracks up the river. After tracking the gatormen for a mile, the PCs come to the gatorman village lying on the shore of the lake mentioned in their directions. If the PCs cannot track, they will come to the village anyway if they follow the directions to the temple.

Of all the reptilian humanoids yet cataloged by the university, the so-called "gatormen" of northern Cygnar are both the largest and the most dangerous. They will defend their territory fearlessly, often setting a line of skulls at their borders to warn away trespassers. While they are savage, they are also quite intelligent; travelers who must pass through their swamplands may be able to negotiate safe passage if they have come prepared with weapons and tools to trade. Failure to come adequately prepared for either barter or combat will surely be fatal

—Professor Viktor Pendrake

THE GATORMAN VILLAGE

The small village consists of only 40 individuals at this point; the inquisitors and PCs have both probably slain some gatormen by now. Remaining are eight adult warriors, eight juveniles, one shaman (Drd3), eight young females, and eight hatchlings. The females and hatchlings are non-combatants. The shaman is meeting in his large hut with his three most trusted lieutenants; one of them is missing his right hand courtesy of an inquisitor. Another has an inquisitor's stolen military rifle. He is unsure what to make of it, so he is using it as a club (+0 melee, ld6+2 damage). The gatormen practice a variant of Devourer Wurm worship, and the shaman is the spiritual leader of the community.

A group of four adults and two juveniles are patrolling the village perimeter. If they or any other gatormen encounter the PCs, they will not immediately attack, so there is a brief opening for diplomacy. Communication may be difficult (requiring gestures and pantomime), for the quor-gar dialect (see IKCG, pg. 67) spoken by these creatures is an obscure language not likely familiar to the PCs. The shaman knows a few badly pronounced simple words of Cygnaran but will rely more on gestures if engaged in conversation. Behind the huts there is a 20-foot-wide, 10-foot-tall earthen mound that has two adults perched on top guarding it. This is where the tribe's eggs are incubating; the adults and juveniles will fight to the death to defend it. There are 10 eggs buried in the mound, but there is only a 10% chance any stolen egg will live long enough to hatch (2d4 weeks) even if the PCs keep it warm.

ALEXIA'S TRIP

ALEXIA USED SCROLLS OF *FOG CLOUD* AND *SILENCE* TO SNEAK HER BOAT PAST THE GATORMAN VILLAGE WHILE THEY FOUGHT WITH THE INQUISITORS. SHE IS AHEAD OF THE PCS AND HAS STASHED HER BOAT THREE MILES UP RIVER PAST THE GATORMAN VILLAGE. THE BOAT IS WELL HIDDEN BUT CAN BE FOUND WITH A SPOT CHECK (DC 25). THE TWO SURVIVING CREWMEMBERS ARE TIED UP ON BOARD. THE CHARM HAS WORN OFF, AND THEY REALLY WANT TO GET HOME. IF THEY ARE NOT RESCUED BY THE PCs, THEY WILL RETURN TO CORVIS BY THEMSELVES IN TWO DAYS WITH AN UNBELIEVABLE STORY ABOUT BEING HIJACKED BY A SORCERESS AND HER PET ZOMBIES.

What is not apparent at first is that the bluff on which the village is perched is actually resting on the shoulders of a giant metal construct. It is a colossal, a Cygnaran behemoth of the old days collapsed in this spot decades ago. These gigantic constructs were instrumental in the eventual overthrow of the Orgoth and were employed in other wars shortly thereafter before being banned and replaced by smaller and more efficient steamjacks and warjacks. Most of this colossal lies in the river, but its head and shoulders protrude from the water, covered in dirt and vines. The gatormen have found a way to get inside the fallen giant, and they have been making good use of the metal bits inside. Many of their tools and weapons are improvised from the old parts. The behemoth's cerebral matrix (one yard in diameter and weighing 200 lbs.) is still intact and locked in an anti-shock housing deep in the chest. Removing it requires a successful Craft (mechanika) check (DC 20) or a successful Disable Device check (DC 28). If recovered, it is worth 3,000 gp—far less than a modern cortex but still valuable to the right person.

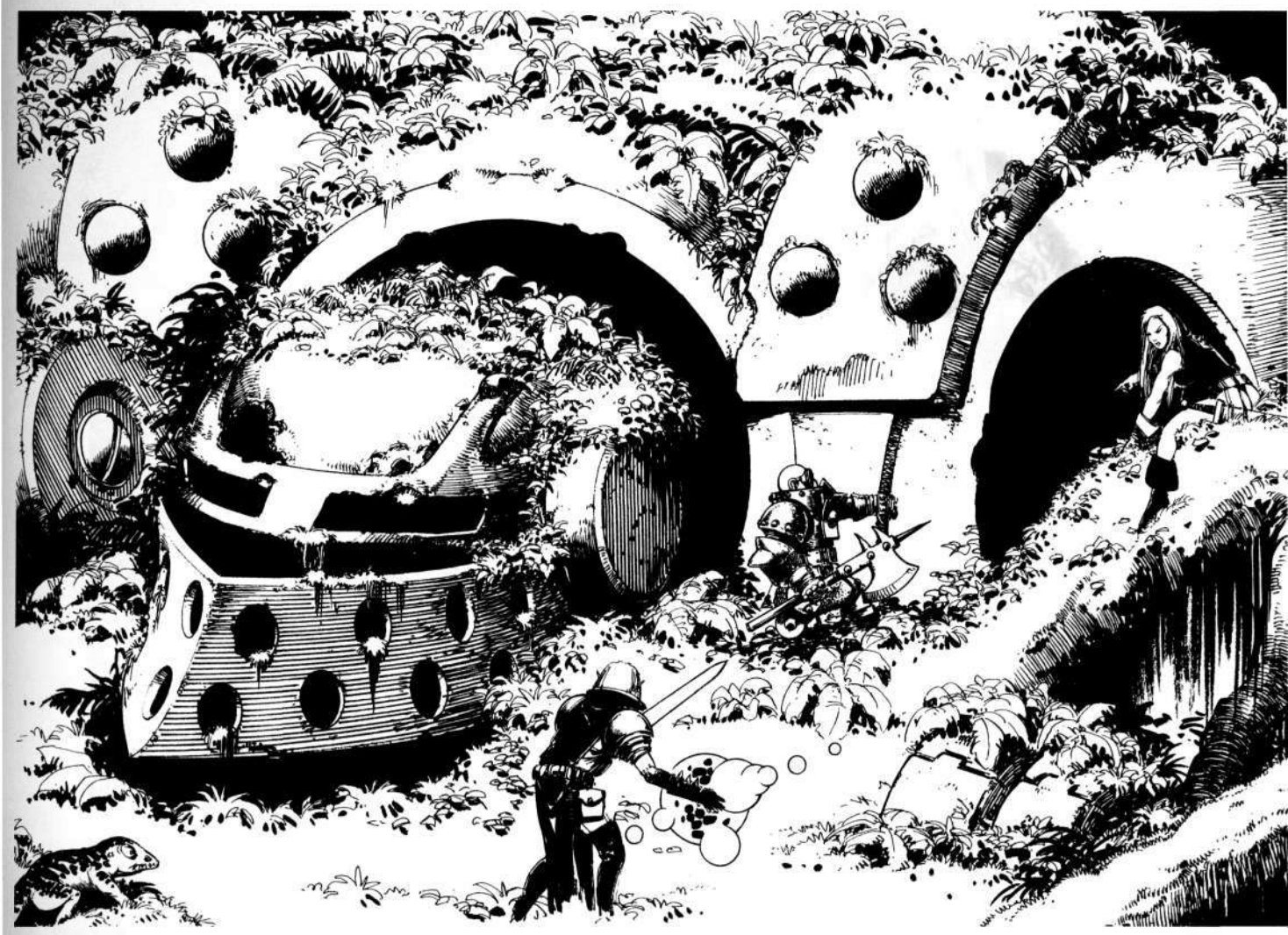
The PCs can handle the village situation in two ways: combat or negotiation. The gatormen can see that the PCs are dangerous, and they will be willing to cut a deal to prevent further bloodshed.

They will not respond well to threats, gems, or coins, but useful goods offered in trade—especially weapons—will be good bargaining chips. If combat breaks out, it is likely to be a fight to the death. The gatormen will fight like demons supported by their shaman. They will not abandon the village and the egg-mound no matter how badly things go for them. At best the gatormen will be unfriendly; at worst they will be hostile.

Once the gatormen have been dealt with (one way or another), the PCs can continue on to the Cyriss temple leaving Squint and his crew safe to complete repairs to the *Fortune*. The temple is three miles due east from the gatorman village.

THE INQUISITOR'S RIFLE

THE INQUISITOR'S STOLEN RIFLE IS A FINELY CRAFTED WEAPON INLAID WITH BRASS AND SILVER FILIGREE. IT HAS A WIDE BORE AND A LONG, HEAVY BARREL. LIKE MOST FIREARMS IN THE IRON KINGDOMS, IT IS A BREECH-LOADER—THE WEAPON "BREAKS" IN HALF ALLOWING ACCESS TO THE FIRING CHAMBER. USE THE STATS FOR THE MILITARY RIFLE GIVEN UNDER "SAMPLE FIREARMS" IN APPENDIX C. THIS RIFLE IS WORTH UP TO 720 GP DUE TO ITS FINE CRAFTING AND DECORATIVE EMBELLISHMENTS IF IT IS NOT DAMAGED BY ITS SHORT STINT AS A GATORMAN CLUB.





ACT II

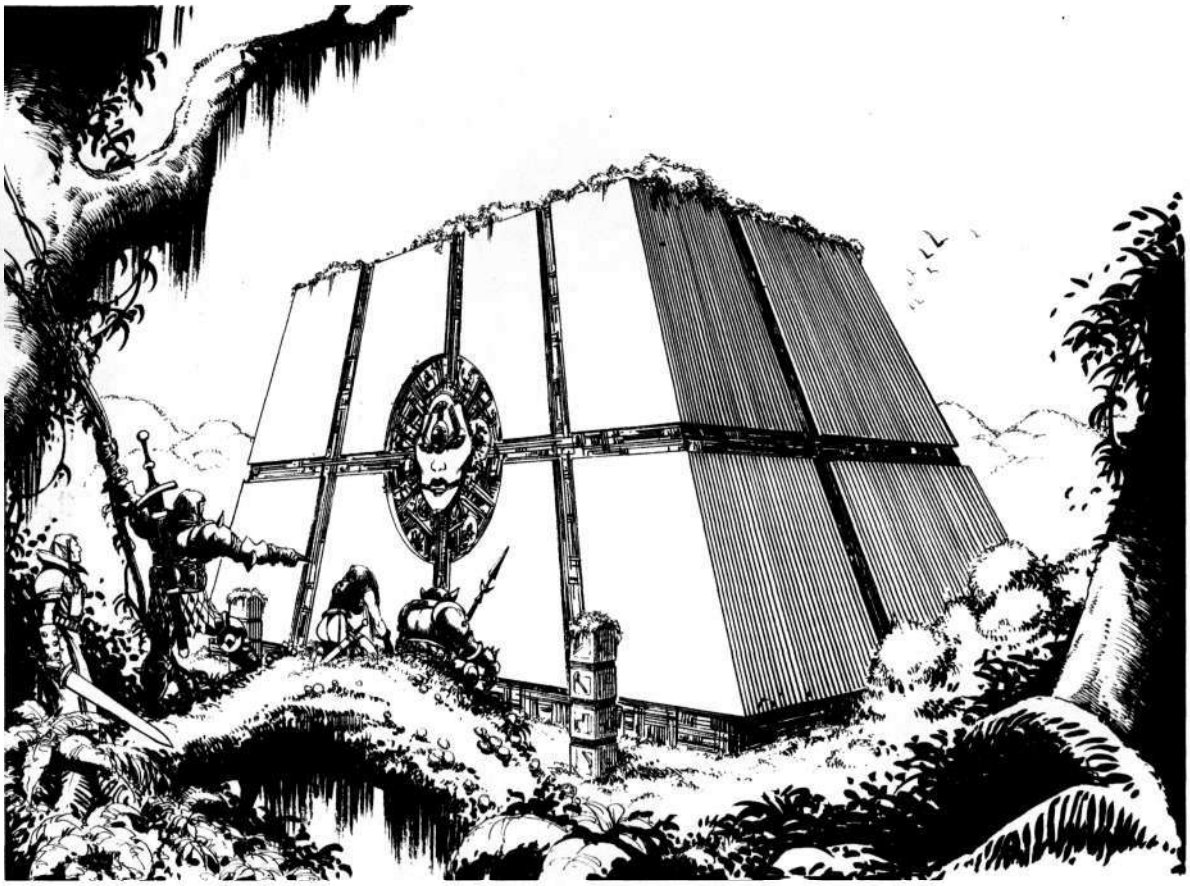
Wherein the brave adventurers chase Alexia through a maze of magic and technology and learn the ways of Cyriss, Maiden of Gears

Once the PCs reach the temple, they will need to enter it and try to stop Alexia before she can use the machinery within to resurrect her dead mother. They should also be focused on recovering the sword Witchfire. They will have to deal with Cyriss' cultists, undead left behind by Alexia, and even the inquisitors sent by Oberen. To make things even more interesting, the interior of the temple is a giant machine, making navigation a challenge.

When the PCs reach the temple, read the following passage aloud:

Read Aloud

Standing before you is unmistakably a temple of Cyriss. The titanic structure is perhaps 300 feet across and 200 feet deep. The top of the temple, perhaps 150 feet overhead, looms over the forest around you. You can hear a faint grinding noise, and there is a throbbing underfoot as if great machines were at work in the earth below you. Scattered around the temple grounds are a large number of totems covered in strange schematics.





The temple's exterior is carved granite shot through with an elaborate network of copper and brass piping. The metal all gleams as if it were just polished—*there* is not a speck of corrosion anywhere. Set into the center of the temple's side is a giant rendition of the face of Cyriss. Below, copper-clad doors stand closed waiting for the appointed hour to open.

If the PCs poke around the exterior of the temple they will find no other doors. The temple walls are easy to climb, but there is nothing of interest upon them or on the roof.

When the temple doors unlock at sundown, the two 20-foot copper slabs will noisily slide 10 feet apart to admit anyone who wishes to enter. The doors will remain open for 24 hours, after which they will close again for what may as well be an eternity to anyone trapped inside.

Alexia did not have to wait for the temple doors to open. Her research taught her how to open and close a smaller and hidden utility entrance set within the main doors, so she is inside with a two-hour head start on the PCs. The inquisitors also had a key, courtesy of Oberen, and they are inside as well. Alexia is trying to get to the center of the temple where the great machine built to honor Cyriss lies. She knows one of its powers is that of perfect resurrection, and she will use it to bring her mother back to life. The clerics of Cyriss who have tried to stop her have so far been fighting in vain. In fact Alexia has killed many of the cultists—not that they will attack the PCs with any less zeal. Between Alexia and the Inquisition, the cultists are sick of intruders! Although this is a powerful and important temple to Cyriss, the machinery is self-sufficient and can be maintained by lower level priests and servitors. The cult has relied too heavily on its secrecy and its unbreakable doors for protection, and it was not equipped to defend itself against so many determined interlopers. They will not make this mistake again.

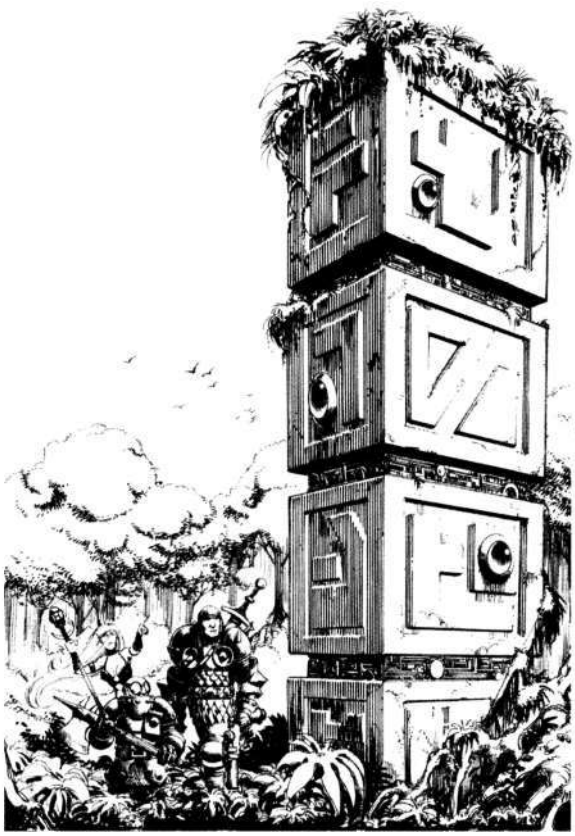
INSIDE THE TEMPLE

Within the Temple of the Incomplete Axiom there are dozens of clerics and their magical servant machines called servitors. The clerics are referred to in the adventure as being either Green (1st level) or Experienced (3rd level). See Appendix B for NPC cleric stats. Feel free to alter the level of the clerics encountered to make a better match for the party.

The clerics of Cyriss use a strange looking melee weapon known as a light mechanoflail (ld8/19-20). This is a short metal handle affixed with a clockwork-powered head that rotates with great speed to spin its three short flail heads. Due to the rapid rate at which the flails rotate, as a full attack action the wielder can choose to make an extra attack each round with the flail. This extra attack is at the wielder's highest base attack bonus, but each attack made in the round (the extra as well as normal) suffers a -3 penalty.

All of the clerics have the domains of Knowledge & Artifice (GMs without the IKCG for the Artifice domain can substitute the Protection domain instead). Almost none of them should be in top shape. Alexia and the inquisitors have done quite a number on the temple, so most of the clerics are injured and low on spells. The servitors have also been through a lot.

Alexia is still accompanied by the four zombie coveners that she crudely raised in Chapter Two. She would like the whole coven to be reunited, but her mother is her first priority. If she has to, she will sacrifice the other four as cannon fodder. The risen witches are a shadow of their former selves—really little more than zombies with a few spell levels—but they will still make unpleasant opponents for the PCs.



The temple is itself a gigantic machine. For all its bulk, there is relatively little habitable space inside. Corridors wind about for no apparent reason when in fact they are snaking around the giant gears, pistons, and other apparatus behind the walls. Many glass globes, spaced 20 feet apart, illuminate the temple's interior. Each globe is mounted behind a steel grate in the wall (hardness 10, 6 hp). The globes (hardness 1, 4 hp) have a captive swirl of energy inside, but if they are removed from the temple they cease to function. If they are broken inside the temple they do 1d2 electrical damage to anyone within 10 feet.

SPECIAL NOTES

Because the temple is a giant machine, it has some special characteristics of which the GM needs to be aware. GMs with access to the Liber Mechanika should note that this temple includes a Nexus Core (see LM, pgs. 94-95). The LM is optional for this adventure, but having access to it will allow much more detail to be added to the temple. Even after the PCs leave this place, they might be confronted by other members of this cult either as antagonists or by those attempting to recruit them into the deeper mysteries of the goddess.

- The temple is unpleasantly warm inside. All machines generate waste heat, and the temple is packed with them.
- There is always background noise from the machinery in the walls. The loudness of the noise varies with time and location. Penalize Listen checks by varying amounts. PCs Listening through a metal wall will take an additional -10 to Listen checks.
- The temple's corridors are littered with secret doors. There is one about every 20 feet. All of these doors open onto masses of whirling gears, churning pistons, glowing tubes, and other strange machines. PCs may not pass through the machines, but servitors can. In fact, servitors can appear anywhere in the temple within a few minutes by using these passageways. These concealed access panels are not on the map.
- If anyone tampers with the machines behind the secret doors, 1d4 servitors will appear in 1d4 minutes.
- The moving parts inside the walls are dangerous. Anyone falling into the gears will take 2d6 damage (Ref save DC 12 for half).

FIGHTING THE CLERICS

IT IS IMPORTANT TO REMEMBER THAT ALEXIA HAS ALREADY BLAZED THROUGH THIS PLACE, AND SHE HAS KILLED OR INJURED MANY OF THE PRIESTS. THE PCS MAY WANT TO NEGOTIATE WITH THE CYRISS FOLLOWERS, BUT AT THIS POINT IT IS ALMOST IMPOSSIBLE. THEIR BLOOD IS UP, AND THEY ARE OUT TO DESTROY ALL INTRUDERS. MANY OF THE CLERICS THE PCs MEET WILL NOT HAVE THEIR FULL COMPLEMENT OF SPELLS AVAILABLE, AND SOME WILL BE OBVIOUSLY WOUNDED. IT IS IMPORTANT FOR THE GM TO PORTRAY THE CULTISTS AS DESPERATE AND DETERMINED. THE ONLY CHANCE FOR NEGOTIATION MIGHT ARISE IF ONE OF THE PCS IS ALSO A PRIEST OF CYRISS, BUT EVEN IN THIS CASE THEY MAY BE ATTACKED FOR INTRUDING WHERE THEY WERE NOT INVITED.

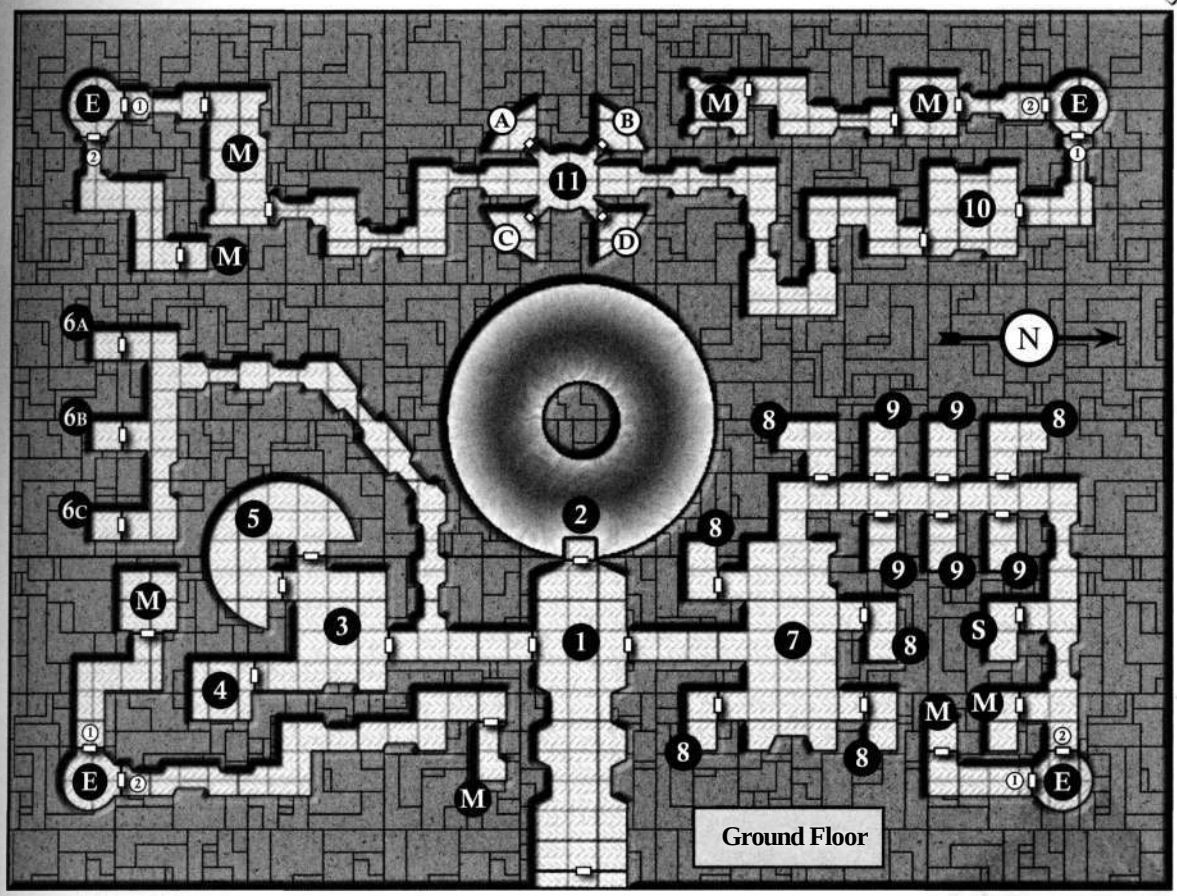
THOUGH CYRISS IS A NEUTRAL DEITY, THIS PARTICULAR SECT IS NEUTRAL EVIL WITH THE AMBITIOUS GOAL OF WORLD DOMINATION AND SEEING ALL LIVING THINGS MANAGED BY THE GREAT THINKING MACHINE THEY ARE BUILDING. NOT ALL OF CYRISS' WORSHIPPERS FEEL THE SAME WAY, AND SOPHISTICATED MACHINE-TEMPLES LIKE THIS ONE ARE RARE. FURTHERMORE, THESE PRIESTS ONLY WELCOME OTHER MEMBERS OF THEIR CULT ON SPECIFIC INVITATION AND AFTER PROVEN COMPATIBILITY WITH THEIR DARK AGENDA. PCS WANTING TO INTERACT WITH THESE PRIESTS WILL NEED TO BE PHENOMENALLY PERSUASIVE AND OFFER COMPELLING ARGUMENTS IN THEIR FAVOR.

- There's a 25% chance every 30 minutes of meeting 1d4 risen left behind by Alexia. These crude undead were once Cyriss worshippers. Now they wander the halls of the temple, lashing out at anything living. Once in a while a risen inquisitor should be sighted too.
- The temple is full of weird machines, but it is still a highly magical place. Parts of every machine will have magic auras of strong to overwhelming strength revealed with *detect magic*.

M. MACHINERY ROOM (ALL FLOORS)

READ ALOUD

A narrow path winds between giant cogs and thumping pistons. You are nearly deafened by the noise of the machinery. Valves, levers, and strange dials sprout from the mechanical morass seemingly at random. Glowing rods and spheres are buried deep in the machinery and illuminate the chamber with an eerie light.



Description: There are many rooms like this all over the temple. They are simply window-dressing with no function in the adventure. The strange machines are almost totally mysterious; no one outside the upper echelon of the cult can divine their true function. The path wending through the devices simply leads back to the entrance as well as to any other exits shown on the map. Since these machine rooms are not vital to the plot, their internal paths are not indicated on the map.

If there are any sharp mechaniks among the PCs, a Knowledge (mechanika) or related skill check (DC 20) reveals that the machines may have something to do with performing complex calculations, but that is the extent of what the PCs can learn.

To add to the mystery of the machine rooms, the GM can apply some additional odd effects. Some rooms can be extremely hot or cold. In other rooms the air pressure may be different. There is no need for new rules here, but the GM can describe thin air, popping ears, or even broken capillaries in the whites of the eyes. The gravity can be a bit off in some places, or the air could even be slightly toxic.

Astute players might theorize that different parts of the temple exist in different places because the natural properties of those places are more conducive to the operation of certain kinds of magic or machines. They would be right, too, but the knowledge will do them no good at the moment.

Tricks *&c* Traps: The moving parts in the machine rooms are dangerous. Anyone falling into the works will take 2d6 damage (Ref save DC 12 for half).

Consequences: The PCs may wish to fiddle with the controls. If they do, roll 1d6.

1-2 Nothing seems to happen.
3 The speed of the machinery increases slightly.
4 The speed of the machinery decreases slightly.
5 The machinery makes some awful noises; gears grind and metal groans.
6 Roll again. Describe the effect, but 1d4 Servitors will arrive in 1d4 minutes.

THE INQUISITORS

THE INQUISITORS OBEREN SENT AFTER ALEXIA ARE ROGUES WITH AN AVERAGE LEVEL OF ROG4 (SEE APPENDIX B). FEEL FREE TO REPLACE SOME OF THE ROGUES WITH A FIGHTER OR WIZARD IF IT WILL MAKE THINGS MORE INTERESTING FOR THE ADVENTURERS. ALL OF THE INQUISITORS ARE LAWFUL EVIL. THEY HAVE ALSO ALL BEEN BEATEN TO HECK, SO NO ONE SHOULD BE FULL ON HIT POINTS OR SPELLS. ONE OF THEM WILL HAVE THE KEY USED TO ENTER THE TEMPLE ON HIS PERSON; THIS KEY MIGHT NOT WORK AFTER THE ADVENTURE IF THE PRIESTS CHANGE THEIR LOCKS.

OBEREN WAS TOO PARANOID TO ENTER PERSONALLY, AND THERE WERE 10 INQUISITORS ON THE BOAT HE SENT UPRIVER. TWO WERE KILLED FIGHTING THE GATORMEN, TWO FELL INTO A TEMPLE TRAP AND ENDED UP IN THE JAIL CELLS ON THE FIRST LEVEL, AND TWO ARE FOUND IN THE LABORATORY (AREA 13). THAT LEAVES FOUR THAT CAN BE ENCOUNTERED EITHER AS THEIR ORIGINAL SELVES OR AS THRALLS LEFT BEHIND BY ALEXIA. IF THE GM NEEDS MORE, THE GM NEEDS MORE! ADJUST THE NUMBER AND POWER LEVEL OF THESE ADVERSARIES AS NEEDED. HOWEVER, PCS SHOULD NOT BE RUN TOO BADLY THROUGH THE RINGER SINCE THERE ARE TOUGHER CHALLENGES AHEAD. THE TIMING OF EVENTS WILL NOT LIKELY ALLOW THEM THE LUXURY OF RECUPERATING.

S. STOREROOM (ALL FLOORS)

READ ALOUD

This room is piled high with sacks, crates, and barrels.

Description: The containers hold miscellaneous items of food and odd-shaped spare parts. Nothing is especially valuable.

E. ELEVATORS (ALL FLOORS)

READ ALOUD

This bare round room has two doors set at right angles to one another.

Description: This room is an elevator. Each of the elevators in the temple moves in a set pattern. Starting from position 1, the elevator's double doors will close and the chamber will rotate to position 2. It will not rise to the next floor. The next time the elevator moves, it will move up one level while rotating to position 3. Once an elevator reaches position 6, it will return to 1 and start the cycle again. Each elevator moves in sync, and they change positions every three minutes of game time; there are no controls. The elevators' stopping points are numbered on the temple maps.

The motion of the elevator is nearly imperceptible, and PCs may become confused as to where in the temple they are. It is also important to note that all of the elevators must be traversed in order to reach the chamber at the top of the temple; there are a lot of dead ends, but only one correct path through the temple. An elevator's outer door cannot be forced, but if clever players do get through they will just see a mass of confusing machines in the shaft packed too densely to move through.

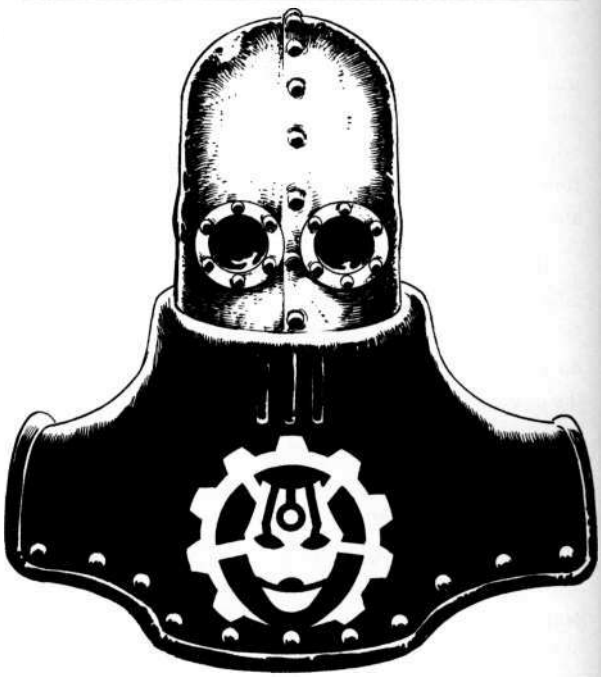
GROUND FLOOR

Herein are detailed the rooms found on the temple's ground floor. Note some of these rooms can only be reached from the upper levels. Soft machinery noises can be heard in every room; the PCs take a -2 penalty to all Listen checks made here.

1. GREAT HALL

READ ALOUD

You pass through the temple's doors into a cavernous chamber lit with a soft orange light. The room stretches back seemingly forever, and



Cleric of Cyriss

the vaulted ceiling is dozens of feet overhead. Intricate interlocking plates of brass, gleaming copper, and iron cover every surface, and sculpted pillars line either wall. The smells of metal and oil are heavy in the air, and you notice a faint hum as if distant machines are working.

Description: This is the temple's Great Hall. While its size is impressive, there is nothing to interact with here—at least on this viewing. The temple's omnipresent sound is faint here, so the PCs only take a -1 to Listen checks. Anyone making a Listen check (DC 14) hears an unfamiliar cracking sound; this is produced by the core dead ahead.

As the PCs approach the midpoint of the room, they will notice three five foot tall glyphs worked into the interlocking metal floor plates. These three symbols, holy to Cyriss, are presented here in a specific order. Later on the PCs may need to remember or deduce the order to solve a puzzle. These bear no similarities to the more elaborate glyphs used by Alexia on her thralls.

Enemies: When the PCs try to leave the temple after completing their mission, they will encounter a clockwork priest (Appendix A) in the Great Hall—Father Lucant. The priest will attempt to slay all of the PCs, and if they stay and fight he has a good chance of succeeding.



The Symbols on the floor of the Great Hall

2. LOWER OBSERVATION DECK

Read Aloud

The metal floor of the Great Hall extends onto a small balcony surrounded by a gleaming copper railing. Beneath you lies a tremendous pit; its bottom is nowhere in sight. Above it a cylindrical void is carved out of the temple's heart. Reaching up through the gigantic shaft is a column of machinery where gnashing gears and dancing pistons surround a matrix of coils, hoses, and glowing glass shapes. Some kind of electrical discharge flickers around the machine reaching up as far as you can see.

As you stand transfixed, a fat blue-white bolt of energy jumps to the balcony's railing. It is gone in a flash and leaves a strange, tangy smell in the air.

Description: This shaft cuts through all three levels of the temple. At the very top of the mechanical column is the resurrection device Alexia is currently trying to reach. In fact, the whole column is the machine, which reaches deep into the earth. From the balcony vantage point, the PCs can see two of the second-floor observation decks as well as the catwalk on the third floor. It is also easy to see a handful of small spherical objects flying around the core. They nimbly dodge the electrical discharges and gleam as if they are made of brass. These are servitors of Cyriss. As the PCs watch, the servitors use their claws to make adjustments to the great machine.

For all intents, the shaft is bottomless. Anyone falling off the balcony will be killed though GMs who are not that ruthless can have the skydiver show up in a jail cell later, singed and unconscious. If the GM wants to spice things up, the PCs can see a fight happening on one of the other observation decks. A cultist or inquisitor can be knocked over the balcony to a crispy, golden brown fate. Alexia herself could even be seen briefly.

Tricks & Traps: The electrical discharges make a trip up the shaft a bad idea. Anyone reaching over the rail will immediately receive an electrical shock doing 1d4 damage—a warning. Anyone trying to fly or levitate up the shaft will be subjected to electrical attacks inflicting 10d6 of damage each round even if in gaseous form. The intent is to tease the party by letting them see their final destination, but this is *not* a shortcut.

Consequences: The servitors will ignore the PCs unless they attempt to damage the machine, in which case 1d4 of them will attack. A group of Cyriss clerics will appear 2-4 minutes later, dispatched from the living quarters on this level.

3. MESS HALL

Read Aloud

Rows of benches and tables fill this room. Spilled glasses and plates of half-eaten food litter the floor and tabletops. Many of the tables are overturned, and scorch marks and bloodstains mar the otherwise pristine metal walls.

Description: The temple's mess hall was the site of a fight with Alexia. She and her zombie companions

slew a number of Cyriss clerics here about two hours ago, but the bodies have been removed. There is nothing of interest or value here currently.

4. KITCHEN

Read Aloud

It does not take a priest of Cyriss to tell this is simply a kitchen. Cauldrons of bubbling food sit on red-hot metal plates, and the tables scattered about are covered with various tools and scraps of meat. Some of the tables are knocked over; it looks like there was a fight in this room recently.

Description: This is simply the kitchen that feeds the mess hall. Alexia visited this room and scuffled with the staff. Any PC making a successful Search check (DC 14) locates blood splatters on the floor and an imprint of a small boot in the blood confirming Alexia's passage.

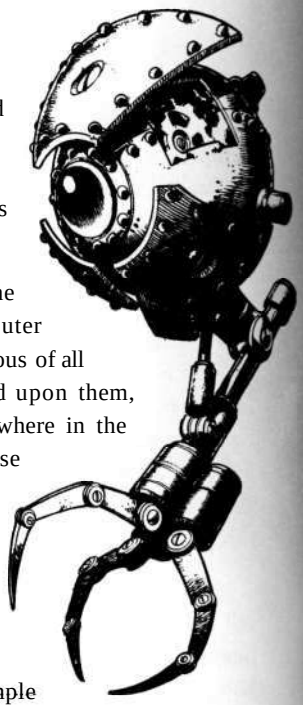
5. LIBRARY

Read Aloud

This room is obviously a library. Racks of shelves line the walls, and arrays of bookcases occupy the floor. From where you stand you can see books, scrolls, and tablets of all shapes and sizes. Two brass globes float around the room's high ceiling. After a moment, one swoops down towards you and extends its gleaming claw.

Description: This room is full of knowledge precious to the followers of Cyriss—mathematics, engineering, astronomy, etc. It is perhaps the most valuable collection in the kingdom of Cygnar better than the libraries of Corvis and Caspia on these specific topics. Any volume chosen at random will have unintelligible scientific gibberish in it as far as the PCs are concerned. The cult uses its own terms and formulas meaning these books are basically in code unless translated and deciphered. Even PCs with appropriate Knowledge skills or members of the cult would require extended time (weeks) to make sense of them.

One shelf in the middle of the room has many stacks of copper sheets upon it. Each thin sheet is about 11" x17", and they are all covered with an array of holes punched seemingly at random. The holes are about one quarter of an inch in diameter and are spaced about one quarter inch apart. Each stack has 64 copper sheets bound together with a thick leather strap. The upper-left corner of each sheet has been cleanly nicked off. The stacks weigh about 20 lbs. each, and there are 10 of them. There are six empty spaces on the shelf where apparently stacks once were kept.



These copper sheets are the Cyriss tech equivalent to computer punch cards. The most precious of all the sect's secrets are encoded upon them, and only holy machines elsewhere in the temple can read them. These tablets are mysterious but ultimately valueless to the PCs. Stealing them or destroying them will earn the enmity of all worshippers of Cyriss who learn about their actions (breaking into the temple and killing a bunch of priests does not help either).

Enemies: The room contains two servitors. One will attempt to flee while the other engages the PCs.

Consequences: If the servitor escapes, four clerics will appear in 1d4 minutes. One will be experienced, and the rest will be green.

Treasure: If the PCs pilfer anything from this room, it has a 50% chance of being worth 1d4x100 gp if they can find the right buyer in a major city. Nothing they can remove from this room will be truly earth-shaking knowledge though. The lore here is impressive and cohesive in aggregate but would require a lifetime of effort for outsiders to absorb. A few stolen books will not suffice but could provide interesting glimpses into the cult and useful info or schematics to an arcane mechanik (refer to the IKCG: Chapter Five or LM for ideas).

6A, B, C. HOLDING CELLS

Read Aloud

A smooth metal door is set into the wall. It has no features, not even a handle. A lever is set into the wall to the right of the door.

Description: All three holding cells have the same appearance. The doors are not locked, and the lever will cause the door to slide open or closed quickly with some hidden mechanism. Inside, the cells are featureless metal cubes. Cell A holds two inquisitors. Cells B & C are empty. PCs may end up in the cells if they are caught by the trap door in the Shrine, area 26.

Enemies: Cell A holds two battered and bleeding inquisitors named Leeb and Rhys (each male Caspian Rog4). They are each down to 10 hp, and they still have their armor and weapons. They were sent by Oberen to recover the Witchfire from Alexia or the PCs. They are fanatically loyal to Oberen and will refuse to cooperate with any sort of interrogation. They would rather die fighting weaponless than help the PCs. If they get the chance, they will sucker the PCs into letting them join the party, and they will double-cross the PCs at the worst possible time.

Tricks & Traps: There is a trap door in the ceiling connecting to the shrine on level three (area 26). The trap door is extremely difficult to detect and requires a Search check (DC 24) to find. It is even more difficult to open requiring a Disable Device check (DC 26) to open. If it is opened, a smooth metal shaft appears big enough for one large human and no more. Climbing the shaft is impossible; the metal is smooth and the walls are too far apart to use as a brace. If a PC gets up the chute with magic, he will encounter a partition acting like a one-way valve to prevent this sort of thing. The partition cannot be opened.

Consequences: If a PC tampers with the partition in the shaft, 1d4 servitors will be summoned to the cell below.



7. AUDITORIUM

Read Aloud

This is a large room decorated with the images of stars and moons. A number of tables and chairs are scattered around the perimeter, but in the center of the room is a gruesome sight: a dozen bodies under blood-soaked sheets. A handful of clerics stand around the corpses performing some kind of ritual. Several brass spheres circle the group, floating in the air.

Description: This is a multi-purpose meeting room. Some of the dead and wounded left behind by Alexia and company have been moved here, and the servitors that are not too busy hunting Alexia are tending to the survivors.

Enemies: There are three green clerics, one experienced cleric, and three servitors in this room. As soon as the PCs are seen, two servitors flee to find help. The experienced cleric makes a run for the far side of the room where a weapon lies on the floor. The rest of the group attacks.

The experienced cleric is making a run for a primitive flamethrower lying on the floor at the back of the room. There is a fuel tank worn on the back and a hose to a gun-shaped projector. Putting the weapon on or taking it off is a full-round action that provokes an attack of opportunity. The cleric in the auditorium will not be taking the time to put the unit on. He will hold the projector in one hand and drag the tank behind him. This reduces his movement to 20 ft. and gives him a -2 attack penalty. The flame-caster only has two charges left in the tank. When they are used up, the cleric will attack with spells or his light mechanoflail (1d8/19-20). The flame-caster, which is not a magical weapon, has a maximum range of 40 feet. It fires a glob of incendiary goo that deals 1d10 damage and lights its target on fire. In each subsequent round, the burning character must make another Reflex save (DC 20). Failure means he takes another 1d6 points of damage that round. Success means the fire goes out.

Consequences: If one of the servitors escapes, 2-3 experienced clerics will arrive in 2d6 minutes.

Treasure: The flame-caster can be recovered, and it may have some fuel left. It is worth about 500 gp (600 gp if fueled). Though the fuel is similar to alchemist's fire, it is not identical, and it requires a Craft (alchemy) check (DC 22) to develop a fuel to work in the device. Also, the flame-caster's operator has a large brass key in one of his pockets that opens the vault doors in area 11.

8. BARRACKS

Read Aloud

This room contains racks of beds, small chests, and little else.

Description: The barracks are all the same. Half the rooms show signs of some recent struggle or chaos like overturned beds, blood, or spilled chests.

Enemies: There is a 1-in-4 chance of encountering 1-2 green clerics in each room that is explored.

Treasure: Each barracks contains enough clothing in chests or on the floor for two complete sets of clerical garb. This garb confers a +6 circumstance bonus to all Disguise checks made attempting to look like one of the temple's clerics.

9. QUARTERS

Read Aloud

This room has two beds, bookcases, and chests. A rendition of Cyriss' face is engraved on the wall opposite the sliding metal door. The droning noise filling the temple is much softer here.

Description: These rooms are home to the more high-ranking Cyriss clerics. There is nothing exceptionally interesting or useful here, but there is a 1-in-4 chance the PCs encounter an experienced cleric praying, resting, or writing.

Treasure: Each footlocker has a 50% chance of containing coins or gems worth 1d4x100 gp.

10. THE PERISCOPE ROOM

Read Aloud

Three metal tubes with handles descend from the ceiling of this bare-walled room.

Description: The tubes have a hole cut into their sides, and moving the handle can turn the apparatus—they are periscopes. Each periscope shows an unusual view. One looks out over a cliff onto a black, violently churning ocean, and in the distance jagged hills climb into the clouds. Another shows a view of a raging forest fire with one unfamiliar moon peering through the smoke. As far as the eye can see in any direction are nothing but flames or charred ground. A Spot check (DC 12) reveals strangely shaped animals running from the flames. This scope's apparent location is at least 100 feet off the ground. The last scope shows a familiar-looking marshy forest. As the periscope is rotated, the temple will come into view, and the PC using the scope will see his own party passing through the entrance just as they did recently.

The viewing ends of the scopes are not magical, but the equipment in the ceiling making them function is.

Treasure: If the scopes are damaged or removed, they cease to function. They are intriguing but ultimately valueless. Some PCs may conjecture that these scopes allow viewing backward in time as well as other "realms" existing beyond Caen, such as Urcaen or the infernal territories. This is one of the enigmas being explored by the Cult of Cyriss, and the PCs will find no resolution here.

11. THE VAULT

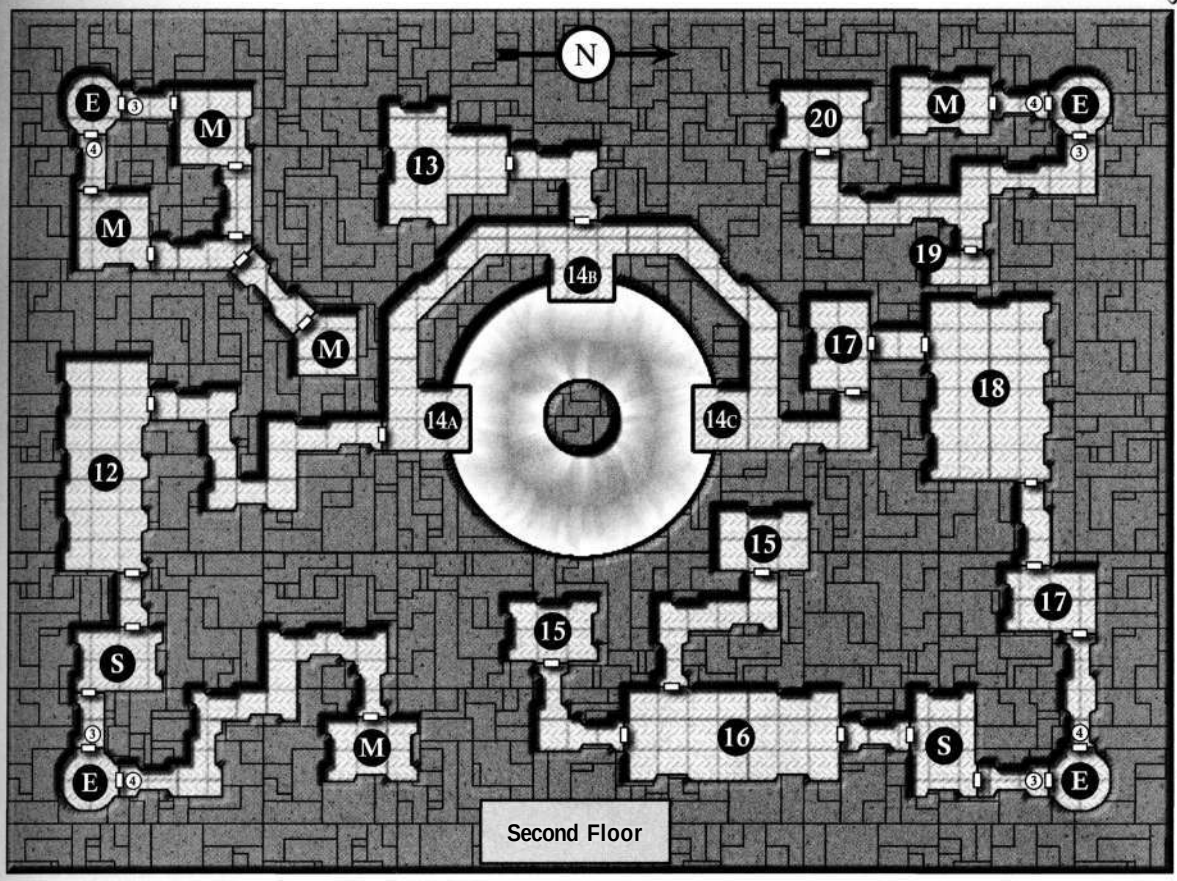
Read Aloud

The floor and walls of this room are lined in dull black metal inlaid with angular copper tracery. The four doors within are made of the same black metal. A large keyhole is set into the middle of each door.

Description: Some of the sect's holiest artifacts are behind these doors. Alexia has been through this room, but she did not stop to raid it; theft of artifacts was not her mission. The vault doors can be unlocked if the PCs have recovered a key from any of the NPCs, or they can be opened with an Open Locks check (DC 30).

Enemies: Each of the four vaults holds three servitors. When a vault is opened, one will flee and two will fight.

Consequences: If a servitor gets away it will try to find help. 1d4+1 green clerics will arrive within 1d6 minutes. Be aware of the party's status; by this point in the temple exploration, they may be too drained to take on a large number of guards.



Treasure: Vault A: There is a stack of three oversize copper cards similar to those seen in the library. The leather strap holding the three sheets together says "Mind." There is another three-card stack here labeled "Sight." Vault B: Two more stacks of three cards labeled "Body" and "Spirit." Vault C: A three-card stack labeled "Future" and 100 pp. Vault D: "Fortitude" copper cards (three again) and three diamonds worth 400 gp each.

These cards are needed to operate the accelerator in area 27. Each card has on it one of the three symbols seen on the floor of the Great Hall, but the cards are not in order. The symbol is small and requires a Spot check (DC 14) to notice. Once one is seen, it is easy to see the others. They must be fed into the machine in order or dire consequences will result! See the accelerator in area 27 for more information.

SECOND FLOOR

Where the first floor of the temple was mostly living space, the second floor is where the cultists have labs and workshops. The noise level is generally much higher here; PCs take a -5 penalty to any Listen checks made here. It is also much warmer on this level.

12. PRESERVATION FACILITY

READ ALOUD

Unlike the rest of the temple where you have not seen an open flame, this room is illuminated by torches lining the walls. The flickering orange light illuminates a monstrous metallic figure in the center of the room. It looks like a cross between a spider and a centaur crafted in gleaming bronze and steel, but it must be at least eight feet tall.

Description: The figure is a clockwork construct. It looks menacing, but it is currently inert. There are some panels opened on the limbs and body revealing the intricate machinery inside. The figure seems to be missing one spider-like leg, which can be found in area 16.

This metal monster is actually one of the sect's holiest artifacts. It is a vessel designed to accept the soul of a high-ranking priest who may then live on forever (or at least a very long time) in clockwork perfection. Only one priest at this facility has made the transition. Father Lucant is elsewhere currently, but he will be waiting for the PCs in the Great Hall (area 1) when they leave.

There is another work area here that looks like it held another one of the clockwork monsters, but aside from some stray tools and mysterious parts, it is now empty.

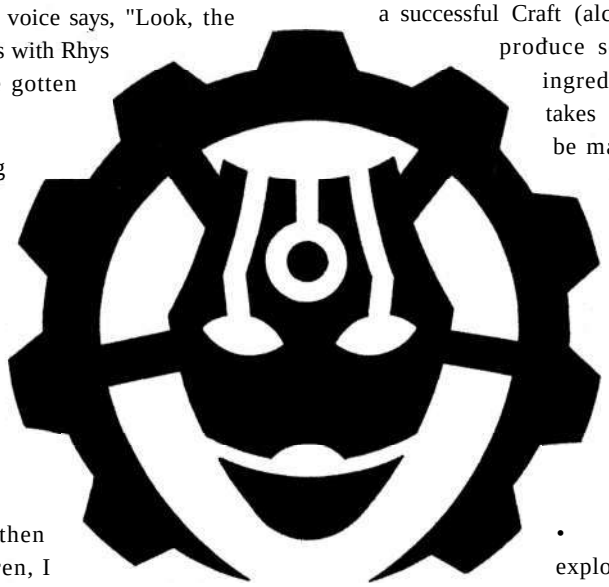
13. LABORATORY

If anyone listens at the door to this room and makes a listen check (DC 14), he will hear the following conversation. A deep male voice says, "Look, the last time we saw him, he was with Rhys and Leeb. They must have gotten separated."

Another man speaking quickly with a more high-pitched voice begins to speak. "Well, I hope Rhys and Leeb fared better than Ogre here. No one deserves this. I hope we get that bitch soon."

The first voice replies, "If she doesn't get us first."

The second speaker then says, "Better her than Oberen, I think." Both men laugh uneasily.



Read Aloud

Unlike the rest of this floor, the air in this room is cool and pleasant. Shelves on the walls are filled with neatly arranged glass globes filled with a brightly colored liquid. Other shelves hold jars of powdered materials. Tables in the center of the room are home to a maze of interconnected glassware and metal tubing. A squat metal cabinet sits in the corner away from the rest of the equipment.

Two humans clad in black are examining the contents of the room. A dead human dressed similarly lies at their feet. When they see you they place their hands on their weapons, but they do not attack. "Hold there, friends," the shorter man says.

Description: This room is a laboratory. The various reagents on the shelves are a mixture of useless, dangerous, and valuable. Nothing in this room is inherently magical except a large mixing apparatus at the center of the glassware and tubing. This is a special alchemical accelerator linked to the arcane machinery of the temple, and it can speed up reactions considerably. This item registers as moderate transmutation and enchantment to *detect magic.* This device is only able to function within this room. If removed from its maze of tubing it will lose its enchantment and become nothing more than a fancy beaker. The science practiced here is some strange kind of alchemy mostly unfamiliar to anyone with traditional training. Nonetheless, a character making a successful Craft (alchemy) check (DC 22) can produce some useful items from the ingredients here. Each attempt takes 15 minutes; three tries can be made before the recognizable reagents are used up. A successful attempt will allow the alchemist to create one of the following items. Due to the unusual nature of these formulas, the alchemist will have a general idea of what he is making but not exact details.

- A flask that will breakand explode into flames when thrown. The area of effect is a circle 10 feet in diameter, and the effect is as a *burning hands* spell cast at 5th level (5d4 damage).
- A bag of powders with a fuse poking out of it. One round after being lit, it will produce a 20-foot cloud of poisonous gray smoke. The cloud takes two rounds to grow to 20 feet diameter, and it lasts for three minutes. Those in the smoke must make a Fort save (DC 16) each round or take ld4 hp of damage and one point of temporary Str damage.
- A tonic that heals 1d12 hp and adds two points of Str and Dex for 15 minutes. If the Craft (alchemy) check to produce this fails, the failure is not known until someone drinks the tonic, which inflicts ld6 points of damage to the imbiber.

Note it is only the availability of the high-quality reagents in the lab and the alchemical accelerator making it possible to produce these items so quickly and easily. Given the time pressure, PCs should be discouraged from lingering here too long, but if they are wounded or have exhausted their spells, a few of these mixtures could provide some welcome aid.

Enemies: There are two inquisitors in this room. A third one lies dead at their feet. From the rune

HAMMETT'S GOGGLES OF METICULOUS ILLUMINATION

THESE GOGGLES, ONE OF A PAIR CRAFTED BY A LONG DEAD MASTER ARTIFICER, ALLOW THE WEARER TO SEE BETTER THAN EVER THOUGH THERE IS A PRICE TO BE PAID. THE GOGGLES HAVE THREE SETS OF LENSES GROUND FROM PUREST QUARTZ, AND EACH IS TREATED WITH ODDLY COLORED COATINGS. TWO OF THE LENSES CAN BE ROTATED INTO PLACE IN FRONT OF THE MAIN LENSES. AS MORE LENSES ARE ADDED, THE PROPERTIES OF THE GOGGLES CHANGE. REGARDLESS OF HOW THE GOGGLES ARE USED, THEY IMPOSE A -4 PENALTY ON ALL SPOT CHECKS DUE TO THEIR RESTRICTED FIELD OF VIEW.

WITH NONE OF THE ACCESSORY LENSES IN PLACE, THE GOGGLES CONFER 60' DARKVISION UPON THE WEARER. EVEN IF THE LIGHT IS GOOD, THE WEARER WILL STILL SEE THINGS IN BLACK AND WHITE, BUT THE GOGGLES CAN BE WORN INDEFINITELY IN THIS STATE.

WITH THE FIRST SET SNAPPED INTO PLACE, THE WEARER CAN SEE AS IF HE HAD CAST *DETECT MAGIC*. HOWEVER, THE GOGGLES CAUSE FATIGUE AND A HEADACHE IN THIS MODE. EVERY 10 MINUTES OF USE THE WEARER MUST MAKE A FORT SAVE (DC 10, +2 FOR EVERY ADDITIONAL 10 MINUTES WORN) OR FALL UNCONSCIOUS FOR 1D10 MINUTES. WHILE THE PC IS UNCONSCIOUS, THERE ARE NO ILL EFFECTS FROM THE GOGGLES, BUT THE CHARACTER MUST REST BEFORE WEARING THEM AGAIN. THE DC OF THE FORT SAVE WILL FALL BY TWO FOR EVERY 10 MINUTES OF REST BACK TO A MINIMUM OF 10. IF THEY ARE USED AGAIN IMMEDIATELY, THE DC OF THE FORT SAVES PICKS UP WHERE IT LEFT OFF

WITH THE SECOND SET OF LENSES IN PLACE, THE GOGGLES CONFER UPON THE WEARER A MOST USEFUL ATTENTION TO DETAIL AND MECHANICAL INTUITION. ALL SEARCH AND CRAFT CHECKS RECEIVE A +4 EQUIPMENT BONUS WHILE THE GOGGLES ARE WORN IN THIS MODE, BUT THE DRAWBACK IS THE SAME AS IN THE SECOND MODE. DURING EXTENDED CRAFTWORK THE LENSES ARE ONLY SNAPPED INTO PLACE FOR KEY PHASES OF FABRICATION. THEY NEED NOT BE WORN CONTINUOUSLY TO RECEIVE THE BONUS SO LONG AS THEY ARE IN THE CRAFTSMAN'S POSSESSION THE ENTIRE TIME. THE GOGGLES ARE WORTH 13,000 GP.

on his face it is easy to see it is one of Alexia's risen dispatched by his former colleagues. The inquisitors know who the PCs are, but they will not attack the adventurers if they can instead trick the characters into trusting them. If the PCs have already been fooled by the inquisitors in the jail cell downstairs, this should be relatively easy. If these inquisitors join the party, they will turn on the PCs at the worst possible time and try to steal the Witchfire.

Treasure: The locked metal cabinet in the corner, opened with an Open Lock check (DC 15), contains three brown glass flasks of acid (ld6 damage). The cabinet also has a false bottom which can be found with a Search check (DC 26). Within the false bottom are stored *Hammett 's goggles of meticulous illumination,* but a needle trap protects the treasure.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +8 ranged (1, plus ld4 Con/ld4 Con, DC 12 Fort save poison damage); Search DC 24; Disable Device DC 20. Market Price: 1000 gp.

14A-C. OBSERVATION DECKS

These balconies are larger versions of the deck on the ground floor, area 2. The catwalk on the top level of the temple can be seen from decks A & C.

15. PARTS

Read Aloud

Rows of metal bins and wooden crates fill this room. Everywhere you look you see countless gears, lenses, coils, and other mysterious parts sorted by size.

Description: These are parts used to build servitors and maintain the machines in the walls. They may be of interest to an engineer or arcane mechanik, but they are not inherently very valuable. If the PCs take any, they will be worth 2 gp per pound if they can find the right buyer back in Corvis. Clockwork or mechanikal construction including these parts will provide a +1 bonus to craft checks due to their quality and precision.

Treasure: A Search check (DC 16) reveals a small metal box with a padded interior. Inside are four fist-sized yellow glass globes. When thrown, each will shatter with a sound like a lightning bolt and deliver ld8 electrical damage to anyone within 10 feet (Ref save DC 14 for half). The globes break easily, so the PC carrying them had better be careful. If one globe goes off, it can set off a chain reaction.

16. LARGE WORKSHOP

Read Aloud

Long tables filled with metal bits and pieces fill this room. Glowing rods stretch between the floor and ceiling illuminating the chamber with a harsh white light. A solitary figure is hunched over his work at a nearby table manipulating tiny metal parts with his silvery tools.

Description: Cyriss followers work here manufacturing drones and other machines to serve in the temple. There are a dozen drones here in various states of assembly. None are currently active. There are a few much larger machines here, but their functions are a mystery. Anyone searching the room will find one very intriguing thing: a giant insectoid leg finely crafted and packed full of clockwork and unrecognizable components. The leg is on a bench at the far side of the room, and it is covered with a large, silken cloth embroidered with holy symbols formed from fine golden wires.

Enemies: The sole green cleric in this room should not be much of a challenge.

Treasure: Where the cleric was working are two nearly complete servitors. Their glass "eyes" need to be screwed into their hulls to complete them. If the PCs do this, the servitors will come to life, float into the air, and await their commands! The rest of the servitors in this room are in too many pieces to activate without special knowledge. (Note that the servitors cannot leave the temple grounds. If they try, they will become inert, but they will still be worth 50 gp each to the right person.)

17. SUIT ROOM

Read Aloud

The walls of this room are lined with strange leather garments. Among the cloaks, pants, hoods, and gloves are several pairs of goggles.

Description: This is protective gear used in the smelting facility. There are four complete suits here. Anyone wearing a suit is protected from three points of fire damage per round. The leather suits are bulky and inflict an armor check penalty of -2 and a 20% chance of spell failure. They weigh 20 lbs. each and can be worn over light or medium armor. (Naturally goggles are included.)

18. SMELTING FACILITY

Read Aloud

You pass through a sliding metal door and find yourself standing on a catwalk about 20 feet over some kind of a factory floor. A vast room is before you dotted with glowing vats of metal and huge mechanical arms. The heat is intense, and the molten metal imparts an eerie orange light. The arms mounted to the floor are working at dropping chunks of scrap into the vats.

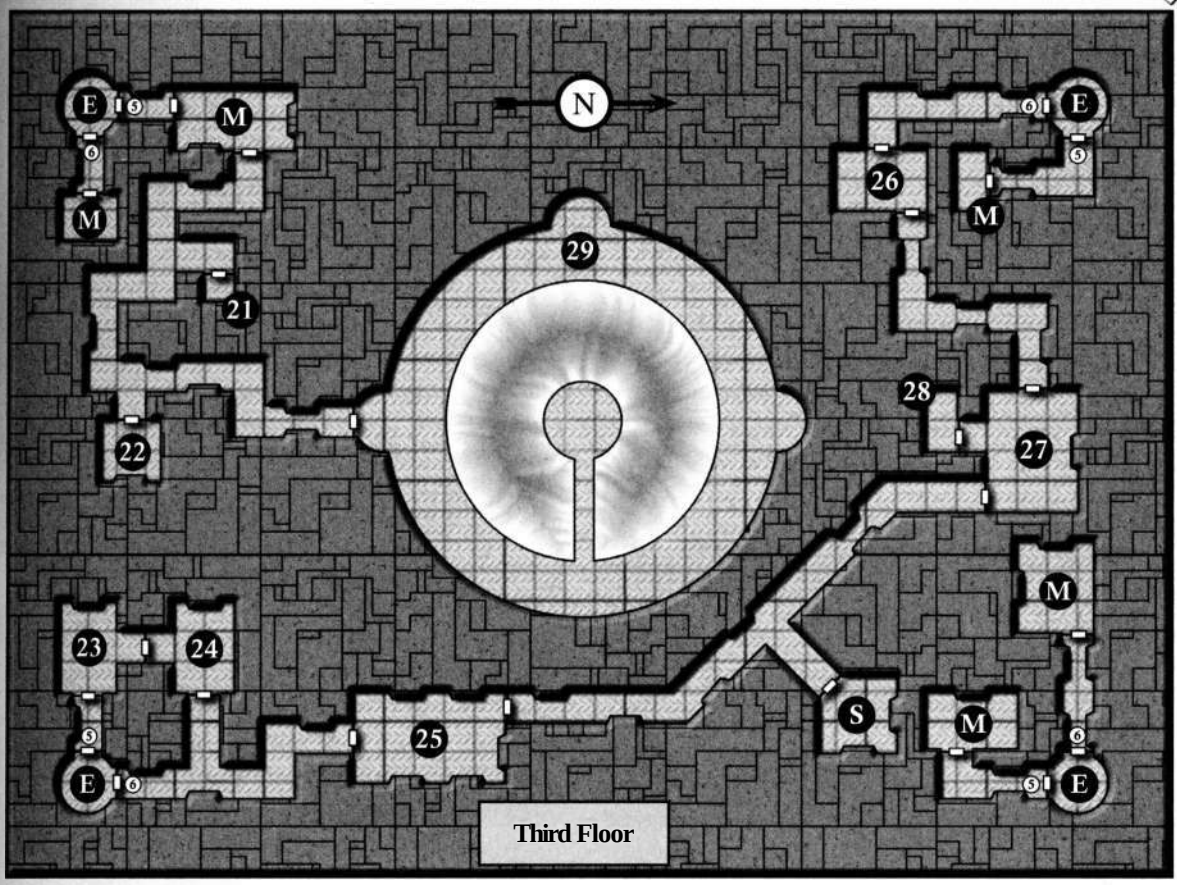
Description: The cultists refine metal here. A catwalk (20 feet above ground level) extends around the perimeter of the room, and two connected walkways reach across the middle of the room. The exits to this room are at ground level. Blobs of molten metal splash about here and there as scrap is dropped into the crucibles or ingots are cast. Every PC within 10 feet of a crucible has a 20% chance every minute of getting splashed, which does 1d3 damage. A leather suit from the suit room will protect against this.

Enemies: There are three green cultists in this room working at casting metal ingots. They will not be aware of the PCs at first. There is another cultist in area 19 operating the mechanikal arms, but he can only manipulate one at a time. A Spot check (DC 18) is required to see the narrow, grimy window he uses to observe the floor. He will try to launch a surprise attack with any arm the PCs near. The arms have Str 22, Dex 8, Improved Grab, Init -4, AC 5, hardness 5 and 20 hp. A pinch (melee attack +6) does 1d8+6 damage, but the real danger is being picked up and dropped into a vat. Luckily the arms move very slowly at a rate of 10 ft.

Tricks & Traps: There are five vats of metal and four mechanical arms. The catwalks run in between them, but it is still possible for an arm to attack someone on a catwalk. It is also possible for someone fighting on a catwalk to be thrown off, possibly landing in a vat of molten metal!

Consequences: The arm operator will do what he can to warn the rest of the facility about the intruders, but this is assumed in the material covering the rest of the temple.

Treasure: 12 silver ingots are stacked in a corner under a greasy tarp. Each brick-sized ingot is worth 55 gp and weighs 11 lbs. There are also dozens of iron, brass, and copper ingots of the same size neatly stacked here. Lastly there is a metal canister of oily flame-caster fuel though it is here for its other industrial uses. If the flame-caster from the auditorium was recovered, it can be refueled to its maximum capacity of four charges



with the contents of the canister. This takes two full-round actions and a Craft (clockwork) check (DC 16) to figure out.

19. SMELTING CONTROL

Read Aloud

The door slides open and you see a figure facing away from you hunched over a nest of levers and pedals. The room is dimly lit, but a hellish orange glow spills in from the thick, narrow window through which the person is looking.

Description: The green cleric here is operating the controls for the smelters and the mechanical arms. The noise in this room is intense; PCs suffer a -6 penalty to all Listen checks made in this room.

Enemies: The only threat in this room is the cleric.

20. THE GAUGE ROOM

Read Aloud

This small room is lined with round-faced gauges like those found on a steam boiler. There must be hundreds of them lined up on all the walls. The symbols on the gauges and their function are mysterious. Some of the needles dance and jump about while others remain fixed at one point on the dial.

Description: There is nothing else to see or do here.

THIRD FLOOR

The third floor of the temple is where the most intense worship is done, and it is more quiet and cool than downstairs. The PCs suffer a -2 penalty to all Listen checks made here.

21. TOOLS

Read Aloud

Shelves in this room hold dozens of greasy tools. Many have familiar shapes, but an equal number are completely mysterious.

Description: Nothing here is especially valuable. Many of the tools could be used as improvised clubs (1d6).

12. WARDROBE

Read Aloud

Clerical vestments are hung all along the walls of this room.

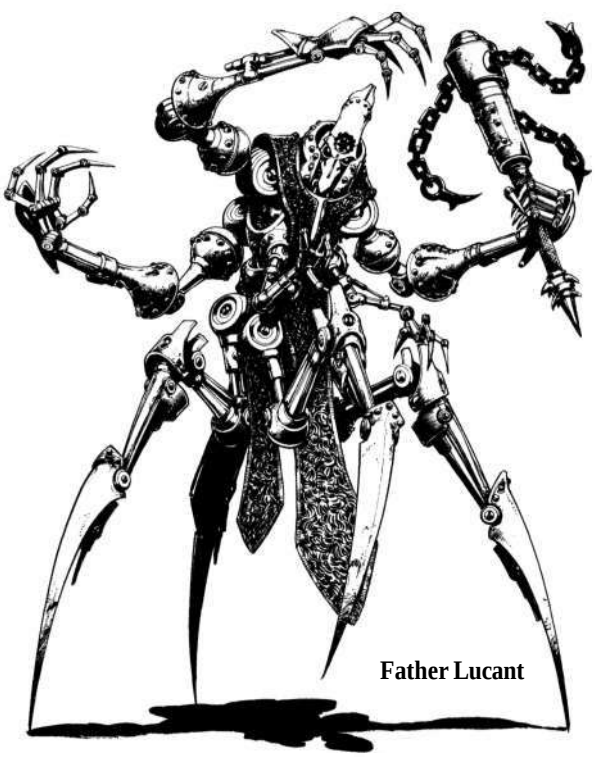
Description: There are a dozen complete outfits here: two leather work suits (see area 17), five low-level (green) cleric's robes, and five higher-level (experienced) cleric's robes. The vestments will add a +6 circumstance bonus to any Disguise check made to look like one of the priests of this temple, but anyone wearing the leather protective suits outside the smelting facility (area 18) will look suspicious.

23. THE NIGHT SKY

Read Aloud

The **smooth metal walls of this room merge seamlessly with a thick glass ceiling. Outside you can** see **a starry night sky.**

Description: Anyone making a Khowledge (nature) check (DC 1**2)** immediately notices the stars above do not seem to match any familiar constellations seen in the sky over western Immoren. The PCs may also realize that it should not be dark outside depending on what time they visit this chamber. What this signifies should be left a mystery.



Father Lucant

The special glass ceiling is thick and tough. If attacked it will chip, but it will not shatter. If the players are truly determined to destroy it, it has a hardness of 5 and 50 hp. When it finally gives way, the vacuum on the other side will suck anyone in the room out into the void, and the room's doors will slam shut. The GM is encouraged to chase the PCs away from this room if they begin to do something foolish! If they do persist in trying to break the glass, they should hear hissing sounds as the air begins to be sucked away. Their ears should pop, and the temperature will begin to drop. If they keep at it, they deserve what they get.

24. DEVOTION CHAMBER

Read Aloud

A few metal benches are secured to the floor of this chamber. The walls are hung with beautiful tapestries woven from metallic threads. They depict scenes from the night skies as well as bizarre geometric patterns. A light globe trapped in a golden mesh hangs from the ceiling. It casts a soft light on a pair of robed Cyriss worshippers who sit in silent meditation.

Description: This room is intended for use by small groups of praying worshippers. The tapestries (there are eight) would be worth 500 gp each, but they weigh 100 lbs apiece, so it is unlikely the PCs will be able to carry them all out. The light source can be removed; the golden mesh is worth about 5 gp, and the globe itself is identical to the light sources in the temple corridors.

Enemies: The clerics in this room are actually risen left behind by Alexia. Left in a tortured undead state, they instinctively returned to this room for solace. Unlike the other risen, these will remain silent and motionless if left alone. If a risen or the room is disturbed in any way, they will attack. See Appendix A for stats.

25. NUMERICAL ILLUMINATION

Read Aloud

This room is large and brightly illuminated. A giant glass sphere is mounted to the floor in the center of the room, and rows of desks are arranged in circles around it. Each desk has some sort of crank-driven machine on it. Two clerics are working at their desks at the far side of the room repeatedly cranking the machines

and writing something into the giant tomes in front of them. As you enter, they yelp in fear and make a run for the nearest exit, taking their books with them.

Description: Cyriss priests use the crank-driven calculating machines in this room to print lists of variations on the goddess' name. The machines and books will reveal nothing but meaningless strings of characters to anyone who investigates them. They are valueless though precious to the worshippers.

The glass sphere in the center of the room is about 12 feet across. At the center of the sphere (which is decorated with small painted images of stars and comets) is a large glowing orb. Surrounding the orb at various distances are several other smaller spheres moving around in circles driven by some kind of clockwork. The small metal spheres even rotate in place as they rotate around the center, and one of them even has three tiny spheres rotating around it.

Caen has three moons, two small and one large. A character may realize this is some kind of astrological model with a Knowledge (nature) check (DC 22).

THE GLASS GLOBE

MOST MODERN VIEWERS WOULD IMMEDIATELY IDENTIFY THE GLASS GLOBE (AREA 25) WITH THE SPHERES SLOWLY ROTATING INSIDE IT AS A MODEL OF THE SOLAR SYSTEM. HOWEVER, MOST OF THE UNEDUCATED INHABITANTS OF THE WORLD OF CAEN STILL BELIEVE THEIR HOME IS THE CENTER OF THE VISIBLE UNIVERSE. THE HELIOCENTRIC MODEL IS STILL RELATIVELY NEW AND ONLY GAINING ACCEPTANCE AT THE FINER UNIVERSITIES AND OBSERVATORIES. THE WORSHIPPERS OF CYRISS ARE THE MOST ADVANCED ASTRONOMERS IN THE LAND HOWEVER, AND THEY ARE WELL ON THEIR WAY TO ILLUMINATING HER DIVINE WORKS OF NATURE. THE MODEL OF THE SOLAR SYSTEM IS PLACED IN THE ROOM OF NUMERICAL ILLUMINATION TO INSPIRE THE ACOLYTES WHO TOIL AWAY, CATALOGING THEIR GODDESS' MANY NAMES. IT IS A BEAUTIFUL ARTIFACT, BUT IT WOULD BE IMPOSSIBLE TO REMOVE IT FROM THE TEMPLE.

FOR A FULL OVERVIEW OF THE HELIOCENTRIC DEPICTION OF CAEN'S SOLAR SYSTEM, SEE THE IKCG, PAGES 17-22.

26. THE SHRINE

Read Aloud

Yellowish lights set in the ceiling dimly light this small room. A glass case in the center of the room holds an ornate staff wrought of gleaming metal. On the wall opposite the door, a large brass plaque bears the likeness of an elderly man clad in what you now recognize as traditional garb for this sect. Below the image is another plaque that reads "Father Ghil Lucant, Preserved 475 AR"

Description: Father Lucant's body is long gone, and his soul now occupies the clockwork construct that was missing from area 12. The father's staff of office, a *lesser machinal staff of Cyriss,* is on display in the easily opened glass case. Of course, opening it the easy way will set off the trap.

Tricks & Traps: There is a trap door immediately in front of the glass case. If the case is opened, anyone standing on the 10-foot square in front of it will fall through it into a slippery metal chute. After a few seconds of sliding through the hot darkness, the victim will land in one of the jail cells on the first level. The GM should choose the cell at random. The trap door can be found with a Search check (DC 22), and the trap can be disabled with a Disable Device check (DC 16).

Consequences: If the glass case is simply broken, nothing will appear to happen, but an alarm will sound elsewhere. The PCs will encounter a patrol of 2-4 clerics and servitors within 1d6 minutes. The cultists will ignore anyone falling into the trap and landing in a cell. They have bigger fish to fry at the moment.

Treasure: The *lesser machinal staff of Cyriss* is hollow and constructed from an unusual metal, making it very light (2 lbs). Its construction appears mechanikal, but it is actually of divine enchantment and is not powered by mechanikal accumulators. Inset into it are three buttons requiring Search checks (DC 18) each to notice. The buttons produce the following effects: 1. *Light* on demand (as the cleric spell). Pressing button 1 again ends the *light* spell. 2. *Make whole,* once per day. The object to be mended must be touched with the staff. 3. *Meld into stone,* once per day. The wielder may also meld into a solid metal object. The staff is worth 12,000 gp.

The Coveners



27. THE ACCELERATOR

Read Aloud

A small machine with a metal tray and a long brass handle is mounted to the floor of this otherwise bare room. Behind it is a human-shaped hollow molded into the metal wall. The hollow is lined with copper, and two tarnished handles are mounted at the hands.

Description: This machine is used with the copper cards found in the vault, area 11. If the copper sheets are fed into the reader in the center of the room, a person standing in the alcove will feel a tingling sensation as he receives a temporary magical effect. If the copper cards are not in the right order, the effect will be extremely unpleasant. PCs making a Search check (DC 14) notice an engraving on the machine showing the outline of a punch card being fed into the machine with the notched corner in the upper left. Once the sheet is mounted in the reader, a large handle needs to be pulled; this will force the sheet through the mechanism and drop it in the output tray. The copper sheets from the library on the ground floor (area 5) will not fit in the accelerator's reader. Only the cards found in the vault (area 11) will work.

The possible effects of the accelerator are as follows. The beneficial effect is only applied if the copper sheets are fed into the reader in the correct order—the order seen carved into the floor of the Great Hall, area 1. If the cards are fed into the reader in the wrong order, the GM should apply the negative effect listed below. If the cards are mixed, apply a negative effect at random from the cards used.

- Mind: +2 Int for 24 hrs. or -2 Int for 24 hrs.
- Body: +2 Str for 24 hrs. or -2 Str for 24 hrs.
- Spirit: +2 Wis for 24 hrs. or -2 Wis for 24 hrs.
- Sight: *True seeing* for 24 hrs. or *blindness* for 24 hrs.
- Future: Foresight for 24 hrs. or confusion for 24 hrs. (The confusion effect will only manifest itself when the PC is under stress, such as combat.)
- Fortitude: *Bear's endurance* for 24 hrs. or *bestow curse (-6 to constitution, minimum 1)* for 24 hours—no save possible.

Anyone under the influence of the accelerator cannot receive a second effect. The machine will simply fail to function. The priests use the device to prepare themselves for special religious trials; it is not used often because repeated exposures bring their own drawbacks, which are outside the scope of this book (but GMs can extrapolate to their hearts' content).

28. ACCELERATOR PREP ROOM

Read Aloud

Some comfortable chairs are scattered around this room. Ornate robes of a type you have not seen before hang from a rack on one wall. On a small table in the corner is a flask with some kind of fluid inside.

Description: Subjects who are about to use the accelerator use this room to change into the ceremonial robes. The fluid in the flask is scented oil used to anoint the subject. It is worth only about 5 gp if taken. These robes and oils are specific to this particular temple and will not be familiar even to PC worshipers of Cyriss.

29. THE CORE

Read Aloud

You step from the corridor onto a wide walkway encircling the vast pit in the core of the temple. To your right a quarter of the way around the walkway, you can see the catwalk you viewed from the lower level. The core of the great machine rises out of the blackness and culminates in a platform upon which a terrible melee is taking place. Alexia Ciannor is locked in combat with several of the temple's clerics. Over the noise of combat you can hear the crackling electrical

discharges from the shaft below, and periodic flashes of blue-white light illuminate the vast chamber as if it were day. Behind Alexia at the center of the platform, a shrouded corpse lies in an open metal sarcophagus. Across its lap lies a jet-black sword.

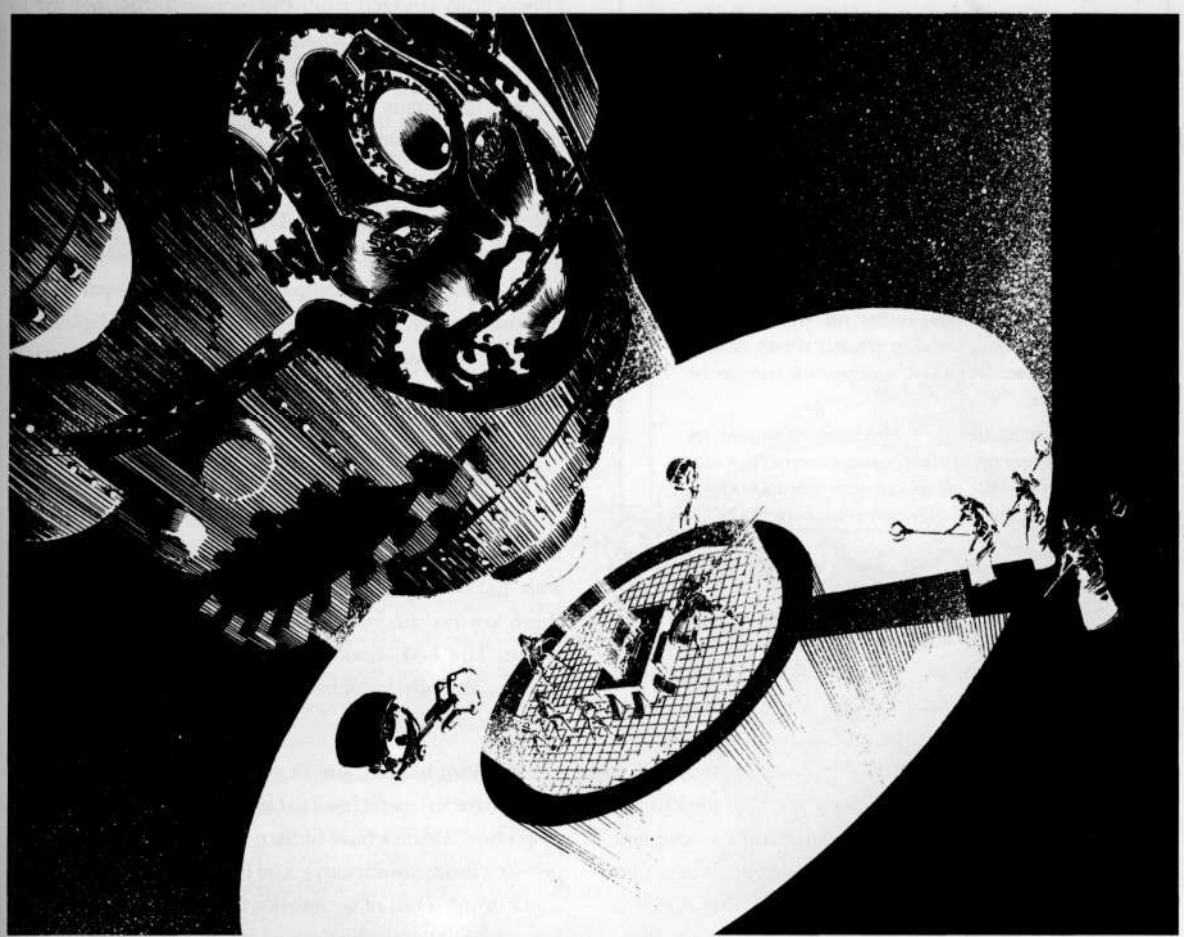
Alexia is armed with a rapier and a pistol. As you watch, she fires her gun into the chest of the last cleric who screams and falls backwards over the edge of the platform. Arcs of electricity reach up for the falling body, which crackles and hisses as it falls from sight.

"You again!" says Alexia, seeing the group. "I half expected Uncle Pandor to come himself this time." Suddenly you realize you are not alone on the walkway. On either side of you are the re-animated coveners, Alexia's dreadful companions. They shuffle toward you muttering with their claws outstretched. "Just leave, please, before I forget you are my uncle's friends."

THE RE-ANIMATED COVEN

IN THE LONGEST NIGHT, ALEXIA RE-ANIMATED THE FOUR MEMBERS OF HER MOTHER'S COVEN WHO WERE BLACKMAILED, EXECUTED, AND ENTOMBED OUTSIDE OF CORVIS. HER MOTHER LEXARIA, THE COVEN'S LEADER, WAS BURIED ON THE GROUNDS OF THE CHURCH INSIDE THE CITY WALLS. WHEN ALEXIA RECOVERED THE BODY, SHE DECIDED NOT TO RE-ANIMATE IT IN THE SAME RELATIVELY CRUDE WAY AS THE OTHERS. INSTEAD, SHE SAVED HER MOTHER'S BODY FOR A SPECIAL TREATMENT HERE IN THE TEMPLE OF THE INCOMPLETE AXIOM. THE GREAT MACHINE CAN TAKE THE WITCHES' SOULS, WHICH ARE TRAPPED IN THE WITCHFIRE, AND RE-INSERT THEM INTO THEIR BODIES. ALEXIA WILL TAKE CARE OF HER MOTHER FIRST, AND IF THE PCS FAIL TO DESTROY THE OTHER FOUR WOMEN ALEXIA WILL RESTORE THEM TOO. IF ALEXIA HAS ANY SUCCESS, THE PCS BLEW IT!

IF THE PCS ARE HAVING A REALLY HARD TIME DEALING WITH ALEXIA AND THE COVENERS, ANOTHER WAVE OF CLERICS, SERVITORS, OR INQUISITORS CAN APPEAR. IF NECESSARY THE GM CAN EVEN HAVE THE NPCS KNOCK ALEXIA TO HER APPARENT DOOM, BUT IT IS BETTER IF THE PCs GET TO DO IT.



Description: Alexia wants the whole coven reunited in life, but she will sacrifice the four other members in order to buy her the time she needs to save her mother. While the PCs fight the zombified coveners, Alexia will attend to her mother and the machine on the platform.

Gusts of hot air whip about in the gap between the walkway and the platform, so bows and crossbows firing across the gap are penalized by -6. Firearms are only penalized by -3. Anyone attempting to cross the gap (jump, fly) will be subjected to electrical attacks as detailed in the balcony on the ground floor (area 2). The only safe way onto the platform is the catwalk, which naturally is narrow with no rails in the tradition of evil fortresses throughout the multiverse.



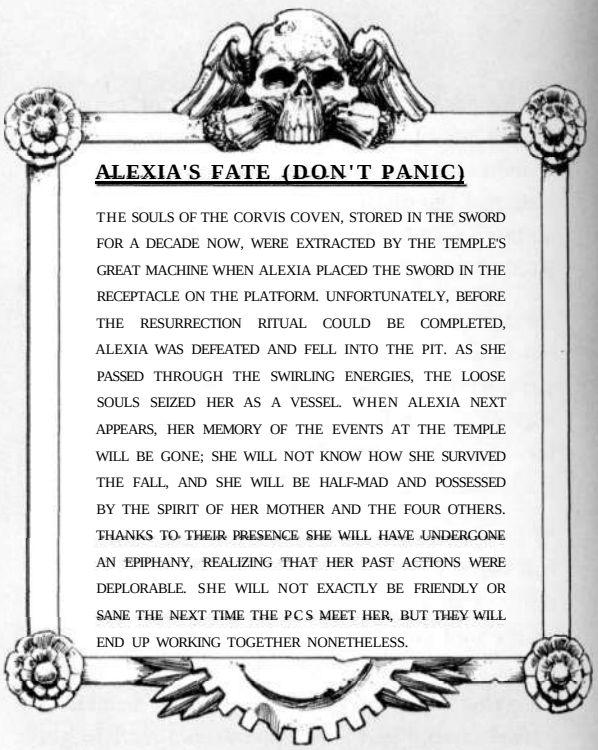
PUT THAT DOWN, IT'S NOT A TOY

THE PCS WILL BE TEMPTED TO TAKE THE WITCHFIRE OUT FOR A SPIN. IT IS A NATURAL FEELING, BUT THE GM SHOULD TRY TO DISCOURAGE IT. THE BLACK SWORD IS A HIDEOUSLY EVIL ARTIFACT, AND IT SHOULD BE PRESENTED WITH MANY UNPLEASANT QUIRKS. IT SHOULD DARKEN AND CHILL THE ROOM IT is IN. PERHAPS IT SOUNDS LIKE THE BLADE IS MUTTERING TO ITSELF, OR IT MAY MAKE A DRONING SOUND WHEN IT IS SWUNG. IT WILL WHISPER HALF-HEARD THINGS TO ITS WIELDER. BIRDS MAY FALL FROM THE SKY NEAR THE WITCHFIRE, DEAD AS STONES. THE SWORD SHOULD BE THE CREEPIEST THING THE PCS HAVE EVER SEEN.

IF THE PCS TRY TO USE THE BLADE AND GET AROUND ITS NEGATIVE LEVELS AND XP DRAIN DRAWBACKS, DO NOT LET THEM. TRICKS LIKE GLOVES WILL NOT WORK. THE PCS ARE NOT INTENDED TO USE THE WLTCHFIRE; THEY ARE INTENDED TO DEAL WITH IT. PLAY DIRTY TO KEEP THEM FROM BENEFITING FROM HAVING THE WLTCHFIRE WITH THEM. LET THEM TRANSPORT IT SAFELY IF THEY TREAT IT WITH RESPECT, BUT SMACK THEM DOWN IF THEY TRY TO GET CUTE.

FULL DETAILS ABOUT THE WITCHFIRE, ITS HISTORY, ITS POWERS, AND THE DANGERS OF WIELDING IT CAN BE FOUND IN APPENDIX F. GMS SHOULD READ THIS THOROUGHLY BEFORE THE SWORD FALLS INTO THE HANDS OF THE PCs.

The intent of this encounter is for the PCs to defeat Alexia and recover the sword, which she will place into a receptacle on the central platform. The GM should not allow the PCs to kill Alexia. Instead, a dramatic battle that concludes with Alexia falling off the platform or catwalk is in order. It should not be difficult for the GM to steer things in this direction. If the party is slow to fight off the coveners, Alexia's preparations will simply take longer. When they finally do engage her, the GM should note that Alexia is almost out of spells. She is tough but not unbeatable. If the



ALEXIA'S FATE (DON'T PANIC)

THE SOULS OF THE CORVIS COVEN, STORED IN THE SWORD FOR A DECADE NOW, WERE EXTRACTED BY THE TEMPLE'S GREAT MACHINE WHEN ALEXIA PLACED THE SWORD IN THE RECEPTACLE ON THE PLATFORM. UNFORTUNATELY, BEFORE THE RESURRECTION RITUAL COULD BE COMPLETED, ALEXIA WAS DEFEATED AND FELL INTO THE PIT. AS SHE PASSED THROUGH THE SWIRLING ENERGIES, THE LOOSE SOULS SEIZED HER AS A VESSEL. WHEN ALEXIA NEXT APPEARS, HER MEMORY OF THE EVENTS AT THE TEMPLE WILL BE GONE; SHE WILL NOT KNOW HOW SHE SURVIVED THE FALL, AND SHE WILL BE HALF-MAD AND POSSESSED BY THE SPIRIT OF HER MOTHER AND THE FOUR OTHERS. THANKS TO THEIR PRESENCE SHE WILL HAVE UNDERGONE AN EPIPHANY, REALIZING THAT HER PAST ACTIONS WERE DEPLORABLE. SHE WILL NOT EXACTLY BE FRIENDLY OR SANE THE NEXT TIME THE PCS MEET HER, BUT THEY WILL END UP WORKING TOGETHER NONETHELESS.

PCs seem to have the upper hand or are at risk of killing Alexia outright, allow her some assistance from mechanikal items, previously imbibed potions, or alchemical concoctions salvaged from the temple during her trip to the core. When the dramatic conclusion finally comes, she will plummet into the pit, perhaps terribly wounded and screaming in rage. It may look fatal, but she is sure to turn up again in Chapter Six: The Legion of Lost Souls!

Treasure: With Alexia out of the picture, the PCs will be able to claim the Witchfire. The PCs can also examine the machine if they wish. Resurrection is just one of its abilities. Unfortunately it is far too complicated for the party to use without extensive research. The PCs may not believe the machine is capable of this miracle since Father Dumas told them he did not think it was possible.

WRAPPING UP

When the PCs leave the temple, they can rejoin Squint and head back to Corvis. The GM is free to besiege them with gobbers, gatormen, or other swamp hazards, but there are no special encounters planned for the voyage home. The GM should be familiar with the Witchfire's abilities, though. It could certainly cause trouble if the PCs are not careful.

If Squint has left, the PCs will be in trouble. They will either have to hoof it back to Corvis (an adventure in itself) or go find Alexia's boat hidden upriver. If the party really gets in a bind, Squint can come back and rescue them. He is not doing it out of generosity, though; he will demand a big payment before he does anything helpful.



ACT III

Wherein the adventurers return to Covins to find that the City of Ghosts has fallen to an enemy long thought to be vanquished

While the PCs were away recovering the Witchfire, big things were happening in Corvis. Vinter Raelthorne the Elder returned from his exile, and he began making good on his promise to rule Cygnar again. Thanks to Borloch and Oberen's subterfuge, Corvis immediately fell to Raelthorne. The military garrison at Corvis has been relatively weak up until this time, for Corvis is a long way from the northern border and the Bloodstone Marches to the east were considered barren and mostly empty until now. The small garrison and few warjacks have been considered ample to protect the city from any local threats arising from the Widower's Wood or east of the Black River. Magistrate Borloch encouraged this attitude at Oberen's direction and has worked to keep the local army and the city watch "lean" as a cost-saving measure. The deposed king has a small skorne army (about 1,000 soldiers and beasts) hidden a few leagues east of Corvis. He will use this army to hold Corvis if the Cygnaran military tries to retake the city. The shadow of the exile has fallen over the land.

Messengers are already bearing news of the fall of Corvis to Point Bourne, Stonebridge Castle, Fort Falk, and eventually on to Caspia, but there are too few troops in the area to do anything immediately about it. The nearest military force with sufficient numbers is at Fort Falk almost two hundred miles south. Vinter Raelthorne will be able to hold Corvis until his skorne reinforcements arrive from the Bloodstone Marches. He plans to solidify his stranglehold on Corvis and use it as a mustering point for an even larger skorne army that he will utilize to attack Caspia itself! (The PCs will have a chance to defeat Raelthorne's forces in Chapter Six, but let's not get ahead of ourselves.)

Corvis fell to Vinter Raelthorne quickly and quietly because his right-hand man, Vahn Oberen, has been in the city for years setting the stage. In Oberen's pocket is Magistrate Borloch, currently the most powerful man on the city council due to the efforts of the witches he blackmailed years ago. The night after the PCs left Corvis in Act II, Borloch joined Oberen and a handful of inquisitors in murdering Mayor Leighton and the rest of the city council. In the morning when the mayor and councilors were found dead in their homes, Borloch proclaimed himself mayor pro tem. Borloch sustained a wound while struggling with Councilman Willem Solor, which ironically he is using as "evidence" that he was attacked as well.

As the mayor, Borloch assumed command of the city watch. The watch was ordered to cooperate with the Inquisition forces, and within a few hours the feared and hated inquisitors seemed to be all over. This was all carefully planned; in recent months Oberen had recalled over 200 of his men (nearly all who



Mayor Borloch



remained free) to Corvis in anticipation of this day. The inquisitors also began recruiting new members to swell their ranks. Overnight Corvis was transported back in time to the dark years of Vinter Raelthorne's reign. Rumors quickly began to spread that the Elder had returned as promised. Though no citizen had yet seen him in person, the presence of the Inquisition was evidence enough for most.

The Inquisition, backed up by the city watch, began to imprison those they felt to be dangerous to their cause (including uncooperative watchmen). They also began to confiscate firearms and swords. They were not concerned with other weapons, but they confiscated any blade longer than a short sword was on sight. What the citizens of Corvis could not know was the inquisitors were looking for the Witchfire, which Oberen believed might be in the city. The confiscation of firearms is just incidental and has been done to make organized resistance more difficult.

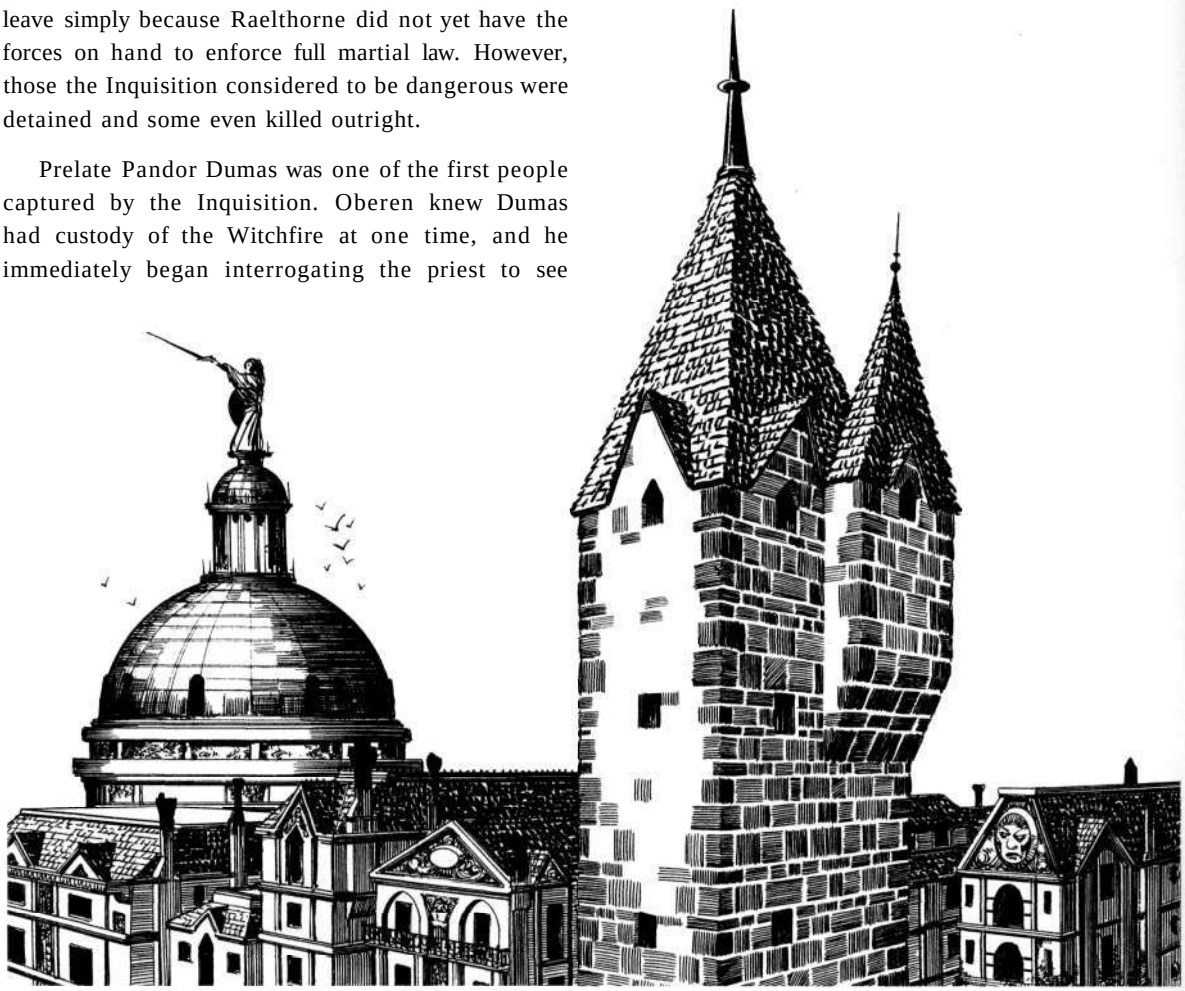
Fearing the worst, many citizens began to flee Corvis on land and by water. Most were allowed to leave simply because Raelthorne did not yet have the forces on hand to enforce full martial law. However, those the Inquisition considered to be dangerous were detained and some even killed outright.

Prelate Pandor Dumas was one of the first people captured by the Inquisition. Oberen knew Dumas had custody of the Witchfire at one time, and he immediately began interrogating the priest to see what else he knew. By the time the PCs get back to Corvis, Father Dumas needs rescuing in a big way.

Captain Helstrom has been cannier than some of his peers, and he has so far played along with the Inquisition. He knows for now he is more valuable working on the inside, but he is not sure how long he can keep it up. He has had to witness many acts that strongly go against his personal code, and standing idly by at such a time is difficult for him. He will try to make contact with the PCs as soon as possible so he can help them rescue Father Dumas.

RETURNING TO CORVIS

When the PCs reach the Black River, they will see there are a large number of ships leaving Corvis—an *unusually* large number of them. One of the ships is piloted by a mate of Squint's, and it will approach the *Fortune.*



Read Aloud

Ahead you can see half a dozen ships of various sorts heading north up the Black River. "That's odd," says Squint. "Usually don't see that many ships heading north at once. That's a lot of people going to Llael." The steam and sail-craft pass by, keeping a safe distance. Some of the crew wave at you as they pass. After a few minutes you leave the last of the ships behind, but another few immediately come into view ahead. Squint scratches his head.

Soon the ships ahead are close enough to see clearly. There are two compact steamships and one flat-topped cargo ship making good speed up river. As you watch, one of the small craft sounds its horn and begins to drift in your direction. "Squint, isn't that the *Comet*—Edden's rig?" asks Killian.

"Aye, I think it is… what's he doing up here?" questions Squint. He sounds two quick blasts on the *Fortune's* horn and waits for the other ship to approach.

A few minutes later the other craft turns in beside you. Squint reduces his speed and both boats drift downriver.

Read Aloud

"Killian, take the wheel," orders Squint. "Keep us close, but if we trade paint I'm taking it out of your hide." Squint moves to the port rail and waves his friend over.

"Haven't you heard?" hollers Edden.

"Heard what?" returns Squint.

"Vinter Raelthorne—he's back! Gods help us all. We're making for Merywyn, and I suggest you do the same!"

Edden is another captain and small-time hood like Squint. The two are casual friends and occasional business partners. When the Inquisition came to town, Edden decided to look for greener pastures elsewhere. He is not alone. The PCs will see many more ships leaving Corvis as they travel onward.

The two boats are about 10 feet apart, and conversations are conducted by yelling over the noise of the engines and the wind. Edden will only stay and talk for a few minutes since he is eager to get underway. Here are the facts the conversation may reveal:

- The mayor and all the city council were murdered. Only Borloch survived the attacks. (The murders took place the night the PCs entered the temple.)
- As the sole surviving city official, Borloch has proclaimed himself mayor pro tern.
- Corvis is swarming with inquisitors. They must be Vinter's men. Many have the tattoo on their right hand, and they are already rounding up "undesirables" just like the old days.
- The city watch is cooperating with the inquisitors. In fact, they seem to be taking orders from them.
- People are mostly being left alone, but for how long? No one trusts Borloch or the Inquisition. Those who protest or complain quickly disappear.
- No one has actually seen Vinter Raelthorne.
- Rumors say the Elder Raelthorne has an army nearby, and he will try to invade Cygnar very soon.
- Raelthorne's army is not supposed to be human, elven or even dwarven. People say they are some kind of horrors from beyond the Marches.
- The inquisitors are searching every boat at the docks, but no one is sure why.
- The Inquisition is confiscating all swords and firearms in Corvis. If you have one, it will be taken on sight. They do not seem to care about other weapons.

QUESTION AUTHORITY

IF THE PCS END UP IN A FIGHT, STATS FOR THE WATCHMEN CAN BE FOUND IN APPENDIX B. THE INQUISITORS ARE MOSTLY ROGUES OF LEVELS 2-4, AND THEY TRAVEL IN GROUPS OF 3-5. 20% OF THE INQUISITORS ARE FIGHTERS AND 10% ARE WIZARDS, AND A MIX OF THESE CLASSES IS NOT UNCOMMON SINCE MOST INQUISITORS HAVE A ROGUE LEVEL OR TWO. ALL ARE LAWFUL EVIL HUMANS. SEE APPENDIX B FOR INQUISITOR STAT BLOCKS. FIGHTING WITH THE AUTHORITIES IS DANGEROUS; IF JUST ONE GETS AWAY HE WILL PUT THE WHOLE CITY ON WATCH FOR THE PCS.

IN ANY FIGHT, THERE IS A 10% CHANCE ONE OF THE WATCHMEN WILL TURN ON THE INQUISITORS HE IS WITH. DEPENDING ON THE GM'S DESIRES, THE GOOD WATCHMAN WILL EITHER JOIN THE PCS OR ASK TO BE BEAT UP SO HIS STORY WILL BE MORE CONVINCING TO HIS SUPERIORS.

- Sorcerers are advised to keep a low profile. The Inquisition is starting to keep tabs on them like in the old days.

Read Aloud

When Squint learns what's going on, he looks balefully at your group. "I'd bet a week's pay you folks have something to do with this. Am I going to get killed if I go back to my slip with you along for the ride?"

PLAN A: SNEAK THE WITCHFIRE INTO CORVIS BY BOAT

If the PCs treated Squint well and if they promise to pay him, they may be able to get him to help sneak the blade into town. Squint will be reluctant, but he will help if the money is good enough. If the PCs treated Squint badly, he will make them one offer and one offer only: they can get off the boat about a league outside Corvis and make their own way from there. He may even turn them in once he returns the *Fortune* to her berth if they have really gotten on his bad side.

There are a lot of inquisitors and watchmen on the streets, but they cannot be everywhere. It is a big city and there are only a few hundred of them outnumbered by a hundred thousand fearful residents of Corvis. However, they are watching the docks particularly closely. If the PCs have the help of Squint or if they have another boat, they can try to get onto an unsupervised dock and sneak past the inquisitors and watchmen. This will be nearly impossible without some kind of magical assistance, and even then every patrol they meet in the city will hassle them. If the PCs have something big enough to put a sword in, it will be inspected. If they have swords of their own, they will be confiscated. Resistance will lead to combat.

A strong swimmer could simply get off the boat and swim to the docks or swim up one of the numerous canals leading into the city, but there is still a serious risk of encountering a patrol once the water is left behind.

PLAN B: SNEAK THE WITCHFIRE INTO CORVIS BY LAND

There is a lot of traffic at the city gates. The watchmen and their inquisitor overseers are trying to inspect all of the wagons, carts, barrels, casks, and crates flowing in and out of the city, but they are bound to make some mistakes. The PCs can increase their chances of getting through by hiding the blade in something that is unlikely to be carefully inspected like a wagon of pig manure.

The GM should make sure the guards pay special attention to anyone who looks like a well armed adventurer. Peasants pass the guards easily; tough, competent looking people get inspected closely. Attitude also plays a role since most normal citizens are very meek and fearful.

PLAN C: HIDE THE WITCHFIRE

If the PCs cache the sword outside the town it will be safe, at least temporarily. The powerful scrying protection on the blade will ensure Oberen cannot locate it magically, but the PCs will need to be careful when they travel to and from the sword's hiding place. Oberen will be trying to find the PCs, and if he does, high-level rogues will follow them wherever they go. Still, this is the safest thing the PCs can do.

When the PCs return to where they have hidden the Witchfire, there is a 20% chance per day they will find some creepy undead thing hanging around it. Here's hoping they do not decide to bury it in the eastern boneyard (pg. 42)!

PLAN D: DESTROY THE WITCHFIRE

Destroying the Witchfire would be about as difficult as destroying a magic ring from a certain trilogy with which you might be familiar. It will not become a serious possibility until well into Chapter Six, and even then it has dire repercussions.

DUMAS & HELSTROM

Once the PCs are back in the city, they will want to report back to Father Dumas. When they arrive at the Cathedral of Morrow, they will learn the Inquisition has taken the prelate prisoner.

Read Aloud

Your footsteps echo in the empty marble cathedral. There is no sign of Father Dumas or anyone else, but you see some broken glass and splintered furniture littering the floor.

Five figures step out of the shadowy refectory into the light of the cathedral. Foremost is a black-clad inquisitor, a sickly-looking man with a hooked nose. Beside him is Captain Helstrom who levels the pistol in his hand at you. A trio of burly watchmen stands behind the two men. Two hold heavy crossbows at the ready while the third rests his hand on the pommel of his sword.

"These are the ones?" rasps the inquisitor as he points at your group.

"Indeed they are," answers Helstrom, fixing you in his steely gaze. "And they've been most troublesome."

Give the PCs a moment to react to this. Savor their fear as they believe Helstrom has betrayed them.

Read Aloud

The inquisitor moves forward with his hand outstretched. "You should have accepted our friendship while you had the chance. I'm afraid that—"

Helstrom's pistol thunders, and the inquisitor falls to the floor hissing in pain and rage. The gunfire reverberates off the stone walls, and a cloud of acrid smoke fills the room. The watchman bearing the sword steps forward and delivers a coup de grace to the black-clad inquisitor.



"Morrow forgive us for staining these floors with blood," Helstrom says. "Take care of—that," he orders his men. "He must not be found or it will be our ruin." He steps forward to address your group. "I'm afraid I have some bad news. Vinter Raelthorne has returned, and he controls the city. Father Dumas has been taken by the Inquisition."

Captain Helstrom has been playing along with the invaders while waiting for the PCs to return. He will tell the party everything he knows, and then he will send them to rescue Father Dumas. If Helstrom had to pay the PCs to get them motivated, he will deliver their money now.

WHAT HELSTROM ASKS

- Did the PCs stop Alexia?
- Do the PCs have the sword? (Helstrom does not want to know where it is in case his status as a spy is discovered.)
- What is Alexia's fate?

WHAT HELSTROM KNOWS

- Vinter Raelthorne is in the city. The leader of the Inquisition, Vahn Oberen, has been in Corvis for some time setting up the coup.
- Magistrate Borloch, now the Mayor, works for Oberen who in turn works for Raelthorne.
- The watchmen are being forced to play along with the Inquisition. If they refuse, their lives and the lives of their families are forfeit. Many good men are being forced into doing terrible things.
- Oberen is obsessed with retrieving the Witchfire. It is unspeakably powerful, and he must not be allowed to have it. It must be important to Raelthorne the Elder's plans to retake Cygnar.
- Oberen is convinced that Father Dumas knows where the sword is, and he is probably torturing him at this very moment.
- Father Dumas does know how to store the sword safely, which is another reason to get him back.

Once Helstrom has caught up with the PCs, he will give them a map detailing the area in which Father Dumas is being held. The GM should copy the map from Appendix G: Handouts.

JAILBREAK!

Father Dumas is being kept in the fourth level of the donjon below the courthouse. Captain Helstrom knows of a secret passage connecting the sewers to that part of the jail, and he thinks the PCs can sneak in, free the prelate, and sneak out. He provides the party with a map (Appendix G), but he cannot provide any manpower. If the PCs need weapons or supplies, Helstrom may be able to help at the GM's option, but he should not provide a fortune in ammunition, and he will not have any magic items. Lastly, Helstrom gives the party a tin whistle and a warning.

Read Aloud

Before you part ways, Captain Helstrom hands you a small silvery object on a chain. It seems to be a tin whistle. "If a guard challenges you, sound this softly. If he is loyal to me, he will cause you no trouble. Use this only as a last resort. There are many guards at the courthouse, but few are yet my own men. None of Raelthorne's men can be allowed to learn of this signal. The lives of my agents are at stake."

As you take the whistle, the captain gives you one last piece of advice. "The sewers are full of rats and other things too. The guards have some kind of pet down there that they feed troublemakers to. I hear it hates the light though, so it should be easy to drive away if you see it."

THE SEWER

The PCs will need to take a boat—a quiet boat—to the courthouse's island. To gain entrance to the sewers they need to scale 20 feet of rocky cliff. Lastly, they need to open a concealed portal to enter the cellblock. If they are lucky, they will be able to rescue Father Dumas and sneak back out the way they came.

It will be raining heavily when the PCs approach the courthouse. This reduces visibility by 50%, Listen checks made outside suffer a -4 penalty, but the rain luckily washes the worst of the sludge from the sewers. The rain will also wreck ammunition not stored properly.

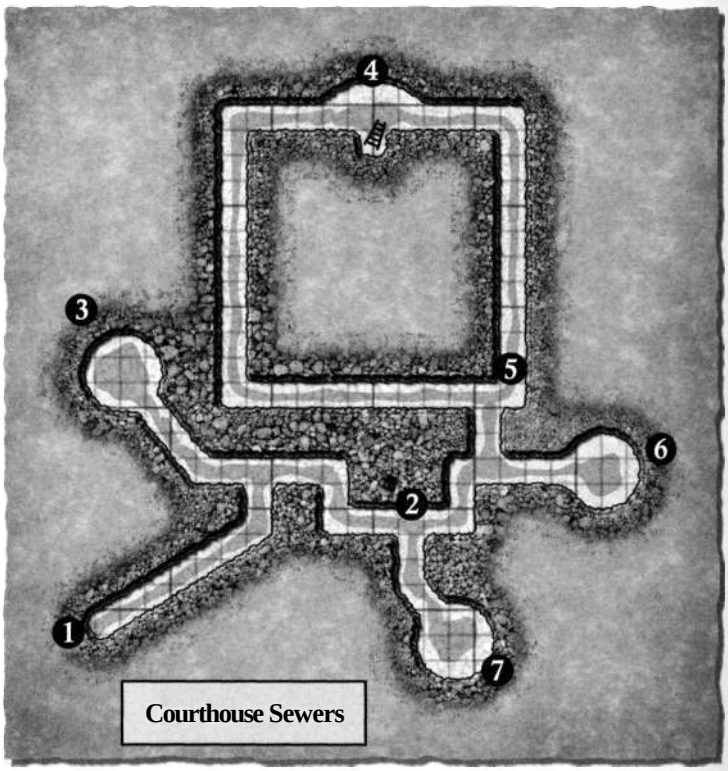
Watchmen constantly patrol the courthouse grounds. If the PCs make a lot of noise while they climb upwards, the guards atop the cliffs may hear them. Fortunately the men on duty topside are all loyal to Helstrom, and if they hear the PCs over the rain they will look the other way. Inside the jail, there is only a 10% chance any watchman will be loyal to Helstrom. Even if a guard is a loyalist, he may have to play along with his less honest colleagues who will wish to catch or kill the PCs. Loyal guards might attack their less scrupulous colleagues and help the PCs if the odds of getting away with it look good, and the GM can use this to help the PCs out of a sticky spot—say, when a guard is about to pull an alarm cord.

1. SEWER ENTRANCE

Read Aloud

A granite cliff towers over you with the Corvis city courthouse perched atop it. Below the courthouse buried in the island's rock is the donjon. Heavily used even in the best of times, you hear the cells are busier than ever now that Raelthorne the Elder has come to town.

A hard rain falls around you, and dirty water sluices down the cliff-face into your boat. About 20 feet overhead you can see the round entrance to the sewers.



Courthouse Sewers

Go WITH THE FLOW

ALL OF THE FLOORING IN THE SEWER IS ANKLE-DEEP IN WATER FLOWING TOWARD THE EXIT IN AREA 1. SMALL, LIGHT ITEMS DROPPED IN THE WATER MAY BE SWEPT AWAY AND DUMPED INTO THE HARBOR.

Description: The courthouse is built atop a small island at the south end of the harbor. Reaching the crudely hewn sewer outlet (which is spewing mucky, smelly water) takes a Climb check (DC 14). There are fortunately easy places to tie a rope at the top of the climb if the less-agile party members need it. The sewer system consists of a network of pipes 10 feet in diameter. In some places the sewer pipe will open into a larger chamber. Filthy water sluices in through grates in the ceiling, and there is always a flow underfoot.

2. THE TERROR

Near the intersection marked as area 2 on the sewer map, the PCs encounter the tunnel terror. Sewer rats are running from it in fear, and they will move right past the PCs looking for a way to get out. The rats are not dangerous, and if the PCs attack them they will only try to escape. The poor rats do not want to turn around because they know the hungry terror is right behind them.

Read Aloud

You notice faint squeaking noise coming from ahead of you barely audible over the sounds of dripping water. After a moment a few fat rats come into view, running at you.

After the first wave of rats passes, give the PCs a moment to relax. Then hit them with another wave.

Read Aloud

A distant squeaking like you heard before drifts through the stone tunnels. Again it becomes louder as you see a pack of fat sewer rats running toward you. This time there are scores of them, and their squeaking is deafening. In a few seconds you are all knee-deep in rats.

The creature is right behind the rats just around the corner from the party.

Read Aloud

Now you can see what had the sewer rats so terrified. Rounding the corner is a creature unlike any you have ever seen. A 10-foot-wide mass of flailing tentacles dripping with slime fills the tunnel. Two lamp-like yellow eyes sit above a round maw ringed with serrated teeth. The creature wails and lurches toward you.

Description: Besides the presence of the tunnel terror, there is nothing special about this location.

Enemies: The tunnel terror (Appendix A) will fight the intruders to the death.

Treasure: This terror's treasure (coins and gems only, standard rate) is in its belly.

3. SEWER POOL

Read Aloud

The sewer widens into a dome-shaped room. Water drips in from a handful of openings in the ceiling and fills a shallow pool in the center of the room. Water flows from the pool into the tunnel and out into the harbor.

Description: There is nothing of interest in this room, but if the players carefully search the pool, they will probably find something disgusting.



4. THE LADDER

Read Aloud

A bulge in the tunnel accommodates a dozen more pipes, each dumping an irregular stream of murky water. A rusty iron ladder is affixed to the wall and leads up to some kind of trap door.

Description: The ladder leads to the secret door Helstrom mentioned. The other side of the trap door is a latrine for the guards, which will be occupied when the PCs emerge. The thick stone and running water will muffle almost any sound the PCs might make before they open the trap door.

Consequences: In the unlikely event the PCs are heard, the guards above will be on full alert. They will actively patrol the halls looking for trouble, but they will pull the alarm—yet. The guards do not know about the secret door, so they will not enter the sewers.

5. THE CONVERSATION

Read Aloud

Above is a narrow stone shaft about 20 feet tall. At the very top of the rocky chimney is a thick metal grate. You see a dim flicker of light through the iron bars, and it seems as if two figures are standing overhead in the torchlight. A conversation echoes down to where you stand, and somewhere in the distance you hear a man screaming in agony.

"... far more resilient than expected, m'lord. He's refused to tell us anything about the Witchfire or—" The speaker, who sounds familiar, is cut off by a man with a sepulchral voice. His gravelly baritone sends a chill down your back.

"The skorne paingiver will loosen his tongue. And when you're done with him, I want his carcass hung from his own church steeple. See to it immediately, Sirac. We've wasted enough time with him already."

"The skorne is finishing up with another subject now, Majesty. I'll make sure the priest's interrogation is held next," answers the first speaker.

"Come find me when it is done."

With that the two men move away.

Description: The PCs have stumbled onto a meeting between Vahn Oberen and Vinter Raelthorne. If they listen quietly, they will learn Father Dumas is due for a trip to the torture chamber any minute now. They probably will not know what a "skorne" is yet, but they might be able to guess they are the new allies Raelthorne is rumored to have.

The stone shaft leading to the grate is easy to climb (DC 10). The grate at the top is securely fastened and cannot be opened.

Consequences: Trying to attack the two speakers (through a small iron grate no less) would be madness. Oberen is a Wiz12, and Vinter Raelthorne the Elder is one of the most dangerous warriors in all the Iron Kingdoms. He is a legend in Cygnar, and the fight to oust him from power will be in everyone's memory. The PCs are not intended to attack these NPCs, but if they do, Morrow save them! Vinter Raelthorne is a male Caspian Ftr17/Ari3, but his attributes and abilities should not be necessary. If he crosses blades with the PCs, he wins.

6. THE TERROR'S LAIR

Read Aloud

This dome-shaped room holds a pool, and water trickles in through many holes in the roof. In the center of the pool is a pile of garbage and filthy cloth with a large depression in the middle. Slime coats everything including the walls around you. The stench of rotting meat fills the air.

Description: This is the tunnel terror's lair. It is filthy but harmless. The terrible smell comes from the dead rats the terror stashed in its nest maybe for late-night snacks.

Treasure: Rusty iron keys are hidden in the terror's nest, which can be found with a Search check (DC 18). One key fits the gates and cell doors of the cellblock above, but it does *not* unlock them. (GM—keep track of this key!)

THE CELLBLOCK

The whole cellblock is filled with the sounds of a man screaming. The PCs should hear the sounds of the torture session as soon as they climb into the latrine (area 8). The victim screams, wails, sobs, and swears continuously. His suffering finally ends just as the PCs approach the torture chamber in

area 11. All Listen checks made in the cellblock suffer a -4 penalty.

The cellblock guards (War3) are equipped with longswords and splint mail. See Appendix B for cellblock guard stats. There are two alarm cords (made of red-stained rope) in the cellblock. One is in area 9, the guardhouse. The other is in area 11, the torture chamber. Each is marked with an "A" on the map. If an alarm cord is pulled, all hell will break loose. Skorne and human guards will start piling in from the level above, entering through the stairwell across from the latrine (area 8). Stats for the skorne bodyguards are in Appendix A.

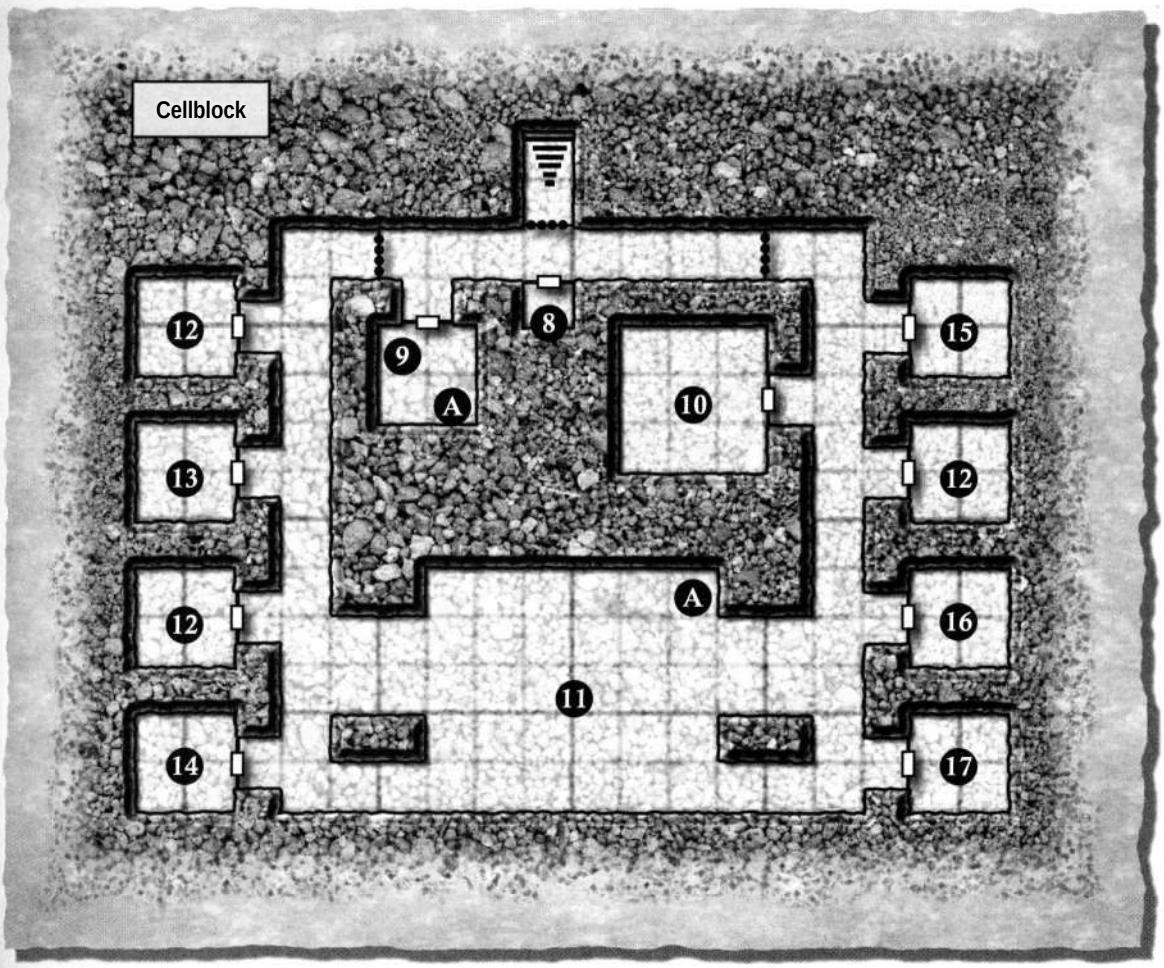
The stairs up to the next level of the donjon are protected by a heavy iron gate. The same sort of gate is used to bottle up the rest of the cellblock. One key found in the guardroom (area 9) will unlock all of these gates. If the PCs do not have a key, the locks on the gates can be picked with an Open Lock check (DC 20). If the PCs are intent on climbing the stairs and exploring the rest of the donjon, the GM can use some loyalist guards to tell them what a bad idea it is. The first encounter the PCs have in the next cellblock up should be with a pair of Helstrom's men who will tell the PCs in no uncertain terms that they will be dead in minutes if they continue onward.

If the PCs set off the alarm, they may have to bug out without Dumas. The only good note is that the prelate will be moved to another facility, and his interrogation will be delayed a short while. The GM can set up another rescue mission if desired, or the PCs can write off Father Dumas. In the latter case, the GM will need to remove references to the good father from the next book in the trilogy. This would be unfortunate, but it will not wreck the story.

8. LATRINE

Read Aloud

The heavy trapdoor swings upwards and conies to rest against a wall. Before you stares the surprised face of a guard sitting on the privy.



Description: If the guard hollers for help, two more guards may enter the latrine from area 9 if they make their Listen checks (DC 14). They will not pull the alarm bell at first. What could go wrong in the privy? The guards may even knock on the door and laugh at their colleague. "What's wrong, Mickner? Didja fall in?"

Enemies: The guard caught with his pants down (literally).

Treasure: A crudely printed pornographic flipbook lies next to the latrine.

9. GUARDROOM

Read Aloud

Three guards sit around a crate playing a game of cards. When they see you, they leap to their feet. Two rush to attack while one makes a dash for a red cord hanging from the ceiling in the back of the room.

Description: In the room is a crate acting as a makeshift table. A deck of cards and some hand-carved dice sit on it.

Enemies: Three cellblock guards (Appendix B).

Consequences: The guard running for the alarm must be stopped if the mission is to continue. If he rings the bell, the cellblock will be swarming with reinforcements in about one minute.

Treasure: Anyone carefully searching the crate-table (DC 12) finds a sliding panel. Inside are three bottles of wine; one is nearly empty. There is also an iron key, which will open any of the gates or cell doors on this level. One of the guards has a small iron key on a chain around his neck. It will unlock any manacles found. This guard also has a copy of the door key in his pocket.

10. STOREROOM

Read Aloud

Piles of coarse blankets and sacks of moldy food are piled in this room. A large tub of water sits near the door.

Description: This is where supplies for the prisoners are kept. If the PCs make a Search check (DC 18), two pairs of manacles and one copy of their key are found under a sack of moldy hardtack. The manacles have hardness 10 and 10 hp, and the break DC is 26. Picking the lock requires an Open Lock check (DC 22).

11. TORTURE CHAMBER

Read Aloud

A gleaming metal table stands in the center of this room. Chained to it is the still form of a human who has apparently been flayed alive. Bright blood runs across the metal surface down to a drain in the stone floor beneath. An



inquisitor stands by the body making notes in a small brass-bound book. Standing across the table is some kind of humanoid you have never seen before—a pale being over seven feet tall with harsh, angular features and wide shoulders. The being is cleaning the gore from a set of black metal tools, some of which are being heated in a small brass brazier.

The seemingly well-equipped room features an iron maiden, a rack, and an impressive array of barbed lashes artfully arranged on a wooden stand.

Description: The PCs have encountered the skorne paingiver, his latest "client" (now expired), and an inquisitor sent by Oberen to conduct an interrogation. If anyone wants to grab a whip from the stand, they are just normal whips.

Enemies: The inquisitor (Rog4, Appendix B) attempts to reach the alarm cord behind him. If it does not look like he can reach the alarm without being killed or badly injured, he will instead flee the torture chamber and head for the stairs. He is no hero.

The skorne torturer will fight the PCs to the death. He has the same stats as the skorne bodyguards in Appendix A, but he uses a spiked chain. The chain is actually a torture device; part of it was sitting in a brazier, and the business end is glowing red-hot. The heated chain does 2d4 damage plus 1d6 fire damage. The skorne paingiver is quite competent using it in combat.

Consequences: If the inquisitor sounds the alarm, the PCs have one minute to flee the cellblock before it is overrun with guards and skorne. If the GM wants to help the PCs, one of Helstrom's loyal guards can appear and engage the inquisitor just before he pulls the alarm cord.

Treasure: The inquisitor has a key that operates all doors and gates on this level. He also has a masterwork dagger. His book contains interrogation notes. They are meaningless to anyone who reads them, but it can be seen that some of the people he has interrogated recently have been sorcerers.

12. Empty Cell

Read Aloud

The door to this cell stands ajar. Inside is nothing but a pile of filthy straw.

Description: Three of the cells on this level are empty. The doors are not kept locked, and there is nothing of value inside.

13. A Friend of the Family

Read Aloud

This cell holds a haggard-looking man dressed in fine but now filthy clothes. He sits in the pile of straw that passes for a bed squinting at the light from the doorway. "Who are—what's going on?"

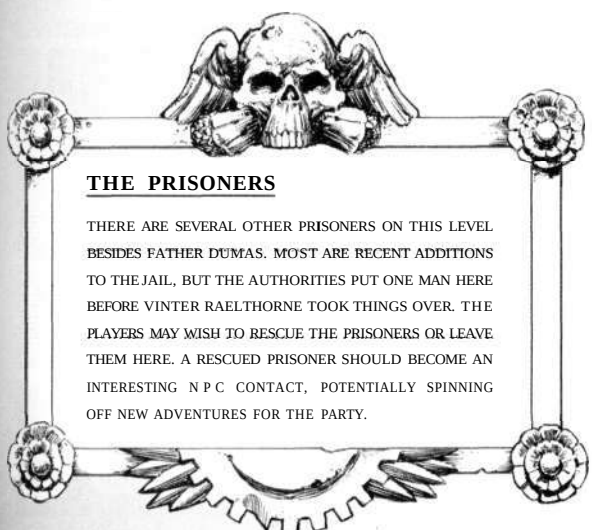
Description: The occupant of this cell is Merwen Gertens (Midlunder Rog5). He is a rising star in the city's most infamous crime family, but he got pinched a few days before Vinter came to town. Merwen will be evasive about why he is in the clink, but he will do anything to get the PCs to free him.

Consequences: If the PCs free Merwen, they will have an ally in the criminal underworld (or *more* allies if they already picked some up in Chapter Three). He will come to their aid at some point in the future to even the score. If the PCs leave him to rot, he will get word to his family, and the party will have made some powerful enemies. The GM can make as much or as little of this encounter as desired.

14. The Lifer

Read Aloud

As the door swings open, a terrible stench assaults you. Lying in the middle of the stone floor is a rotting corpse bloated with decay gases. A few rats nibble at the body and ignore you.



THE PRISONERS

THERE ARE SEVERAL OTHER PRISONERS ON THIS LEVEL BESIDES FATHER DUMAS. MOST ARE RECENT ADDITIONS TO THE JAIL, BUT THE AUTHORITIES PUT ONE MAN HERE BEFORE VINTER RAELTHORNE TOOK THINGS OVER. THE PLAYERS MAY WISH TO RESCUE THE PRISONERS OR LEAVE THEM HERE. A RESCUED PRISONER SHOULD BECOME AN INTERESTING NPC CONTACT, POTENTIALLY SPINNING OFF NEW ADVENTURES FOR THE PARTY.

Description: This nameless prisoner died a few days ago, but none of the guards wanted to clean out the cell. There is nothing of value here.

15. THE POLITICIAN'S WIFE

Read Aloud

You open the door and see a stern-looking woman standing up to meet you. "It's about time," she says stepping forward. "How long were you people planning on keeping me here?"

Description: The PCs have met Gatria Solor (female Caspian Ari5), wife of the now-deceased city councilman Willem Solor. The Inquisition imprisoned Lady Solor for causing trouble and asking too many questions about two days ago. Not knowledgeable enough to interrogate and not important enough to subvert, her time is running out and she knows it. She is in a foul temper and will demand to be freed.

Consequences: If the PCs rescue the abrasive Lady Solor, she may prove to be an ally down the road. When the current crisis is past, she will run for city council, and she has a good chance of succeeding. If the PCs leave her here she will probably be executed in the days to come; they should see her head on a pike somewhere around town.

16. THE TAX MAN

Read Aloud

A man lies in the filthy straw curled into a ball. He is crying like a baby, and his whole body shakes as he sobs. When he hears you enter he recoils in fear and crawls away. "Don't hurt me! Don't hurt me!" he yelps, choking back his tears.

Description: Within this cell is Lord Cedric Korant (Midlunder Ari9). His name will not mean anything to the PCs, but if they spot his tricorner hat lying under the dirty straw with a Spot check (DC 16), they will realize that he is some sort of tax collector. In fact, he is *the* tax collector responsible for overseeing all the taxmen in the city. Lord Korant is a cowardly and selfish man, but he is not evil.

Consequences: If the PCs do not rescue Lord Korant, they can see his head on a pike a few days later, or he can be released to cause them grief if the GM desires. If they help him out, they will have an ally with ties to the government of Corvis and the Kingdom of Cygnar. Lord Korant reports to Duke Kielon Ebonhart IV, Lord of Falk, one of King Leto's loyal vassals, and the man who will eventually take control of Corvis a year after the events of the Witchfire Trilogy.

17. FATHER DUMAS

Read Aloud

Before you lies the prostrate form of Father Dumas. His once-fine clerical robes are now filthy and bloody, but he raises his head and looks up with defiance in his eyes. After a moment he recognizes you, smiles, and says weakly, "My friends, I knew you'd come." The prelate sits up, slowed by the chains binding his hands and feet. "Did you find my niece? How is she?" he asks.



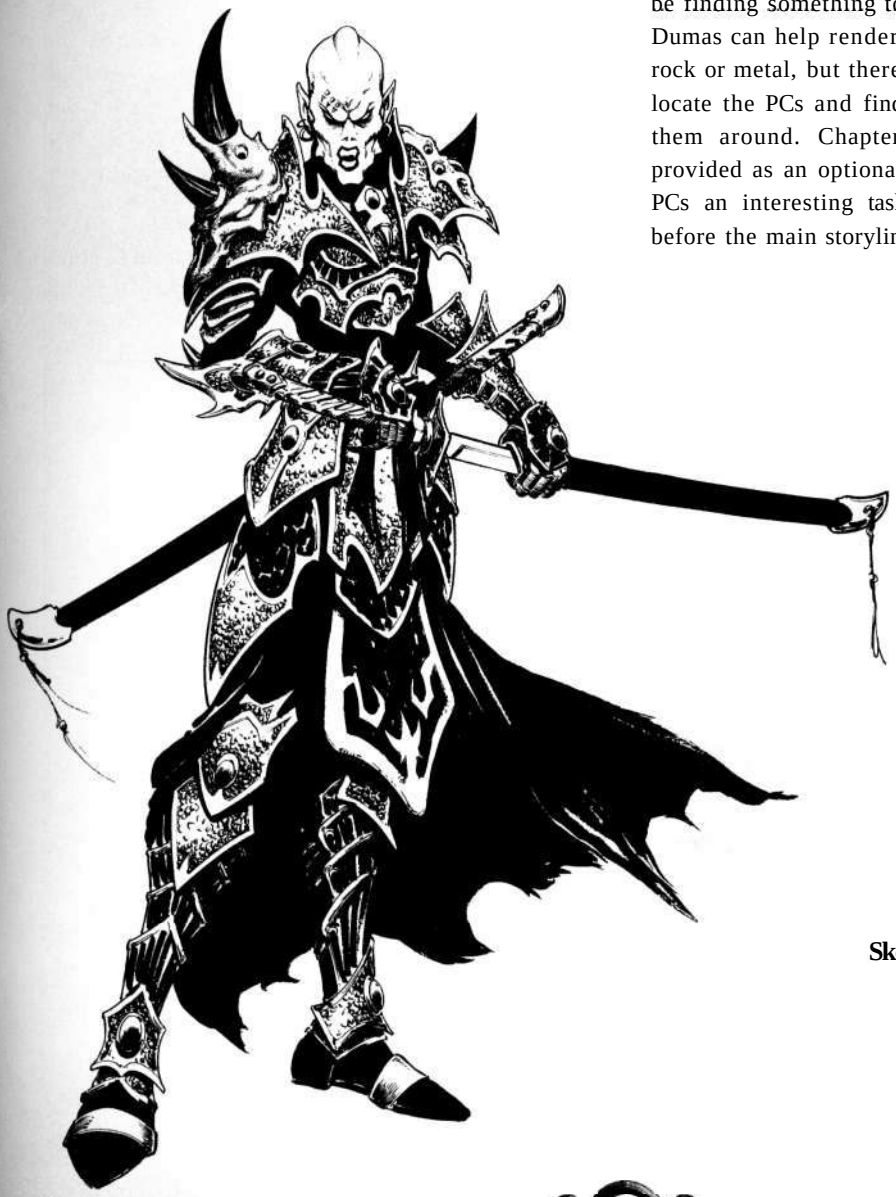
Description: Father Dumas has manacles on his hands and feet. The manacles on his wrists are chained to an eyebolt on the wall. The key from the storeroom (area 10) or the key from the guardroom (area 9) will unlock the restraints. If the PCs do not have a key, the manacles have hardness 10 and 10 hp, and the break check is DC 26. Picking the lock requires an Open Lock check (DC 22).

Father Dumas has been weakened by his ordeal and is fatigued. Though he is concerned about his own fate, he will inquire about the other prisoners on the cellblock and ask the PCs if they know of any other innocents who need rescuing.

WRAPPING UP

If the PCs get Father Dumas out of the jail, they will have to find some place to hide him. Naturally all the watchmen and inquisitors will want him when word gets out he has escaped. Corvis is a big place, so hiding the father should not be too hard. If the PCs have trouble coming up with a plan, they can get help from Helstrom or some of his men.

In the time between this chapter and chapter six (one to three weeks), life in Corvis will continue more or less as normal. The Inquisition stalks the streets and Vinter Raelthorne is in power, but life still goes on. Corvis is just a little more dangerous than usual now. As much as the Inquisition wishes otherwise, it cannot be everywhere. The PCs' biggest concern will be finding something to do with the Witchfire. Father Dumas can help render it safe by entombing it within rock or metal, but there is always the risk Oberen will locate the PCs and find the blade again by following them around. Chapter Five: the Umbral Spiral is provided as an optional bridge adventure to give the PCs an interesting task exploring Corvis University before the main storyline picks up.



Skorne Warrior

In Chapter Six: The Legion of Lost Souls, the Witchfire Trilogy will be brought to a close. In this final chapter, skorne forces will flood into the city as a seemingly unstoppable threat to Cygnar, and the PCs will be called upon to find a miracle to save the kingdom. They will need to ally with Alexia who has somehow cheated death and use the power of the Witchfire to sway the outcome of a climactic final battle! Chapter Five is intended to help keep the characters busy in the meantime, but here are some additional adventure ideas for the GM:

- Guided by information from Helstrom, the PCs can scope out the exact location and size of Raelthorne's skorne army. (About 1,000 soldiers and beasts some leagues east of Corvis are readying to move on the city. In truth this is just the tip of an even larger force, but the remainder are too remote to be discovered by scouting.)
- Military officers from Fort Falk, Stonebridge Castle, and Point Bourne may travel to the Corvis area by river to scout the enemy. The PCs can meet the officers and assist them. They will learn that the forces at Point Bourne will probably be inadequate to provide much help. It is primarily a military training center, and its most experienced troops cannot abandon their post without direct orders from Caspia. Similarly, Stonebridge Castle cannot spare the men to provide a proper fight against the skorne. Only Fort Falk to the south has a garrison large enough to stand a chance, particularly if supported by additional men from the other two places. This all requires considerable time and effort to coordinate, and Corvis will have to sit tight in the meantime. PCs should get the impression that forces are mustering and support may come, but there will be no immediate rescue.
- The PCs can become involved in some underworld matters through Merwen Gertens. The Gertens family may hire them to do a simple job requiring new faces. It might not even be something illegal. Maybe they need to return a stolen item or guard someone without the subject knowing about the protection. Similar tasks can come from other contacts if the PCs played through Chapter Three.
- Some of Cyriss' worshippers may find the PCs and try to exact vengeance for the temple raid in Act II. If the PCs took any books or artifacts, the cultists would attempt to take them back. The cultists have put out the call to their larger organization and are reinforcing the Temple of the Incomplete Axiom. The next time visitors comes calling, they will find considerably stronger defenses and more dangerous guardians.
- A professor named Viktor Pendrake from Corvis University may wish to hire the PCs to take him to the gatorman village so he can attempt to open a dialogue with the new tribe. Professor Pendrake plays an important role in Chapter Five, so this can serve as an introduction to this famous adventuring scholar if the PCs have not met him already.
- Squint can find the PCs and ask them for help. Perhaps his boat has been stolen, or maybe there is a job requiring the PCs' help. He will split things 70/30, of course. No? How about 60/40?
- The PCs can help Helstrom flush out an Inquisition spy within the city watch. Some of the captain's men are secretly working for the Inquisition, but to find out who they are the PCs will have to plant some fake evidence and watch what the suspects do with it.
- Gunner Wadock, the caravan leader from Chapter One, can contact the PCs and ask for help locating some stolen goods. Squint could be tied into this too either as a helper or as the perpetrator.

Nine years it has been since I was exiled from my homeland.

Nine years the usurper has violated my crown, my throne, my kingdom.

Nine years my subjects have had to forget the old ways.

Nine years is long enough.

When I make my return to Cygnar, the very stones will cry out for mercy.

—Vinter Raelthorne **IV**



Second Bridge

The Umbral Spiral





INTRODUCTION

In the city of Corvis an accursed man alone walks the besieged streets seeking salvation between the pages of a forbidden book. Dwelling within his shadow is an implacable evil that plagues him and seeks to draw him ever deeper into a circle of mysteries that would turn him into a tool for corrupt and damnable unearthly powers. His only salvation lies within a ritual inscribed upon the pages of a proscribed codex of infernal lore. The Umbral Spiral is a tome of enigmas that delves into matters of infernalism, ancient occult wisdom, and arcana many would consider to be the very definition of evil. It is the only key to freedom for a man with little hope left.

The Umbral Spiral is an Iron Kingdoms adventure for four 6th level characters. The adventure acts as a bridge between Shadow of the Exile and The Legion of lost Souls. Though this adventure is intended for use with the rest of the Witchfire modules, it can also act as a stand-alone adventure.

ADVENTURE BACKGROUND

Devlin Bain is an expert on all matters of the occult and has seen a multitude of evil in its numerous incarnations. Once a member of the Order of Illumination, he is now an outcast seeking a way to free himself from the fetters of an infernal master. His fateful tale began in 600 AR only a few years before the events of the Witchfire trilogy. With a working knowledge of Telgesh, infernal lore, and arcana, Devlin worked with the Order of Illumination.

Seeking to solve a rash of ritualistic murders in the city of Ceryl, Devlin determined that a cult of infernalists were using a bloody and ancient artifact a in an ornate blood rite. Seeking the artifact in the tunnels beneath Ceryl, Devlin's group fell upon the cultists with all of their combined might and engaged the vile infernalists with pistol, sword, and spell.

By the end of the conflict, the broken and bloodied bodies of Devlin's compatriots lay strewn about him. Triumphantly Devlin found the object they had been seeking—a black-bladed dagger named Abjudrah.

Having dealt with curios and relics of power before, Devlin knew he could quickly find a way to destroy the dagger before the infernalist cult could recover it. He deciphered the runes upon the dagger looking for a method to annihilate it from existence. Much to his misfortune (and due to his panic at needing the artifact destroyed), a lapse of reason led him to read the true meaning of the glyphs aloud.

The dagger transformed into a black mist that dissipated in the air. At first Devlin thought the threat was over. It was only a few days later that Devlin discovered the truth of what he had foolishly done.

Plagued with disturbing dreams of a beautiful woman, Devlin sought shelter in a remote out-of-the-way inn near the Cove district of Ceryl. The remaining cultists caught up to him in the seedy tavern seeking to reclaim the lost artifact. Moments after Devlin engaged the assassins with his own spells, he suffered a mortal chest wound from a cultist's attack.

Unknown to the cultists and Devlin, the dagger had held the imprisoned essence of an infernal creature—the umbral warrior Abjudrah. Devlin had released Abjudrah from the prison of the dagger, and she had taken refuge in Devlin's soul thinking him a willing participant in drawing her forth from her prison. She waited within his shadow and haunted him in his dreams. At the moment Devlin was wounded, she reacted to safeguard her keeper, her shadow bearer.

The umbral warrior protected Devlin in her most heavy-handed manner, emerging from Devlin's shadow to destroy the cultists one by one. Bloodthirsty from countless centuries of imprisonment, the infernal proceeded to slay every single man and



woman in the tavern. Not a single soul survived. As Abjudrah receded into Devlin's shadow, he could feel the souls she had taken pass through him. As his wounds began to close and his hair darken with youth, he knew he was damned.

Since then, Devlin has been haunted by the evil dwelling within him. Whenever Devlin is wounded in combat or assaulted by those seeking to do him harm, the corrupting presence of Abjudrah emerges to protect him. In his slumber she whispers to him in his dreams and attempts to corrupt him with offers of knowledge, power, and other unspeakable treasures.

In order to inure himself against pain and to harden himself to temptation, the man has tattooed himself with ancient glyphs of power. The tattoos are sigils of arcane nature intended to hold fast the infernal as best they can, yet they can only hold her in check for so long.

The infernal has managed to take its toll in souls. In the two years Devlin has kept uneasy company with the infernal, she has claimed many lives. Bandit's near Fellig fell to her deadly blade and fed Devlin with the energy of their fleeting souls. Four guardsmen-corrupt but not beyond salvation—were slaughtered by the infernal as Devlin watched helplessly. A score of agents of the Order of Illumination seeking to put Devlin down as an infernalist soon discovered the wrath of Abjudrah indeed had room for the righteous.

Using his knowledge and relying on his more questionable connections, Devlin has learned of a single book that holds the key to casting off the fetters of the invocations binding Abjudrah to him.

The book known as the Umbral Spiral is an ancient omnibus of matters arcane and infernal. Within its pages are not only details on the nature of the infernal Abjudrah but also a method of banishing the creature from his shadow. Only one copy of the tome is known to Devlin, and it sits well guarded in the proscribed texts vault of the library of Corvis University.



Devlin Bain



ACT I

Wherein a mysterious stranger approaches goodly Father Dumas

The Umbral Spiral begins when Father Pandor Dumas asks the PCs to investigate a cryptic summons for the priest: a note left by Devlin Bain. If the PCs have just finished Shadow of the Exile, then it is one to two weeks after they have rescued Father Dumas. He has been in hiding at Captain Kurgan's Goods *8c* Wares (See "More Current Events in the City of Corvis", Shadow of the Exile, page 176), studying books and tomes looking for an inkling of an indication on the location of the Legion of Lost Souls.

If a GM is running the Umbral Spiral as a stand-alone adventure, then Devlin Bain contacts the party directly or through a third party known to both of them. Unsavory underworld types are perfect contacts for this job as are those who deal with the fringe matters of the occult in Immoren. Devlin seeks to enlist the PCs into aiding him with obtaining the tome, and he offers them the most attractive treasure possible to them at the time.

The adventure should still take place in Corvis during the Inquisition's takeover of the city. PCs do not need to be involved in the events of the Witchfire trilogy in order to take part in the Umbral Spiral.

To run the campaign in the current Iron Kingdoms timeline (post Witchfire trilogy), then the adventure can just as easily be set in Merywyn. Replace the inquisitors with Greylord wizards and the skorne with an elite group of Khadoran soldiers.

If the Umbral Spiral is run in a different campaign world, then Corvis University can be transformed into any sort of place where an extensive library might exist. It could be a wizard's school, an abandoned reliquary, or an ancient place of learning. In these cases, the Inquisition should be a competing group seeking the book, and the skorne should be their allies in the search.

ACT SUMMARY

Devlin has been an investigator of occult matters for years. His skill at gathering and piecing together sparse details has allowed him to figure out at least how to contact Dumas at Captain Kurgan's Goods & Wares by leaving a cryptic note. Father Dumas asks the characters to investigate the mysterious summons and see if the request for aid is legitimate.

Devlin presents himself as a current member of the Order of Illumination (see pages 299-300, in the IKCG), a group of wizards dedicated to fighting the evils of necromancy and infernalism.

Devlin asks the party to help him. He needs to gain possession of a book from the vaults of Corvis University, but the place is too dangerous for him to approach now. Further meetings with Father Dumas will assert that the priest does indeed know of the man, but he cannot verify his credentials due to the currently besieged state of the city. Urging caution, he asks the PCs to aid Devlin, whom he senses is a soul in dire need of their assistance.

In order for the PCs to obtain the Umbral Spiral—only described by the locked case containing it—the group must journey through the ruins of Corvis University, face the dangers of the Inquisition, recover a stolen key, and make their way to a hidden vault where the book resides. Only then will an unexpected and powerful ally reveal the truth of the Umbral Spiral to them.

MOVING THROUGH THE CITY

The city is currently under the siege of the Inquisition. With the loyalty of the city watch in question as well as skorne prowling the streets of Corvis, travel by day or night has become an



intimidating array of checkpoints, detainments, and questionings. Groups of any size will draw the attention of the local authorities during the day.

For further details on travel through the city and the state of the authority's decrees and measures to detain possible troublemakers or spies, see "State of the City" on page 176 of the Legion of Lost Souls.

A CRYPTIC SUMMONS

After receiving Devlin Bain's urgent summons, Father Dumas requests an acolyte to seek out the PCs and deliver an envelope to them. Urging the acolyte to impart its importance, Dumas gives the boy a note that was delivered earlier that day.

The waxen sealed envelope has two notes within. The first is a letter from Father Dumas.

My Friends,

I was most alarmed to receive this missive early this morning. It would seem someone intent on making contact with me knows enough to leave a note with my current host. This is far beyond coincidental, and although my initial instinct was to find another place to reside in safety and seclusion, I am embroiled in far too much research to move easily from this location.

Indeed I am on the brink of finding an answer to the city's current dilemma, and I fear that if interrupted, this work I do will be placed at much jeopardy.

Since the Inquisition has not yet come to raid my current accommodations, I am hoping the enclosed letter is indeed a genuine request for aid. I would ask of you to investigate this matter on my behalf with all the caution due of such matters. Although I can only currently offer my gratitude, you have been most helpful in the past and in due time I will see that you are rewarded for your brave services.

Morrow's light shine upon your path,

P.D.

The letter included within the sealed envelope is written in a languid cursive handwriting. The note is written on rough parchment partially torn from being folded.

Good Father,

While this city is beset by twin evils, I am here to be an emissary for the light that shines upon the dark, and I speak with a most dire need. With ten eyes I look toward the throne, and with four mouths I roar into the river. You will find me at the dawn in the arms of the traveler. I must call upon your flock for aid.

Pray for a lost wanderer.

D.

The cryptic note is filled with a series of clues for the PCs to attempt to decipher. If the PCs are stuck and consult with Father Dumas, he will decipher the note for them. GMs can feel free to walk the PCs through the act of deciphering the clues as necessary and aid them in discovering the meaning where appropriate by allowing them to roll Intelligence checks or related skill checks using Knowledge (local), Knowledge (arcana), or pertinent skills such as Decipher Script and Knowledge (architecture and engineering). Use a DC of 15 for a pertinent skill or 20 for a related skill or Intelligence ability check.

If the players figure out the note without need for Father Dumas, reward those who aided in deciphering the note with 450 XP.

The meaning behind the clues follow:

- "Twin Evils": The "twin evils" obviously refers to the presence of both the skorne and the Inquisition.
- "Light that shines upon the dark": This possibly refers to the Order of Illumination, a group of wizards who serve the Church of Morrow in defending the faithful from the evils of the occult.

- "With ten eyes I look toward the throne": This clue refers to a place, not a person or thing. "Ten eyes" probably refers to the five statues atop the Black River Bridge. "The throne" can be guessed two ways: south is the direction of Caspia, capitol of Cygnar, and the constellation called the Throne is also currently positioned to the south.
- "With four mouths I roar into the river": The river is the Black River passing through Corvis, and the four mouths that roar are four giant cannons.
- "You will find me at the dawn" refers to the dawn market, an open market held on the Black River Bridge.

When the PCs decipher the note, they will quickly determine that it refers to the Black River Bridge (see page 256), a massive bridge that has been settled with inns, houses, and shops but also sports four large cannons built for use in defending the river into the city.

Once the PCs figure out the final clue of the dawn market, they will be able to find Devlin without much problem.

PCs traveling on the bridge quickly find the open market called the dawn market. Nearby there is a weapons shop called the Traveler's Arms.

Read Aloud

The affairs of the city continue despite the arrival of the Inquisition and the skorne. As you meander through the main roadway through the Black River Bridge, you see the dawn market with its usual bustle of fishmongers, turnip stalls, and a variety of goods and foods from around the city. As the cry of hawkers and ware mongers fills the air, you spot a sign that draws your attention immediately. The Traveler's Arms seems to be a shop for used and second hand weapons, but the store's front door and shutters are closed.

Anyone asking about the Traveler's Arms will learn the proprietor of the shop was seen entering it only a half hour ago, but with the Inquisition confiscating swords and accosting well-armed groups, he has closed for business for the meantime.

Although the windows of the Traveler's Arms are shuttered and the shop seems closed, knocking on the door will elicit a response from someone inside. The person inside will ask (in a somewhat nervous voice) "What do you have to offer a lost wanderer?"

If the PCs respond, with "prayer" or anything similar the door opens and they are allowed in.

THE WANDERER

Read Aloud

The door creaks open and a nervous looking man stares out at you from the darkened shop with wide eyes. He beckons you in with a hurried waving of his hands. As you step into the gloomy shop, you take in the surroundings.

The Traveler's Arms is a small shop. Upon the walls hang a variety of empty scabbards from hooks. A few glass cases have felt and velvet linings that at one time obviously hosted a variety of daggers, knives, and pistols, but they are currently empty. The man who let you in faces you nervously. "Wait for one moment, please" he stammers. After taking time to lock the front door securely, he quickly crosses the room and opens the door at the back. Whispering something to someone beyond the threshold, he looks back at you and nods. Within moments a thin man in an armored black long coat emerges from the back door, and the nervous man leaves the same way.

THE TRAVELER'S ARMS

THIS SHOP SELLS CONSIGNMENT WEAPONRY, HEIRLOOMS, AND FUNCTIONAL WEAPONRY OF MIDDLE QUALITY. THOUGH IT IS NOT CONSIDERED A PLACE FOR PURCHASING WEAPONS, IT IS WELL KNOWN AS A PIACE TO PAWN THEM. BOWER RUNS A BRISK BUSINESS IN RECONDITIONING OLDER WEAPONS AND SELLING THEM OUTSIDE OF CORVIS FOR A PROFIT. AS A RESULT HE HAS MANY CONNECTIONS FOR MOVING THINGS "QUIETLY."

WHILE IN THE TRAVELER'S ARMS, PCS WILL NOTE THAT THERE IS A BACK ROOM. THIS ROOM IS USED TO STORE WEAPONS INTENDED FOR DISPLAY AND SALE. HALF A DOZEN DAGGERS (4 REGULAR, 2 MASTERWORK), 4 LONGSWORDS (3 REGULAR, AND 1 MASTERWORK), AND HALF A DOZEN ANTIQUE MUSKET PISTOLS (4 NORMAL, 1 WITH A FLAWED RECEIVER, AND 1 WITH A FLAWED BARREL) ARE STORED IN THE BACK ROOM LOCKED IN A STRONGBOX WITH A GOOD LOCK (OPEN LOCKS DC 30).

"Greetings. I see the good Father has seen fit to send me his best."

The gentleman letting them into the shop is the proprietor of the Traveler's Arms, a merchant by the name of Bower Lang (Midlunder Exp5), an honest man with a series of dishonest connections. Devlin has made use of good Bower's currently closed weapons shop as a base of operations while researching the goings on in the city. While Bower leaves through a back entrance, Devlin begins to conduct his business with the PCs.

The shop is intentionally gloomy and dark. Iron shod shutters are drawn over the windows and locked in place with thick padlocks. The room has sufficient illumination to make out the faces and details of the people present but not enough to cast a sharp shadow.

Devlin begins by welcoming the PCs and asking if they had any difficulty in finding their way to the Traveler's Arms.

Read Aloud

The dark gentleman stands before you clad in a long armored overcoat and otherwise inconspicuous garb. A long lock of hair falls over one eye. He looks at you with a sad smile. "I'm sorry to have caused you such difficulty in these troubled times. My note was intentionally cryptic in case it fell into the wrong hands."

Devlin follows by introducing himself by name and then goes on to explain his reason for contacting Dumas and asking for aid. While the Inquisition has been running rampant through the city arresting suspected political dissidents and persecuting those who could potentially prove troublesome in the future, they have also gone to the trouble of arresting and executing many of those who offended against Vintner Raelthorne during his reign over Cygnar.

Based on information Devlin has attained through his sources, Corvis University has been the sight of a despicable act of carnage. Numerous faculty, students, and staff have been hung by their necks in the campus quad. The act is made even more heinous with the bodies being looted and left to rot in the quad while the Inquisition ransacks the university and burns the books and records.

Devlin fears the Inquisition has gained a key to one of the vaults within the university, and upon discovering the vault they may find a trove of books that could potentially be disastrous in the wrong hands. This repository is secured by a system that can only be opened by a specific enchanted key usually held by the curator.

In order to get the tome, one must find the key and the vault as well.

Devlin explains that the vault rests in a concealed location. Although he does not know of its exact location, he has heard rumors of the vault being referred to as the "Hearth of Wisdom" in academic circles. He is certain the curator would know where it is, but unfortunately the man now hangs from a strong bough in the quad of the university. Devlin is convinced that clues to the vault's location can be found within the curator's own office near the library in the east wing of the university manor.

Devlin asks the PCs if they will go to the university, recover this book, and bring it back to him. The mage throws the PCs a simple pouch with 100 golden Cygnaran crowns in it that is merely a fraction of the treasure he offers. If they agree to bring him the book by the following morning, he will offer them another 2400 gp in gems, coins, and religious curios ranging from antique Skirovite totems to Menite icons and liturgical prayer wheels that can easily be sold for good value.

If the PCs ask what the book is, he will simply smile and say "I cannot tell you. I will tell you that the book will be safer with me than it will be in the hands of a bloodthirsty inquisitor."

Successful Sense Motive checks will reveal Devlin is being honest but elusive on the subject of the tome. On any other subject he mentions, he is being truthful (including the value of the reward).

At this point the PCs should decide on their forward course of action: whether to aid Devlin, recover the book on their own, or simply ignore the request. Devlin does not give them a lot of time to think things over.

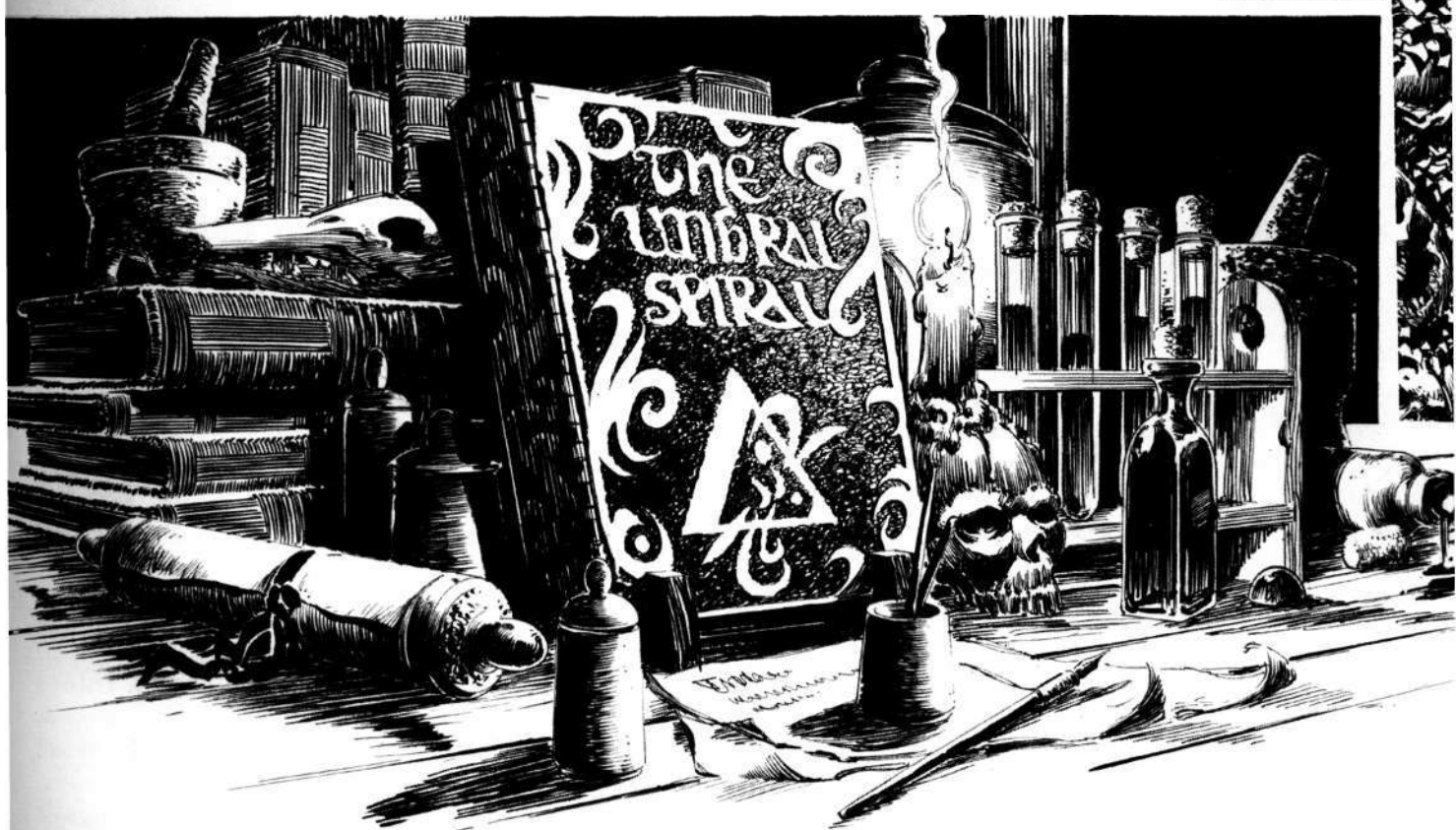
- If the PCs waiver on actually performing the mission, Devlin will remind them that the Inquisition has some payback coming for the evil they have wrought.
- If the PCs question Devlin's intentions, he simply states "I could have been an inquisitor setting a trap, but I'm not. I'm a lone man who needs to

get the impossible done. I implore you to consider the rewards and the ramifications of retrieving the tome."

- Father Dumas encourages the PCs to take the mission. He will vouch for Devlin by reputation, knowing that he is a member of the Order of Illumination, but he cannot verify the man's current status because of the conditions in Corvis. It is simply too difficult to get messages in and out of town.
- PCs with the Illuminated One feat will know of Devlin by name or reputation. They may even recognize him by description. News will not have reached the PCs of the happenings surrounding Devlin. The higher agents of the Order of Illumination have kept his circumstances a well-guarded secret.

THE JOURNEY TO THE UNIVERSITY

Getting to the university grounds is not an easy task, but it will be much easier by night than by day. Corvis University is in the southern section of town bordering on the massive park taking up the majority of that part of the City of Ghosts (see map of Corvis on page 20). In fact, much of the land making up the university grounds is also directly accessible through the dense wooded parklands in the southern area of the city. While the PCs may have some difficulty moving to the university through the city proper, once on the park grounds, they will find themselves easily able to reach the university along pathways lacking patrols of any kind.





ACT II:

KEYS, KINGS, AND WELL KEPT THINGS

The university is a square manor house built in the style of architecture prevalent during the rise of the thousand cities. Columns of finely wrought stone, elegant facades, and sturdy walls have weathered much of the damage the Inquisition has done. The four wings form a solid wall around a central quad where during more peaceful times students would gather to study, and lectures would be held outdoors on pleasant days.

The university is now a silent husk of its former self. The northern and western wings are burned out shells blocked by fallen debris and damage. The southern wing is not as badly scuttled, but it lies as silent as a tomb.

Following the park pathway, the PCs approach the eastern section of the university manor through a gate leading into the quad.

1. CROSSING THE QUAD

Read Aloud

The smell in the quad is a disturbing mixture of humid air and the charnel stench of a slaughterhouse. The magnificent trees in the main courtyard of the university have been turned into makeshift gallows, and dozens of corpses hang from the strong boughs of the ancient branches. The dead dangle like macabre decorations in a madman's dream.

Any attempt to disturb or lower the hanging corpses rouses a nest of four cantankerous scavengers. A small clutch of buzzard beetles will attack the group without mercy as each one seeks to feast on a warm living meal.

Buzzard beetle attack (EL 6) - 4 Buzzard Beetles

2. THE MAIN HALL

Read Aloud

Peering through the double doors into the entryway of the east wing, you see a vast hallway tiled with marble and bedecked with the ruins of what was probably once a vast study hall. On the east side you can see a pair of double doors slightly to your left. Above them is a plaque reading "Dolarney Lecture hall." Another door much further to the left bears writing upon the frosted glass window set within it. The hall stretches to the north and south into gloom.

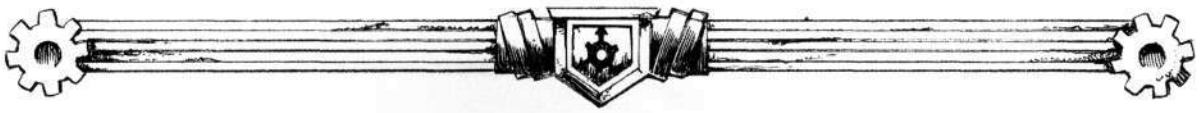
This room was once a main study hall but is now cluttered with debris and the shattered remains of desks and benches.

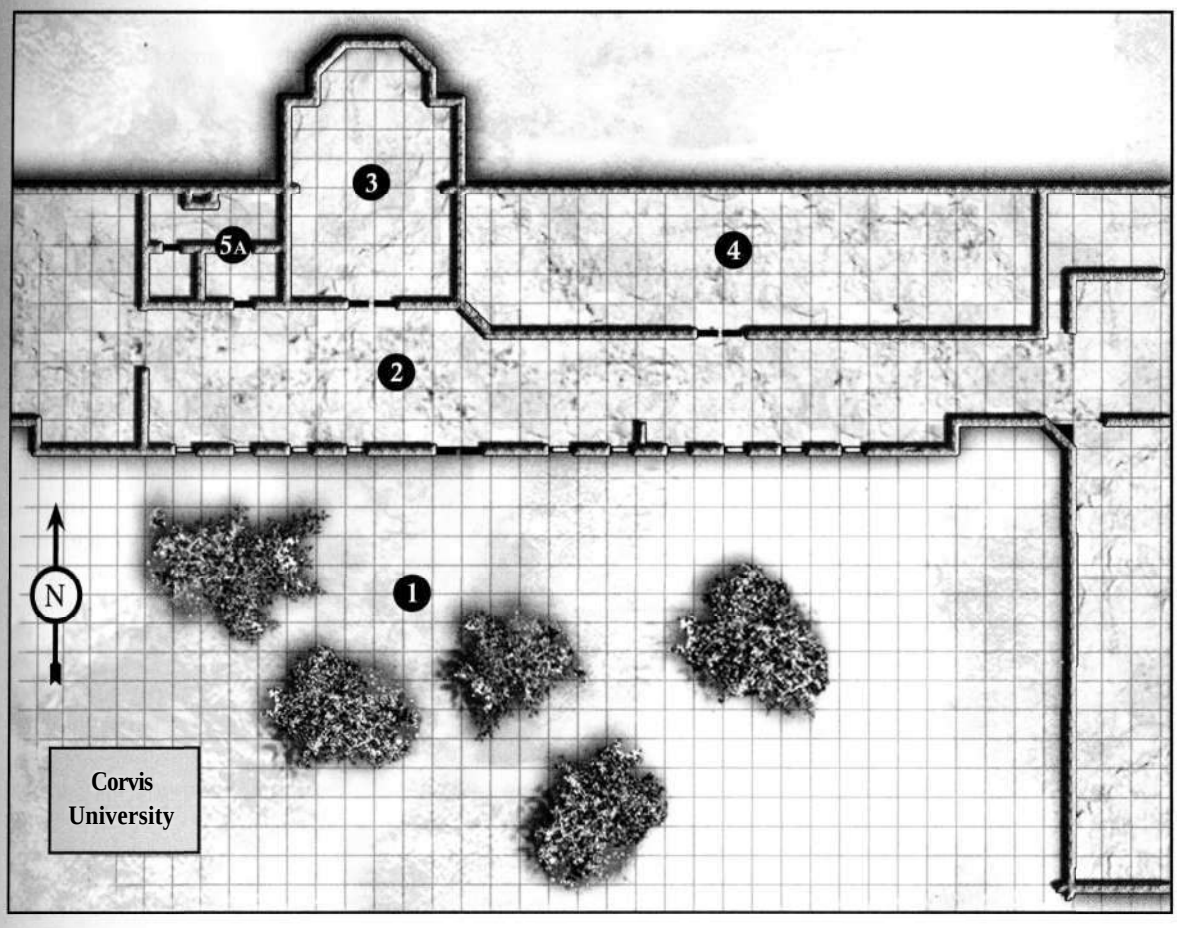
3. DOLARNEY LECTURE HALL

Read Aloud

The double doors open with nary a squeak as light spills through from bright lanterns positioned throughout the room. It seems this large lecture hall has been converted into some sort of barracks. Alone man and several skorne are discussing some subject intently while looking upon an unfolded map upon the lecture table, and a couple of other skorne sit on comfortable benches as they tend to their weapons. Underneath the lecture table sits a large wooden strongbox. The lid is open enough to reveal sheaves of paper and the glint of coin.

This large lecture hall has been converted from a place of learning to a temporary base for the inquisitors, enforcers, and skorne scouts that have been exploring the grounds of Corvis University seeking out records, intelligence, monies, and items of note.





If the players have approached by stealth, give the group in the lecture hall the appropriate Spot and Listen skill checks to notice them. Should the players be revealed to the skorne or if they simply open the doors and walk in, read the following:

Read Aloud

A sound alerts one of the skorne to your presence and he looks in your direction. Immediately he calls out in a harsh unforgiving language to alert the group to your presence.

Inquisitor Crew (EL 8) — Among those present in the room are five skorne warriors and an Inquisition wizard (Wiz5).

The wizard will at first make liberal use of *magic missile* by targeting any spell casters he can identify. The skorne warriors will attack using flanking and tactics to allow the Inquisition wizard to maintain his spellcasting.

The strongbox contains sheaves of records belonging to the university as well as gold crowns collected from various offices. There are 127 Cygnaran gold crowns within the coffer, but the university records are truly the more valuable treasures here. Once Raelthorne the Elder is banished from Corvis in Legion of Lost Souls, representatives of the university will be willing to pay 1750 gp for the recovery of these records. The papers detail the names and addresses of alumni, associates, and former faculty as well as the names of those who have made substantial contributions to Corvis University over the past decade.

At the bottom of the Strongbox is a ring of 10 keys, one of which is in fact the key to the university's vault of proscribed tomes. This ring of keys is worth 500 gp to the university, and the vault key is worth another 250 gp alone.

The unfolded map on the lecture table is a schematic of the university's floor plan with rooms rudely scratched out in black ink. Almost all of the rooms have been scratched off.

4. THE LIBRARY

Read Aloud

This room has literally been torn apart, with dozens of bookcases and lecterns thrown aside and smashed. Piles of books lay upon the ground such as encyclopedic volumes on subjects of law, history, and science. The entire room looks as if it has been a playground for an angry mob. The Inquisition has emptied the shelves of the library and burned the books to make an example of institutions that teach subversive thought and promote free thinking. Only the stark remnants of the library remain.

There is little of value in this room. If the PCs choose they can cart away the four dozen books in the room for safe keeping (each book weighs 2 lbs.). Most of the books will net 2d10+10 gp on the market. Once Raelthorne the Elder has been vanquished from Cygnar in Legion of Lost Souls, agents of Corvis University will pay a flat 25 gp for each tome returned to them. The inner covers of each book are marked "Property of Corvis University" and stamped with the mark of the library curator.

5A. THE CURATOR'S OFFICE

The door to the curator's office has a good quality lock (Open Locks DC 30), but the door is unlocked. The key can be found after about 3 rounds of searching on the key ring found in the coffer from area 3. The door opens to a complex of three inner offices. The first room is a large waiting area where the curator would have appointments wait before seeing him.

The second room is his own personal office where bookshelves that once held tomes of rare quality and his own personal writing desk and reading area are located.

Read Aloud

This appears to be the spacious office of the curator himself. One wall is occupied by a variety of bookshelves once filled with tomes of undoubted value. The other wall holds ruined portraits of past curators. The eastern wall has a large fireplace with an inscription above it.

The desk appears to have been searched thoroughiy, and the bookshelves are empty. Their contents were most likely fuel for the fires that once burned out in the quad.

The entryway to the proscribed texts vault is actually through the fireplace within the curator's main office area. The fine stonework of the fireplace is built to conceal a secret door which lies beneath. The secret door is well hidden (Search check DC 30), but thankfully Devlin has provided the PCs with a valuable clue for locating it.

Inscribed on the lip of the fireplace in the Caspian tongue (Decipher Script DC 20 or Language: Caspian to recognize) is an ancient saying: "Within stone is eternity, beneath reflection is the hearth of wisdom". The trigger for revealing the secret chamber is located directly beneath the inscription. PCs who guess the intent of the meaning of the "hearth of wisdom" as the location of the vault gain a +10 bonus to discovering the location of the trigger (normal Search DC 30 to find). The trigger is a single stone within the hearth itself that depresses to activate the secret entrance to the vault. Depressing it a second time will close the passage.

Activating the trigger causes the hearth portion of the fireplace to lower into a series of steps leading down to a slender 5-foot wide corridor traveling down at a steep but manageable angle. Following the corridor leads to area 5b.

The third room of area 5a was once a well furnished private reading room. There is nothing of value in here.

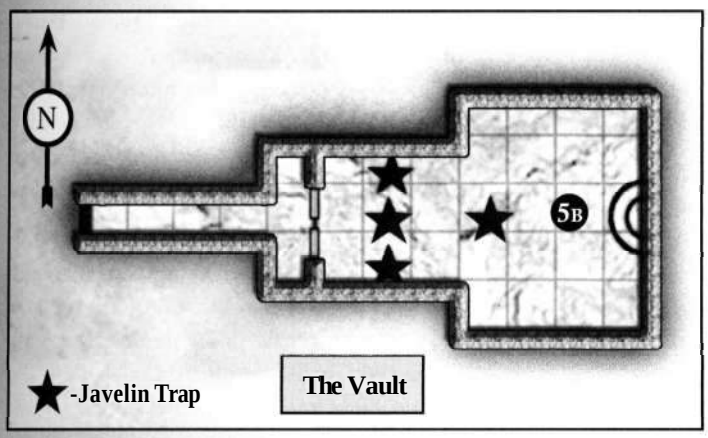
5B. THE VAULT

Read Aloud

A long, narrow corridor leads down at a steep angle. The footing is treacherous but manageable. As you begin to make your way down, you can hear the steps behind you locking into place with the subtle grinding of stone on stone and the click of hidden mechanisms* Further down the corridor levels off, and you enter a wide and shallow room. Facing you is a pair of strong iron doors. In the center of the two doors is a large circular locking mechanism bearing an ornate depression carved in relief to match the shape of a key.

Placing the key within the depression begins opening the door.

The entrance to the vault can also be closed and opened from within the vault using a lever placed near the end of the hallway by the final stairs.



Read Aloud

As the doors open before you, several lanterns light automatically to illuminate the vault. The first section of the room is unadorned with only a mosaic of the university carved upon its walls. The larger section of the room contains shelves of ancient scrolls, curios, and relics. Upon a dais on the opposite side of the room is the container holding the treasure you seek.

Vault Traps (EL 7)

What Devlin did not know and had not suspected is that there is a combination of key turns that are supposed to disarm the various traps within the room. Only a Detect Traps check (DC 35) will reveal the need for a special series of combination turns (but the purpose of the combination and the sequence is not apparent). The room is heavily defended by a series of dangerous countermeasures, both mechanical and arcane, that could prove quite fatal if the PCs do not proceed with caution.

Upon moving into the room, any PC entering a square marked with a star triggers a deadly javelin trap that fires upon them.

Javelin Trap: CR 2; mechanical; location trigger; automatic reset; Atk +16 ranged (ld6+4, javelin); Search DC 20; Disable Device DC 18. *Market Price:* 4,800 gp.

The Umbral Spiral is within the sealed container chained to the dais. The chain is strong (Hardness 10, hit points 10) and must be cut in order to release the container from the dais. Striking the chain activates a cage that drops to surround the dais. Anyone in contact with the container, attacking the chain, or otherwise in contact with the dais is attacked by the trap when it is triggered.

Cage Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. *Note-* Damage applies only to those underneath the cage. Cage prevents access to the dais. *Market Price:* 1,400 gp.

The cage is held in place with counterweights and a locking mechanism. Disabling the trap will allow the cage to be moved, and lifting it requires a Strength check (DC 18). Dropping the cage will result in 1d6 points of damage to anyone caught under its falling weight.

The box containing the book is a heavy container of white oak and polished silver weighing 50 lbs. The box is sealed with a circular stamp of white wax embedded with oak shavings engraved with the symbol of Morrow. Should the PCs tamper with the waxen seal or break the container in order to get into it, a *glyph of warding is* activated. The container itself is worth 200 gp.

***Glyph of Warding* (Blast):** CR 4; spell; spell trigger; no reset; spell effect *(glyph of warding* [blast], 5th-level cleric, 2d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost*: 350 gp to hire NPC spellcaster.

Once the box is open, the PCs will find within it a single copy of the Umbral Spiral (5 lbs).

Within this room are a number of books and scrolls. Though there is nothing directly resembling treasure,, each of the 95 books and scrolls contained within are worth roughly 45 gp to collectors and historians as well as experts of various fields. However, finding buyers will be incredibly difficult. Once Raelthorne the Elder is overthrown in Legion of Lost Souls, the university will be willing to pay 30 gp per recovered tome as long as the books remain in good condition.

PRESENTING PROFESSOR PENDRAKE

While the PCs have been seeking out entry to the vault and securing the tome, they have been observed from the shadows by an impartial and patient third party. Professor Viktor Pendrake (Midlunder Rgr5/ AdvSch9), soon-to-be-author of the Monsternomicon, has returned to the grounds of Corvis University to

discover who has been slain in the Inquisition's purge of university faculty and to exact vengeance upon anyone deserving it. He has watched the PCs proceed through the quad and into the university hall.

Once the PCs have wrestled with the traps in the vault and finally secured the Umbral Spiral (or its container), Pendrake approaches the party. Having followed them into the grounds and into the east wing, he awaits them just beyond the vault entrance. He blocks the way out by standing between the PCs and the passage to the hearth of wisdom in the curator's office (the exit to area 5a). He is intent on discovering what role the PCs are currently playing in securing these hidden assets from the university.

Read Aloud

As you walk toward the vault doors, a man steps into the entrance. The light from the lanterns within the vault reveals him to be dressed in an armored long coat and dracodile hide armor. His weapons remain sheathed. The expression on his face is a mix of casual consideration and disapproving glare.

Looking at you through a pair of square wire-rimmed spectacles, he calmly addresses you.

"Pray tell, what are you doing looting MY university?"

Pendrake is interested in finding out the characters' purpose here and does not intend to engage them in combat. He has already seen the remnants of their dealings with the inquisitors in the lecture room. He is convinced he can approach them and deal with them as he would any other potential threat that could be turned to his advantage.

Should the PCs choose to speak with Pendrake, he will inquire as to why they have come to this particular vault and why they are taking the books they have in their possession. He is especially curious about their need for The Umbral Spiral.

Though Pendrake is no expert on matters of infernal lore, he does know a few things. He cautions the PCs on delivering the Umbral Spiral to whoever might desire it, for it is purported to contain a powerful rite that enables a person to bind an infernal within a vessel of shadow and silver. He will even encourage the PCs to put it back within the vault, but he offers no reward for doing so.

Should the PCs mention Father Dumas, Devlin Bain, or the Order of Illumination, Professor Pendrake will offer to help the PCs escort the tome to deserving hands. The events of Devlin's dilemma are unknown to Pendrake, but he knows of the man by reputation and would see the book safely to the Order of Illumination personally if he could (at least for the time being).

If the PCs choose to engage the professor, he will prove to be fleet of foot, and he will use his superior knowledge of the university vaults to escape. He will retreat to the tight hallway, run up the stairs to the curator's office, and close the chamber doors. He will vanish as soon as he is out of sight.



ACT III:

DARK RITES

Now that the PCs have acquired the Umbral Spiral, they must make their way back to the Traveler's Arms to give Devlin Bain the tome and to collect their reward. Traveling through the city still presents the normal difficulties, but if the PCs proceed carefully under the cover of night, they can avoid the inquisitor watch posts and patrols moving through the city.

Should the GM desire, he may stage encounters with inquisitors appropriately while the PCs return to their rendezvous. Use the inquisitor stats in Appendix B.

Unknown to the PCs, a group of inquisitors has picked up their trail and is following them through the streets of Corvis. They seek to apprehend and punish the PCs for their attack on the inquisitors at the university.

By the time the players have made their way to Devlin and have had a chance to exchange for the book and secure their reward, the Inquisition will stage a raid on the Traveler's Arms. They will wound Devlin and cause the dreaded Abjudrah to awaken from her slumber.

MEETING DEVLIN

Getting to the Black River Bridge is relatively easy although there are chances various patrols will intercept the players. If the PCs take precautions such as sticking to the shadows, being quiet, and planning their path carefully, then allow them to arrive at the Traveler's Arm's without being stopped by patrols or other elements of the Inquisition or city watch. If the PCs are stopped, it is equally likely the watchmen will be loyal to Captain Helstrom or dishonest enough to accept bribes (DC 15 Sense Motive check to discern which). In either case, the PCs can get through without a fight.

By the time the PCs arrive at the Traveler's Arms it should be well after midnight. If the players knock on the door they will hear Devlin say "What do you offer a lost wanderer?"

Again if the players respond appropriately, they will be let into the small dimly lit shop.

Devlin will bring out the coffer containing the curios, gold, and gems for the players, and he will take possession of the tome almost as soon as the players arrive.

If Professor Pendrake is with the PCs, Devlin will immediately recognize him. Devlin's demeanor will remain friendly, however he will become much more evasive when questioned about his membership in the Order of Illumination. As the professor begins to challenge Devlin with questions, it should become apparent Pendrake is testing Devlin and Devlin is wavering, uncertain of how to proceed. The PCs should feel free to take part in the conversation between Pendrake and Devlin.

As soon as it becomes apparent to the players that something is amiss, the Inquisition arrives.

READ ALOUD

As Pendrake and Devlin continue, Pendrake's pointed questions seem to have rattled the illuminated mage, and he grows more and more agitated and nervous. Suddenly a bright flash of flame lights the room, and the front door bursts into a hundred shards. Pistol barrels blaze from the street, but the shots fly wildly, whizzing past your heads.

The sudden sound of gunfire is replaced by the shouts of men. You can see Pendrake staring aghast at the twitching body of Devlin Bain upon the floor. As the mage shudders in convulsions amid the shattered glass and the broken displays,



his shadow begins to twist and move as his blood mixes with it.

The air grows murky and a terrible groan fills the shop as if something vast and terrible has awoken deep beneath your feet. As Devlin struggles to rise, he looks at you with a singular fear filling his eyes and terror tugging at the very edges of his calm. He gasps breath into his lungs and yells to your group with desperation.

"Escape! For the love of Morrow, run as fast as you can!"

The PCs should take a cue when Pendrake grabs Devlin and heads for the back door at a full run. Pendrake will yell "Quickly, this way!" to the players. It should be apparent something very bad is about to happen, and the PCs do not want to be around when it does.

The infernal Abjudrah has been awoken by the wounds the inquisitor pistols have inflicted upon Devlin. However, the umbral warrior is partially contained by the sigils and wards tattooed upon Devlin's skin. Abjudrah will emerge from within Devlin's shadow (now fixed in place at the location he was wounded) in three rounds.

Have the PCs roll initiative and declare actions as if they were in combat. Emphasize the inquisitors cutting off the main entrance and the flurry of pistol shots that will shower anyone who attempts to step through the front door. The only possible route of escape is through the back room of the Traveler's Arms and down a set of stairs to an unoccupied river pier with a single rowboat large enough for the PCs, Pendrake, and Devlin.

Devlin will actively seek to escape. He will yell for the PCs to flee by running through the back room of the shop to the river pier below. Regardless of where he goes, Devlin's shadow will stay exactly where it is while it writhes in a semblance of agony and slowly turns a pitch black.

There are a dozen inquisitor enforcers (Ftr4) armed with pistols and longswords, but Abjudrah will savage them with her great blade. Any players who remain within sight of her once she has dealt with the inquisitors will also draw her attention. If possible Devlin will place himself between Abjudrah and the PC to give the PC a chance to escape before Abjudrah can shadow walk into a position where she can attack.

If any PCs feel cocky enough to step to the plate and fight both the inquisitors and the infernal, make them fully aware of what they will be facing. It is likely one or more (if not all) of the PCs could die if they do not flee. If the player characters remain to fight, Devlin will do his best to hold Abjudrah at bay by acting as a living arcane barricade.

The infernal will not attack Devlin since he is the bearer of her infernal essence, and the sigils on his skin add a second layer of protection. They are bound inexorably with each other, and she cannot harm him.

If the PCs flee, they find themselves on a short river pier behind and below the shop. They will hear the screams of the inquisitor enforcers and the sounds of Abjudrah collecting the souls of those who attacked Devlin. The PCs can choose to stay, or the group can embark on a ten-man riverboat found at the end of the pier and head for the Black River hoping to elude the Inquisition and the infernal. After five or six rounds, the screams and shouts of the inquisitors will cease, and only the far off sounds of watch whistles can be heard. Once her hunger for vengeance is sated and she is certain no further threat exists to her host, Abjudrah will vanish and Devlin's shadow will suddenly coalesce into existence beside him.

After the inquisitors are dispatched and the threat of Abjudrah has passed, Devlin will confess to the PCs that he has been cursed by Abjudrah for over two years, and he has been hunted by the Order of Illumination as an infernalist for half that time. The tome is not only the key to severing the creature from his body, but it is also his only chance for salvation and redemption in the eyes of the Order of Illumination. His soul is slowly growing tainted from the infernal's possession, and he must work an incantation to cast it out and destroy it. Only then will he be free.

One way or another Pendrake quickly takes his leave and wishes Devlin and the players the best of luck in their efforts. He will offer this quick explanation and then be off: "I've seen too much of what happens when men meddle with the affairs of powers beyond their ken. I'll take monsters and creatures of ferocity to be the domain of my expertise."

He will offer to take the tome and return it to its rightful place in the vault, but he will allow Devlin to take the book as long as the players agree to aid him and return the book to Father Dumas.

If the players do not agree to give Devlin the tome, or if they leave Devlin behind without giving him the tome and do not return for him, then the adventure can end here. Devlin will eventually disappear only to surface a few years later. By then the work of Abjudrah will be complete and Devlin will have been turned into a fully corrupted infernalist with all the powers commensurate with his knowledge.

The players can find the scattered coins of their reward in the remnants of the Traveler's Arms. Severed limbs and mangled bodies of the inquisitor thugs are strewn about like dolls tossed in a tempest.

THE INFERNAL WITNESS

Devlin has already chosen the abandoned ruins at Fort Rhyker as the most isolated spot near Corvis for the rite. Using the rowboat and a series of smaller canals and river ways through the city, the PCs travel outside Corvis to an abandoned shack on the southern outskirts of the city. There is a wagon and a team of sturdy mules tended by Devlin's contact Bower Lang. Using the available transportation, the players can get to Fort Rhyker within a day and should have a chance to rest fully by the time they arrive.

The weather has grown threatening, and vast dark hued clouds loom oppressively overhead as the PCs approach the ruins of Fort Rhyker.

The ruin has once again become fully abandoned thanks to the events of The Longest Night, and Devlin and the PCs can gain access to the fort without worry of any creatures inside. Refer to the map of Fort Rhyker, specifically area 26 (page 73). Area 26 is where the ritual will take place. The ritual circle is set in the very center of the courtyard.

The ritual begins with readying six pyres while Devlin works carefully to create a 10'x10' circle of silver dust and holy water which will contain the essence of Abjudrah once he has finished the rite. The six burning pyres counteract the infernal's *shadow evade* ability and produce enough light to prevent it from escaping the illumination of the flames they cast. The pyres light a circle with a 60-foot radius set in the middle of the courtyard. Once the circle is complete, Devlin must stand in the middle of the circle and read a specific set of incantations from the Umbral Spiral to begin the rite and strip Abjudrah from his shadow.

As he reads the last passage of the incantations, Abjudrah tears forth from Devlin's shadow and is cast into the circle. Devlin then steps out of the circle leaving the dark taint of Abjudrah imprisoned within and throws the Umbral Spiral into one of the burning pyres where it is consumed in a burst of greenish flame. Held captive by the powerful mystical ward, the umbral warrior laments and screams but is unable to penetrate the circle's boundaries.

SKORNE AMBUSH

During the course of escaping Corvis, the players unknowingly left a trail that allowed a group of skorne scouts to track the PCs. Just as Devlin throws the Umbral Spiral into the flame, the skorne attack.

The players must prevent the skorne from breaking the protective circle or wounding Devlin. If either happens the binding magic will be disrupted, the circle will be broken, and Abjudrah will break loose.

Skorne (EL 7) — the squad is composed of 5 skorne warriors

READ ALOUD

As Devlin steps into the circle and begins reading aloud the words of the rite, you feel the air grow chill. He reads aloud in a language that tears at your ears and makes the inside of your skull feel as if it is crawling with worms.

Suddenly a skorne battle cry fills the air as armored warriors rush into the courtyard. Their presence threatens to interrupt the rite and summon forth the infernal with a stray arrow or sword swing.

The skorne will pair up, draw their weapons, and rush the PCs to cut them to ribbons. They may attack Devlin or cross the ritual circle as they attack. If Devlin is wounded or the circle is broken, read the following:

READ ALOUD

The sigils of the ritual circle scatter and disappear, and a terrible shriek fills the air as the infernal appears almost immediately. Drawing her mighty greatsword forth from some unseen scabbard, Abjudrah hefts the bleak black weapon high above her head. Turning to Devlin, she moves forward and



swings it downward as if to cut him from crown to core with the full brunt of her wrath.

As the weapon touches upon his brow, he is surrounded by a corona of amber light, and a vast ripple of energy knocks the infernal back. The greatsword shatters as easily as a bottle might shatter when cast upon cobblestones. Her armor begins to flake away to reveal the form of a slender muscular woman beneath. Crimson eyes glare in loathing, and she rises up proudly, ready to tear you all apart with her bare hands.

Abjudrah (EL 7) — Devlin's sigil tattoos, once designed to contain Abjudrah, have suddenly become a powerful protection against her attacks. She is disarmed and her armor is destroyed. In addition the light of the pyres has been empowered by the magic of the rite, and the infernal may not use her *shade touch* special ability nor may she travel beyond the lit area of the pyres. She may only make unarmed attacks, but she will take a -4 penalty to inflict lethal damage with her fists and use her Power Attack feat to inflict further damage. In her rage she will focus her attacks on anyone who gets within reach.

Make frightful presence saving throws for the skorne and ask the PCs to do the same. If Abjudrah becomes part of the fight, then the skorne flee unwilling and unprepared to face a supernatural being of tremendous power. Abjudrah will attempt to attack Devlin at first by raining fury down on him with her fists, but Devlin's sigils will protect him from her attacks. Once she realizes she cannot harm him at all, she will focus her attention on anyone else present. Again, Devlin can move to act as a shield interposing himself between Abjudrah and the target of her attacks. Characters adjacent to Devlin are treated as if they are under the effects of *magic circle against evil.*

Note that Abjudrah's armor class will drop. She loses any benefits for armor, but her natural armor and agility still give her a very respectable armor class of 26.

At the end of the 5 rounds, she will fade from view, banished back to the infernal realm from which she came. By attacking her host, she has breached the contract of her summoning and is no longer bound to Devlin. Without a host she must return to the abyss.

If the players prevent the skorne from breaching the circle or from wounding Devlin, they gain an award proportionate to having actually faced the disarmed Abjudrah.

WRAPPING UP

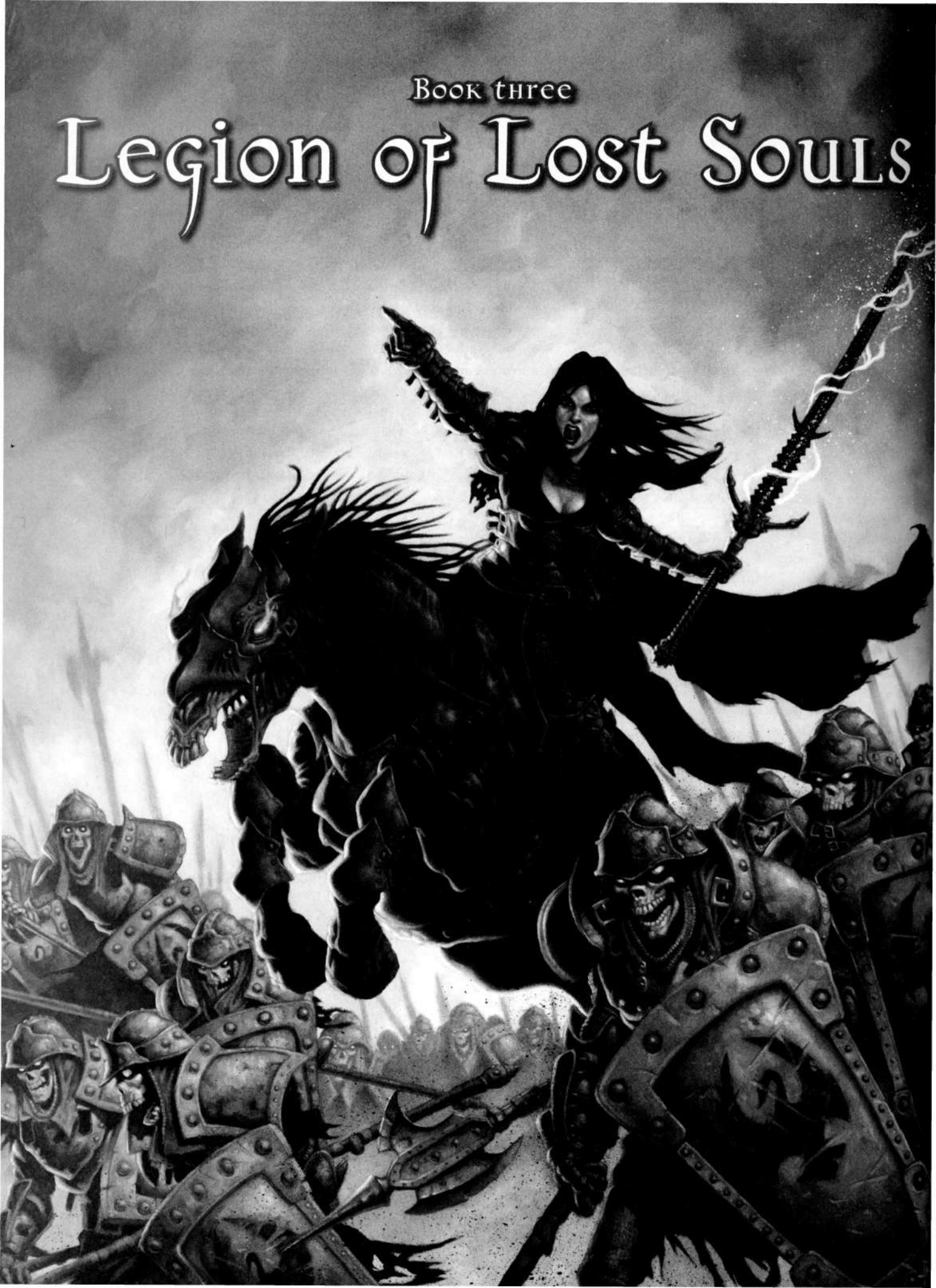
The PCs have helped Devlin deal with his curse, and they have potentially earned a powerful contact within Corvis University who can aid them with finding work after the end of The Legion of Lost Souls. Professor Viktor Pendrake will remember the players and be more than willing to aid them with a recommendation to the university for expeditions and other excursions that might require talents the PCs possess. Once Vintner Raelthorne is banished at the end of The Legion of Lost Souls, Pendrake will send an agent of the university to the players to purchase any records and books they managed to recover.

Devlin Bain returns to the Order of Illumination and pays penance for his crimes. He is cast out from the Illuminated, but he is allowed to live. He returns to Corvis to begin work as an occult investigator. In the future, he may prove to be a useful ally to the players as well, especially when it comes to the subject of infernals and the supernatural.

As for the PCs, they will soon receive a summons from Father Dumas. It seems there may be a way to deal with the threat of the skorne and Vinter Raelthorne's villainous Inquisition.

Book three

Legion of Lost Souls





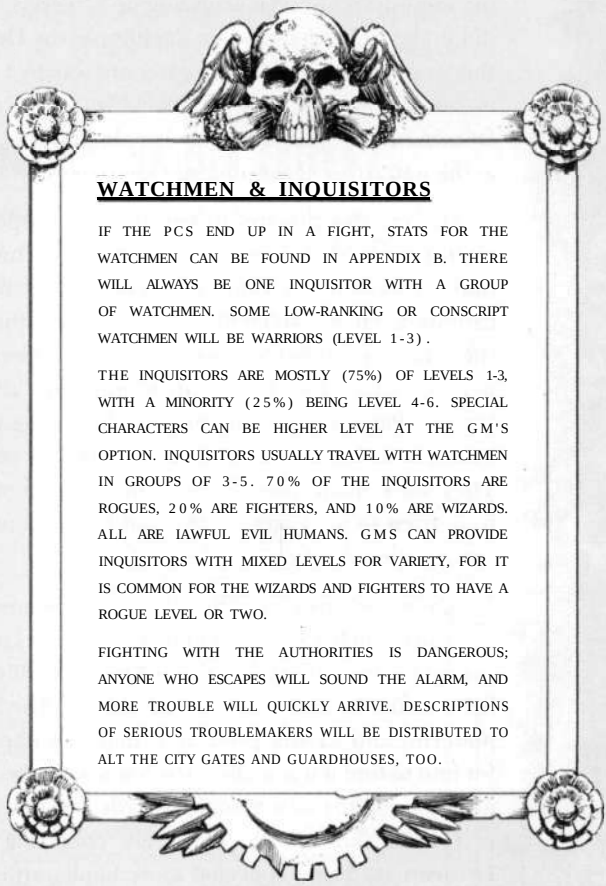
ACT I

Wherein the adventurers borrow an artifact from an old friend of the city

It is presumed the PCs have played through TLN (Chapter Two) and SOTE (Chapter Four), so they should already have a relationship with two important NPCs: Prelate Pandor Dumas and Watch Captain Julian Helstrom. In this case, moving the adventure along is straightforward. The adventure will begin when Alexia contacts the PCs to offer a truce or sorts. (In the event the party failed to rescue Father Dumas from the dungeon in *Shadow of the Exile*, the GM should replace him with another figure among the local Church of Morrow. Church lore and resources are critical to this chapter of the story, and it is vital the PCs have a highly placed ally in the Morrowan Church.)

If the PCs have gone far off track of the described plot, GMs will need to work a bit harder to bring them back to the storyline. Here are a few ideas:

- In the time-honored tradition of fantasy RPGs, the strapping adventurers are approached about a job. Captain Helstrom tries to hire them to recover an artifact from deep underneath the city.
- PCs can learn about resistance to the invaders in Corvis through the criminal underworld. If they have played through Fool's Errand (Chapter Three), they may have befriended Hamil Bodak who wants the invaders gone and will do what he can to make it happen. If they did not play this optional bridge adventure and make lasting enemies of the Griffins, Selar (Appendix B) may contract them for similar reasons.
- Professor Pendrake (see Chapter Five) can hire the PCs on behalf of Corvis University to retrieve an artifact from underneath Corvis—a huge magical hammer. The PCs will learn the artifact, coincidentally, is the same one desired by Dumas and Helstrom, and this can get them involved in Acts II and III. Professor Pendrake will concede the greater need for the item to Dumas at the appropriate time.



WATCHMEN & INQUISITORS

IF THE PCS END UP IN A FIGHT, STATS FOR THE WATCHMEN CAN BE FOUND IN APPENDIX B. THERE WILL ALWAYS BE ONE INQUISITOR WITH A GROUP OF WATCHMEN. SOME LOW-RANKING OR CONSCRIPT WATCHMEN WILL BE WARRIORS (LEVEL 1-3).

THE INQUISITORS ARE MOSTLY (75%) OF LEVELS 1-3, WITH A MINORITY (25%) BEING LEVEL 4-6. SPECIAL CHARACTERS CAN BE HIGHER LEVEL AT THE GM'S OPTION. INQUISITORS USUALLY TRAVEL WITH WATCHMEN IN GROUPS OF 3-5. 70% OF THE INQUISITORS ARE ROGUES, 20% ARE FIGHTERS, AND 10% ARE WIZARDS. ALL ARE IAWFUL EVIL HUMANS. GMS CAN PROVIDE INQUISITORS WITH MIXED LEVELS FOR VARIETY, FOR IT IS COMMON FOR THE WIZARDS AND FIGHTERS TO HAVE A ROGUE LEVEL OR TWO.

FIGHTING WITH THE AUTHORITIES IS DANGEROUS; ANYONE WHO ESCAPES WILL SOUND THE ALARM, AND MORE TROUBLE WILL QUICKLY ARRIVE. DESCRIPTIONS OF SERIOUS TROUBLEMAKERS WILL BE DISTRIBUTED TO ALT THE CITY GATES AND GUARDHOUSES, TOO.

Act Summary: From Alexia and Father Dumas, the adventurers will learn of an obscure prophecy that may offer hope for the city. The tale of the Legion of Lost Souls tells of a mercenary army laid to rest in a mountain tomb some leagues from Corvis. To open the Legion's magically sealed tomb, the PCs will first need to recover a powerful artifact, the hammer *Duteous*, from its resting place below the city.

To reach the artifact, the PCs will need to brave the perils of a sunken and haunted mausoleum. As if that were not enough, simply reaching the mausoleum will require a foray into the Undercity beneath Filchers' Crossing, the realm of a powerful crime syndicate known as the Griffons.



STATE OF THE CITY

Vinter Raelthorne has the city of Corvis in his iron grip. Through his puppet Borloch who is now mayor, he controls the city government. His inquisitors (once again led by Vahn Oberen) are his secret police and terror troops operating with the authority of city law enforcement. People who complain too loudly about the state of things are apt to vanish in the night, and the inquisitors are even rounding up sorcerers, as they did in the bad old days when Raelthorne the Elder was the king of Cygnar. The city gates are watched closely in an attempt to keep troublemakers (like Father Dumas and the PCs) from moving about freely. Traffic at the waterfront is scrutinized closely as well.

Despite the climate of fear, the city is operating almost normally. There are only a few hundred inquisitors and a few hundred watchmen, and they cannot keep all 100,000 citizens under guard all the time. Nonetheless, the streets have become a perilous place for those who would cross the new regime. Patrols are frequent, and they make it their business to know your business when they see you. They have made bloody examples of citizens who have tried to work against them to discourage other acts of open defiance.

The guards are continuing their task of confiscating all swords and firearms they find. They do not know the reason for the orders, but this is Oberen's doing—he believes the Witchfire may be in the city. The blade's powerful anti-scrying protection makes it impossible for him to find it magically, so he fears it may be hiding in plain sight. Consequently, swords are now illegal in Corvis, and the watchmen are collecting them. Firearms are being collected more haphazardly as an incidental attempt to forestall organized resistance. Pistols are easily concealed and patrols will not search for them, but the PCs should avoid carrying anything as large as a rifle openly in public.

If the PCs are cautious, they should be able to move about the city freely If they are cavalier or if they start fights with the patrols, they will probably be overwhelmed quickly. If captured, they will live a short time in captivity before their heads go on pikes set up outside City Hall. Generous GMs can arrange ajailbreak for the party, but they should only be bailed out once. After that, it's to the chopping block! Truly softhearted GMs will let captive PCs be sold to the skorne to live out the rest of their lives as slaves in the Bloodstone Marches or as training aids for neophyte paingivers.

Lastly it is worth noting not all of the watchmen in the city are pleased about the new state of affairs—not by a long shot. They may be going along with things because they fear for the safety of themselves and their families, but given the chance many watchmen will look the other way if they see seditious activities taking place. The inquisitors are not so slack though. They are Vahn Oberen's hand-picked men who once enjoyed great power during Vinter Raelthorne's rule and have spent nearly a decade hiding and evading the law. They look forward to the return of the old ways and will do everything in their power to ensure this comes to pass.

MORE CURRENT EVENTS IN THE CITY OF GHOSTS

After the jailbreak in SOTE (Chapter Four), Prelate Pandor Dumas went into hiding. Raelthorne the Elder has his inquisitors combing the city for the good prelate, but so far they have not found him. Not wanting to bring trouble to other priests, Dumas has avoided other Morrowan churches in addition to his own cathedral. He has insisted on inhabiting the attic of a haberdashery called Captain Kurgan's Goods & Wares owned by one Phineas Kurgan, an old salt with a sharp tongue. Phineas is an old friend of Dumas', and the two of them seem surprisingly close, especially as one of them is a highly-placed priest of Corvis and the other is an unshaven ex-sailor who fashions himself a "scalawag" between swigs from his wine bottle and absent-toothed cackles. Nevertheless, Dumas trusts the man and feels he is far safer here than taking refuge with any church officials, all of whom are under scrutiny. This strategy has thus far paid off and thwarted the Inquisition.

The attic Dumas inhabits is a small and dusty place. It has a bay window overlooking the harbor and a multitude of interesting gadgets and other items. Among them is a positively ancient collection of dusty tomes on the lore and history of Corvis. It is in these books that Dumas was inspired by the story of the "Legion of Lost Souls"—a tale long lost these years in the cobwebs of his own memory.

CATHEDRAL ABLAZE

Timing: This event serves literally as an ignition for the chapter and provides a transition between side-quests in the city and the quest into the Undercity.

Purpose: To remind the PCs no one or no place is safe while Vinter Raelthorne controls the city!

After reading up on the Legion in some old history books, Father Dumas had a trusted acolyte retrieve other pertinent tomes from his own collection so he could conduct further research. The acolyte returned in the middle of the night covered in sweat with a panicked look on his young face. He had managed to gather most of the books the good father wanted just in the nick of time. The cathedral was aflame! Dumas was dismayed by the news, bowed his head, and muttered it was no doubt the actions of the Vinter Raelthorne and his inquisitors. The priest offered a solemn prayer to Morrow and retired in silence.

Most likely the PCs are staying elsewhere, for Kurgan's is stacked to the ceiling with rubbish and other second-hand goods. The GM might offer them some time to role-play as they retire to their quarters for the night. The cathedral is one of the most visible buildings in the city, and they should spot the fire regardless of where they are. Some PCs will obviously make a beeline for the burning cathedral. By the time they arrive, one side of the church is engulfed in flames that light up the night and give off tremendous heat. Three dozen watchmen as well as several score citizens are busy combating the fire as best they can, and a steam barge is in the river beside the bridge pumping jets of water through a couple of massive hoses.

Alternately the PCs can learn about this the next morning with the fire happening while they are asleep. The next day much of the cathedral is a blackened husk. Hundreds of devout followers of Morrow have gathered outside. Some of them are angry, and others weep openly in the street. As an explanation for the tragedy, a declaration was posted early that morning. Signed by Mayor Borloch, it denounces rogue sorcerers as responsible for the attack. "Our brave men are even now smoking these rats out of their holes," says the sign, "and we shall step up our efforts to control the sorcerer menace by any means necessary." Vinter Raelthorne, the Inquisition, and now sorcerers under siege—a cycle of evil banished ten years ago seems to have returned to Corvis.

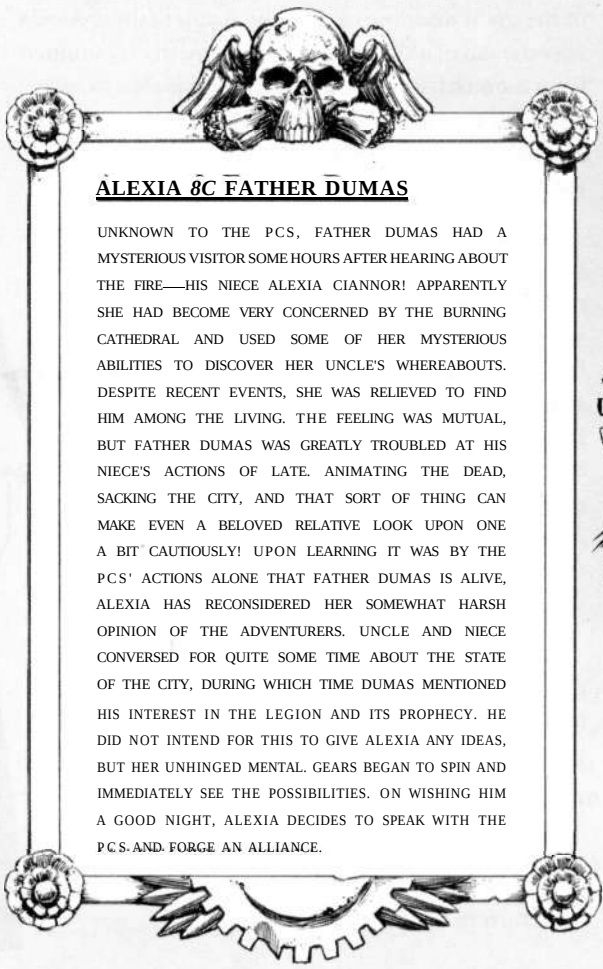
Despite the seemingly transparent nature of these accusations, the PCs should hear some muttering among gullible citizens who have been influenced by this kind of propaganda. Old prejudices die hard, and it has not been too many years since sorcery was inextricably linked to the dark goddess Thamar. If the PCs number any sorcerers, bards, or gun-mages, this kind of talk should make them nervous.

The PCs will know Father Dumas was not staying at the cathedral so they should not be concerned for his safety, but they still may want to speak with him. If they are ignorant about his relocation to Kurgan's, they may have a tense moment until they find this out. Another priest of Morrow may recognize the PCs and covertly pass the word. The PCs should run into Alexia (see below) before having their talk with Father Dumas. Alternately they could have a short visit with Dumas to check his status, but they find him too shaken up about the fire to delve into the Legion story until their next encounter.

ENCOUNTER: AN OLD FRIEND

Timing: This encounter should happen after the burning of the cathedral and before the PCs have a long discussion with Father Dumas. It can happen as they are en route to check on the priest, but it should occur somewhere relatively discreet (even an empty alleyway).

Purpose: To get reacquainted with Alexia!



ALEXIA *8C* FATHER DUMAS

UNKNOWN TO THE PCS, FATHER DUMAS HAD A MYSTERIOUS VISITOR SOME HOURS AFTER HEARING ABOUT THE FIRE—HIS NIECE ALEXIA CIANNOR! APPARENTLY SHE HAD BECOME VERY CONCERNED BY THE BURNING CATHEDRAL AND USED SOME OF HER MYSTERIOUS ABILITIES TO DISCOVER HER UNCLE'S WHEREABOUTS. DESPITE RECENT EVENTS, SHE WAS RELIEVED TO FIND HIM AMONG THE LIVING. THE FEELING WAS MUTUAL, BUT FATHER DUMAS WAS GREATLY TROUBLED AT HIS NIECE'S ACTIONS OF LATE. ANIMATING THE DEAD, SACKING THE CITY, AND THAT SORT OF THING CAN MAKE EVEN A BELOVED RELATIVE LOOK UPON ONE A BIT CAUTIOUSLY! UPON LEARNING IT WAS BY THE PCS' ACTIONS ALONE THAT FATHER DUMAS IS ALIVE, ALEXIA HAS RECONSIDERED HER SOMEWHAT HARSH OPINION OF THE ADVENTURERS. UNCLE AND NIECE CONVERSED FOR QUITE SOME TIME ABOUT THE STATE OF THE CITY, DURING WHICH TIME DUMAS MENTIONED HIS INTEREST IN THE LEGION AND ITS PROPHECY. HE DID NOT INTEND FOR THIS TO GIVE ALEXIA ANY IDEAS, BUT HER UNHINGED MENTAL. GEARS BEGAN TO SPIN AND IMMEDIATELY SEE THE POSSIBILITIES. ON WISHING HIM A GOOD NIGHT, ALEXIA DECIDES TO SPEAK WITH THE PCS AND FORGE AN ALLIANCE.

Young Alexia has been through a lot in recent weeks. Half mad with rage over the death of her mother, she caused Corvis a great deal of damage in her revenge quest in *The Longest Night.* While attempting to resurrect her mother, she was dogged by the PCs who managed nearly to kill her at the Cyriss temple in SOTE (Chapter Four). The last time the party saw her, she was probably knocked off a precarious platform in a climactic battle and fell into an abyss of swirling energies.

It seemed to be the end of Alexia, but she was able to survive the fall thanks to a carefully preserved and well-timed *feather fall* spell. Unfortunately for Alexia, the machine in the temple's core malfunctioned when she plunged into the abyss, and the souls stored in the Witchfire (which she had placed into the machine's receptacle) were channeled into the young lass' body. In the end, instead of bringing her mother's body back to life, Alexia ended up with her mother's soul inside her along with the souls of the other four coveners killed by the blade.

The ozone-scented gusts of hot wind in the core of the great machine carried the feather-falling Alexia over the rail of a viewing balcony where she lay stunned for a moment. She soon found she was able to move, and with a cacophony of voices filling her head she managed to escape the machine temple and make her way back to Corvis.

Eventually Alexia adapted somewhat to the presences inside her. Being "reunited" with her mother has soothed her to some degree and restored some of her off-kilter morality. At the same time it has also permanently unbalanced her mind—no one deals well with extra voices in her head. Despite her troubles, Alexia remains focused on taking out Oberen. In order to achieve her goal, she will offer the PCs her assistance, but it is important for the GM to remember her motives remain selfish. She may appear reformed, but she is still quite ruthless and arguably even more insane!

A week after the end of SOTE—two weeks at the most—Alexia will approach the PCs somewhere in Corvis. How and where exactly are not too important, but here are some ideas:

- Alexia simply approaches the PCs as they sit in a tavern
- She is found waiting for the PCs when they return to their quarters
- Alexia may choose to approach the party in a public place, such as a crowded street.
- If the party has become close with Father Dumas, Alexia may appear to the entire group on their way to visit him.
- Finally, she may fall back on the classic: a note is delivered to arrange a meeting with the party.

If the PCs try to attack Alexia, she will use a *wall of force* to buy her time to calm them down as she has done before. If they are wise to this trick or persist in trying to attack her anyhow, she will simply flee using whatever spells she has in order to slow the party down. She will send a longer and more persuasive note to attempt a cease-fire and a meeting.



Alexia Returns

Here is a Q&A for the GM's referral when the party meets with Alexia. For the duration of this adventure, Alexia should appear stressed out, wild-eyed, and more than a little unbalanced. She has five souls trapped inside her. and each of them is slightly deranged from a decade of imprisonment in the Witchfire. Their voices are always with her now.

Q: Aren't you supposed to be dead?

A: Despite your best efforts, I seem to have survived.

Q: What happened to you, anyway?

A: You interrupted the resurrection procedure in the temple, and when you knocked me off the platform I fell through the machine's arcane energies. The machine placed the souls that were trapped in the sword into my body.

Q: Why are you sitting here with us instead of trying to kill us?

A: My mother's soul is with me, so I did succeed in rescuing her, after a fashion. If she had been lost forever, I assure you we wouldn't be having this conversation.

Q: What do you want from us?

A: I want the sword back—but I also want to help you.

Q: Why should we give you the sword?

A: Because it is too powerful for you to control. If you haven't learned that yet, heed my words—don't meddle with it.

Q: Again, why should we give it to you?

A: I could take it from you by force if I wanted to. I am attuned to it now, and I can sense its presence. Wherever you've hidden it, you won't keep it from me for long. But I would like you to give it to me voluntarily since there is work to be done and we are the only ones who can do it.

Q: What do you mean? You want to help us?

A: We have a common enemy now. Vinter Raelthorne has taken the city, and Oberen is at his side, as ever. Oberen must be slain, and if I have to go through Vinter or anyone else to get him, so be it.

Q: Why should we trust you?

A: You have little choice. Do you think I pose a greater threat to Cygnar than Raelthorne the Elder? You've seen my powers. Why hesitate to employ them against your enemies as well? You cannot imagine what I can do with the Witchfire in my grasp.

Q: Even with your help, how are we supposed to defeat Vinter and Oberen? We hear they have an army nearby that they will use to occupy the city.

A: That's true. Vinter has an army of strangers from the Bloodstone Marches ready to take the city. He can be stopped if we use the Witchfire against him.

Q: How can the Witchfire stop him?

A: It can raise the dead—and with it, I can control them.

Q: Thanks for the tip, sucker!

A: You do not have the ability to control the Witchfire's power. However, with the souls of the five coveners inside me… I do.

Q: Assuming we were agreeing with this crazy plan, what should we do now?

A: Go see my Uncle Pandor at Kurgan's. Ask him to tell you the tale of the Legion of Lost Souls. You'll see then. Make him understand it's the only way. The Witchfire is the key.

Q: And if we don't give you the sword now?

A: Speak with my uncle. Think about what I have said. We'll talk again soon. You'll realize it's the right thing to do.

With that Alexia will move along, possibly using *fly* and *invisibility* for a dramatic exit (unless any Inquisitors are nearby!) She will contact the party again after they have spoken with Father Dumas. If the PCs are confused by some of Alexia's answers, that is ok; she is a strange young woman. Things should make more sense after their visit with Father Dumas.

ENCOUNTER: CATCHING UP WITH FATHER DUMAS

Timing: The PCs should seek out the Father after they have spoken with Alexia.

Purpose: A meeting with Father Dumas is critical to educate the PCs about the possible means of contesting Raelthorne the Elder. This will likely be a long conversation. GMs should not try to rush through this information, and this dialogue can be divided into separate visits if necessary. Perhaps it can be broken up by some minor scuffles in town if the PCs are getting antsy.

If asked about the cathedral, Father Dumas is obviously upset but also somewhat resigned. "These things happen in times of war. The cathedral is just stone and wood although its artistry represents decades of toil and labor by the faithful. We will rebuild it, perhaps even stronger than before. It is the way of Corvis; no building here lasts unscathed forever." He will reassure them there will be time for rebuilding once Vinter and the skorne are gone.

When the PCs tell Father Dumas about their encounter with Alexia, he will indicate he also had a brief visit with her and found her surprisingly well behaved and collected. When the party asks him about the Legion of Lost Souls (as Alexia bid), he will summarize for them the story presented in Chapter One (pgs. 180). The Legion's tale is obscure as far as the general public is concerned, but historians know it. Every well-educated ranking officer of the church knows of it because of the miraculous appearance of the archon described in the story. Any PC making a successful Knowledge (history) check (DC 20) or Knowledge (religion) check (DC 17) will be familiar with the story but may not know the details.

By the end of the Legion's story, the PCs should be putting all the bits together. A tomb full of dead soldiers and a magic sword that animates the dead seem to point to some kind of plan where the PCs open the Legion's tomb, Alexia raises the Legion with the Witchfire, and the undead army takes on Raelthorne's army. Of course, the Legion's tomb is full of vicious traps and crafty tests, and it has claimed the lives of many meddling adventurers. Hey, no one said this would be *easy*.

If the PCs mention the idea of animating the dead, Father Dumas will become quite flustered. "Oh no," he says, "This can't be what the archon meant. It is said the Legion will rise in times of great need, yes, but not like this! The sword is evil. It could not have been part of Morrow's plans. The prophet does not endorse necromancy. What you describe would be madness."

Madness it may be, but it also looks like the only way to raise a few thousand soldiers to fight off Vinter's army. If the skorne occupy Corvis, they will be impossible to dislodge without a protracted siege. More importantly, the city's bridges provide an easy route for future skorne reinforcements to cross the Black River and head south to Caspia. The fact is King Leto drastically underestimated the danger posed by the Bloodstone Marches, or the Corvis garrison would never have been left so vulnerable. Cygnar has been caught with its breeches down.

Father Dumas will not volunteer the idea of animating the dead with the Witchfire, and he will argue with the PCs if they suggest it. While he remains horrified at the notion, he does eventually concede it may be the lesser of two evils. Morrow's followers have sometimes been forced to face such moral dilemmas when every answer seems a path to darkness. The GM should take care to portray Dumas as quite unsettled by the idea, and his acceptance of it in the end is anything but enthusiastic.

At this point there are a few courses of action the PCs can take. They may cooperate with Alexia, or they may try to work without her. Either way, she should find them again for a second conversation.

- If the PCs believe Alexia, they can learn more about the Legion of Lost Souls, hand over the Witchfire, and head off to the tomb. Alexia will honor her word and arrive at the tomb when the PCs have cleared the way.
- The PCs may believe the Legion is the key but remain mistrustful of Alexia. They may refuse to give her the sword until they have opened the tomb. If they try to make this bargain with her, she will reluctantly agree. If the PCs leave the sword stashed in or around Corvis, Alexia will find it herself within two days and take it anyway—she was not bluffing about being attuned to it now. If they take it with them, they will have to deal with all of its unpleasant side effects as they travel.
- If the PCs want to head off to the Legion's tomb and cut Alexia out of the loop completely, they are asking for trouble. They cannot use the Witchfire. Alexia knows this, and she will show up at the end of Act II to give them another chance to cooperate.
- If the PCs do not give a hoot about the tale of the Legion, let them spend some days plotting other things. In time Captain Helstrom will come to them and say he has heard about the Legion of Lost Souls from Father Dumas, he has also heard Alexia has suggested this somewhat unusual plan, and it all sounds pretty sketchy. Still, with an invading army on the horizon he is willing to take any chance, so will the PCs please be good sports and do this thing? Helstrom can provide information about the skorne threat gathered

from army scouts as mentioned at the end of Chapter Four (pg. 154). If the PCs do not know it already, he will explain how the city cannot expect help from the Cygnaran army at Fort Falk for weeks at best, and even then it might not be enough.

If the PCs stubbornly refuse to investigate the Legion of Lost Souls, they may still be trying to decide what to do when Raelthorne's thousands of skorne march into town about a week later. What follows is left as an exercise for the GM, but it will probably involve lots of running and screaming.

DOWN TO BUSINESS

If the PCs are intent on cracking open the tomb of the Legion of Lost Souls, their study of the legend will quickly indicate they will need some potent magic. The ancient door that opens onto the Legion's resting place is reportedly magically protected. Father Dumas is doubtful anything the PCs can do will crack it open since it was enchanted by archons of Morrow.

Luckily for the PCs, another legend comes to the rescue.

READ ALOUD

"It is known," intones Father Dumas, "that far beneath the Corvis city streets lies the resting place of a giant—an enormous creature who once pledged his life to our city in exchange for shelter and protection. Kohlasa was his name, and hundreds of years ago he was the pride of Corvis and a wonder of the realm. He was said to dig our harbor with his bare hands and to move granite blocks like they were child's toys. He served the city and served Morrow as a Knight of the Prophet for many years until he was slain by a great serpent plaguing our rivers.

"Kohlasa was able to slay the beast with his great hammer, but he in turn fell to its venomous bite. As a hero of the city and the church, he was laid to rest in a mausoleum with other Knights of Morrow. The resting place has been lost, sunken with the rest of Old Corvis now, but if it could be found again, Kohlasa's hammer *Duteous* might be able to open the tomb of the Legion of Lost Souls. I can think of no other artifact within easy reach suitable for the task."

A very natural question for the prelate is, "as a priest, how can you condone this kind of grave robbing?" If it is asked, Dumas has a good answer: Kohlasa was a tireless defender of Corvis, and if it were possible to speak with him, he would surely approve of the city using his hammer in its time of need. Desperate times call for desperate measures.

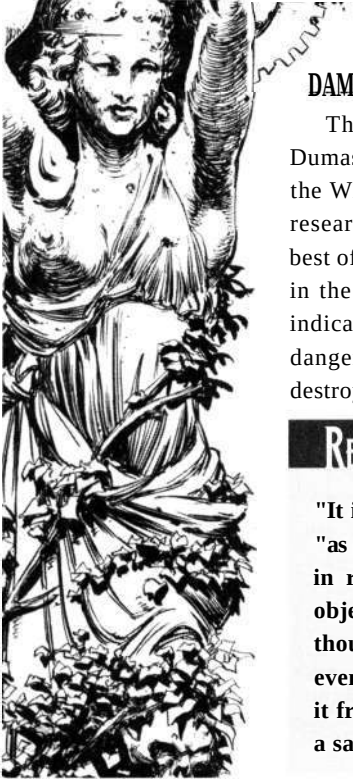
Nonetheless, the good father is quite troubled by recent events and the actions they are contemplating to rectify them. Corvis and Cygnar may be in great danger, but he does not feel as confident as he might seem about robbing one tomb in order to crack open another. On top of all that, Alexia will be needed to lead the unholy army, and her sanity is debatable even in the eyes of her loving uncle. His only reassurance is the fact that Morrow might have left the prophecy about the Legion for exactly these reasons—knowing his priests would otherwise never condone what must be done.

Father Dumas will support the PCs if they decide to cooperate with Alexia and raise the Legion, but he will continue to be tortured with doubt. He will spend many long nights in contemplation and study as the PCs go about their dubious quest, and he will pray for Alexia to find redemption. During any interactions with the prelate from this point forward, the PCs should notice his harried demeanor and signs of sleeplessness. This will be exacerbated by his desire to attend to his congregation and assist the city more directly against the skorne.

ALEXIA'S BIG PLAN

WHEN THE PCS HEAD OFF TO THE UNDERCITY AND THE LEGION OF LOST SOULS, THEY WILL NOT HAVE ALEXIA'S HELP. SHE WILL STAY BEHIND AND HIDE SOMEWHERE IN CORVIS. ALEXIA HAS HER OWN BUSINESS TO ATTEND TO; THERE IS A MAGIC RITUAL SHE NEEDS TO FINISH DEVELOPING WHILE THE PCS GO OUT AND DO THE GRUNT WORK. IF THE PARTY INSISTS ON KEEPING THE WITCHFIRE WITH THEM, ALLOW IT; THEY WILL HAVE TO LUG THE CURSED THING AROUND AND DEAL WITH ITS SIDE EFFECTS. ALEXIA DOES NOT NEED IT FOR HER RESEARCH, AND SHE WILL SHOW UP AT THE END OF ACT II WHEN THE PCS REALIZE THEY CANNOT USE THE POWER OF THE SWORD THEMSELVES.

ALEXIA WILL NOT SAY ANYTHING ABOUT THE RITUAL SHE IS WORKING ON UNDER ANY CIRCUMSTANCES. IT WILL BE AN UNPLEASANT SURPRISE FOR THE PARTY AT THE END OF THE ADVENTURE.



DAMNED IF YOU DO, DAMNED IF YOU DON'T!

There is one more piece of information Father Dumas has that the PCs should learn. It pertains to the Witchfire. In recent days the good father has been researching the blade and other items like it to the best of his ability, even conferring with a contact he has in the Fraternal Order of Wizardry His readings have indicated to him that while the sword is fantastically dangerous, it might be even more dangerous to destroy it.

Read Aloud

"It is not clear what might happen," says Dumas, "as no artifact of this power has been destroyed in recorded history. The destruction of similar objects is reputedly accompanied by great calamity though. I fear the cursed thing may be our bane even if it were destroyed. I pray you, try to recover it from Alexia so it may once again be interred in a safe place and kept from use."

This information about the Witchfire can be delivered to the PCs through other means if the GM wishes. In many campaigns the PCs will be doing their own research into the black blade, and they can learn the same things as Father Dumas with a Gather Information check (DC 24). As always, the GM can allow other skills to be used if appropriate. If the party has made friends in the community of wizards, a warning can be delivered through those channels as well.

All texts on the blade are quite ancient since there has been virtually no mention of the Witchfire since before the Orgoth invasion. It vanished from record almost 1600 years ago until Vahn Oberen managed to find it in 591 AR. Before that, it is mentioned in several ancient texts dealing with dark weapons and relics of unholy power. GMs seeking to explore this avenue should stress the unreliability of these old documents filled with contradictory information or kernels of truth hidden within fanciful exaggerations. One of the most thorough descriptions of the blade



was compiled in a banned text scribed by an ancient sept of Thamar which believed the sword was linked to the dark ascension of Scion Delesle, patron of necromancy. Both Alexia and Vahn Oberen referred to this resource extensively in their own research. Copies of this tome are very valuable and considered dangerous, and they should not be left in PC hands. Friends in the Fraternal Order of Wizardry or similar occult experts might let them browse the tome under their supervision.

The party would do well to heed the warning. If the Witchfire is destroyed, it will release all of its necromantic energy in one titanic supernatural Shockwave. A black aura will wash over the land. The sky will darken, a cold wind will blow, holy ground will be defiled, and all the dead for miles around will be animated for a prolonged period of time. Without the Witchfire to control them, they will run amok. It would be a catastrophe of unimaginable proportions.

Hey, what are the chances of that happening? Who would want to destroy the Witchfire?

Alexia would.

The whole business with the mausoleum, the hammer, the Legion of Lost Souls, and the fight against Raelthorne's army is all part of her plan to get at Vahn Oberen. She intends to draw Oberen into battle and slay him with the black blade. Oberen's soul will be trapped in the Witchfire, and to make sure he can never be recovered, Alexia will immediately destroy the infamous sword. She is not sure if shattering the Witchfire will annihilate Oberen's soul or merely damn it to an eternity of torment in the hellish wilds of Urcaen, but she will take what she can get.

Alexia does know destroying the Witchfire will unleash terrible consequences, but she simply does not care. The PCs may be fooled by her overtures at cooperation, but the GM must not be. The ability of her mother's soul to counteract her ruthlessness only goes so far. Revenge is still Alexia's motive, and she is still willing to step on people to accomplish it. While she can form attachments to specific people—like love for her uncle and grudging appreciation for the PCs—she remains incapable of thinking of the common good of the abstract community. To her, no one truly matters except her mother and her uncle.

It is important the PCs do not know what Alexia's plan is until the very last minute. She can freely talk about taking revenge on Oberen, even killing him, but she must not slip up and hint she has anything special planned for the sword. Nothing in her demeanor should hint that she is willing to destroy the blade, or else the drama of the finale will be compromised. If necessary, Alexia will string the party along with lies about how she will give it back to Father Dumas when the current struggles are over, or she will claim to know how to render the blade safe in her own fashion. She may even pretend to be interested in capturing Oberen for trial in Caspia, but none of what she says will sway her course of action at the end of Act III.

FINDING THE GIANT

With a few minutes of looking through his rescued tomes, Father Dumas is able to turn up the location of Kohlasa's crypt. Well, sort of.

READ ALOUD

"After he was slain by the serpent's venom, Kohlasa was laid to rest in a mausoleum dedicated to the Knights of the Prophet," says Father Dumas reading from a dusty tome. "There is an old map here... my, the city was smaller then..." he mutters, reading on. "Ah," he exclaims as he places the book down and points at a spot on the map. "It looks as if the mausoleum used to be here near the waterfront on the northwest side of town. Of course, that part of the city has long since been built over."

Any PC who has played through *Fool's Errand* (Chapter Three) or who makes a Knowledge (local) roll of 10 will immediately realize the area indicated by Father Dumas is what is now known as "Filchers' Crossing," a really bad part of town. It is a maze of flooded streets and dilapidated buildings inhabited by the worst folks the city has to offer.

READ ALOUD

The father pauses for a moment as a frown creases his face. He reaches for another book, this one wrought with elegant golden tracery. As he flips through the pages, he mutters, "There is another taie of an old church swallowed up by the earth. I wonder if they are the same place." He continues to scan the musty old pages. "Here it is. Prefect Sahnder wrote of it centuries ago before the Corvis Treaties. He wrote that 'the Knights' eternai resting place did vanish from sight over the course of a fortnight' and 'thereafter no building

KOHLASA THE GIANT

KOHLASA WAS BY ALL ACCOUNTS AN ENORMOUS CREATURE PERHAPS AS MUCH AS TWENTY FEET TALL. HIS ORIGINS ARE UNKNOWN, BUT HE CAME TO CORVIS FROM THE EAST. SOME TODAY BELIEVE HIS RACE INHABITS THE BLOODSTONE MARCHES. CERTAINLY NO RACE LIKE KOHLASA'S IS KNOWN WITHIN THE IRON KINGDOMS WHOSE FEW KNOWN GIANTS ARE UNIQUE AND LEGENDARY ENTITIES MUCH LIKE DRAGONS.

IN TRUTH THE MARCHES WERE KOHLASA'S HOME, AND HE FLED THEM DUE TO A DISPUTE WITH HIS CLAN. A GIANT OF EXCEPTIONAL INTELLIGENCE, WILL, AND EVEN COMPASSION, HE WAS ILL SUITED TO THE CRUEL LIFE IN THE MARCHES AND FLED TO FIND A BETTER PLACE. THE PLACE HE FOUND WAS THE SMALL CITY OF CORVIS WHERE HE LIVED FOR FIFTY YEARS UNTIL HE SUCCUMBED TO THE VENOM OF A TITANIC RIVER-SERPENT (THE LIKES OF WHICH LUCKILY HAVE NOT BEEN SEEN BUT ONCE SINCE). IN HIS TIME AS THE CITY'S GUARDIAN, KOHLASA EVEN CAME TO EMBRACE THE WORD OF MORROW AND BECAME A KNIGHT OF THE PROPHET. KOHLASA'S HAMMER *DUTEOUS* WAS A GIFT FROM THE CHURCH, A SPLENDID SILVER-ADORNED WEAPON LAID WITH POWERFUL ENCHANTMENTS.

THIS HISTORY OF KOHIASA AND *DUTEOUS* CAN BE REVEALED TO ANY PC MAKING A KNOWLEDGE (HISTORY) CHECK (DC 20) OR A KNOWLEDGE (LOCAL) CHECK (DC 16). IF PRESSED FOR MORE INFORMATION, FATHER DUMAS WILL REVEAL IT AS WELL.

could abide the land there, and the church issued a decree forbidding further construction.' That ancient proscription has long since been forgotten, and the church no longer claims that land, so there must be something built there now. Yes, I'm sure the prefect was writing of the giant's tomb. Most curious."

Any PC making a Knowledge (history) check (DC 22) knows of this story and has also heard a rumor that something terrible happened at the church. With a successful Gather Information or Knowledge (history) check (DC 26), the party learns the basic story of the sunken church: the city's prelate at the time was seen dead in the building before it began to sink into the earth, and his wife and his subordinate priest had gone missing.

Any PC with underworld sawy will know that Filchers' Crossing is the territory of one of the largest criminal gangs in town, the Griffons, and it is almost totally lawless. Depending on how the PCs handled their Fool's Errand (Chapter Three), they may already have made implacable enemies there. Even the city watch fears to visit without strength of numbers. (Incidentally, this makes Filchers' Crossing a splendid place to hide from the law. If you can come to terms with the locals, anyway.)

The party should quickly guess that getting to Kohlasa's crypt is going to require getting into the Undercity below Filcher's Crossing. The Undercity is a famous maze of old streets and buildings that have sunk into the ground over the centuries and have had the city built on top of them. It is a rough place—probably rougher than average under Filchers' Crossing.

If the PCs wish to learn the location of the Tomb of the Legion of Lost Souls from Father Dumas now, he will provide the information while referring to another dusty book or three. If the PCs do not think that far ahead, they will need to return to Father Dumas once they have the hammer *Duteous* to learn where to go next.

TASK: EXPLORING FILCHERS' CROSSING

Timing: Unless the PCs have other sources of information besides Father Dumas, they will not learn that a trip to Filchers' Crossing is required until they have the conversation detailed above.

Purpose: To reach the tomb of Kohiasa and retrieve his hammer *Duteous,* the PCs will have to find the entrance to the old mausoleum holding the Knights of the Prophet and other church heroes. Their best information indicates the old building is beneath the streets in this part of the city.

Filchers' Crossing is a maze of twisty streets running between dilapidated warehouses and collapsing factories. Many of the streets are ankle-deep in water, and canals crisscross the area.

All of the buildings here are abandoned, yet plenty of scum has settled here over the years. Most of the people who live in Filchers' Crossing are simple thugs not actually affiliated with the Griffon gang, but sometimes they are forced to pay extortion money. These folk are surly and violent and will rob or murder explorers without hesitation if they can get away with it. Strength is all they understand.

However, anyone showing strength in Filchers' Crossing will quickly attract the attention of the Griffon captains who run the area. They will react badly,

especially if it looks like the PCs are trying to take over part of the Crossing for themselves or if they are recognized from Fool's Errand. Though the Griffons are dangerous, they are not stupid or psychotic. If the PCs can propose a good deal, they will listen. Mostly though they will just want the intruders to leave Filchers' Crossing. Outsiders always mean trouble of one kind or another. If the PCs killed many Griffons in earlier encounters, it may serve to amplify their dangerous reputation and intimidate the Griffons to back down (until they band together in enough strength to eliminate the PCs for good!) If the PCs have been particularly proactive fighting against the Griffons, it is even possible this area is now controlled by a different gang (like the Gertens family or the Black Hand). Other gang captains can be substituted without changing the basic nature of the place.

RESIDENTS OF FILCHERS' CROSSING

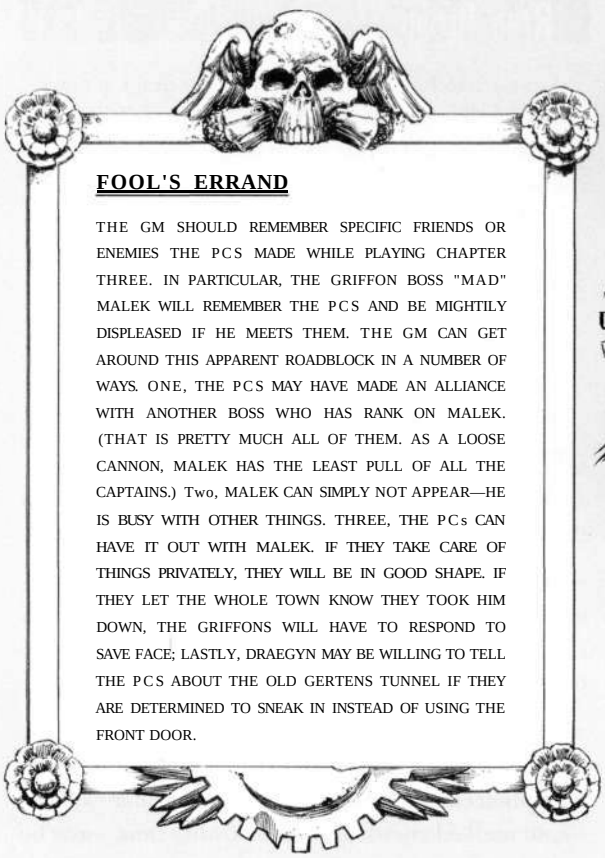
When wandering the flooded streets of Filchers' Crossing, there is a 25% chance every 15 minutes of meeting someone. The chance increases to 50% every 15 minutes if the party is making no effort to keep a low profile.

- 50% of the residents are simple commoners of levels 1-3. They are nasty, brutish people, but they have no special abilities. The commoners will be in groups of 2-5. Most will be smart enough not to menace a well-equipped party. Some will not, and sooner or later the PCs will spill some blood as a result.
- 40% of the people encountered in Filchers' Crossing are more "advanced" criminals. Use the thug or rogue archetypes from Appendix B, or create Rogue or Warrior (or mixed class) NPCs of levels 1-3. (There is a 10% chance any such group will have a sorcerer of 1d4 levels.) These punks are also found in groups of 2-5. They are not actually Griffon members, but they may pretend to be in order to frighten outsiders. They will also report anything strange to the Griffon captains in order to curry their favor.
- 5% of the people encountered in this area will be actual members of the Griffon gang of varying rank. Most will be "soldiers," the basic gang members, but there is a 1 in 6 chance any Griffon encountered is a captain. See Appendix B for listings of a few Griffon captains.
- 5% of the people encountered will not actually be people but stray dogs, feral cats, rats, and other vermin.

REACHING THE UNDERCITY

The old church and mausoleum can in fact be reached by an old door uncovered in the Griffon-controlled Undercity. The Filchers' Crossing Undercity is about the size of two city blocks, and it is isolated from the rest of the Undercity—a common occurrence. Pockets of subterranean space like this are scattered around Corvis, and most do not connect to each other. It is a bit of a mystery how some of these regions stay unflooded, but this is just one of the unique aspects of Corvis.

The Filchers' Crossing Undercity is quite lively There are usually around one hundred people in it, and it sports a handful of businesses catering to the criminal element: two taverns, a fence and weapons dealer, and a brothel. There is also a fighting ring and a handful of floating dice and card games. Though the Undercity here is a gang stronghold, the Griffons do allow entrance to non-members. (See "The Front Door" below for details.)



FOOL'S ERRAND

THE GM SHOULD REMEMBER SPECIFIC FRIENDS OR ENEMIES THE PCS MADE WHILE PLAYING CHAPTER THREE. IN PARTICULAR, THE GRIFFON BOSS "MAD" MALEK WILL REMEMBER THE PCS AND BE MIGHTILY DISPLEASED IF HE MEETS THEM. THE GM CAN GET AROUND THIS APPARENT ROADBLOCK IN A NUMBER OF WAYS. ONE, THE PCS MAY HAVE MADE AN ALLIANCE WITH ANOTHER BOSS WHO HAS RANK ON MALEK. (THAT IS PRETTY MUCH ALL OF THEM. AS A LOOSE CANNON, MALEK HAS THE LEAST PULL OF ALL THE CAPTAINS.) Two, MALEK CAN SIMPLY NOT APPEAR—HE IS BUSY WITH OTHER THINGS. THREE, THE PCs CAN HAVE IT OUT WITH MALEK. IF THEY TAKE CARE OF THINGS PRIVATELY, THEY WILL BE IN GOOD SHAPE. IF THEY LET THE WHOLE TOWN KNOW THEY TOOK HIM DOWN, THE GRIFFONS WILL HAVE TO RESPOND TO SAVE FACE; LASTLY, DRAEGYN MAY BE WILLING TO TELL THE PCS ABOUT THE OLD GERTENS TUNNEL IF THEY ARE DETERMINED TO SNEAK IN INSTEAD OF USING THE FRONT DOOR.

Just because the PCs get into the Undercity does not mean it is clear sailing. It is a tough place, and it is quite likely someone will try to pick a fight just because he does not like the way someone looks. People will give misleading answers to simple questions and generally give the newcomers rotten treatment until they have proven themselves. The PCs should always feel as if they are in danger here—because they are.

This pocket of the Undercity can be reached from three openings.

The Front Door

The run-down warehouse at the corner of Black and Merchant Street is the "front door" to the Filchers' Crossing Undercity. A dozen Griffon thugs and captains are always hanging around this building as are a score of other dirtbags. Inside the warehouse is a creaky mechanical lift.

Because it is heavily used, this entrance is easy to find. Any PCs who spend time investigating the movements of the Griffon gang members in Filchers' Crossing will quickly learn about the warehouse. If the PCs stake out the warehouse, the GM should relay the following scene to them at some point:

Read Aloud

As you watch, a pair of burly thugs drags a man toward the warehouse doors. The man is kicking, screaming, and trying to get away. "Don't put me down there!" he begs. "I didn't do it! I didn't do it! Tell Selar I didn't—" his words are cut off as one of the thugs drives his ham-sized fist into the man's stomach to double him over.

"Shut up, snitch," he snarls.

The oniookers laugh and point. "You got a date with the ghost, mate!" says one of them. "He's gonna love you!"

The thugs take the man, now silently sobbing, into the warehouse.

(Bonus points for the GM if the man the PCs see being dragged away is someone they have dealt with earlier while trying to get information about the Griffons!)

The PCs can easily see other exchanges being made if they watch the warehouse long enough. Women in gaudy makeup escorted by men in ornate hats, kegs of ale, unmarked chests, and various other things may be seen entering or leaving the building. There is also a steady stream of people coming and going.

It will be extremely difficult to use this route without official approval from the Griffons. The party would have to sneak by the guards and visitors and operate the lift without being seen. If they knock anyone out, the whole Undercity will be put on alert when the incapacitated guards are found—or when they are found to be missing.

However, the PCs may be able to negotiate entrance freely. The Griffons are willing to let strangers below if they think there might be some profit in it. The PCs can claim to be there to gamble, drink, or even visit the brothel. If they sound convincing (Bluff or Diplomacy check against Sense Motive +2), the thugs will let them in after demanding some coin, of course. The more affluent the PCs look, the suffer the bribe will need to be. (Long-time customers do not receive such shoddy treatment.) Efforts to look like the local riff-raff should be rewarded.

UNDERCITY ENCOUNTERS

SOME OF THE NUMBERED LOCATIONS ON THE MAP WILL ALWAYS HAVE PEOPLE IN THEM, BUT THERE ARE MANY AREAS OF THE MAP THAT ARE NOT THIS BUSY OR DETAILED. FOR THESE AREAS, HERE ARE SOME GENERAL RULES FOR RANDOM ENCOUNTERS.

TOWARD THE CENTER OF THE UNDERCITY THERE ARE MORE PEOPLE, AND THE CHANCE OF SEEING SOMEONE IN A ROOM OR STREET IS VERY HIGH (4-IN-6). OUT AT THE EDGES OF THE UNDERCITY THERE ARE USUALLY FEWER PEOPLE, AND THE CHANCE OF A RANDOM ENCOUNTER DROPS TO 2-IN-6. IN ANY AREA ADJACENT TO A BUSY CHAMBER OR BUSINESS, THERE IS A 3-IN-6 CHANCE OF A RANDOM ENCOUNTER.

THE PEOPLE MET WILL BE MOSTLY LOW-LEVEL COMMONERS WITH SOME WARRIORS, ROGUES, OR PERHAPS EVEN EXPERTS OF LEVELS 1-4 THROWN IN. NONE OF THEM WILL BE UPSTANDING MEMBERS OF SOCIETY, BUT THEY WILL NOT BE HOSTILE UNLESS THEY SENSE WEAKNESS OR ARE ATTACKED FIRST. MOST PEOPLE ARE ARMED ONLY WITH SMALL CONCEALABLE WEAPONS (SMALL DAGGER, PUNCHING DAGGER, DARTS, STILETTO, ETC.), BUT ONE THIRD OF THE UNDERCITY POPULATION HAS WEAPONS PRIVILEGES GRANTED BY THE GRIFFON LEADERS. WEAPONS CONSIST OF BLADES AND THE OCCASIONAL PISTOL. DUE TO THE EFFORTS OF THE INQUISITION ABOVE, THE ONLY PEOPLE CARRYING FULL LENGTH SWORDS OR LARGER FIREARMS ARE THOSE WHO RARELY LEAVE THE UNDERCITY.

PCs looking totally out of place will not be welcome, and the thugs will pressure them to leave. The thugs will consider any of the following to be "trouble": officers of the law, military officers, elves, knights, and Morrowan priests (unless they are already faithful customers like that one rector...). Obvious sorcerers and wizards are definitely not welcome, and anyone who smarts off to the thugs or says anything suspicious will not be welcome below either. The gatekeepers will insist the visitors relinquish obvious weapons "for safekeeping." The party will probably need to find a way to sneak their weapons in unless they have negotiated a deal with Griffon leaders.

The Back Door

The second way into the Undercity is through a seldom-used "back door." This second trap door is hidden in another run-down building on Gold Street. Its existence is only known to a handful of Griffon captains. The "back door's" building is guarded by a few thugs, but they do not know why they have been assigned there. They were told to guard a small sum of coin hidden there as a ruse. The money (500 gp) is in a rusty iron chest concealed underneath a pile of damp, low-quality coal on the warehouse floor. The chest (Open Lock DC 22) is protected by a poisoned needle trap.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +8 ranged (1, plus 1d4 Con/1d4 Con, DC 12 Fort save poison damage); Search DC 20; Disable Device DC 20. Market Price: 1000 gp.

The trap door concealing the tunnel is under the rotting floorboards of a back room (Search DC 24). It has not been used in months.

The back door is much harder to discover (Gather Information DC 32). At any time there are only about four Griffon soldiers assigned to guarding it, and they do not even know it is there. If the PCs investigate the building, they may become suspicious that there is more around than just the gold. Then again, they might not.

The Gertens' Tunnel

There is a third way into the Griffons' underground hangout—an old tunnel begun as part of a crime war. A few years ago the Gertens family—*the* major underworld player in Corvis—was in an all-out war with the Griffons. They began to dig this tunnel in order to create their own secret entrance into the Griffons' Undercity hideout in preparation for a raid. The conflict was resolved before the tunnel was completed, but it remains to this day. The tunnel begins in an abandoned sewer below Judge Street, and it reaches about 100 yards to within a mere five feet of the Griffon hideout. The passage is narrow, damp, and in danger of collapsing, but it is still an option if the PCs learn about it.

If the PCs have contacts in the Gertens crime family, they may learn about the tunnel threw them. It is also possible to learn about the tunnel from the Filchers' Crossing locals. A handful helped the Gertens back when the tunnel was being excavated, but they live in fear that someone in the Crossing will find out. PCs who investigate Filchers' Crossing may see one of the local Gertens snitches sneaking across town for a meeting—this would be a good opening for the party to pursue. The snitch might know about the tunnel, or he might be able to tell the PCs how to reach the Gertens family if they want to lobby for assistance. The best way to learn about this tunnel is from Draegyn the "Bastard" if the PCs have kept him as a contact after Chapter Three. This is a particularly appropriate reward if the PCs sold him the Griffons territory map (pg. 91).

The way the party conducts itself during this investigation can have a great impact on their future in Corvis. At best, they may form a business relationship with the Griffons. At worst, they will all be marked for death for their meddling. They may even "meet the ghost" if they are not careful.

TASK: EXPLORING THE UNDERCITY

Timing: It is most likely the PCs will learn of the Undercity beneath Filchers' Crossing by nosing around and interviewing the locals. In the event that one or more of the PCs have good knowledge of the Corvis underworld, the party may be able to make a beeline to this Undercity entrance, skipping the previous Filchers' Crossing exploration.

Purpose: The PCs need to explore the Undercity and look for a way to reach the sunken mausoleum holding Kohlasa and *Duteous.*

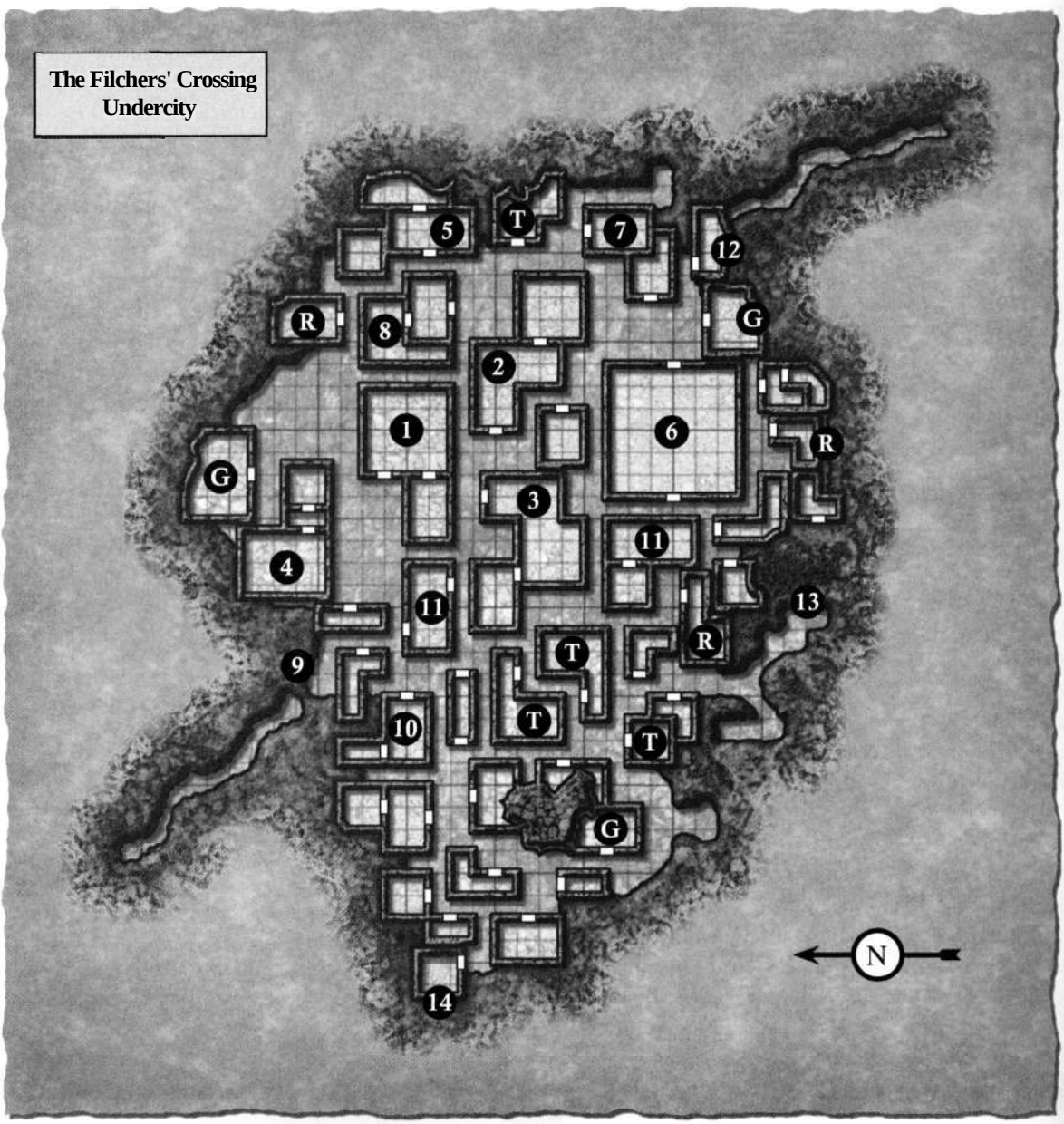
This pocket of the Undercity, like all the others, is formed by the hulks of ancient buildings that have sunk into the ground. It is a maze of ancient stonework and damp earth. Old cobblestones are underfoot in some places, and in others the locals have used

masonry or timbers to prop up the sagging ceilings. Leaks are continuously stopped up and water sluiced out. Pockets of muddy water dot the ground, and the damp earth is always dripping. Muddy rock hangs overhead with the foundations of modern buildings and cobblestone streets peeping though in spots.

Where the shells of old buildings make for pockets in the earth, the Griffons and their hangers-on have set up shop. A few small businesses thrive in the Undercity, and the local crime lords frequently meet here. Some rooms are full of rowdy revelers; others hold intense card games. Torchlight is the norm and makes the whole place hazy with eye-stinging smoke. Cleaner alchemical solutions have been adopted in other areas, sometimes with globes of peculiar yellow-green hue giving those rooms a sickly haze.

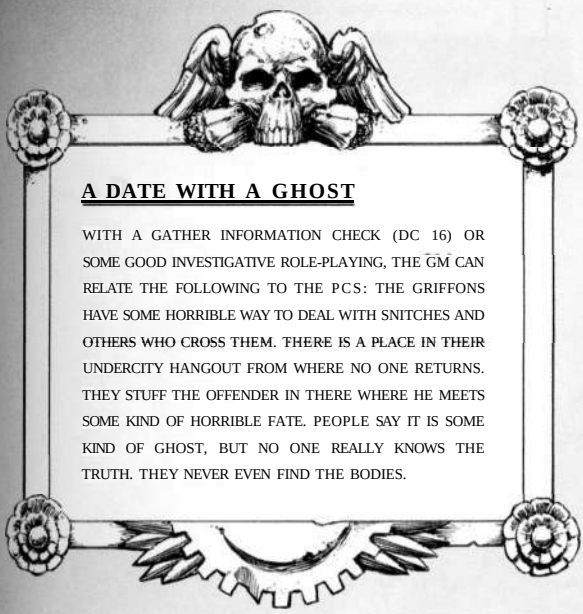
There are many sections of the Undercity so dismal or dangerous that no one visits them. Some areas are in danger of caving in, and others are worthless puddles of muck. Occasionally bodies show up in these places, but this is discouraged. The Griffons prefer that fights be taken outside, so there is no cleanup. They also do not want to scare away rich customers (like that lecherous rector from the west side...)

While in the Undercity, use the guidelines above for Filchers' Crossing to determine the class and level of the people the PCs meet. Unless otherwise specified, everyone in the Undercity is human—mostly Midlunders with the occasional Morridane or Thurian. Everyone also has a bad attitude, but only the craziest people will actually initiate hostilities.



Besides the numbered rooms below, here are some other encounter ideas for the GM:

- In a dark area, two or three men are roughing up another fellow and demanding they be paid.
- The PCs find a man who has just had his throat cut.
- A few people are digging something up in a disused chamber. They refuse to discuss what they are doing and demand the PCs move along.
- The PCs experience a small cave-in, and wet earth slides into the corner of a room.



A DATE WITH A GHOST

WITH A GATHER INFORMATION CHECK (DC 16) OR SOME GOOD INVESTIGATIVE ROLE-PLAYING, THE GM CAN RELATE THE FOLLOWING TO THE PCS: THE GRIFFONS HAVE SOME HORRIBLE WAY TO DEAL WITH SNITCHES AND OTHERS WHO CROSS THEM. THERE IS A PLACE IN THEIR UNDERCITY HANGOUT FROM WHERE NO ONE RETURNS. THEY STUFF THE OFFENDER IN THERE WHERE HE MEETS SOME KIND OF HORRIBLE FATE. PEOPLE SAY IT IS SOME KIND OF GHOST, BUT NO ONE REALLY KNOWS THE TRUTH. THEY NEVER EVEN FIND THE BODIES.

Lastly, the GM will note the Undercity locations do not have a listing for Enemies, Tricks & Traps, Treasure, and the like as most other room-based encounters do. This is intentional; The Undercity is not a dungeon to be cleaned out. The people in each room may be enemies, friends, or neutral depending on what the PCs do. There are no treasure chests to raid, at least not safely. There are no monsters lurking in the shadows. The intent is for the Undercity to feel like a living (if rotting) part of Corvis, not some old crypt for the party to plunder.

1. LIFT (UPPER)

READ ALOUD

A creaky metal platform is set in the middle of a damp and cracked warehouse floor. A man standing by the side of the platform yanks on a lever protruding from the stone floor. There is a rumble of protest from an unseen engine, and the platform lurches in its descent. In a moment, the people on the lift are lost from sight.

A rickety mechanical lift powered by an old steam engine is used to take groups of people into the Undercity 40 feet below. A man who remains topside with the engine operates the lift, and the passengers have no control over the device. There is an escape route in case the lift fails—a spiral staircase is concealed beneath a trap door near the lift which can be found with a Search check (DC 20). The door can only be opened from beneath unless one takes a pick to the stone portal concealing it.

Remember that the PCs will have encountered many Griffon members by now, and they will probably have been relieved of their weapons unless they are excellent negotiators or good at hiding such items on their persons.

1. LIFT (LOWER)

READ ALOUD

The lift comes to a hard stop some 40 feet below the streets of Filchers' Crossing. A sturdy iron gate stands between you and the Undercity. A small group of toughs surveys you from the other side of the bars trying to decide if anyone looks like trouble. After a moment a man steps forward and holds out his hand. "Yer weapons, mates," he growls.

"Less'n you got a permit!" cackles another man.

Crudely laid flagstones and mortar shore up the walls of this room, and three timbers prop up the ceiling. A damp stone staircase reaches upward into the rock, and water drips from the ceiling. The walls are covered in profanity and limericks frequently making reference to a local rector in the Church of Morrow who seems to be a frequent visitor.

Once the visitors hand over their weapons, the men will open the gate and wave them off the lift. Anyone causing trouble in the lift is easy pickings for the guards who will not hesitate to begin firing their light crossbows (+1 ranged, 1d8/19-20).

Aside from the lift, there is nothing interesting in this chamber. The stairs lead up to the emergency exit mentioned above. The trap door opens easily from the underside.

2 . THE BLACK EYE

Read Aloud

A ragged hole has been torn out of an old brick wall, and a filthy black curtain has been tacked up to cover the gap. A badly painted eye has been marked on the wail in black paint. Upon parting the curtain, you see a large chamber full of revelers.

The "Black Eye" is a tavern frequented by Griffon members and their pals. There will always be at least 20 people here. Booze is constantly brought in from above to feed the party that never stops. There is almost always some gambling here too if any of the PCs want to get in a quick game. If they are short on coin, they can get a 50 gp marker from the barkeep Makrid (male Midlunder Rog4).

3. MISTRESS MAGDEN'S

Read Aloud

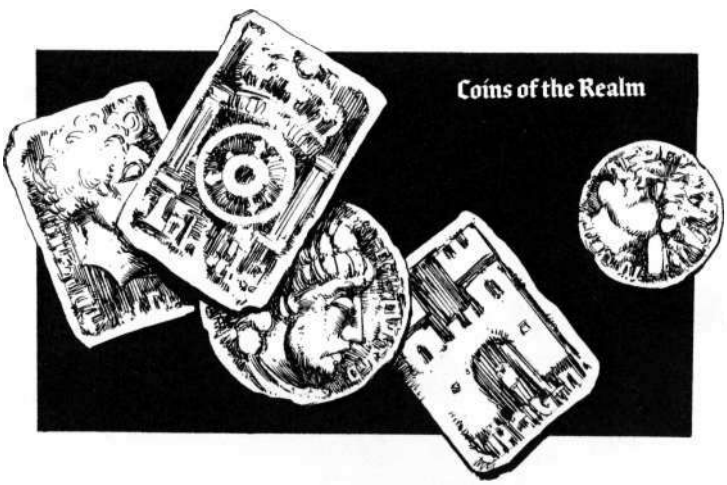
A swath of red velvet is tacked up over a portai at the end of the damp passageway. Fragrant smoke drifts from the curtain, and the sounds of laughing echo within.

As the PCs approach, a laughing man parts the curtain and exits the brothel. He is Rector Fodor, a minor figure in the city's Church of Morrow hierarchy. The rector (who is naturally not wearing his sacred vestments) is a frequent visitor to Mistress Magden's. A PC making a Knowledge (local) check (DC 22) or who has a role in the local church will recognize him. If challenged, Rector Fodor (male Midlunder Clr4) does his best to deny his identity and flee from the PCs. If the PCs threaten to turn him in, he will begin sobbing and begging them to have mercy on him. "I'm weak, weak in de flesh, I am!" He runs the small Church of Gordenn's Blessing near the west gate. While not quite a "fallen" priest, he is certainly on his way and may risk his powers if he keeps up these extracurricular activities. He claims he just needed a little distraction after hearing about the terrible burning of the Cathedral of Morrow, but it is just an excuse.

Beyond the curtain is a large room further divided with fabric hung from the ceiling. A small brazier is the source of the scented smoke, and three lanterns are providing light. Mistress Magden (female Midlunder Exp6), four of her working girls (female Midlunder Exp2), and a guardian thug named Ghork (male Midlunder War7) are

COINS OF THE REALM

IN A SEEDY PEACE LIKE THE UNDERCITY, A BIZARRE ASSORTMENT OF COINS CAN BE FOUND, AND THE PCS MAY GET SHORT-SHIFTED BY CAGEY ROGUES. FULL DETAILS ON CURRENCY IN WESTERN IMMOREN CAN BE FOUND IN THE IKCG, PCS 62-69. PCS SPENDING COIN DOWN HERE WILL PROBABLY BE USING UNALTERED AND HIGHLY VALUED CYGNARAN COINS SUCH AS CROWNS (GOLD), SHIELDS (SILVER), AND FARTHINGS (COPPER). CROWNS AND PARTICULARLY THE RARER TOWERS (PLATINUM) MAY DRAW ATTENTION FROM GREEDY PICKPOCKETS. PCs WILL RECEIVE UNDERRATED CURRENCY AS CHANGE FOR PURCHASES—SOMETIMES "SHAVED" CYGNARAN COINS (WITH EDGES GROUND OFF FOR POWDER), ORDIC OR LIAELESE CURRENCY (WORTH ONLY 60-80% OF THEIR FACE VALUE IN CORVIS), OR POSSIBLY FULLY COUNTERFEIT CURRENCY. THERE ARE ALSO "ALLEY PIPS" USED HERE. THEY ARE PLAIN, PRESSED SILVER OR GOLD FROM MELTED VALUABLES, SOMETIMES MARKED WITH A GANG SYMBOL, AND ONLY USEFUL IN BLACK MARKETS AND AMONG FENCES. GMs SHOULD ROLL A SECRET SPOT CHECK FOR PCS (DC 12 FOR ALLEY-PIPS, DC 16 FOR FOREIGN CURRENCY', DC 22 FOR COUNTERFEIT) TO NOTICE THE COINS PRESSED INTO THEIR HANDS ARE NOT CYGNARAN. IF CONFRONTED ABOUT ALLEY-PIPS, A MERCHANT WILL APOLOGIZE, USE FOREIGN CURRENCY INSTEAD, AND REASSURE THE PCs IT WILL BE FINE IN THE CITY. UNLESS THEY HAVE HAD EXPOSURE TO FOREIGN CURRENCY AND ITS EXCHANGE RATES, PCS ARE UNLIKELY TO KNOW THEY HAVE BEEN SHORT-CHANGED UNTIL LATER.



here chatting. If the PCs enter the brothel, Mistress Magden will do her best to convince them to stay and sample her wares. If the PCs try to get information out of her, she will tell them the normal Undercity scuttlebutt for a few gold crowns (including tales of "the ghost"). If they have any pointed questions about the Griffons' affairs, she will not play ball, and Ghork will ask the PCs to leave "before'n someones gets hurted on it." He will also report them to Selar. (If the PCs talk to Ghork, they will discover he ends every sentence with "on it" as some kind of peculiar speech mannerism.)

4. THE BUCKET

READ ALOUD

Loud cheering washes out of the doorway ahead of you. Inside the room a score of people stand shoulder-to-shoulder watching a sour-faced dwarf try to drink a grim looking woman under the table.

The drinkers have nine shot glasses upended on the table in front of each of them. As you watch, the dwarf reaches for number ten full of an emerald green liquid, but he slumps in his seat and knocks the glass over. With a groan he slides to the floor motionless. The crowd erupts into cheers and boos, and money begins to change hands. The woman stands up and begins collecting coins from many of the watchers.

The Bucket is the other Undercity bar beneath Filchers' Crossing. The dwarf (who will be passed out for hours and wake up without his trousers, money, or honor) was in a drinking contest with a powerful Griffon captain named Selar (Appendix B). Selar has a notorious constitution and a taste for a vile green liqueur called "mehir" recently banned in the kingdom for its tendency to cause hallucinations and madness in those who consume too much.



Selar

The Bucket has a private back room where high-ranking Griffons can often be found scheming and playing cards. No one enters uninvited. Selar spends much time here as well as at the bar with her foul green liqueur.

5. GRIFFON HQ

Read Aloud

The exterior of this building is decorated in scarlet banners bearing a stylized griffon in gold, which seem out of place in the gloomy Undercity. Some well-armed men lounge around the entrances keeping an eye on everyone walking by.

This cluster of rooms is the Griffons' main hangout and headquarters. There are always at least a dozen people here, and visitors are not allowed unless escorted. If the PCs do get inside, they will find the usual assortment of people playing cards, doing paperwork, and gossiping. Unlike the rest of the Undercity, Griffon HQ is neat and clean with fine furniture and beautiful artwork (all of it obviously stolen). 1d3 high-ranking Griffons such as Selar and Malek will always be found here.

One of the rooms has a few prisoners secured with manacles. These are people who have acted against the Griffons or who need to be sweated for information. Some of them may even have a date with the ghost in days to come.

The most remote corner of the building has a hidden floor safe protected by a poison needle trap which can be found with a Search check (DC 24). The safe is locked but can be opened with an Open Lock check (DC 26).

Poison Needle Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +15 ranged (1, plus ld4 Str/ld4 Str, DC 18 Fort save poison damage); Search DC 21; Disable Device DC 20. Market Price: 6450 gp.

Inside the safe sit 5,000 gp worth of assorted gems and a pouch containing a dozen magical charges for a standard small pistol. Each charge has a +1 enhancement bonus. Each charge is worth 48 gp.

6. THE RING

Read Aloud

This is the largest room you have yet seen in the Undercity. Stout timbers are placed every ten feet or so to prop up the ceiling, and a dozen lanterns are hung about for light. Half of the lanterns shine on the center of the room where a raised stone circle sits. Two men are fighting on the dais while another twenty or so watch and yell encouragement. The fighters (who are unarmed) are beating each other savagely, and flecks of blood spray onto the roaring crowd. Things look evenly matched, but the smaller of the two men is able to throw a hold on the larger who taps out just before he passes out on the stone floor. The crowd cheers for the winner, money changes hands, and two new fighters take off their shirts and enter the ring as the loser is carried off.

This underground fighting ring is small but notorious for its savagery. The ringmaster is a tall Khadoran expatriate named Nerudd. He can always be seen pacing back and forth watching the fights with an eagle eye. Nerudd (male Skirov Ftr8) is the equivalent of a lieutenant in the Griffon hierarchy, but he avoids politics. He focuses his attention on the ring and training Griffon soldiers in street fighting. Nerudd is distrustful of outsiders, but he will readily accept

REMEMBER THAT KEY?

IN SOTE (CHAPTER FOUR), THE PCS MAY HAVE FOUND A KEY IN THE TUNNEL TERROR'S NEST, THERE IS A STORY BEHIND THAT KEY, AND ONE CHAP IN THE UNDERCITY KNOWS IT. SEE, THERE WERE THESE TWO THIEVES WHO STOLE THAT KEY FROM A MAGISTRATE, AND ONE NIGHT THEY CREPT INTO THE COURTHOUSE TO OPEN THE SAFE IN HIS OFFICE. AS LUCK WOULD HAVE IT, GUARDS SPOTTED THEM, AND THE THIEVES WERE FORCED TO HEAD DOWN INTO THE DONJON. THEY TRIED TO ESCAPE VIA THE TUNNELS THE PCS USED IN SOTE, BUT THE TUNNEL TERROR ATE THE FELLOW WITH THE KEY. HIS COMPANION MOX (MALE MIDLUNDER ROG3) GOT AWAY. THE PCS MIGHT HEAR MOX TALKING ABOUT HIS MISADVENTURE IN THE BUCKET OR THE BLACK EYE. IF THEY FOLLOW UP WITH HIM, HE WILL GLADLY TELL THEM THE STORY SINCE ALL HIS FRIENDS HAVE HEARD IT A MILLION TIMES. THE ESSENTIAL INFORMATION MOX HAS IS THAT MAGISTRATE BENCHER'S OFFICE WAS ON THE FOURTH FLOOR OF THE COURTHOUSE, AND THE KEY OPENS A SECRET FLOOR SAFE THERE.

IF THE PCS WANT TO TRY TO USE THE KEY, THE DETAILS ARE PRESENTED IN ACT III IN THE SECTION DEALING WITH MAYOR BORLOCH (PAGE 250).

anyone's money if he wants to bet, and he will respect anyone who volunteers to fight even if he does poorly. There are no prizes for the winners, but any PC who fights bravely in the ring will get some "street cred" with Nerudd's crowd, which might lead to a good word in one of Selar's mangled ears.



PRIESTS OF THE CRIMINAL UNDERWORLD

THAMAR IS THE PATRON OF THE SELFISH, WICKED, AND EVIL. WHILE HER WORSHIP IS GENERALLY A SOLITARY AFFAIR, HER CLERICS CAN SOMETIMES BE FOUND IN PLACES LIKE THE UNDERCITY. THESE MEN AND WOMEN OFFER THEIR SERVICES TO WHOEVER NEEDS THEM BY HEALING FOR COIN OR THE PROMISE OF FUTURE FAVORS. THEY HAVE NO ELABORATE GARB; THEY CHOOSE TO WEAR COMMONER'S CLOTHES SOMETIMES WITH A BLACK CLOAK AND HOOD. THEIR HOLY SYMBOLS ARE USUALLY HIDDEN AND KEPT NEXT TO THEIR SKIN, BUT IN A DEN OF INIQUITY SUCH AS THE UNDERCITY, BRASH THAMARITE PRIESTS MAY CHOOSE TO WEAR THEIR SYMBOLS OPENLY—RELISHING THE UNEASE IT INSPIRES.

AS THAMAR'S CLERICS MINISTER TO THE UNSCRUPULOUS AND IMMORAL ELEMENTS OF SOCIETY, THEY ATTEMPT TO SPREAD HER WORD BY ENCOURAGING PEOPLE TO FORSAKE THE RULES OF SOCIETY AND BLAZE THEIR OWN TRAIL TO GLORY NO MATTER THE COST. SOMETIMES A CLERIC OF THAMAR MAY CHOOSE TO ALLY HIMSELF WITH AN ESPECIALLY PROMISING EVILDOER AND OFFER SERVICES AND SPIRITUAL GUIDANCE IN HOPES OF GAINING THAMAR'S FAVOR. THIS FAVOR CAN BE FICKLE THOUGH, AND THE CLERIC MAY ABANDON HIS "LIEGE" IF A MORE PROMISING CANDIDATE COMES ALONG.

LIKE HER BROTHER MORROW, THAMAR IS SERVED BY THOSE MIGHTY ENOUGH TO ASCEND TO JOIN HER. HER SCIONS FILL THE SAME ROLE AS MORROW'S ASCENDANTS, APPEAR TO HER WORSHIPPERS, AND HAVE DOMINION OVER CERTAIN TYPES OF MAGIC. FOR EXAMPLE, SCION DELESLE IS THE PATRON OF NECROMANCY, SCION DRAYCE IS PATRON OF THIEVES, AND SCION BOLIS LOOKS AFTER GAMBLERS AND EVIL MERCHANTS. READ MORE ABOUT THAMAR AND HER SCIONS IN THE IKCG, PAGES 217-225.

The rules of the ring are simple. If someone says "stop," goes limp, or taps out, the fight is over. There are two guys to a fight, one fight at a time, and no shoes or shirts are allowed. Spectators are not welcome; if you stay and watch, you are expected to fight.

If the PCs check out the crowd, they will see a grim-looking man in plain black garb healing some of the fighters. This a priest of Thamar (male Morridane Clr3) named Severin. Some fighters refuse to accept his offers of help knowing they may come with a price. All the same, he is far from the only Thamarite here (priest or otherwise) and has earned a few favors. PCs confronting him over religious differences may quickly get in over their heads and could provoke a nasty brawl.

7. PRIVATE ROOM 1

Read Aloud

Five people sit around a table here playing cards by torchlight. They glare at you, clearly unhappy at the interruption. "This is a private game," rasps a short man with greasy black hair. "Get out."

The card players are all Griffon gang members (male or female Midlunder Rog5) including the man speaking (male Midlunder Rog7). Timeck is his name, and this is his regular game. A cut of his take goes to Selar and so on up the Griffon ladder.

8. TULLY'S

Read Aloud

This room is dry and neat in sharp contrast to the rest of the Undercity. The walls are lined with racks of weapons and armor with more items piled on shelves and in glass-fronted cabinets. A counter spans the middle of the room. If you did not know otherwise, you might think you were in a shop above ground.

A thin man with a humped back and thinning hair stands behind the counter squinting at you through an incredibly thick pair of spectacles. "Buying or selling?" he says.

Tully (male Midlunder Exp8) is a fence and weapons dealer. He has been allied with the Griffons for many years and has made his home and business here in the Undercity for over a decade. He is quite adept at appraising mundane items, and he will be willing to buy items from the PCs he can easily resell—gems and high-quality weapons especially. Tully will offer 40-50% of what the item is worth though a regular customer or good haggler can get up to 66%. Items that cannot be easily resold, such as personalized weapons or jewelry, will be bought for no more than 20% of their market value since they need to be moved out of the city to be resold.

The old fence also has a good supply of weapons and armor (including a couple of firearms and a score of charges for each), but he will only sell them to gang members or "approved" guests in the Undercity. If this is the PCs' first trip down, they probably had to sacrifice their weapons at the door, and Tully is smart enough not to replace them.

Tully knows everything about the Undercity. He is too smart to be tricked into divulging any Griffon secrets, but he will happily tell the PCs about "the ghost" if they ask him. "Got another one today, he did!" he'll cackle. "That fella learned not to cross us, eh? Eh?" Tully knows where the people who "meet the ghost" are taken, and he will tell the PCs if he is asked. Why not? One would have to be crazy to go there, after all.

Obviously Tully cannot stand up to the PCs in a fight, but if they lay a finger on him they will be digging themselves a deep, deep hole. If the party threatens Tully he will try to make that clear to them. Any scuffle here will be overheard by nearby denizens who will spread the alarm for a large group of Griffons to come running from their headquarters at area 5.

9. GERTEN'S TUNNEL ENTRANCE

To the eye, this is an unremarkable pocket of damp earth. When completed, the tunnel the Gertens family started will open into this area. The area is infrequently visited and is thought to be quite hazardous; the wet earth and ancient stonework overhead seems as if they will collapse any day now. The Gertens tunnel is just a few feet through the wall, though. It could be opened with 20 minutes of digging if anyone knew about it.

10. PRIVATE ROOM 2

Read Aloud

A dozen men crowd this small chamber playing dice. The game board is scratched onto the flagstones with chalk. The crowd is boisterous and apparently in a good mood since someone's having a good run of luck on the dice. The croupier is an older man with a giant scar on his right cheek. Standing behind him keeping an eye on everything are two younger men with fat pistols tucked into their belts.

The players are a mix of Griffons and other local thugs. The croupier is named Sadrick (male Midlunder Rog5), and he is one of the Griffons' most well-regarded henchmen. He can almost always be found here in the Undercity running a game of cards or dice backed up by a couple of Griffon soldiers. This is an official Griffon game, and the entire take is split by the captains. Sadrick knows everyone in the Griffons and knows of everyone of import in the rest of the city's criminal underworld.

11. BARRACKS

Read Aloud

Bunk beds and bedrolls fill this room. A few tables and chairs (made of old crates) occupy the center of the chamber. A handful of men lounge about the room playing cards or sleeping.

The Griffons maintain a couple of rooms were their soldiers can live. Most of the men prefer to find nicer accommodations above ground, but this relatively clean and dry room is one of the benefits of being a



Griffon member. With the Inquisition up and about, more are here than usual. There will be 3d6 men here at any given time, all low-level rogues or warriors.

12. THE SECRET EXIT

Read Aloud

The street-tunnel ends at a crumbling stone portal whose wooden door long since turned to dust. The word "danger" has been painted onto the wall here, and new planks bar the entrance. The room beyond is filthy and clearly has not been used in ages. Stones and piles of earth are scattered across the floor.

Inside this room is concealed the entrance to the "back door" tunnel which can be found with a Search check (DC 24). The Griffons have cooked up a story about how dangerous this section of the Undercity is in order to keep people away. It only took three bodies to demonstrate the danger from "falling rocks," but the point is now made and no one ever comes here. If the PCs are seen to show undue interest in this room, they will quickly get on Selar's watch list.

13. THE STINKY PIT

Read Aloud

A deep fissure mars the earth here. From far below is the sound of running water. Scraps of garbage litter the ground, and the stench of an outhouse overwhelms you.

The crack in the ground leads to an underground river about 50 feet below. This is where most of the Undercity's chamber pots and other garbage are dumped.



Anyone falling into the water is in big trouble, and they will be swept away by the underground river to parts unknown. Kind GMs will let the swimmer be carried to a cave where they can crawl out of the water and search for an exit. Really kind GMs will allow the PC to find their way from the cave to the sunken mausoleum in some fashion.

14. THE GHOST'S DOOR

READ ALOUD

Here is exposed an old rusty wood and iron door framed in cut stone blocks and barred with a stout rod of iron. The soft earth here is churned as if the area was recently visited. Hash marks numbering thirty-six are scratched into the rust.

The PCs will quickly notice the door is shaped strangely, and the iron rod barring it is hung on improvised mounts. The door is actually at the top of the sunken church's bell tower, and the spooked Griffons added the bar to it years ago. The place has a terrible reputation, and no one comes here unless they are under orders to throw a snitch behind the door. Below rests the old church and mausoleum where Kohlasa and other Knights of the Prophet were interred and forgotten centuries ago. The ancient holy structure has become defiled and infested with evil, which the PCs will encounter soon enough.

COMMON ROOM TYPES

Unmarked: Empty

All of these rooms are the same—old stonework with dirt and muck dripping in through the gaps in the masonry. Often parts of the walls or ceiling have collapsed, and sometimes timbers can be seen propping up the weak spots. Here and there a mushroom may grow. Undercity legend has it that the mushrooms grow where bodies are buried. (This legend happens to be true.)

These rooms were disused partly because they are known to be dangerous but also because they are damp and disgusting. If the walls or ceiling takes any damage, for example by a grenade or *fireball* spell, portions of the ceiling collapse similar to a CR2 mechanical trap; damage trigger (ceiling or walls); Atk +8 melee (1d8, rocks); multiple targets (all targets in all squares of the room which suffer damage); Search check (DC 20) to predict the likelihood of this happening. This cannot be disarmed, but it will only happen once per room square.

At the GM's option any of the "empty" rooms can serve as additional encounters. There are plenty of lowlifes in the Undercity.

G. Garbage

These rooms are much like the empty rooms except they have been nominated as trash heaps. Piles of rotting rubbish will fill the chambers and spill out into the Undercity's streets. There is nothing of value in the garbage (unless the GM is feeling particularly generous), but if the PCs insist on looking no one will try to talk them out of it.

R. Residential

These "residential" areas contain crude bunk beds, piles of straw, filthy blankets, and other home furnishings of the hard-luck drifter. There will usually be a few commoners or rogues sacked out here often suffering from drunkenness or hangovers. No one claims these flophouses as their turf, and PCs will be free to come and go though they will probably meet some rude, smelly people. The regulars here generally know better than to bring anything valuable although individuals may have a few coins.

T. Turf

"Turf rooms are empty chambers in good repair claimed by some of the toughs who spend their time in the Undercity. Small groups of unsavory men and women may claim these areas for conducting their business, and perhaps they may even setting up housekeeping. Visitors are not welcome, and PCs who make enemies of people in these areas will quickly make a name for themselves. (The Private Rooms listed in the numbered areas would be classified as "Turf." The GM can easily create additional encounters as desired, particularly if the PCs have specific enemies or rivals who might be found here.)

Anyone temporarily claiming turf down here does so at the Griffon's pleasure. If the gang members need a room for something, they will have it, and anyone already in it better be smart enough to clear out.

TASK: EXPLORING THE MAUSOLEUM

Timing: Unless the PCs have made some extremely knowledgeable contacts, they are probably going to need to explore the Undercity before they find the old mausoleum.

Purpose: Get *Duteous* and get out alive!

The mausoleum is composed of two levels. The upper level was originally a sizable above ground church of Morrow administered by Prelate Tomassen. It had two apartments attached to it, one for the Prelate and his wife and a smaller room for his associate priest Father Cappus. Beneath the church lies the mausoleum. Several chambers hold the remains of the church's knights, and another room was once used for the preparation of the bodies. The largest of the burial chambers bears the corpse of Kohlasa the giant. Prelate Tomassen and Father Cappus were also responsible for tending to the mausoleum—a post of great honor. (A similar mausoleum lies below the ruined cathedral Father Dumas called home, but these days the church prefers for most of their heroes to be interred in the Grand Sanctuary of the Sancteum located in Caspia.)

The mausoleum level is now flooded, and the whole structure is infested with evil. The duo of Renfrow and Father Cappus are entities who have been here for centuries, and the "boneswarm" is a horrific creature that is the byproduct of the duo's centuries of malevolence. The whole site is effectively under a permanent *unhallow* spell.

THE STORY OF THE PRELATE, FATHER CAPPUS, AND RENFROW

Centuries ago the church and its subterranean mausoleum were fixtures of a peaceful waterfront neighborhood in Corvis. For many years the mausoleum was used to lay to rest Morrow's noble Knights of the Prophet, and the people of the area gathered in the church above for worship. The building was a haven of peace and hope during the Orgoth occupation since those grim overseers avoided its holy ground. Prelate Tomassen tended the flock and oversaw the mausoleum, and he was assisted by a younger man, Father Elgen Cappus. Both lived at the church in modest apartments; the prelate's space was a bit bigger due to his rank and the fact he was married.

After a few years of working with Father Cappus, Prelate Tomassen learned something terrible—the father and Tomassen's wife Liandra were having an affair and had been for quite some time. When the prelate found out, he flew into a murderous rage. Late that night he undertook some terrible deeds blinded by hatred. Revenge was all he craved.

First he resolved to deal with his wife. He lured her into the mausoleum under some false pretext, and there he beat her savagely with his scepter of office. The prelate then dumped her limp and bloody form into a stone sarcophagus being prepared for a fallen knight and went in search of Father Cappus.

The other guilty party was found upstairs praying in his quarters. The prelate burst in and accused him of adultery; Father Cappus denied it, and then the men struggled. Once again the prelate swung his scepter in anger, and soon Father Cappus too was incapacitated. He was taken below and sealed into the sarcophagus with the prelate's wife who was still barely clinging to life.

Later that night the prelate realized the horror of what he had done and took his own life in the hall of worship upstairs. As his life's blood left him, he slumped onto the church's white marble altar, further defiling this house of Morrow. Before his demise, the prelate wrote a brief note and left it in his office, but as it happens no one would ever read it.

Downstairs Father Cappus came to his senses. Finding himself trapped in a dark place with the unconscious form of his lover, he began to scream for help. He bloodied his fingers on the unyielding stone surrounding him to no avail. He tried to heal Liandra, but he was unable. Due to Father Cappus' adultery and the murderous actions of the prelate, Morrow had turned away from the defiled church and those within it. They were now fallen.

The next morning neighborhood folk arriving for worship found a strange and terrible sight. Mysteriously the church had begun to sink into the ground; about one foot was already consumed. Inside the parishioners found something far worse—Prelate Tomassen dead upon the church's altar clutching his bloody scepter in one hand and a bloody dagger in the other. The prelate had slit his own throat, and tendrils of bright red blood crept to every corner of the sanctuary A chill came over the onlookers, and they fled the building in terror. When the high prelate of Corvis came to investigate that afternoon, the building had fallen even farther into the earth, and he declared it off limits. No one ever entered the building again, at least through the front door.

Over the next two weeks, the earth completely swallowed the church. The church explained away the dead prelate as a murder victim, but with the building unsafe to enter they could not investigate the crime. Many of the parishioners swore the sinking was Morrow's doing as if he were erasing some great evil. Others claimed it was a freak occurrence of nature,

THE BONESWARM

THE COLD WATER IN THE FLOODED MAUSOLEUM IS THE LEAST OF ANY SWIMMER'S WORRIES. THE MAUSOLEUM LEVEL IS HOME TO AN UNDEAD ATROCITY—THE BONESWARM. FORMED FROM THE REMAINS OF CAPPUS' AND RENFROW'S VICTIMS, THE CREATURE IS A GIANT MASS OF OLD BONES SWIMMING AROUND LIKE SOME KIND OF STRANGE AMOEBA. ITS KEEN SUPERNATURAL SENSES WILL ALLOW IT TO SENSE THE PCS IN THE CHURCH ABOVE, AND IT WILL SWIM AROUND BENEATH THEM, WAITING FOR SOMEONE TO FALL INTO THE WATER. THE BONESWARM MAKES NO NOISE, BUT THE PCS MAY HEAR IT SPLASHING OR THE SOUND OF OLD BONES SCRAPING THE STONES BELOW. IN PLACES WHERE THE PARTY CAN SEE THE WATER, THEY MIGHT SEE SWIRLS ON THE SURFACE AS IF SOMETHING WAS MOVING ABOUT BENEATH. READ MORE ABOUT THE BONESWARM IN APPENDIX A.

but despite the brave talk no one would go near the site. The official church position was that nothing out of the ordinary had happened, and little of the event survived in their chronicles. The unofficial position was that some unknown atrocity had taken place, and they wanted to keep it quiet.

Nothing could be built on the spot over the old church, for the earth would swallow the foundation stones before anything else could be built on top of them. Over the decades this effect lessened, and today a warehouse does stand over the cursed site. Still, a blight dooms anything built on or near this spot to unusually fast decay and bad luck. In fact, the miserable state of Filchers' Crossing may be due in some measure to this node of evil buried below it.

Underneath the sinking church and trapped in his stone prison, Father Cappus screamed for days. No one came to his aid. Liandra never woke up, and Father Cappus began to go mad there in the dark. He also became hungry and terribly thirsty. He held out as long as he could, but eventually he did the unthinkable and began to feed on the unconscious form of Liandra. Her flesh and blood sustained his body for a bit, but with his ghoulish act his soul was irrevocably lost.

Weak from hunger and falling further into madness and hatred, Father Cappus lingered on in the dark for weeks. Eventually he expired, but even then a new horror awaited him. The hateful Father Cappus had become a ghost doomed to haunt the mausoleum for eternity. The hunger—there was still always the hunger. His soul would never pass through to the afterworld Urcaen; he was bound to the site of his death as a twisted and malevolent spirit.

The ghost of Father Cappus haunted the sunken church in solitude for about one hundred years. Above the city had continued to grow, and the mausoleum was falling from memory. Eventually someone who did not know the old story found a way to get into the sunken building and entered hoping to find easy loot. This individual was a low-level rogue named Renfrow, a weak-willed and cowardly man. Renfrow crept around the old church and mausoleum looking for things to filch, but instead he found Father Cappus. The evil spirit filled the room with cold and inky darkness, and Renfrow fell to his knees begging for his life.

On the verge of consuming Renfrew's soul, Father Cappus stopped himself. He saw a use for this pathetic creature, so he struck a deal: Cappus would spare Renfrow, but Renfrow must bring more people below. Thus began an unholy symbiosis—Renfrow would lure people into Father Cappus' domain, the malevolent spirit would drain them of life energy to feed itself, and Renfrow would feed on the physical remains. Renfrow, who again was quite weak-willed, easily fell captive to Father Cappus. They became dependent on each other as Cappus would share just enough energy with Renfrow to keep his body alive far longer than would normally have been possible. It did not take a lot to sustain the duo—just one victim every few years. In times of desperation the zombie-like Renfrow would venture forth to trick someone into following him below.

Things continued on in this way for several centuries, and the church continued to sink, albeit at a slower rate. Eventually the Undercity below Filcher's Crossing began to see more visitors, and enough people stumbled onto the old church to keep Father Cappus and Renfrow well fed. However, their success worked against them and eventually the old sunken building (which was not even known as a church anymore) took on a very bad reputation. Pickings were slim for a long time until the Griffon gang began to dispose of their victims by throwing them into the crypt.

None of the Griffons know the truth about what lurks below them. All they know is that people who are put inside the old sunken building do not come back out, and sometimes frightful screaming is audible if

one listens carefully at the door. This arrangement suits them just fine, so they have unknowingly continued to feed Renfrow and Father Cappus for many years—business as usual in the City of Ghosts.

HOW TO RUN CAPPUS & RENFROW

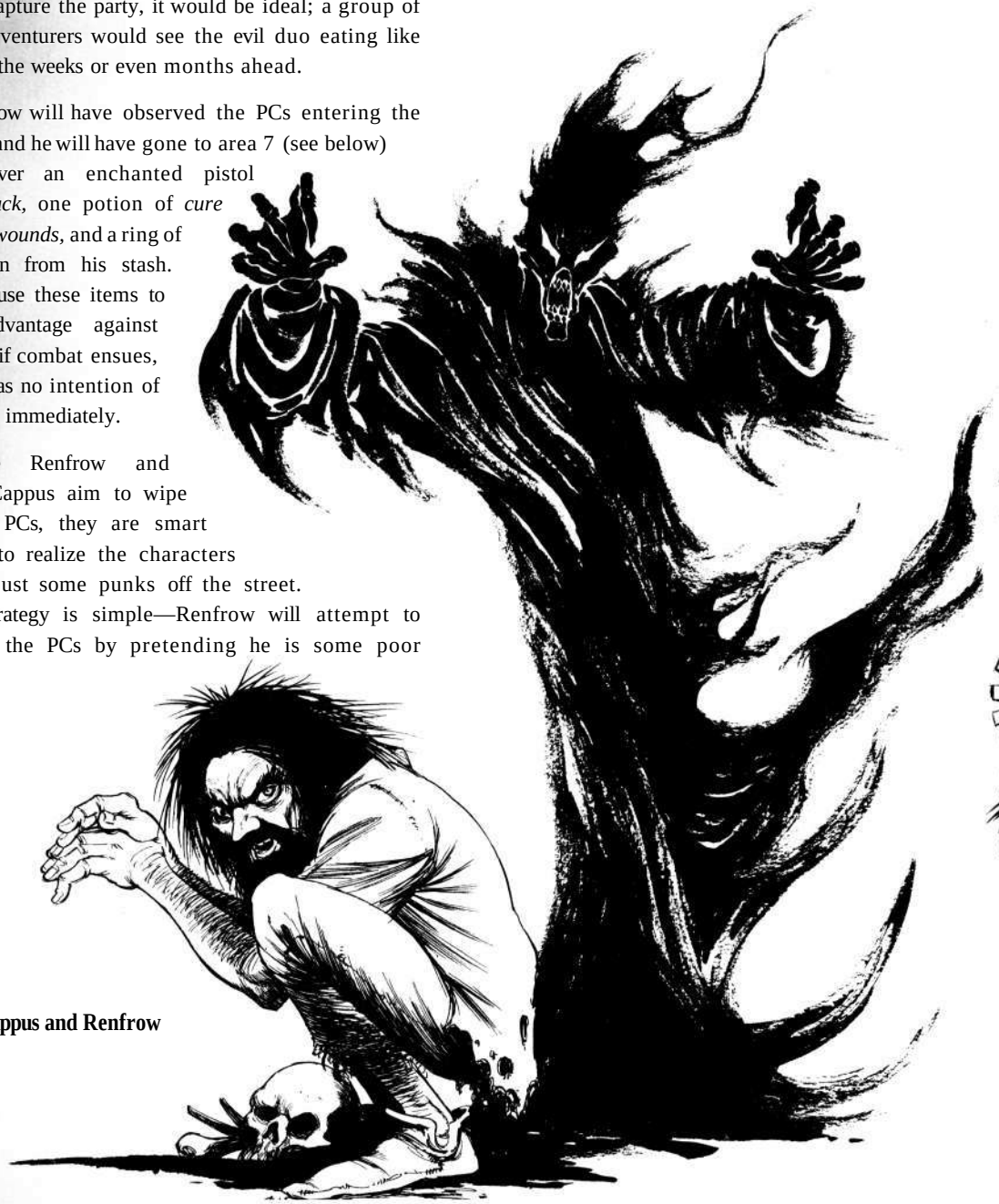
It is rare that these two have to deal with an entire party, particularly one possibly equipped to endanger them. Accordingly they will be cautious and cunning. Renfrow and Cappus figure their best bet is to get the boneswarm to kill most of the PCs and leave one or two for them to take care of personally. If there were some way to capture the party, it would be ideal; a group of hardy adventurers would see the evil duo eating like kings in the weeks or even months ahead.

Renfrow will have observed the PCs entering the church, and he will have gone to area 7 (see below) to recover an enchanted pistol *Lady Luck,* one potion of *cure serious wounds,* and a ring of protection from his stash. He will use these items to good advantage against the PCs if combat ensues, but he has no intention of attacking immediately.

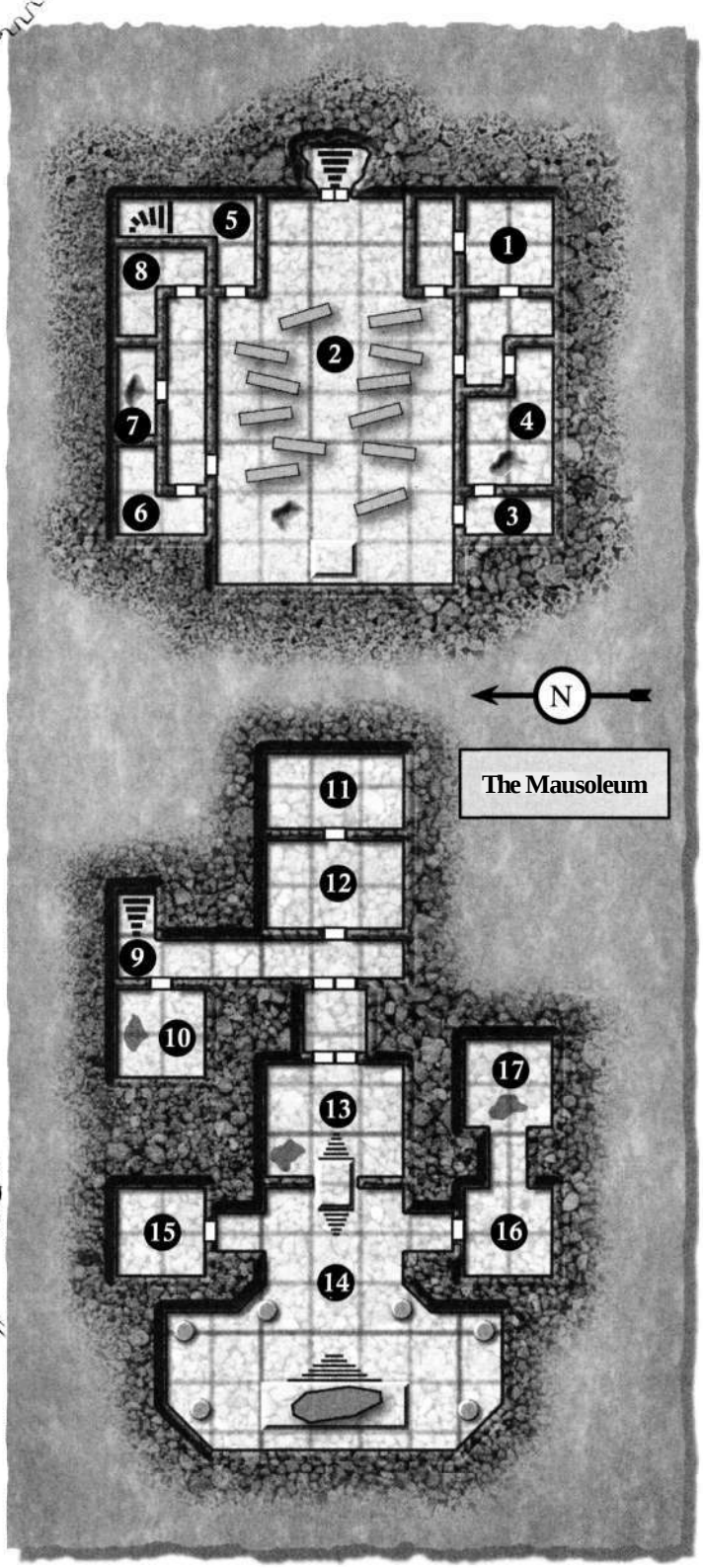
While Renfrow and Father Cappus aim to wipe out the PCs, they are smart enough to realize the characters are not just some punks off the street. Their strategy is simple—Renfrow will attempt to befriend the PCs by pretending he is some poor soul trapped down here for weeks and eating rats to survive. He will also pretend to have a terrible limp, which he will explain as the leg injury preventing him from climbing out. (Renfrow knows the door above is locked, and he will bemoan the imaginary thugs who threw him down here.)

After Renfrow wins the party's trust, he will do his best to sabotage them in the following ways:

- He will try to trick them into walking over the covered pit in the Sanctuary, area 2. He may even place a piece of treasure on the trap as a lure.



Cappus and Renfrow



- He will talk up the wondrous treasures on the flooded mausoleum level and omit the bit about the deadly boneswarm.
- He will try to get the group to split up. If he can get someone alone, he and Cappus will finish him off. Renfrew will tell the PCs nearly anything to get someone to take a walk with him alone.
- If Renfrow is with two PCs and they are near a pit, he will try to push one into the boneswarm's black water. Then Renfrow and Cappus will attack the remaining PC hoping to finish him off silently.

Renfrow and Cappus are smart and thoroughly evil. No scheme is too dark for this duo; the GM should play them out to the full extent of their abilities. Any PC who wanders off by himself is fair game; any group of PCs who make themselves vulnerable to a sneak attack will reap the rewards of their inattention.

If the party is cautious, Cappus and Renfrow may not get a chance to pick anyone off. If that happens, they will wait until the PCs meet the boneswarm, as they must if they explore the lower level. While the group deals with the boneswarm, Cappus will attack as well.

Though Cappus has nothing to fear from the boneswarm, Renfrow does. He is terrified of it, and he has spent centuries living with his fear. The boneswarm occasionally heaves itself from the water and comes looking for Renfrow who flees into the bell tower. Renfrow climbs the old ladder and cowers in the top of the bell tower where the terror cannot reach him. Sometimes he is there for hours—sometimes days—and once about 200 years ago he was there for 6 months. Renfrow's bizarre metabolism has adapted to lean times, and Cappus is there to sustain him with his own dark energies, but these are still the low points of what passes for the man's miserable life.

If the boneswarm heads upstairs while the PCs are there, Renfrow will sense it is coming. He will become nervous, and he will make excuses to get away from the PCs. When his terror gets the best of him he will run for the bell tower as usual. If anyone tries to restrain him, he will become violent.

Note that the spirit of Cappus cannot enter the Sanctuary. Even though the church is thoroughly defiled, the Sanctuary under the gaze of Morrow's image is the one place his evil spirit cannot bear to be. Consequently he will try to attack the PCs as far from there as possible. If Renfrow ambushes the PCs here, he will immediately flee from the room so Cappus can come to his aid.

1. BELL TOWER

This area has two levels. The upper level is behind the door in the Undercity. Forty feet below is a door leading into the old church itself. First, the upper level:

Read Aloud

Before you sits a cramped stone room. A narrow ledge made of iron grating runs around the perimeter of the chamber and surrounds a black pit in the middle of the floor. Two giant bells hang here suspended from an old rusty mount, and three chains extend below you into the darkness. The other three walls have doors like those through which you entered. Each door is closed.

Description: There is a gap in the grating that makes up the ledge and exposes the top of an old rusty ladder. The ladder's rungs are mounted directly into the old stone construction of the bell tower. Age has weakened the metal, and any character weighing over 250 lbs. has a 1-in-12 chance of snapping off any rung that takes his full weight. The ladder is 40 ft. tall, and there is one rung every foot.

Tricks *8c* Traps: Behind the other three doors is nothing but earth, and since the doors open outward they will be difficult to move. If the PCs manage to remove a door (for example by smashing the wood), there is a 50% chance a small avalanche of damp earth will rush into the room. Any PC caught in the earth slide will need to make a Ref save (DC 20). Those who fail will be knocked off their feet and carried into the pit beneath the bells. The fall will do 4d6 damage.

When the PCs reach the lower level, read this to them:

A giant bell rests here cracked and dented from its long fall. The floor is littered with coils of rusted chain and other debris. An old iron and wood doorway stands ajar behind the ruined bell.

Description: PCs who search the ankle-deep crud on the stone floor will easily identify bits of old clothing and bone fragments. There is nothing of value in the filth, however.

Tricks *8c* Traps: Anyone who tries to climb the chain risks bringing the bells and their old wooden mount crashing down. There is a 1% chance of this for every two pounds over 200 suspended from the chains. (In other words, a PC weighing 250 lbs. has a 25% chance of wrenching the old bell mount from the ceiling above.) The falling bells weigh a total of 400 lbs. and inflict 6d6 points of damage to anyone they strike.

2. THE SANCTUARY

Read Aloud

This large chamber was once clearly a gathering place for worship. The walls and floor are covered with tatters of fabric that once must have been tapestries and carpets. Rotted wooden pews are scattered about, and ornate stained glass windows are arrayed overhead. Though they once must have been magnificent in the sunlight, the windows are now cracked and warped by the damp earth forcing its way into the sunken church.

At the front of the room is a white marble altar. Sprawled across it is a body now little more than bones and shreds of skin and clothes. Bright blood is pooled on the altar, and tendrils of it have flowed onto the floor.

Description: There are several things of note in this room. Firstly there is the body—the corpse of Prelate Tomassen. The prelate killed himself by cutting his own throat. As he fell forward and lost consciousness, he clutched at his scepter of office, which he still holds in his bony grasp. The dagger (which is unremarkable) lies at his feet behind the altar. The prelate is still wearing his holy symbol, but the bright gold has turned inky black. Any Morrowan cleric or paladin or other PCs making a Knowledge (religion) check (DC 10) will know that the traditional material for Morrow's holy symbol is gold, sometimes silver, and in light of this knowledge the black symbol will look ominous. Alchemists, dwarves, and anyone with metalworking skills will also know gold does not tarnish.

The second item of interest in the Sanctuary is the prelate's blood. It is still bright and fresh despite the

ages, and it has a faint aura of evil. The blood has no other special properties.

The third thing of note here is the large bas relief of Morrow and his archons behind the altar. The shifting earth has cracked the stone at this end of the sanctuary, and the artwork has been damaged as well. It is run through with cracks, and water flows from the damage around Morrow's eyes; to many it may look as if he is weeping. (The sunken church is surrounded by subterranean waterways of various sizes from where Morrow's tears and the water in the lower level originate. If the PCs start throwing around spells that move the earth beyond the walls, they can easily cause a cave-in or a flood.)

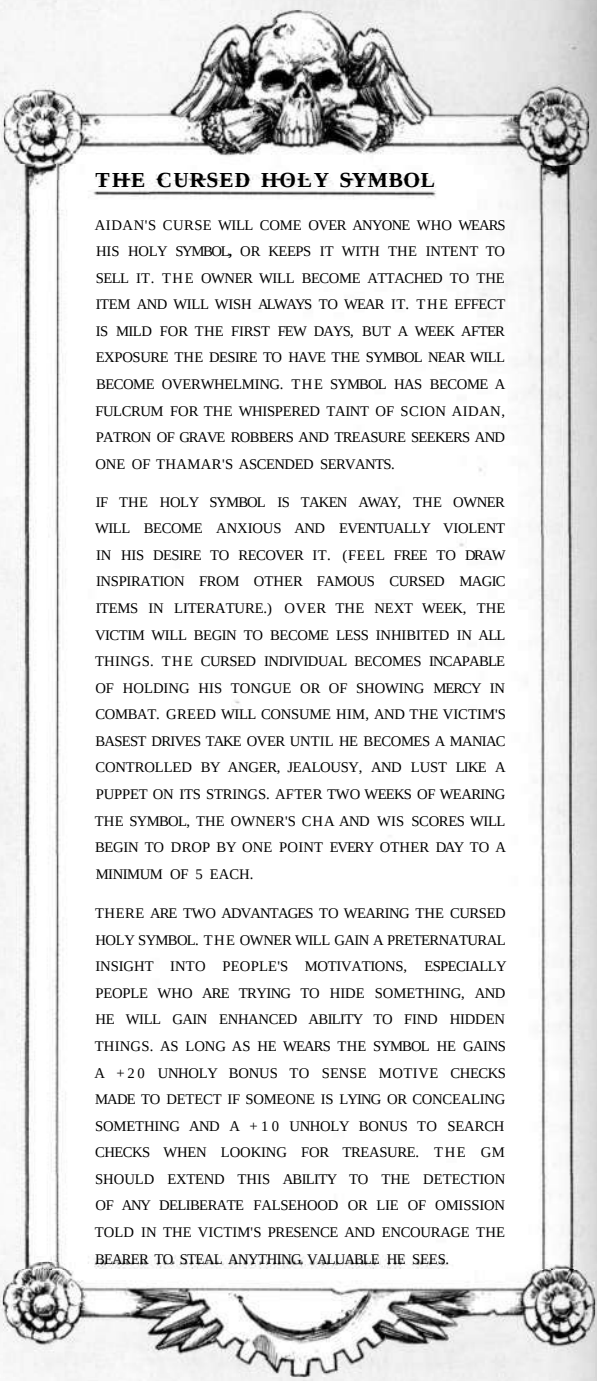
Enemies: It is suggested the GM introduce Renfrow while the PCs investigate this room, but he can be encountered anywhere on the upper level. Recall he will be attempting to befriend them in order to lead them to danger.

Note that the spirit of Cappus cannot enter the Sanctuary. Even though the church is thoroughly defiled, this is the one place his evil spirit cannot bear to be. Consequently, he will try to attack PCs as far from here as possible. If for some reason Renfrow ambushes the PCs here, he will immediately flee from this room, so Cappus can come to his aid.

Tricks & Traps: There is a hidden pit in this room covered by some rotting boards and scraps of cloth which can be found with a Search check (DC 20). The hole is about four feet across and 15 feet deep. The hole extends through the floor of the sanctuary into the flooded mausoleum below. The fall is about 15 feet, and the water is icy cold. Anyone falling into the water will meet the boneswarm within minutes. If Renfrow thinks he can get away with it without being obvious, he will try to trick one or several of the PCs into walking over the pit trap. Anyone falling into the water will land in area 12, the Ceremony Chamber.

Treasure: The prelate's holy symbol may look tempting, but it is in fact quite cursed. It is made of gold, but the metal is jet black clean through. Anyone who wears the symbol will be affected by the curse with no save possible. Any cleric who chooses to wear the item immediately loses all clerical abilities until freed from the curse and a proper atonement is performed.

The prelate's scepter is a seemingly mundane object of gold and silver. It is worth 500 gp, but the Church of Morrow might pay thrice that to get it back for its ceremonial significance. What kind of person would try to extort money from a church, anyway? It is not cursed, but the church will conduct an appropriate



THE CURSED HOLY SYMBOL

AIDAN'S CURSE WILL COME OVER ANYONE WHO WEARS HIS HOLY SYMBOL, OR KEEPS IT WITH THE INTENT TO SELL IT. THE OWNER WILL BECOME ATTACHED TO THE ITEM AND WILL WISH ALWAYS TO WEAR IT. THE EFFECT IS MILD FOR THE FIRST FEW DAYS, BUT A WEEK AFTER EXPOSURE THE DESIRE TO HAVE THE SYMBOL NEAR WILL BECOME OVERWHELMING. THE SYMBOL HAS BECOME A FULCRUM FOR THE WHISPERED TAINT OF SCION AIDAN, PATRON OF GRAVE ROBBERS AND TREASURE SEEKERS AND ONE OF THAMAR'S ASCENDED SERVANTS.

IF THE HOLY SYMBOL IS TAKEN AWAY, THE OWNER WILL BECOME ANXIOUS AND EVENTUALLY VIOLENT IN HIS DESIRE TO RECOVER IT. (FEEL FREE TO DRAW INSPIRATION FROM OTHER FAMOUS CURSED MAGIC ITEMS IN LITERATURE.) OVER THE NEXT WEEK, THE VICTIM WILL BEGIN TO BECOME LESS INHIBITED IN ALL THINGS. THE CURSED INDIVIDUAL BECOMES INCAPABLE OF HOLDING HIS TONGUE OR OF SHOWING MERCY IN COMBAT. GREED WILL CONSUME HIM, AND THE VICTIM'S BASEST DRIVES TAKE OVER UNTIL HE BECOMES A MANIAC CONTROLLED BY ANGER, JEALOUSY, AND LUST LIKE A PUPPET ON ITS STRINGS. AFTER TWO WEEKS OF WEARING THE SYMBOL, THE OWNER'S CHA AND WIS SCORES WILL BEGIN TO DROP BY ONE POINT EVERY OTHER DAY TO A MINIMUM OF 5 EACH.

THERE ARE TWO ADVANTAGES TO WEARING THE CURSED HOLY SYMBOL. THE OWNER WILL GAIN A PRETERNATURAL INSIGHT INTO PEOPLE'S MOTIVATIONS, ESPECIALLY PEOPLE WHO ARE TRYING TO HIDE SOMETHING, AND HE WILL GAIN ENHANCED ABILITY TO FIND HIDDEN THINGS. AS LONG AS HE WEARS THE SYMBOL HE GAINS A +20 UNHOLY BONUS TO SENSE MOTIVE CHECKS MADE TO DETECT IF SOMEONE IS LYING OR CONCEALING SOMETHING AND A +10 UNHOLY BONUS TO SEARCH CHECKS WHEN LOOKING FOR TREASURE. THE GM SHOULD EXTEND THIS ABILITY TO THE DETECTION OF ANY DELIBERATE FALSEHOOD OR LIE OF OMISSION TOLD IN THE VICTIM'S PRESENCE AND ENCOURAGE THE BEARER TO STEAL ANYTHING VALUABLE HE SEES.

cleansing ceremony before returning it to a priest of appropriate rank (such as Prelate Dumas). Once this is done, it will grant its bearer a +2 holy bonus to any checks involving charisma.

3. OFFICE

Read Aloud

This room looks as if it were once the church office. A large desk sits beneath a shattered window; outside is naught but damp earth. Shelves and bookcases line the wails, but the books and papers are ail moldering. A large tome sits on a podium placed before the desk.

Description: This was indeed the prelate's office centuries ago. The books and papers are all rotted and useless though the prelate's final note is just barely preserved enough to read. It is a scrap of paper on the slate-topped desk. Anyone peering closely at it will see faint writing in old Cygnaran. It says simply, "Liandra, forgive me. I will always love you." The scrap will turn to dust if anyone tries to move it.

The book on the stand is the Enkheiridion, the holy text of both Morrow and Thamar. This copy, made with exceptional materials, has stood the test of time well. However inside the tome the words of Morrow have faded, and only the passages of Thamar remain.

Treasure: The desk was once stout, but age has rotted the wood and it will fall apart if it is searched—same for the shelves and cabinets. In one of the drawers the PCs will find two clerical "scrolls" etched onto thin iron plates in a manner not seen in centuries. The scroll plates contain *control water* and *searing light*, both at 10th level. They function normally, but due to their materials and ancient manufacture they can be sold for up to 3x normal value to the church.

Also in the desk is an unlocked iron box. Inside the box is a well-preserved tome and a handful of strange-smelling canvas sachets—some kind of preservative, apparently. In the book are recorded the names of all of the honored dead below, what branch of the church they were from, and the date and cause of their demise. These records were lost when the building was abandoned, and any PC who returns this book to the church should earn a small XP reward (and make some good connections in the process).

THE ENKHEIRIDION

THE ORIGINAL ENKHEIRIDION WAS COMPILED BY MORROW HIMSELF AND CONTAINS THE EXTENSIVE JOURNALS OF THE TWINS ON THEIR PATH TO ASCENSION. THE BOOK is UNIQUE, COMPLEX, AND DIFFICULT TO UNDERSTAND EVEN FOR THOSE WHO SPEND THEIR ENTIRE LIVES IN ITS STUDY. TODAY'S COPIES ARE WEIGHTY TOMES USUALLY BOUND IN THE FINEST MATERIALS AND LAVISHLY ADORNED. THEY ARE USUALLY IMPRINTED WITH A SPECIAL SYMBOL SHOWING A CIRCLE WITH SIX ARROWS EXTENDING OUTWARD REPRESENTING THE CHOICES AN INDIVIDUAL MAKES IN LIFE. THESE BOOKS ARE EXPENSIVE, HAND-COPIED ONLY AS REQUIRED FOR NEW CHURCHES, AND TREASURED BY THE PRIESTS WHO OWN THEM. LAYPERSONS ARE GENERALLY GIVEN A MORE WIDELY DISTRIBUTED AND ABRIDGED CATECHISM RESTRICTED ONLY TO MORROW'S TEACHINGS.

THE LAYOUT OF THE ENKHEIRIDION IS UNIQUE AND FOLLOWS IN THE FORMAT ORIGINALLY ADOPTED BY MORROW. EACH PAGE IS MADE OF A SPECIALLY TREATED PARCHMENT WHICH IS WHITE ON THE FRONT AND BLACK ON THE BACK. IF ONE OPENS THE BOOK FROM THE "FRONT," THE RIGHT HAND PAGE WILL ALWAYS BE THE JOURNAL OF MORROW IN BLACK INK UPON WHITE PAGES WITH SOME PAGES ADORNED WITH ELABORATELY PAINTED ILLUMINATION. THE LEFT-HAND PAGE IS BLACK PARCHMENT AND WRITTEN IN SILVER INK UPSIDE DOWN. THESE ARE THE PAGES OF THAMAR, PROPERLY READ BY TURNING THE BOOK OVER AND STARTING FROM THE BACK. WHEN VIEWED THIS WAY, THAMAR' S PAGES ARE ON THE RIGHT, AND MORROW'S ARE ON THE LEFT, UPSIDE DOWN. THAMAR'S JOURNAL IS INTERSPERSED WITH A VARIETY OF RIDDLES AND COMPLEX DIAGRAMS, PARTICULARLY THE LATTER PORTION.

THE ENKHEIRIDION IS ALSO USED BY THE CLERICS OF THAMAR, HOWEVER THEIR VERSION IS SLIGHTLY DIFFERENT, CONTAINING A NUMBER OF ADDED PROVISOS AND DOCUMENTS. THEY BELIEVE THE MORROW VERSION OF THAMAR's JOURNALS IS INCOMPLETE AND EDITED, AND THEY HAVE TAKEN MEASURES TO CORRECT IT.

1. PRELATE'S QUARTERS

Read Aloud

Time has thoroughly ravaged this room, but it looks like it used to be someone's living quarters. You see the rotting remains of a bed, dresser, table, and chairs before you. There is also an irregular hole in the middle of the stone floor.

Description: This room is just as it appears, and there is nothing of value here. The prelate's abridged

bedside Enkheiridion catechism lies in plain view on the dresser, but it will fall to pieces if anyone tries to pick it up. Renfrow avoids this room because the boneswarm's lair lies below it.

Tricks & Traps: The gaping hole in the floor is a result of age and shifting earth damaging the building. Like the pit in the Sanctuary, this shaft is about 10 feet deep with crumbling stone sides, and there is black water below. Remember the boneswarm will be tracking the PCs and trying to stay beneath them. The chamber beneath is area 17.

Treasure: In the bottom drawer of the dresser is a treasure that used to belong to Liandra—a magical silver music box of Iosan design. Inside the *box of hypnotic music* is a place for a matching silver necklace, and whoever wears it will be protected from the box's enchanted music. The necklace is missing now, but it can be found on Liandra's body in area 15.

When the box is wound up, it plays for two minutes though the operator can re-wind the spring early without stopping the music. The music acts as a *hypnotism* spell cast by an 8th-level sorcerer. Listeners can make a Will save each round (DC 20) to shake off the effects though they do not realize the box is altering their thinking unless they make a subsequent Will save (DC 18). The box radiates moderate enchantment magic to *detect magic.*

The box and necklace are worth 20,000 gp; the box alone is worth 16,000 gp. They were a wedding gift to Liandra from her brother who was something of an adventurer. Liandra knew a bit of the box's abilities but never used them on her husband because she was afraid he would find out about her trickery. The box may have been unused, but Liandra frequently wore the necklace, which she considered quite fetching. (The necklace radiates faint abjuration magic, but its magic is worthless without the box.)

Engraved on the underside of the box is the maker's name: Teslar Glyrnys of Shyrr. This was an elven wizard and artisan of no special significance centuries ago in the capital of Ios.

5. STAIRWAY

Read Aloud

Finely crafted stone stairs slope sharply downward. The passageway bends to the left as it goes.

Description: As this staircase turns and descends, it passes underneath Father Cappus' old quarters. There is nothing especially interesting about the staircase, but after about 30 feet of travel the PCs encounter the water level in area 9.

6. KITCHEN

Read Aloud

An unidentifiable mess of garbage litters the floor of this room. Another broken window looks out onto the earth surrounding you.

Description: This used to be the kitchen and dining room shared by the prelate, his wife, and Father Cappus. Anyone searching the trash will find the remnants of old cooking vessels and silverware. None of it is worth anything except possibly to Corvis historians at the University.

7. STOREROOM

Read Aloud

More old filth fitters this stonework room: scraps of rotting wood, unidentifiable bits of fabric, and the remains of dozens of books. In the back corner of the room the floor has fallen away, making for a hole at least five feet wide.

Description: This used to be the church's storeroom. Among the ancient trash are hymnals, clerical vestments, candles, and trappings for the altar, but none of it is salvageable.

Tricks *8c* Traps: Like the other pits, this shaft is about 10 feet deep (with an additional five feet of drop to the water level below). The chamber beneath is area 10, the Preparation Storeroom.

Treasure: Renfrow has stashed some of his more valuable bits under a loose stone in the floor. The stash has not been opened in years—well, until a few minutes ago when Renfrow saw the PCs enter the church. He ran here and recovered the enchanted pistol *Lady Luck,* a prize from an old victim. He also put on his *ring of protection +2.* He left behind 2

potions of *cure serious wounds* in archaic brown glass bottles. This stash requires a Search check (DC 26) to be found.

8. FATHER CAPPUS' QUARTERS

Read Aloud

Though the rest of the church is full of rotting remnants, this room looks recently lived-in. In one corner is a nest made of bits of clothing. A stone chest and a stained canvas sack sit in the opposite corner.

Description: Once this was Father Cappus' quarters; now his lackey Renfrow lives here. Astute PCs may notice there is no light source in this room, hinting at Renfrow's nature. Less astute PCs will still notice the smell. It smells like a slaughterhouse.

Renfrow will not let the PCs come here without him. If they want to search the room, he will protest since the things inside are his. Renfrow has some nasty bits hidden here, and he will do his best to get the PCs out before they get wise to him. He is afraid the PCs will find the gnawed bones stashed in his bed, the fleshy skulls in the sack, or the withered internal organs preserved in the stone chest. If the PCs find these gruesome goodies, they will notice some of the remains are rather fresher than the rest—this is what remains of the man they saw getting dragged to his doom earlier in Act I. They may even find his head in the sack.

Consequences: Renfrow will become violent if the PCs uncover his true nature. This will force Cappus' hand and combat will erupt. However, after an initial furious lashing out, he will realize the folly of fighting the entire group and may flee to gain better positioning.

Treasure: 300 gp in old coins is stashed under one corner of his nest, kept out of habit. These coins can be sold for 40% higher than face value due to their age if brought to a collector.

There is one magic item in this room lying in plain sight on the floor. It is a deck of cards Renfrow took off a victim. Currently the deck is being used in a solitaire game, which is almost over (and almost won). The *cheater's deck* (5,000 gp), created by a Thamarite priest of Scion Bolis, ensures its owner wins nearly every game played with it. While this seems like a great thing, there are two problems with the deck. One, it is easy to get too lucky. That is how the deck got here—the cheater was caught and fed to the ghost. Two, the deck is fickle, and it is apt to reverse itself after a hot winning streak to make its owner lose badly The cards radiate both faint magic and faint evil.

Renfrow has had the deck for years and fancies himself a skilled solitaire player. He has no idea the deck is magical. A variety of cards are out in a partial spread from his last game.

ABOUT THE LOWER LEVEL

THE ENTIRE LOWER LEVEL IS FLOODED WITH ABOUT EIGHT FEET OF WATER. SINCE THE DOORWAYS AND HALLWAYS ARE ONLY ABOUT SEVEN FEET TALL, THIS IS ENOUGH WATER TO FILL ALL OF THE PASSAGEWAYS COMPLETELY. LUCKILY ALL OF THE ROOMS HAVE HIGH CEILINGS, SO THERE ARE FREQUENT POCKETS OF AIR. ALL OF THE ROOMS ARE 12 FEET TALL EXCEPT FOR THE HALL OF HEROES (AREA 14), WHICH HAS AN ENORMOUS 35-FOOT VAULTED CEILING. THERE ARE TWO PLACES WHERE DRY LAND EMERGES FROM THE WATER: THE PLATFORM WITH THE GIANT'S SARCOPHAGUS (AREA 14) AND A PLATFORM IN BETWEEN AREAS 13 AND 14.

THE BONESWARM TIRELESSLY PROWLS THE MAUSOLEUM LEVEL. IF THE PCS EXPLORE THE FLOODED ROOMS (AS THEY MUST TO RETRIEVE *DUTEOUS)* THEY WILL ENCOUNTER THE CREATURE ALL TOO SOON. THE "ENEMIES" SECTION WILL BE OMITTED FROM THE LOWER LEVEL ROOM ENTRIES UNLESS THERE IS SOMETHING ELSE BESIDES THE BONESWARM TO WORRY ABOUT. READ MORE ABOUT ITS HABITS IN APPENDIX A.

9. THE WATER

Read Aloud

After you have descended perhaps 30 feet, the staircase meets black water. The lower level must be flooded.

Description: What you see is what you get—except for the boneswarm, which will likely be here within minutes.

Enemies: The boneswarm will rear itself out of the water and attack the PCs if they linger here. It is unable to reach them on the upper level, but it is easily capable of engaging anyone at the water's edge. If a fight breaks out, Cappus will observe it carefully and consider attacking the PCs as well.

(The boneswarm is not friendly to Cappus or under his control, but it has learned over the centuries that attacking him is futile.)

10. PREPARATION STOREROOM

Read Aloud

The floor of this room is littered with broken crocks and rusting bits of metal. Nothing protrudes from the cold, inky water.

Description: When the mausoleum was still operating this is where various supplies for the preparation of bodies were kept. A Search check (DC 18) reveals a golden holy symbol of Morrow concealed in the broken ceramics worth 1,000 gp due to its age. This was Father Cappus' symbol, and he dropped it when he fought with the prelate. Later, the ghost of Cappus flung it down here out of sight; it pains him to look on it. Unlike the prelate's symbol, this one is not cursed.

11. PREPARATION CHAMBER

Read Aloud

Beneath the water's surface are three old stone tables and the broken remnants of some stone coffins.

Description: Church morticians prepared the honored dead for burial here. The slimy, slippery stone tabletops are four feet above the floor, which will allow all but the shortest PCs to stand on them with their head out of the water.

Treasure: Inside one of the coffins is a complete set of church mortician's tools—knives, needles, platinum thread, and other objects that will seem strange to the layman. The tools are plated in gold and are in excellent condition. Each is engraved with the name of the owner, Brother Nathaniel. The set is worth 500 gp to a collector or if returned to the Church.

12. CHAPEL

Read Aloud

The walls and ceiling of this room are lined in hammered gold sheets, but nothing of interest remains below the water.

Description: Here final ceremonies were once said over the honorable dead before they were laid to rest. Today nothing remains but the elegant wall coverings too thin and delicate to be removed.

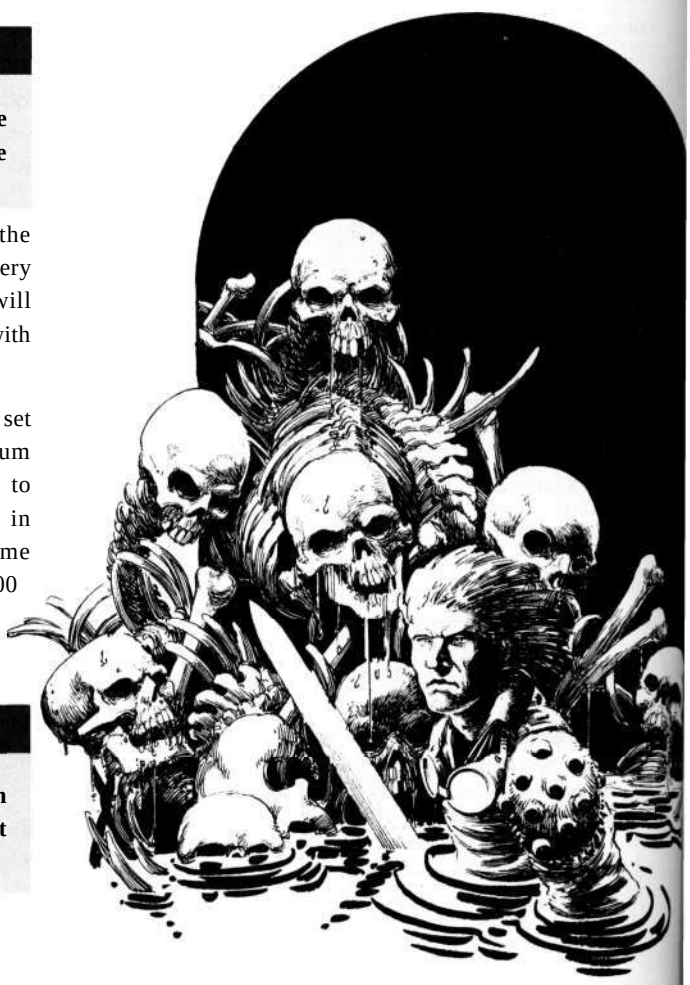
Treasure: The hammered gold façade cannot be removed intact due to its frailty. Anyone who picks the gold off the walls (one hour per 10 foot square) will recover 1,000 gp worth of the metal for their trouble.

13. HALL OF HONORS

Read Aloud

This chamber is lined in slabs of black and white marble unlike the plain granite seen elsewhere. Countless names are engraved on the walls. Opposite you, stairs climb up out of the water.

Description: This room honors the memory of all laid to rest in the mausoleum and commemorates others who died in the service of the church but who are not interred here. There is nothing in this room.



14. HALL OF HEROES

Read Aloud

When you reach the top of the stairs leaving the marble-lined room, you find yourself atop a stone block at one end of a huge chamber. In front of you, stairs descend into a lake of jet-black water. Overhead is a vaulted ceiling decorated with the images of the moons and stars. Many stone statues protrude from the frigid water before you, showing larger-than-life figures of people who must be heroes of the church.

At the far end of the room another stone block protrudes from the water. A huge sarcophagus lies upon it.

Description: This is the Hall of Heroes, the resting place of seven honorable dead including Kohlasa, Friend of Corvis and Knight of the Prophet. Six 15-foot tall bronze statues are inside this room and can be scaled with a Climb check (DC 16). Each depicts a noble warrior of the church, and there are plaques listing their names, ranks, and other particulars at their feet (which is of course below the waterline).

Upon Kohlasa's sarcophagus is engraved this, in Caspian:

Here lies the giant Kohlasa, friend of Corvis, slayer of beasts, craftsman, and true servant of Morrow.

The stone lid is very heavy, requiring a Strength check (DC 22) to shift. Inside the party will see the titanic form of the dead giant now reduced to a ragged skeleton. The hammer *Duteous* lays beside him, and Kohlasa has one hand upon its haft.

Enemies: Kohlasa himself is now a menace to the party. Despite his good spirit and past deeds, centuries of steeping in the mausoleum's evil have made his corpse restless. When the body is disturbed, it will rise and attempt to crush those who have disturbed its rest. The poor giant is not really aware of what is going on; his soul has been delivered safely to Morrow in Urcaen, but the evil of this place has made his old bones dance.

If the PCs flee this room, Kohlasa will not be able to follow, but they will have to deal with him sooner or later to get *Duteous* away from him.

Kohlasa is 20 feet tall and wields *Duteous,* the +3 *huge stonesmasher warhammer.*

Consequences: Because of his great size, Kohlasa is not as hampered by the water as the PCs. If the party tries to flee from him or fight while they are in the water, they will be in big trouble since they will be in over their heads and he will only be up to his waist.

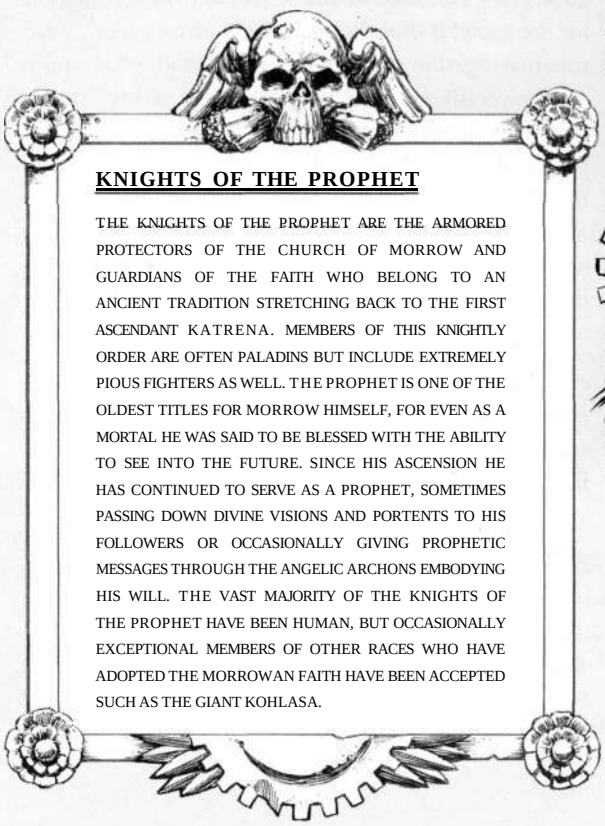
Treasure: The hammer Kohlasa wields is the magnificent weapon *Duteous* and the prize the PCs were sent here to retrieve. Getting it out of the mausoleum might be an adventure in itself though since it weighs 400 lbs. and is 12 feet long. For anyone shorter than Kohlasa or lighter than a steamjack, it is more of a statue than a weapon.

15. CHAMBER OF REST

Read Aloud

Here the water conceals the shapes of four stone coffins set upon pedestals. The walls are aiso arrayed with scores of square marble slabs—crypts holding more of the honored dead.

Description: If any of the crypts are pried open, the PCs will find the remnants of a body. Bodies below the waterline have been reduced to crumbling bones while



KNIGHTS OF THE PROPHET

THE KNIGHTS OF THE PROPHET ARE THE ARMORED PROTECTORS OF THE CHURCH OF MORROW AND GUARDIANS OF THE FAITH WHO BELONG TO AN ANCIENT TRADITION STRETCHING BACK TO THE FIRST ASCENDANT KATRENA. MEMBERS OF THIS KNIGHTLY ORDER ARE OFTEN PALADINS BUT INCLUDE EXTREMELY PIOUS FIGHTERS AS WELL. THE PROPHET IS ONE OF THE OLDEST TITLES FOR MORROW HIMSELF, FOR EVEN AS A MORTAL HE WAS SAID TO BE BLESSED WITH THE ABILITY TO SEE INTO THE FUTURE. SINCE HIS ASCENSION HE HAS CONTINUED TO SERVE AS A PROPHET, SOMETIMES PASSING DOWN DIVINE VISIONS AND PORTENTS TO HIS FOLLOWERS OR OCCASIONALLY GIVING PROPHETIC MESSAGES THROUGH THE ANGELIC ARCHONS EMBODYING HIS WILL. THE VAST MAJORITY OF THE KNIGHTS OF THE PROPHET HAVE BEEN HUMAN, BUT OCCASIONALLY EXCEPTIONAL MEMBERS OF OTHER RACES WHO HAVE ADOPTED THE MORROWAN FAITH HAVE BEEN ACCEPTED SUCH AS THE GIANT KOHLASA.

those interred above the water are well preserved. Only about three-quarters of the crypts are occupied, and none of the bodies have anything of value on them.

The coffin to the extreme right of the entrance holds the bodies of Liandra and Father Cappus. Liandra's body is in a terrible state; it is nothing more than fragile bones like the rest of the bodies under the waterline. PCs making a Spot check (DC 18) notice what looks like a wedding ring on her bony finger and a necklace around her neck.

Father Cappus' body is in remarkably good shape. It is bloated, discolored, and waterlogged, but it is intact and has not decayed much. There is nothing of value on it. If they do not seem interested on their own accord, the fact that this corpse has not decayed should seem very strange to any PCs on a wisdom check (DC 14), which the GM should make privately. It is the only corpse in the entire crypt not reduced to fragile bones.

Enemies: Father Cappus will immediately attack the PCs if they meddle with his body. His ghostly intuition tells him that he is in great danger if it is destroyed—and he is right, as that would permanently banish him to Urcaen. However, he still has a mind, and it is just possible that he will agree to let them destroy the corpse and end his captivity in this place if they make a good case. This should not be an easily won argument for the party! If they do manage this through excellent role-playing, they are not out of the woods yet. Cappus will helplessly go into a berserk rage if his body is damaged or removed from the building. He cannot help it despite whatever he may have agreed to, but the PCs may at least be able to get his corpse upstairs where it is dry. Also note that Renfrow will violently oppose any scheme to destroy the body of Cappus though he will pretend to go along with it at first.

Consequences: If the PCs crack open any of the receptacles, the boneswarm can fortify itself with the parts therein. Each crypt below the waterline has enough bones for 10 hp of healing, and each dry crypt has 20 hp worth of old bones.

Treasure: Liandra's ring is ancient, displays an intricate engraved floral pattern in a style distinct to old Corvis, and remains in excellent condition. Due to its age and craftsmanship, it is worth 1,500 gp. She also wears a silver necklace that accompanies her music box and detects as magic. See area 4.

16. CHAMBER OF REST

Read Aloud

Four stout stone coffins are on display in this room, but the ever-present water now covers them. The walls hold crypts for the placement of yet more bodies, and dozens of the marble slabs sealing the receptacles are now missing.

Description: This room is much like area 15 though there are no special surprises in any of the coffins or crypts.

17. CHAMBER OF REST

Read Aloud

The ceiling of this room sports a ragged hole in the thick stone, and the walls are lined with crypts. Four stone coffins fie in disarray on the floor with their lids knocked off.

Description: This room looks just like the other crypt chambers, area 15 and 16. However, this is the boneswarm's lair. When injured, the creature retreats here to heal itself with all of the extra bones it has stashed. The hole above leads to area 4, the prelate's quarters.

Enemies: If the boneswarm has been injured in a previous combat, it may be here healing itself. If it has not been encountered yet, it should be soon.

WRAPPING UP

Once the PCs deal with the nastiness in the mausoleum, they still have to get that big heavy hammer through the water, up to the church level, and then up the 40-foot bell tower. The GM should remember that the chains hanging from the roof are unreliable and the rungs of the ladder are weak as well (see area 1).

The PCs may have made any number of arrangements before descending into the dungeon. They may have paid some people to guard the bell tower entrance, for example. It is suggested the GM not make their escape too easy. Random Undercity hired help may have locked them in and run off, for example, or they could even encounter "Mad" Malek upon exiting the bell tower—word got to him that his old friends from *Fool's Errand* were cheeky enough to come into his Undercity. The possibilities are endless.

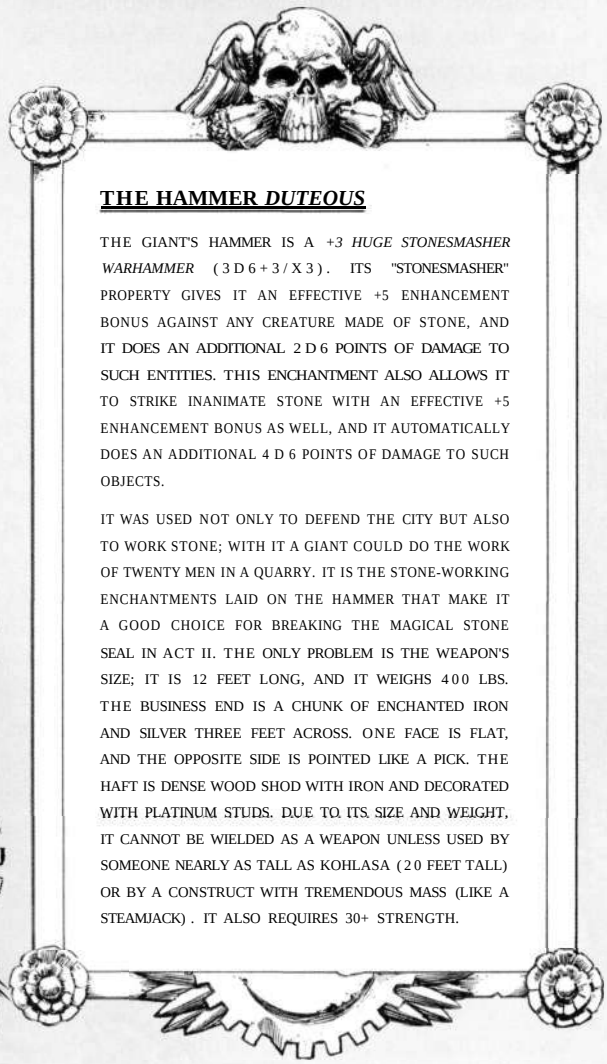
Only parties that have gone to great lengths to act with the full approval of the Griffons should be rewarded with an easy egress.

Even if the PCs managed to sneak in and out of the old church with no one the wiser, they will have an additional challenge ahead of them getting the hammer *Duteous* topside. The huge object will attract a lot of attention on the way to the front door even if it is wrapped up. The GM can make this part of the trip as easy or as hard as desired. Much will depend on how the PCs have behaved themselves in the Undercity earlier.

If the Griffon leaders learn after the fact about the PCs' trip behind the door, they will be angered but also impressed at the group's fortitude. A forced meeting with Selar is likely, and she will demand to be told the whole story. If the PCs are honest with her, she will reward them by cooperating. They will be allowed to leave the Undercity and continue their mission. The reason is simple: Vinter Raelthorne's influence is bad for business, and if some people are going to try and drive his forces out of town, well, Selar is not inclined to stop them. She will give the PCs safe passage in Filchers' Crossing but no other aid.



If the PCs used the Gertens tunnel or the "back door" to enter the Undercity, they may be able to sneak to their exit of choice without encountering too many people. If they incapacitate those who witness them, they may be long gone before the alarm is raised. This will not build a good relationship with the Griffons, but it is definitely an option. (The PCs will find that the hammer just barely fits in the alternate exit passages.)



THE HAMMER *DUTEOUS*

THE GIANT'S HAMMER IS A *+3 HUGE STONESMASHER WARHAMMER* (3D6+3/X3). ITS "STONESMASHER" PROPERTY GIVES IT AN EFFECTIVE +5 ENHANCEMENT BONUS AGAINST ANY CREATURE MADE OF STONE, AND IT DOES AN ADDITIONAL 2D6 POINTS OF DAMAGE TO SUCH ENTITIES. THIS ENCHANTMENT ALSO ALLOWS IT TO STRIKE INANIMATE STONE WITH AN EFFECTIVE +5 ENHANCEMENT BONUS AS WELL, AND IT AUTOMATICALLY DOES AN ADDITIONAL 4D6 POINTS OF DAMAGE TO SUCH OBJECTS.

IT WAS USED NOT ONLY TO DEFEND THE CITY BUT ALSO TO WORK STONE; WITH IT A GIANT COULD DO THE WORK OF TWENTY MEN IN A QUARRY. IT IS THE STONE-WORKING ENCHANTMENTS LAID ON THE HAMMER THAT MAKE IT A GOOD CHOICE FOR BREAKING THE MAGICAL STONE SEAL IN ACT II. THE ONLY PROBLEM IS THE WEAPON'S SIZE; IT IS 12 FEET LONG, AND IT WEIGHS 400 LBS. THE BUSINESS END IS A CHUNK OF ENCHANTED IRON AND SILVER THREE FEET ACROSS. ONE FACE IS FLAT, AND THE OPPOSITE SIDE IS POINTED LIKE A PICK. THE HAFT IS DENSE WOOD SHOD WITH IRON AND DECORATED WITH PLATINUM STUDS. DUE TO ITS SIZE AND WEIGHT, IT CANNOT BE WIELDED AS A WEAPON UNLESS USED BY SOMEONE NEARLY AS TALL AS KOHLASA (20 FEET TALL) OR BY A CONSTRUCT WITH TREMENDOUS MASS (LIKE A STEAMJACK). IT ALSO REQUIRES 30+ STRENGTH.

Once they have escaped the Undercity, the PCs can remain in Filchers' Crossing indefinitely if they are careful not to attract attention to themselves. There are a lot of abandoned buildings in which to hide, and as mentioned earlier the law almost never comes to this part of town. They will need to be careful not to attract attention from the Griffons, but if they have an arrangement from Selar even that will not be a problem as long as they do not screw up. "If you lot bring the heat into the Crossing," says Selar, "I'll have your eyes on a plate. My men will leave you be for now, but we *will* be watching you." Even this arrangement does not preclude a rumble with "Mad" Malek if the party has a history with him.

The PCs may have already learned the location of the Tomb of the Legion of Lost Souls from Father Dumas. If not, they will need to return to Captain Kurgan's and speak with him. Once they know where they are going, they will need to devise a way to sneak *Duteous* out of the city. The gate guards make a half-hearted search of every wagon entering or leaving, and a giant silver hammer would certainly attract attention. For that matter, so will the PCs' adventuring gear and weapons. Remember, swords are still being confiscated!

Now that the PCs have extracted the massive weapon known as *Duteous* from the catacomb beneath the city, they must work out just how to reach the Tomb of Lost Souls with it in their possession. Obviously this will be no simple task. The hammer is enormous, and they have certainly struggled to get it to the surface.

Currently they are tasked with the trouble of lugging it across the extremely demanding Cygnaran landscape west of the Black River and south of the Dragon's Tongue since as the Lost Souls are said to be hidden somewhere in that direction. This information likely comes from the good Father Dumas although it may be Alexia or someone else if Dumas is no longer available. The rumor indicates the tomb is concealed deep within a desolate and barren mountainscape the Cygnarans call the Dragonspine Peaks, a place infamous for its harsh conditions and untamed wilderness. It also has an older name—Fangmor Darûk—hailing back to the days of the Orgoth Occupation. Roughly it translates as the "Place of Much Dying." The GM should place emphasis on the fact that this is far from a vacation retreat. The Tomb of the Legion of Lost Souls and the surrounding landscape are sure to test the limits of the party's resourcefulness and resolve.



ACT II

Wherein the bold adventurers undertake a journey fraught with peril to the shadowy Tomb of Lost Souls to deliver Corvis from Vinter and the skorne

Act Summary: Clearly the best approach is for the PCs to stash the hammer until they can deduce how to get it outside of the city without being hailed by prying inquisitors. *Duteous* is roughly twelve feet long after all, and it will be tough to hide as the PCs make their way through Corvis. Of course they are free to think of other alternatives for conveying the large weapon.

In all likelihood, the PCs will return to Dumas for the remainder of his research notes which include a map with directions on how to proceed to the Tomb of Lost Souls and any required gear, especially some kind of conveyance for the hammer. Upon entering the Corvis waterfront, they will literally have a steamjack fall into their laps and, if the scene proceeds optimally, they will have acquired it as a wielder for the giant hammer.

The party will then proceed into the harsh mountainscape called the Dragonspine Peaks in search of the Tomb of Lost Souls. They will encounter precarious happenings on this search. By no means the least of these are covetous, opportunistic brigands, denizens of the unforgiving landscape, and a tribe of boarmen raiders called the farrow. They will encounter a strange environment surrounding the tomb and also make the acquaintance of a hermit who might be able to enlighten them somewhat.

Inside the tomb, the PCs will be introduced to a series of obscure traps and, further in, tomb guardians and unwelcome invaders who have pervaded the tomb in recent years. This will be a demanding exploration into the depths of a great mystery existing as little more than mythology for the past few centuries. It will not be an easy task, but with some shrewd deduction and a bit of luck from the dice, it is one the PCs should be up to (or else Corvis may be doomed!).

Once they have penetrated into the heart of the mystical tomb, Alexia should arrive in a timely fashion—possibly just in time to offer some aid in case some particularly vicious GMs have overwhelmed the hapless PCs—and she will draw on the Witchfire blade to bring what remains of the warriors to "life." Stemming from this impressive feat, the company of grim and gaunt soldiers will gather their arms and pennons and then look to the PCs to lead them into battle. From this point, it is onward unto the final act of the Witchfire adventures. "Forward March!"

ONCE MORE INTO THE BREECH

IS THAT A BIG HAMMER OR ARE YOU JUST HAPPY TO SEE ME?

Where are the PCs going to find something big and strong enough to wield *Duteous?* This is, after all, a 12-foot long hammer that weighs 400 pounds! In fact, how are they going to transport the thing? This is something they will obviously discuss.

What can wield it?

- An ogrun? Probably not as a normal weapon, but perhaps with some assistance an ogrun could suffice for the purposes of opening the door of the tomb. This would require an *enlarge person* spell and likely some considerable strength enhancement. If an *enlarged* ogrun can get his strength over 25, the GM may allow him to batter the doors with the hammer, but he should still be unable to wield it as a regular weapon in combat without getting close to 20 feet in height and 30+ Strength. Due to the weapon's awkward nature, this also counts as an Exotic Weapon, so a non-proficient wielder would suffer a -4 penalty to attack rolls.



- Obviously a steamjack is a viable candidate. They lack the height requirement but weigh enough (in excess of 4,000 pounds!) that they can properly leverage the hammer. In an upcoming scene, there is an opportunity to take advantage of this possibility, but in case they do not, there are other options. They could try renting or buying one. This may be difficult since steamjacks do not come cheap, and the city is under lockdown. They could try stealing one, but they had better have a skilled mechanik among them to re-train the machine's cortex to comply with a new handler's directives. Details can be found in the "Changing Steamjack Handlers" callout on pg. 220.

- If lacking a cooperative ogrun, it is possible similar spells could bolster a brawny human or trollkin fighter to do the trick, but this should not be easy. The hammer requires great strength, height, and mass to be swung properly, and getting to the right combination is tricky. PCs should be encouraged to "test" these techniques at some secluded location, and they will find the hammer is very difficult to swing even with *enlarge* and *bull's strength.* It should become apparent to them that they need to think bigger.

What can carry it?

Even if they do manage to acquire a wielder for *Duteous,* conveying a 'jack as well as the hammer will require an industrial wagon and at least four draft animals. Steamjacks burn up a prodigious amount of coal and water over extended travel, so hauling one to the destination is far more practical. Even a small steamjack weighs at least two tons; getting it loaded on a wagon and out of the city could turn into an adventure itself! The remainder of this scenario is going on the assumption that the PCs will take advantage of the "Scuffle at the Docks" to acquire a steamjack.

ENCOUNTER: THE WATERFRONT

Timing: This scenario should be the first encounter after the party acquires the hammer and should precede their meeting with Father Dumas.

Purpose: This is to make the PCs conscious that the people of the city are far from ignorant of imminent danger. Many of them are all too aware of just what the reappearance of Vinter Raelthorne means, and they are getting out while the getting is good. The PCs will have a chance to spot a familiar face from TLN (Chapter Two) in the crowd.

Read Aloud

During the day it is bustling up and down the docks along the river harbor. Constant swarms of people are in the process of fleeing the city in efforts to evade the peril called Vinter Raelthorne. Even in the hours following sundown, the waterfront—normally a seedy place to find oneself at that time of day—is uncommonly busy. The Elder's arrival has apparently displaced the common people's fear of risking the criminal element among the wharfs at night. The past few days they have excitedly battered the harbor in droves to bicker with sailors, load belongings and other wares onto ships, and weepingly attempt to convince loved ones still devoted to their home to accompany them in their flight.

The Corvis Watch



Some of the buzz the PCs are bound to overhear on the waterfront, or perhaps elicit by approaching somebody, are:

- "It only be a matter of time afore the Elder closes the waterways and secures the city altogether. Come, my dear, let's leave this place!"
- "Oy'ear e's got an ah'mee 'proachin' da city neh! Oy t'ink dere's gintabee a'whir." [Translation: "I hear he's got an army approaching the city now. I think there's going to be a war." This fellow is a swampie, and if the party attempts to gather more information from him, they may not understand another word. He will quickly get fed up, dismiss the PCs with a wave, and board a boat.]
- "I seen inquisitors runnin' off from the cathedral afore it burned, I did! I swear it on me dead pappy's watery grave!"
- "My cousin's in the watch, and he told me he's seen some fiendish looking things with the Elder up there in the citadel, but nobody dares say a word else they disappear. That's why I'm taking control of making myself scarce. You know, before I get scarce against my will and all."

At some point the GM should have the players make Spot checks (DC 15). A success reveals the figure of Gunner Wadock (Appendix B), their former employer whose caravan they signed on to protect when they first came to Corvis. The significance of this person will be lost on any party that did not play TLN or use Gunner as part of the intro, but the GM should feel free to present the following scene as part of the bustle of the crowd:

Read Aloud

Looking down the docks, you see a familiar face—the feisty and grizzled Gunner Wadock. Apparently he is engaged in an argument with a man standing on a massive, iron reinforced wagon. The man is very much a broader and heavier version of Gunner himself. It seems they are quarrelling over a broken wheel that has immobilized the wagon. The wagon is on the docks next to the river wharfs. It has four burly Ordic draft horses hitched to it, and its wares are piled high and covered in heavy canvas drapery secured by several chains.

If the PCs left company on good terms with Gunner Wadock, he will greet them with a smile and introduce his barrel-chested older brother, Rorgun (Appendix B), who will choose to remain on the wagon and quietly peer down his nose at the PCs. If asked about the absence of his right-hand man Viggo, Gunner will inform them he is hopefully halfway to Five Fingers by now (see "Catching Up with the Wadocks"). Within moments Gunner will remove his hat and use it to wipe beads of sweat from his forehead and then apologize that he has little time to be social. He will shake hands and return to fidgeting with the wagon. He will decline any help from the PCs but will say, "If you ever find yourselves in Five Fingers—Morrow willing you get out of this blasted city alive—look me up in the Emerald District. I can always use valiant blades like yours! Take care of yourselves, lads! I've got to get this wagon amoving before the ship leaves off."

ENCOUNTER: DUMAS

Timing: After the PCs get the hammer and experience the bustle on the docks, this scene will place them inside Captain Kurgan's Goods & Wares.

Purpose: The PCs—at least some among the party—should return to Captain Kurgan's and visit Father Dumas to report that the hammer *Duteous* is in their possession and more importantly to get the rest of the results of his investigation regarding the Tomb. Dumas will now be able to provide a rough map and a cryptic warning about possible traps in the tomb. He will also offer some minor aid as well as arms from Captain Helstrom.

Read Aloud

Upon entering the attic of the shop, Father Dumas sits back from his table by the window and puts forward a smile, albeit a grim one. With white bristles upon his face and dark circles rimming his eyes, Dumas has fatigue etched quite starkly upon his features. Still, the good father manages to get to his feet and greet you with his habitual courtesy.

"Ah, my good friends. How fortunate it is to see you once again, intact from your expedition for Kohiasa's hammer. Your very presence here instills me with confidence that you have acquired the artifact, yes?"

CATCHING UP WITH THE WADOCKS

THE "WARES" ON THE WAGON—AND "JUST WARES" THEY ARE, IF THE PCS ASK—ARE TWO STEAMJACKS (SEE STATS FOR BASIC STEAMJACK, APPENDIX A) BELONGING TO GUNNER'S BROTHER RORGUN WADOCK, A WELL-TO-DO MERCHANT WHO HAS HAD MUCH MORE FINANCIAL SUCCESS THAN GUNNER'S SMALL TRADE AS A CARAVANEER. THE TWO HAVE RECENTLY MADE AMENDS AFTER YEARS OF NOT TALKING, AND THEY PLAN TO LEAVE THE CITY AND STRIKE UP BUSINESS TOGETHER IN FIVE FINGERS. BEING TRAPPED IN CYGNAR—WHICH APPEARS TO BE HEADED FOR WAR—JUST IS NOT GOOD FOR EITHER OF THEIR BUSINESSES. IN ACTUALITY, THEY FEAR HAVING THE STEAMJACKS REQUISITIONED. THE THING IS, RORGUN HAS "ACQUIRED" THESE STEAMJACKS THROUGH SOME HIGH-STAKES UNDERCITY GAMING, AND HE HAS NO TITLE DEEDS OR GUILD LICENSES TO PROVE OWNERSHIP. BOTH MACHINES ARE TRAINED TO OBEY HIS DIRECTIVES, AND NOW GUNNER'S, AND THE TWO OF THEM ARE EAGER TO VACATE CORVIS AND HEAD WEST DOWN THE DRAGON'S TONGUE. CYGNAR HAS BECOME A BED "TOO HOT TO LIE IN" FOR THEIR TASTES ALTHOUGH BOTH OF THEM WOULD LIKE LITTLE MORE THAN TO SEE VINTER RAELTHORNE'S HEAD ON A PIKE.

Father Dumas will await their reply. He may also inquire about the sunken church from Act I, asking them to relate their tale in full and finding the particulars fascinating. If the PCs reveal any of the religious treasures they acquired, he will ask to inspect them. The cursed vicar's holy symbol will garner his interest and he will wish to keep it at length and study it if the PCs will allow it, but what grabs his attention more is the unusual Enkheiridion. If shown this item, he will almost insist on keeping it, wishing to study the tome in-depth, especially the black pages of Thamar. The GM may wish to consider an XP award if the PCs decide to turn these things over into the good father's hands permanently. After attempting (and failing) to remove the evil taint on these items, Dumas will eventually send them on to the Sancteum but only after Corvis is restored to some semblance of normality.

If any of the PCs look the worse for wear, he will apply healing spells to fix them up. Dumas will also offer them some wine or water and then say:

READ ALOUD

"This city owes you all a debt of such enormity. I owe you such a debt. I fear we can never honestly repay you for your services, and still, there is so much ahead."

Father Dumas reaches among the books and papers upon the table and draws forth a yellowed parchment carefully removed from one of his tomes. "I have found this. It is a map—the only one I could find. Purportedly it sketches out the general location of the Legion's tomb. If you follow this, you should find that mythical place upon which we are all pinning such hope. Alas, I have found little more except for a cryptic warning to 'heed the Five Challenges of Morrow.' There is no information I could find in these books about these trials, but I expect they may be some type of defense. Traps? I don't know. If only I had more time to investigate. You all know as well as I do there is little time left. Vinter the Elder's armies will soon be upon us."

Father Dumas will then pause, and the PCs have a chance to talk briefly if they wish. Depending on the party's condition and numbers, the GM might want to load them up with some other healing magic courtesy of the good father. Dumas has (at least) 1d4+1 doses of *Corben's Healing Elixir in* his possession, which he will gladly offer if the party is in particular need of such. (These provide 2d6 initial healing of damage and an additional 2d6+7 points of damage healed after 1 minute. Find further information about alchemical curatives in the IKCG, pgs. 305-307.)

A topic that may arise is whether or not Father Dumas has an idea how the party can utilize Kohlasa's hammer to access the tomb. If they ask, he will reply this way:

READ ALOUD

"This is indeed a dilemma, I know. I've gathered that somewhere within the tomb—perhaps after the Five Challenges—you will be faced with some kind of barrier. I believe that Duteous has the power within it to break down whatever barrier should stand in your way. Surely a wielder of incredible size and strength is required, however, and as strong as some of you appear. Unfortunately I have no clear answer for you regarding that. But you're a resilient crew, and through the grace of Morrow I have placed my faith in you. We are all in your hands."

No pressure, right? To conclude the scene, the GM should read the following aloud:

Read Aloud

"My niece has disappeared to tend to matters of her own, but she claims she will return to gather what information I've gleaned regarding the whereabouts of the tomb. When she revisits, I will send her on your trail so she can..." the father pauses a moment and then continues with evident distaste, "...so she can use that damnable blade to do what must be done. I'm still not resolved completely with this part of our plan. It reeks of sacrilege. I had hoped to find some other method to fulfill the vague prophecy, but alas, I have no other ideas."

If for some reason the PCs are poorly equipped, read the following:

Read Aloud

After another brief pause, he lightens somewhat and says, "Oh yes. While you were away, Phineas and I received a visit from a friend: good Captain Helstrom. He wishes you immense fortune in this quest. Realizing the danger, he left behind some arms and ammunition. He is quite aware of how hard such things are to come by these days. Phineas has it all in his keeping downstairs."

Then a brief farewell:

Read Aloud

Father Dumas then imparts a blessing on each of you and bids you to walk with Morrow. "Farewell, my friends. I look forward very much to your return."

Whatever Phineas Kurgan has for the PCs is up to the GM—ammunition, firearms, even explosive kegs or some limited magic or mechanikal items.

ENCOUNTER: DOCKSIDE SCUFFLE

Timing: Run this encounter immediately after the PCs have acquired the map and depart from Dumas' hiding place on the docks.

Purpose: This encounter presents the party with some potential allies, but naturally they will not come trouble-free. A dockside fray inevitably takes place involving an inquisitor and several watchmen, and the party must hurry from Corvis upon a steam barge (along with Wadock, Rorgun, and the remaining steamjack) as reinforcements arrive.

When the party leaves Captain Kurgan's, the PCs will notice Gunner Wadock is having more difficulty now than simply a broken wheel. A group has collected almost directly across the dock upon one of the wharfs, and it is immediately apparent that several watchmen led by an inquisitor are within the gathering as well as the brothers Wadock. There appears to be quite a bit of feverish gesticulation and a look of anxiety on both of the brothers' faces.

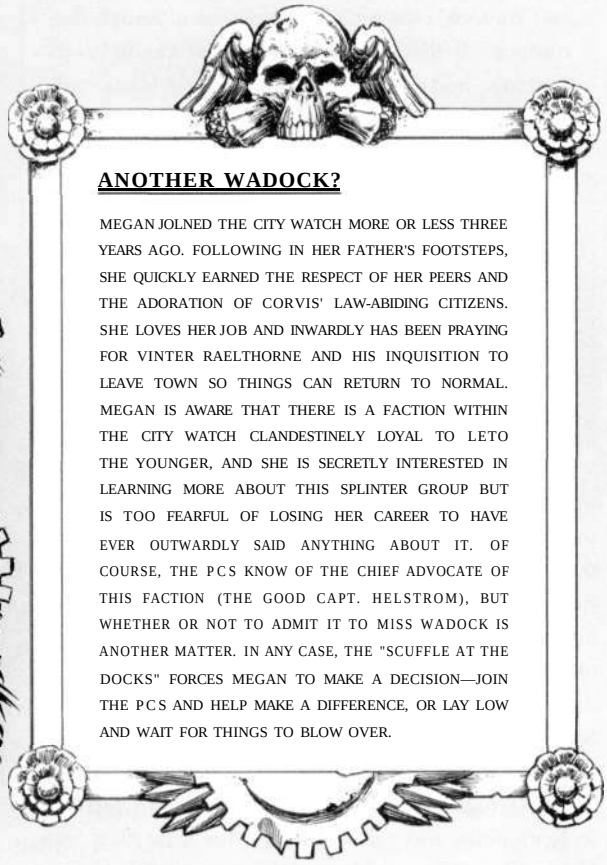
Read Aloud

After your farewells to Phineas, you move down the steps of Captain Kurgan's Goods & Wares to see that Wadock's wagon has not moved although the Wadocks themselves have. In fact the wagon itself is empty, and a large portion of their blanketed wares sits upon the deck of a wide steamboat next to the dockside along with the four burly steeds. The remaining bit still swathed in canvas, ropes, and chains is suspended from the iron davit of a pierside crane. It hangs midway between the dock and the ship, but something more important grabs your attention. A handful of watchmen and a black-coated inquisitor are faced up to Gunner Wadock, and his brother Rorgun looks on from nearby twisting his hat with nervous hands.

There is little chance of getting out of this one without a fight. The inquisitor is set on seeing what the Wadocks are trying to take out of Corvis, and the brothers are dead set against showing him. If the steamjacks are discovered, they will be requisitioned in the name of Vinter the Elder, and the Wadocks' plans for a future in Five Fingers will be shot. Of significance, one of the watchmen is a female named Megan Wadock—Gunner and Rorgun's niece—and she is fully aware of what they are hiding. In fact, the previous night she expressed rather harsh farewells to her uncles and rebuked them for what they were attempting, calling it "dangerous and idiotic!" She did not anticipate the next day she would be part of the inquisitor-led patrol on the docks that would come upon her bickering relatives as they debated over the crane controls. A successful Spot check (DC 20) will reveal that this pretty female watch guard is biting her lower lip and looking nearly as tense as Gunner and Rorgun. On a subsequent Wisdom check (DC 15)

made by the GM, the PC noticing this will observe a possible family resemblance.

Thus, the situation at hand is as follows: Gunner and Rorgun Wadock are confronted by six guards (male or female Midlunder 3x Ftr1, 3x Ftr3) including Megan Wadock (female Thurian Ftr3, Appendix B) and led by an inquisitor (male Caspian Wiz4) who has instructed two of the guards to board the boat and remove the canvas. A tall wiry man stands behind one watchman, gesticulating wildly over the guard's shoulder. He appears to be leveling some kind of accusation at Rorgun. This man, Jarvis Galman (male Midlunder Exp4), is the unlucky chap who lost his pair of steamjacks to Rorgun in a game of chance. Knowing of Rorgun's lack of credentials for the 'jacks, Jarvis has now involved Corvis city officials in his quest for "satisfaction."



ANOTHER WADOCK?

MEGAN JOLNED THE CITY WATCH MORE OR LESS THREE YEARS AGO. FOLLOWING IN HER FATHER'S FOOTSTEPS, SHE QUICKLY EARNED THE RESPECT OF HER PEERS AND THE ADORATION OF CORVIS' LAW-ABIDING CITIZENS. SHE LOVES HER JOB AND INWARDLY HAS BEEN PRAYING FOR VINTER RAELTHORNE AND HIS INQUISITION TO LEAVE TOWN SO THINGS CAN RETURN TO NORMAL. MEGAN IS AWARE THAT THERE IS A FACTION WITHIN THE CITY WATCH CLANDESTINELY LOYAL TO LETO THE YOUNGER, AND SHE IS SECRETLY INTERESTED IN LEARNING MORE ABOUT THIS SPLINTER GROUP BUT IS TOO FEARFUL OF LOSING HER CAREER TO HAVE EVER OUTWARDLY SAID ANYTHING ABOUT IT. OF COURSE, THE PCS KNOW OF THE CHIEF ADVOCATE OF THIS FACTION (THE GOOD CAPT. HELSTROM), BUT WHETHER OR NOT TO ADMIT IT TO MISS WADOCK IS ANOTHER MATTER. IN ANY CASE, THE "SCUFFLE AT THE DOCKS" FORCES MEGAN TO MAKE A DECISION—JOIN THE PCS AND HELP MAKE A DIFFERENCE, OR LAY LOW AND WAIT FOR THINGS TO BLOW OVER.

They should be in the process of boarding as the PCs approach (assuming they do approach). The chains used to secure the covered "wares" to the wagon are now securing the large mass suspended from the crane, making it rather easy for the two guards to remove the canvas from the other "wares" on the boat.

A fight is about to begin, and the PCs should decide quickly whether or not to get involved. To add a further element, any PC making a Spot check (DC 20) at this point will notice something odd about the suspended mass of canvas over the docks: something is poking out of one side through a tear in the canvas, and it looks a lot like part of a steamjack arm!

Whether the PCs do or do not get involved directly, these few things will transpire in the subsequent rounds:

- As the guards on the boat begin pulling the canvas to reveal a soot-stained, inactive steamjack, the overexcited Gunner Wadock will curse, haul off and punch a watchman in the face, and call for his brother to "get on the damn boat!"
- Contrary to his brother's directive, Rorgun will immediately dash for the crane controls. There is no way he intends to leave his second steamjack dangling over the river.
- Megan Wadock will mimic her uncle Gunner's curse and turn on her fellow watchmen. As far as she is concerned, blood is thicker than her duty to her job, particularly with the inquisitors in charge. As one of the guards turns to chase after Rorgun, Megan will throw her shoulder into the guard who will then flounder off of the wharf and into the river. One less to worry about!
- One of the guards will begin blowing a whistle to alert others in the vicinity to trouble. The inquisitor will avoid all combat, charge the remaining guards to attack, and hightail it out of there. Almost immediately—within two rounds—four to six watchmen reinforcements will come into view and begin running toward the scuffle. To add to the confusion, one or two of the reinforcement watch might be sympathetic to the PCs, but most will be obeying the inquisitors. If the PCs insist on staying on the docks to slay watchmen, eventually more powerful reinforcements will arrive. Magus Lorimer Kex (Midlunder Wiz10), a Vinter Raelthorne collaborator within the Fraternal Order of Wizardry, will arrive furious over being roused from his studies and ready to blast some miscreants!
- Before Rorgun is able to move the suspended steamjack, one of the guards—or perhaps a previously unseen one—lays into him while he is at the crane controls. The GM may wish to roll a few meaningless dice, but the suggested result of

this match is a dynamic one. Rorgun is knocked into the levers and part of his body activates the jib release. Aye, that's one very wet steamjack coming up, matey! Indeed, the arm lets loose of the "wares," and Rorgun bellows "Nooo!" as his steamjack plunges into the Black River and makes a very big splash.

- Immediately following the steamjack plunge, Gunner and Megan board the steamboat and begin firing up the engine. If the PCs involve themselves in the fracas, Gunner urges them emphatically to get on board! The boat begins to surge away from the dock, perhaps forcing the hefty Rorgun to make a dynamic leap, and there is no promise (with his jumping ability) that he might not get a little wet.

This scene finishes off with the PCs aboard Gunner and Rorgun's steamboat along with a silent Megan Wadock glaring at her uncles, one dormant steamjack, and four nervous Ordic steeds. Although this sounds crowded, the boat is sizeable, and there is enough room to move around. There is even a semi-comfortable below deck with six bunks.

As the boat chugs away from the waterfront pier, the watchmen mill about. If the scene took place during the day, there is even a chance the scuffle set off several other brawls, and the city watch may have their hands full with rambunctious leave-takers and spirited sailors looking to relieve a little frustration. These options, or some other alternatives devised by a creative GM, should keep the watch from (immediately) boarding a boat and giving chase. Once there is a little distance between the boat and the pier, Rorgun will take the opportunity to lament his lost steamjack and Megan will snap at him, pointing out that she just lost her career. Gunner, meanwhile, will keep his mouth shut and steer the boat westward toward the Dragon's Tongue.

The GM may wish to include an exciting boat chase in the adventure by having the Inquisition pursue the PCs. The inquisitors have within their control many faster boats that could easily catch the steam barge. They will only do so if the PCs actions warrant it (if any watchmen or inquisitors are killed, for instance).

SOME POSSIBLE PREDICAMENTS

We didn't plan to beat such a quick retreat!

The "Scuffle at the Docks" is intended to give the PCs several opportunities to make pivotal decisions. Primarily this scene offers the party a convenient and expedient way to leave Corvis and submits the possibility of having a steamjack at their disposal in Act II (which may be needed to wield the hammer).

Of course there are potential problems with this scene. If the PCs have stashed the hammer in the city, they will not have it with them. If they planned to take additional equipment not yet acquired (weapons, gear, steeds), these will also be non-present. It is suggested, in this case, the GM think of something creative such as having Gunner know about a secret place to anchor either just downriver outside of the city or in a semi-sunken part of Corvis (a half-submerged warehouse or other open building they can pull into which may be near or within the Filchers' Crossing district). Convincing the Wadocks to dally within city limits may take a little doing, however.

SALLYING FORTH TO THE 'SPINE

ENCOUNTER: RIVER AMBUSH

Timing: Encounters in the southern bogs should take place roughly a day after leaving Corvis but before entering the Boar Tusk Pass indicated on the map.

Purpose: In this encounter, brigands open fire (they have rifles and crossbows) from the north river bank with the possible intention of getting the steamjack. From the cover of dense foliage and large riverside boulders, bolts and bullets fly. Gunner's brother will have indicated that Raelthorne the Elder is paying excellent coin for the kind of equipment on board this barge, and his trepidation is now being realized.

After taking care of matters within Corvis—such as stopping to retrieve the giant hammer or any other gear—the party should be chugging along down the Dragon's Tongue, hastily continuing south and west toward the mountains as per the directions on the old map given to them by Father Dumas. Read the following aloud:

READ ALOUD

The Dragon's Tongue—a wide and mighty river streaming quickly southwest—bolsters the speed

of your barge. Moving along at a fair clip, you consider yourself lucky you are not waist deep in the muck of the quaggy and nefarious moors stretching out from Corvis. In fact, as the city fades behind you, the thicker the vegetation of the bogs becomes. Nonetheless, this is distinctly different terrain than your earlier trip north up the Black River and into the swampie bayou. You quickly leave Widower's Wood entirely behind. Without those trees obstructing your vision you can see much further although the view is less than scenic.

The PCs can interact with the Wadocks if they have not up to this point. Gunner will also thank them for their intervention although Megan's tirades have quelled any of Rorgun's moaning over the loss of one of his steamjacks. At some point Megan Wadock will ask the PCs what they are all about, and this is the perfect opportunity for them to talk about their mission. If the PCs choose to tell their tale, the Wadocks will be all ears since they despise Vinter the Elder and his Inquisition. If the PCs mention Father Dumas, this will further impress the Wadocks. Gunner will admit, "Sounds like a long shot, but even a ghost of a chance—no pun intended—is better than none at all, eh lads?" He will ask to "eyeball their map" and offer to "put in" near where it looks like the Boar Tusk Pass might be found. Rorgun will not be 100% supportive of this gesture and begin to object, but glares from both Gunner and Megan reduce him to mumblings and grumblings under his breath.

Once a good bit of this interaction is out of the way, it is time for more action. Read the following:

Read Aloud

It has been several hours since you left Corvis, and the landscape around you has become larger in many aspects. To your right the marsh adopts an ever-thickening timberland as its latest element, rife with tall elms and black-leafed shadowbranches. To the left the marsh has given way to muddy hills and large boulders cloaked in moss and foliage. The landscape here appears to be on a perpetual incline, and in the short distance the towering mountains of the Dragonspine Peaks can be seen. They are impressive in size and scope and foreboding with thick clouds obscuring the tops. Somewhere within them your destination lies waiting secreted away.

...IF BY LAND OR BY SEA

IF ONE THING CAN BE STRESSED, THE GM SHOULD INTIMATE THAT IT IS A SUICIDE RUN TO ATTEMPT TO TACKLE AN OVERIAND ROUTE TO THE DRAGONSPINE PEAKS. FOR LEAGUES SOUTHWEST OF CORVIS IT IS NOTHING BUT SOUPY, GROWTH-COVERED MARSHLAND POPULATED BY SAVAGES, BRIGANDS, AND FAR WORSE. EVEN MORE, THERE ARE NO ROADS LEADING OUT OF CORVIS IN THIS DIRECTION, BUT IF THE PCS INSIST ON NOT TRAVELING BY BOAT DOWN THE DRAGON'S TONGUE RIVER, THEIR OVERLAND MOVEMENT RATE IS HALVED FOR TRAVELING THROUGH TRACKLESS SWAMPLAND. OTHER IMPEDIMENTS INCLUDE QUICKSAND, CARNIVORES (BOTH ANIMAL AND VEGETABLE), BRIGANDS (WAR3), DESERT SAVAGES RAIDING ACROSS THE BLACK RIVER FROM THE MARCHES (BAR3-5), CANE LEECHES*, GATORMEN*, SWAMP GOBBERS*, SWAMP SHAMBLERS*, SWAMP SQUID*, AND ANYTHING ELSE SWAMPY AND NASTY THE GM CAN THINK UP! (*SEE APPENDIX A FOR STATS.)

Standing vigilant at the prow for the last hour, Megan Wadock suddenly breaks the silence, or what passes for silence beyond the loud chugging of the ship's engine. The woman runs the length of the boat and grabs her shield and helm. "Prepare yourselves," she says. "We've got company! Starboard side!"

Both brothers crane their necks toward the trees to the right. "Blast!" Gunner shouts, "Flamin' thrice-damned filchers! Take cover, mates!"

Enemies: About half a league back, an advance scout for a band of enterprising brigands spotted the boat and rushed ahead to rally his comrades. Now from the cover of the wooded riverbank to the right, ten scoundrels (War3) have five crossbows, three rifles, and two "tethering-ballistae" leveled at the boat. The riflemen are targeting the engine (AC 12, hardness 10, hp 60). Thirty hit points of damage is sufficient to stall the engine which will then need repairing. The crossbowmen, of course, are targeting the crew (including the PCs).

The "tethering-ballistae" are interesting contraptions. Shaped like oversized metal crossbows, they launch fluked iron grapnels on a length of chain the brigands have tethered to a couple of boulders. They will fire high in an attempt to bury the grapnels somewhere in the top of the boat (like in the cabin)

to avoid perforating the hull. The point is to spear the ship and hold it fixed while they can row out in their (at present unseen) dinghy and clamber aboard. They get one shot with each ballista. Assuming the boat is near the middle of the river, which is 300 feet wide at this point, the ballistae operators each have a -8 attack bonus with the ballistae, and the boat is AC 8 for the purpose of these attacks. The difficulty is not so much hitting the boat but the chance of the grapnel actually fastening to something fixed. Take into account there is always a chance someone among the crew could get hit! If a ballista succeeds in adhering to the boat, attempts to dislodge it will consist most likely of breaking the chain (hardness 10, hp 5, break DC 26). The boat will be out of the brigand's range within 5 rounds.

ENCOUNTER: HELL HATH NO FURY LIKE A GROUP OF SKORNE

Timing: This encounter should take place early on the second day.

Purpose: There are a few options left up to the GM on how to run this encounter. It may or may not involve combat depending mostly on whether or not the party is on foot or on the steam barge (which may be damaged by this time).

Near the end of the first day or early the second day away from Corvis, the PCs will see and be seen by a skorne patrol on the north side of the Dragon's Tongue.

WHAT THEY ARE AFTER

VINTER RAELTHORNE IS PAYING VERY GOOD MONEY FOR STEAMJACKS. THE BRIGANDS ARE TAKING A STAB AT GAINING CONTROL OF THE WADOCKS' BOAT AND TAKING THEIR STEAMJACK BACK TO CORVIS. IF THE PCS HAVE MADE A POINT OF SOMEHOW HIDING OR CAMOUFLAGING THE STEAMJACK, THE BRIGANDS WILL SIMPLY DO THEIR BEST TO CAPTURE THE BOAT FOR THE BASIC PURPOSE OF LOOTING. MAYBE THEY FIGURE THE FOLKS FLEEING CORVIS HAVE SOMETHING MORE TO SAVE THAN JUST THEIR LIVES. THE WADOCKS' IS NOT THE FIRST BOAT TO COME THIS WAY LADEN WITH VALUABLES, NOR IS IT THE FIRST TO BE ATTACKED BY THESE RUFFIANS.

READ ALOUD

As the boat rounds a bend, you spy a group of figures milling about the river's edge. They appear to have seen you as well, and they stand stock still as they watch your approach. You count at least half a dozen skorne bedecked in intricate black armor. They make no movements but simply watch you with impassive eyes as you go by.

Enemies: This skorne patrol will make no move to attack the PCs since it would really serve no purpose. They will all be under the yoke of skorne rule soon enough. If the PCs decide to initiate combat, the skorne will still see no sense in it and simply disappear into the thick woods. They are an outlying scout group keeping an eye out for expected Cygnaran military spies along the river. They are expecting to see scouts or other emissaries from either Stonebridge Castle or Point Bourne, and they will kill any they find.

ENCOUNTERS: THE ROUGH AND BARREN BOAR TUSK PASS

DAY ONE

As per the map, Gunner will drop anchor and extend a wide gangplank to the shore close to where the forgotten Boar Tusk Pass is believed to be located. Gunner and Megan will speak to Rorgun and convince him that loaning the steamjack to the party is the "right" thing to do. Plus if they have a hand in delivering Corvis from the despot, it could be good for their reputations and hence business. There is a cart on the barge expressly made for transporting steamjacks. It can be battened to the cart, and the cart can be secured to the four Ordic steeds. As the cart is being put together on shore, Rorgun—who has given in but is less than happy—will fire up the steamjack; and re-train it to obey the directives of the elected leader of the PCs. Rorgun will call over whomever the PCs decide will be the primary handler, or a party member with the 'Jack Handler skill, and guide them gruffly through the re-training process (see callout "Changing Steamjack Control"). He has access to the cortex panel key and knows the trigger phrase, so this is an easy process. He will keep the key and make the PCs promise to try their best to return the 'jack to him if at all possible.

Once the steamjack is fired up, it will move itself down the gangplank, onto the cart, and then shut back down. The PCs had best conserve the machine's energy usage as much as possible because they have a limited supply of coal and water—around 40 pounds of coal and two 20-gallon drums of water—on the wagon; this is enough to run the steamjack for a little over five hours.

Rorgun's last words to the party are: "Bring it back in one piece!" Gunner's, however, are a bit more courteous:

Read Aloud

"Despite good reason," Gunner Wadock says as he and Megan withdraw the gangplank, "methinks we'll be seein' ya back in Corvis! Good luck to ya, mates!"

Megan Wadock adds, "Morrow smiles on you!" She waves as they raise anchor. Shortly the steamboat drifts out of sight.

As the PCs make their way from the riverbank, the clamoring chug of the steamboat's engine drifts away on the wind. Read the following:

Read Aloud

The terrain is difficult here. The base of the mountains is wet and wildly dense with tangled brush and boulders blanketed with thick moss. Various streams flow down the mountain face, and you are forced to struggle with the animals and the cart to attain some semblance of level ground. Movement is very slow, but you check the map and from all indications, it appears you are headed in the right direction.

The party will be unable to move very quickly until they reach the pass.

After a bit of trudging along, PCs should make a Survival check (DC 15). Success uncovers an old trail that eventually leads to an overgrown stone bridge. The bridge is ancient and spans a broad rivulet originating from a loud and lofty waterfall. The bridge is sturdy and will bear their weight easily (including the cart and horses). At the other end sits a large stone marker covered in vines and ivy, which can be cleared away to reveal carved symbols. They are an old dialect. Decipher Script (DC 25) brings to light an outdated Caspian trade dialect widely used by travelers hundreds of years ago. Apparently, Corvis is "this way" (east) and "Tusk Trail is that way" (south). A few hundred yards through some foliage, the pass literally opens up before the party, and movement becomes somewhat drier and easier.

CHANGING STEAMJACK HANDLERS

ALTHOUGH MILITARY WARJACKS HAVE MORE SOPHISTICATED SECURITY, IT IS NOT DIFFICULT FOR A KNOWLEDGEABLE OPERATOR TO TRANSFER CONTROL OF A BASIC STEAMJACK FROM ONE VOICE TO ANOTHER. THIS IS DONE ALL THE TIME WITH DOCKWORKERS IN THE DAY-TO-DAY COURSE OF THEIR JOB.

FIRST, IT REQUIRES ACCESS TO A SMALL CORTEX CONTROL PANEL WITH AN EXACTING KEY LOCK, WHICH CAN BE OPENED WITHOUT THE KEY WITH AN OPEN LOCK CHECK (DC 36). THIS PANEL HOUSES VARIOUS LEVERS, WHICH ARE FIRST SET TO "FORGET" THE PREVIOUS CONTROLLER'S VOICE. IF THE PC ATTEMPTING THIS DOES NOT KNOW THE LEVER COMBINATION, A SECOND OPEN LOCK CHECK (DC 20) WILL FIND IT, AND THEN THEY MUST BE SET TO RECEIVE THE NEW CONTROLLER WHICH REQUIRES A JACK HANDLING CHECK (DC 15). AT THIS POINT THE NEW CONTROLLER HAS TO SAY A "TRIGGER PHRASE" SO THE STEAMJACK WILL ACKNOWLEDGE THE NEW CONTROLLER.

THIS PHRASE IS USUALLY SOMETHING QUITE SIMPLE AND STANDARD LIKE: "OBEY ME NOW." THERE ARE OTHER COMMONLY USED PHRASES DEPENDING ON THE STEAMJACK MANUFACTURER SUCH AS: "I AM YOUR MASTER," "I AM YOUR CONTROLLER," "I AM YOUR HANDLER," "FOLLOW MY COMMANDS," AND "I COMMAND YOU NOW." IF THE TRIGGER PHRASE IS UNKNOWN, IT REQUIRES EXPERIMENTATION TO ASCERTAIN THE CORRECT PHRASE, AND SOMETIMES A STEAMJACK OWNER WILL PAY EXTRA TO HAVE A SPECIAL CUSTOMIZED TRIGGER PHRASE. AFTER THE CORRECT TRIGGER PHRASE IS ACKNOWLEDGED BY COMMANDING SIMPLE TEST PHRASES (E.G., "RAISE YOUR ARMS," "TAKE ONE STEP FORWARD," ETC.), THE SWITCHES ARE SET BACK TO A NEUTRAL POSITION, AND THE PANEL IS CLOSED AND LOCKED. AT THIS POINT THE STEAMJACK WILL OBEY THE DIRECTIVES OF ITS NEW HANDLER.

Read Aloud

The ruins of two squarish watchtowers somberly proclaim the opening of Boar Tusk Pass. These once proud and tall towers are now husks of collapsed masonry choked with prickly vines. The pass itself ascends through a cleft in the towering rock. It appears as if it were divided by the blade

of an axe wielded by an ancient god. Beyond the opening of the pass, the Dragonspine Peaks vanish into the heavens, and simply by the scope of their vastness, everything else around you seems diminished and less significant.

Inspection of the towers will reveal nothing of interest. They have long been empty and unseen. The pass itself is overgrown like everything else on this side of the 'Spine, but movement overall is generally easier since the pass through this part of the mountains has been worked. The trail meanders and inclines up into the mountains for several leagues. At some point miles into the pass, it narrows considerably. Cavern walls close in on the party, and the once-dense foliage drops off suddenly as does the moisture. The pass becomes rocky, barren, increasingly featureless, and much less worked.

The first night's camp will be devoid of encounters, but the GM should consider having the PCs each make an easy Listen check (DC 10) some hours after the darkness has fallen. A success will divulge the sound of falling rock. Investigation will reveal nothing, but the PCs should not be able to shake the feeling they "are being watched by something." The following day, a successful Spot check (DC 20) or Track/ Survival check (DC 15) reveals what appear to be fresh tracks in the rocky soil some yards from the camp. The prints seem to resemble cloven hooves.

DAY TWO

Random Encounters on Day Two

Now that the PCs are into the wilds of the Dragonspine Peaks, the GM should roll 1d8 on the following chart two or three times for encounters.

1 A pair of saqu (Appendix A) roaming the narrow caverns in search of food spots the party from an obscured ledge above. After announcing their find with reverberating calls, they hop down for dinner.

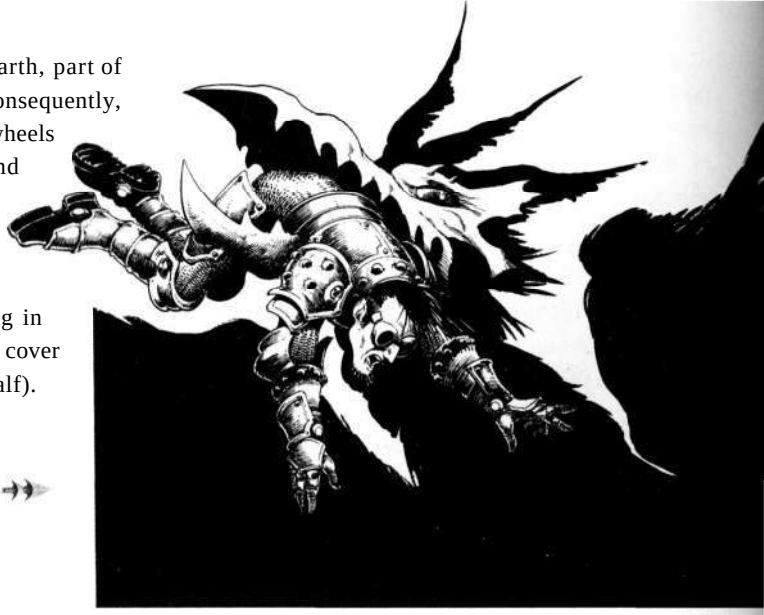
2-5 Humanoids are spotted following the party. Several rounds later, a band of farrow (Appendix A) ambushes the PCs by leaping out from crevices in the rock walls or up from hiding places in the dusty soil.

6 A sudden dust storm blows through which reduces vision to 40' and all Spot and Listen checks take a -5 penalty.



7 Because of the dry and cracked earth, part of the pass is decimated with massive ruts. Consequently, no matter how careful they are, one of the wheels on the cart breaks, snapping the tethers and dumping the steamjack onto the ground. Luckily, there is a spare wheel in the cart.

8 A sudden rock fall makes walking in the pass below a lot more interesting. Take cover or take 2d6 damage (Ref save DC 18 for half).



THE SPINE OF THE DRAGON

ON TO THE BARROW WHILST HARRIED BY FARROW

DAY THREE

Within the twisting pass, the farrow tribe continues to follow the party. They have been stalking the PCs since the eve of the first day. If the farrow were not seen on day two, they certainly will reveal themselves on the third day by chancing an attack or two. The PCs may fight them off, but the persistent beasties refuse to abandon this new quarry.

The farrow are becoming nervier as they progress deeper into the mountains. Their numbers appear to be growing from first a handful of six or seven at the beginning of the pass to an entire tribe totaling more than fifty by the third day. The first attack on day three will come in the form of 10-12 of the meanest and toughest farrow attempting an ambush. If the PCs succeed in slaying them or causing them to retreat, the farrow will fall into a succession of ambushes from a distance, casting stones and hurling spears from high rock shelves 80 to 100 feet overhead. Some of them may also have short bows. They will run out from cover behind the PCs and fire off a volley of arrows, and then retreat back into their hidey-holes.

Overall, the farrow's ambush tactics are persistent and extremely obnoxious. In fact, as the day goes on, assuming the party continues following the pass, the farrow attacks will become more frequent and brazen. They are becoming desperate to stop the party before it enters the dreaded "Blight."

THE TOMB Of LOST SOULS-- CROSSING THE THRESHOLD OR "THE BLIGHTED EARTH & AN ARROGANT FOSSIL'S FOSSIL"

The "shelter" of the Blight comes none too soon, for the farrow have gathered enough numbers—roughly 80 of them—to guarantee certain doom. Chased by this persistent horde thirsting for their blood, the party will stumble into a blighted landscape at some point on the third day; it is an area the pursuing farrow refuse to enter.

READ ALOUD

Twisted tree trunks and scorched earth portray an eerie backdrop. Closer inspection of the trees reveals they are petrified—literally turned to stone. The entire landscape is devastated, and the creatures that have harried you to this point are nowhere to be seen as if they dare not enter this unnatural, ghostlike region. Everything is still here aside from a slight breeze through the narrow passages and across the cavern tops droning like some mournful, restless spirit. This must be the place indicated on your map as 'The Blight.'

If the PCs are familiar with the setting, the term "blight" may frighten them, for it is often associated with the great and terrible dragons of Caen (see Monsternomicon, pgs. 44-55). GMs should allow them to speculate wildly if they wish and even encourage this misapprehension, perhaps garnered during earlier

research in Corvis. This particular blight really has nothing to do with dragons, however.

Journeying onward, the party eventually happens upon the entrance to the tomb carved into a cliff within a gorge, and they are in the bottom. Outside is a large husk of some type of old mechanika somewhat resembling an unusual cannon or telescope, and not far away lie a petrified corpse and a blasted trunk (which is empty).

Read Aloud

Finally you are within sight of the fabled Tomb of the Legion of Lost Souls. The face of it is carved into a high cliff side and etched exquisitely in granite. Massive columns resemble twin warriors with gauntlets resting upon the hilts of down-turned swords. Various sigils of unknown nature decorate the facing from edge to edge, and inscribed largely in the middle and up high is an old depiction of the Cygnaran Cygnus. Above it all is the sunburst symbol of Morrow. A dark aperture in the center of the tomb face mars this magnificent work of craftsmanship.

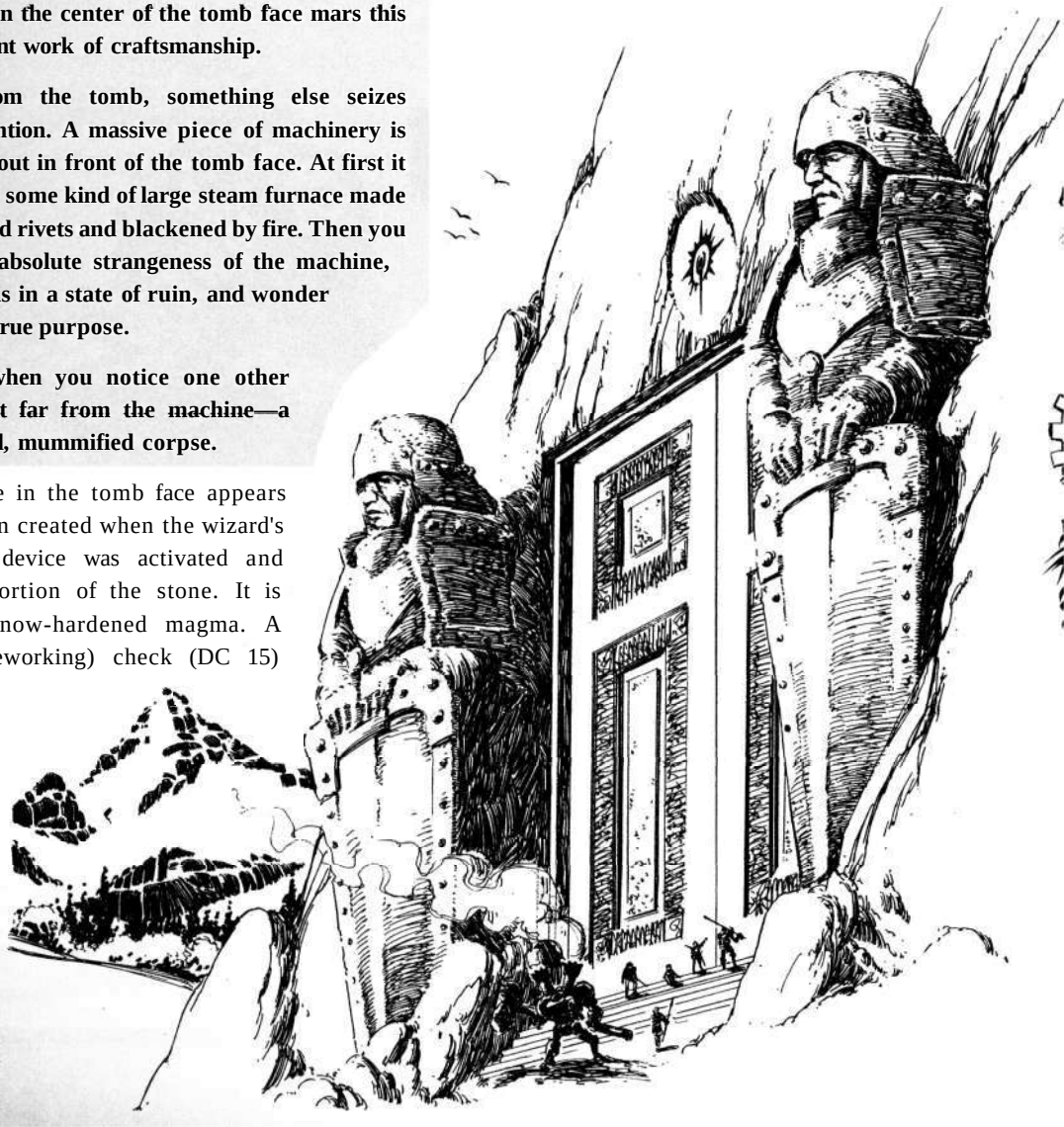
Apart from the tomb, something else seizes your attention. A massive piece of machinery is sprawled out in front of the tomb face. At first it resembles some kind of large steam furnace made of iron and rivets and blackened by fire. Then you note the absolute strangeness of the machine, realize it is in a state of ruin, and wonder about its true purpose.

That is when you notice one other oddity not far from the machine—a desiccated, mummified corpse.

The hole in the tomb face appears to have been created when the wizard's mechanika device was activated and melted a portion of the stone. It is ringed by now-hardened magma. A Craft (stoneworking) check (DC 15) reveals signs of hammering and chiseling around the circumference of the hole. Of interest, the entire area around the tomb is coated in a peculiar dust. It is very fine, and bits of it flicker when it catches the light at certain angles.

The corpse used to be an innovative yet arrogant wizard who was responsible both for the machine and also for bringing the farrow of the 'Spine into being. Roughly two hundred years ago, this adventurer sought the Tomb of the Legion of Lost Souls in order to acquire its secrets and plunder its riches. Obviously, he failed. Interestingly, as the PCs examine the petrified corpse, they will notice an overturned chest. It is open, but the contents of it have long since vanished.

The ruined mechanika was once an ingenious device for focusing solar energy; it was basically a primitive energy weapon. It utilized a magnification crystal, now strangely absent, to harness, store, and then release the sun's rays. This is a line of mechanikal research no one has pursued since;



ambitious PC arcane mechaniks may want to return here after the adventure to ponder its workings. A detailed study of the machine could take weeks but yield profitable results.

AN UNEXPECTED LONER

At some point while the PCs are investigating the area, a dry wind will cyclone through the gorge, whip up the dust (both natural and crystal), and create an effect similar to a *glitterdust* spell.

Following the dust storm, a figure appears and walks toward the PCs. Resting a custom carbine under one arm, the man lowers his goggles and squints at them, "Damn fools, what are you doing out here without goggles?"

The man introduces himself as Seth. He is lone human out here in the wilds of the Peaks, and he is decked out in piecemeal leathers, scavenged gear, goggles, farrow tusk necklaces, charms and furs, a scruffy white beard, and thinning white hair. He seems amicable enough, and if the PCs are friendly, he will offer them some jerky (tastes like bacon!) and explain that he is the lone survivor of a caravan assailed long ago by the "piggies." He has lived out here since "making 'em pay for the death of my dear wife, Ilya, and our daughter," and has not seen a human in the time he has been out here. The PCs can hazard to guess it has been a long, long time—nearly 20 years, in fact. After some introductions, Seth will ask for a swig of water. If the PCs are forthcoming, he will take a long drink. It is not quite true that he has not seen a human in a long time, just not a *living* one. Seth once ventured inside the tomb and will admit it. Read the following:

READ ALOUD

Seth's eyes appraise each of you. The grizzled man seems to make a decision, nods to himself, and then procures a tattered leather-bound book from one of his pouches. "I found this on one of the bodies inside there" he tells you, indicating the aperture in the tomb. "Think it may have come out of the mummy's box over there," he says, jerking his thumb at the overturned chest by the petrified mummy.

"Yeah, I went in there a while back. Didn't get very far. Bodies layin' around—some of 'em in pieces—adventurers like yerselves. Figgered I was out of my depth, so I just went through a few of the dead'uns pockets. Found a few little trinkets and that book. Maybe you'll find it useful. Maybe not. Either way, good luck to yun's. I hope ya get whatever yer after."

The journal is written in a coded argot of old Caspian. Seth does not claim to understand much of it, and he thinks it probably belonged to the "mummy." If deciphered, it will divulge annotations on the wizard's planning, clues about the origin of the farrow of the 'Spine, observations regarding traps and treasures within, and more history about the tomb itself (see callout). There are also some obscure notes on the usage of mechanika with crystals and solar power.

If the PCs are belligerent toward Seth, they will likely miss out on this important stuff—unless of course they just kill him and take his gear. He is no pushover, though, and hopefully he will take a few of the bastards down with him! His goal is the killing of farrow, not PCs, so they should be able to get along. He knows the northern wilds of Cygnar better than most and can serve as a useful recurring NPC for the PCs after the Witchfire adventures.



Seth

TASK: EXPLORING THE TOMB OF LOST SOULS

NOW TO RUN THE TOMB OF LOST SOULS

GMs need to remember this tomb was designed to stay undisturbed on the orders of archons of Morrow. The design of the tomb is intended both to exalt the inhabitants but also to crush thoroughly any who would intrude. Its "trials" are really something of a false hope intended to mislead grave robbers to their doom. There was no special stipulation included in the design to allow the "faithful" to find their way to the inner sanctum despite appearances to the contrary. This may seem a bit perverse for the Church of Morrow, but the slaughter of the Legion came in a difficult time, and the tomb builders felt particularly motivated to create impenetrable barriers due to the archon guiding them. The idea was those who would eventually fulfill the prophecy would find their way through all traps and barriers and needed no special exemption. It remains to be seen if the PCs can rise to this challenge.

It is entirely appropriate for the PCs to feel flummoxed and out of their depth here as they futilely try to "solve" the puzzles and pick impossibly difficult locks. They may need to rely on brute force to break the doors down after enduring some nasty life-threatening traps. Despite the holy trappings and clues, or perhaps because of them, a skilled rogue is more likely to make this realization than a priest (who may remain convinced there is some way for his religious lore to see them through).

THE PERILOUS HALL OF THE FIVE CHALLENGES

Inside the Tomb of Lost Souls, the PCs will encounter several preliminary chambers. This is the Perilous Hall of the Five Challenges. There will be nothing alive or moving within these early passages, just traps, cryptic carvings, dust, and moldy corpses.

There is evidence of damage done to the tomb such as cracks along the walls and floors that seem to widen as the PCs progress. When the wizard's contraption flashed the tomb, even though the facing held sound, the discharge of force created tremors that severely damaged it. The further the party proceeds, the more evident the damage becomes. Of note and unknown to the party, this is also what gave the underground crypt spiders access to the tomb.

THE WIZARD'S JOURNAL

THERE ARE A FEW LEGIBLE ENTRIES IN THE OLD JOURNAL WRITTEN IN A CODED VARIANT OF CASPIAN, WHICH THE PCS WILL BE ABLE TO READ WITH A DECIPHER SCRIPT CHECK (DC 30). IF THE PC ATTEMPTING THIS OR A PARTY MEMBER WILLING TO ASSIST IS FLUENT IN CASPIAN, DECIPHERING THE CODE BECOMES MUCH EASIER (DC 22).

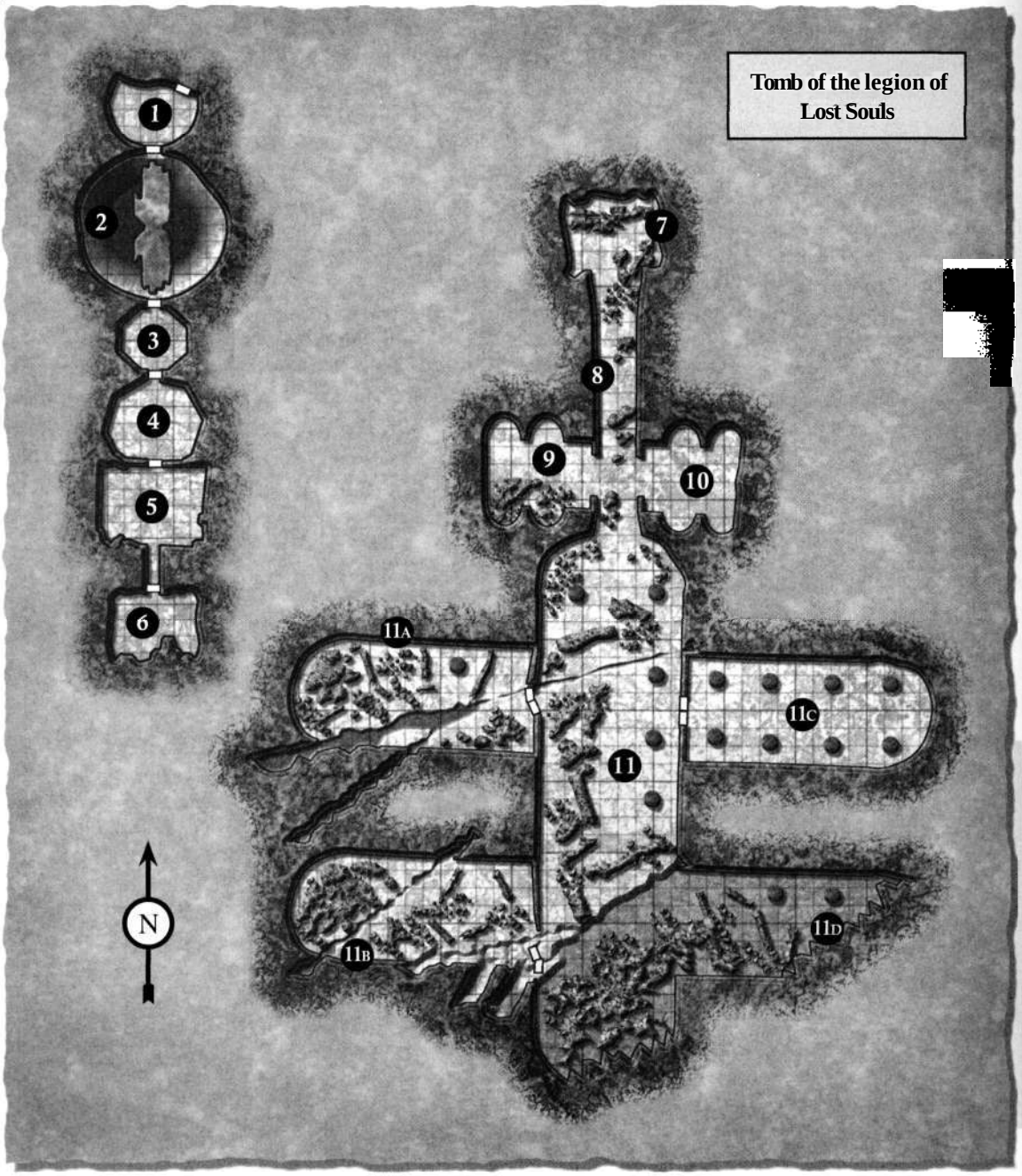
- "THE PERILOUS HALL OF THE FIVE CHALLENGES... RUMORED TO BE TESTS OF A DIVINE NATURE, BUT I HAVE FOUND PROOF OTHERWISE. THEY ARE, IN FACT, MECHANIKA TRAPS HIDDEN BEHIND A FACADE OF DIVINITY. THE SOLUTION... NOT IN THE PURITY OF ONE'S SOUL OR OF ANY TRUE DEVOTION TO MORROW..."
- "MORROW'S BREATH...A TEST OF ONE'S VIGOR? HIS BREATH IS A DEADLY VAPOR SPEWED FORTH FROM..."
- "AH, YES... MORROW'S GAZE... A SEEMINGLY UNAVOIDABLE TORTURE... INVOLVES ELECTROCUTION AT THE HANDS OF..."
- "... WHEREUPON THE PASSAGE INDICATED THAT MORROW'S HANDS SEEM TO BRIDGE SOME KIND OF CHASM, IF THE TRANSLATION WAS INDEED ACCURATE..."
- "ANOTHER TRIAL AND MAYHAP THE LAST IS BUT AN 'INDESTRUCTIBLE' BARRIER... ONCE THE THRESHOLD OF THE TOMB IS BREACHED AND THE MYRIAD TRAPS FOILED, THEN COMES THE LAST PARADOX OF THE GATE OF SOULS... APPARENTLY ONLY AN ENORMOUS FORCE CAN..."

1. ENTRY CHAMBER - THE VOICE OF MORROW

READ ALOUD

Shining your light source inside the gaping hole rent in the tomb face, the first thing you see is a long-dead corpse lying face down in the dust and sand layering the entire floor of this chamber. Peeling about, you observe the walls of the room adorned in an antiquated fashion. Murals span the entire perimeter of the chamber walls. They depict a great battle but are now defaced by long and winding cracks. Ensconced in the far wall is a pair of large doors. Upon them is the relief of a wizened old man reading aloud from books he holds in each hand.

Description: This room and all the rooms that follow are lined with long, wide cracks resulting from the



wizard's magical backlash. Further investigation of the walls and door reveal an inscription in Caspian which can be read (by those who do not know the language) with a Decipher Script check (DC 25): "Constructed by the grace of Morrow in the year 295 AR in honor of the fallen host of the Eternals, once called the Kingmakers. We, the Royal Knights of Cygnar, praise the holy archons who guided our hands in this task." Also inscribed at the base of the door: "When the Voice of Morrow Beckons, Man Must Heed," and above the door, "Whosoever is Faithful of Morrow, Heed this Warning and Leave this Sacred Tomb to its Rest. Enter Only if Ye Be Willing to Endure Certain Peril."

The corpse is an old and dusty skeleton in tattered robes. The skeleton has an empty cloth satchel around its shoulder. If for any reason Seth is with the adventurers, he will indicate the skeleton's satchel is what held the journal he gave them. It may be conjectured that this was a scholar or wizard who had taken the journal from the empty chest outside but obviously did not make it very far with it. This is indeed the truth. Once the corpse was a scholar by the name of

MECHANIKAL DOORS

ALL THE TRAPPED DOORS WLTHIN THE TOMB ARE LINKED MECHANIKALLY. EXPLORERS MUST CLOSE THE PREVIOUS TRAPPED DOOR BEHIND THEM (OR ALLOW THEM TO CLOSE BY THEMSELVES, THEY DO THAT) BEFORE VENTURING TO THE NEXT. FAILURE TO DO SO RESULTS IN THE CHARACTER(S) BEING TOTALLY DENIED ACCESS TO THE NEXT CHAMBER. ALL OF THE DOORS TO THE ANTECHAMBERS ARE MADE FROM MASSIVE BLOCKS OF STONE (HARDNESS 8, HP 90, BREAK DC 35) AND ARE FITTED WITH EXCEPTIONAL MECHANIKAL LOCKS WHICH CAN BE OPENED WITH AN OPEN LOCK CHECK (DC 34). THEY ARE ALSO WARDED AGAINST MAGICAL MANIPULATION (SUCH AS *KNOCK).* BEATING DOWN THESE DOORS PROVIDES ACCESS TO THE NEXT ROOM BUT CAUSES THE TRAPS TO TRIP. ALL UNDAMAGED TRAPS RESET ONE WEEK AFTER THEY ARE TRIGGERED.

Clayven Melhuse. He had been sickly when he entered the tomb, and when the trap went off it was too much for his already fast beating heart to withstand. He simply grabbed his chest and dropped dead. The rest of his cowardly party—retainers mostly—then fled.

A Search check (DC 12) will yield an old stoneworker's hammer and 3 iron chisels.

Tricks & Traps: The trap laid upon the door with the relief on it is the "Voice of Morrow," a sonic trap. The door is locked with a complex puzzle lock involving a series of mechanikal tumblers hidden behind the stonework. The lock can only be opened with an Open Lock check (DC 34). Tampering with the lock without first disarming the trap—requiring a Disable Device check (DC 28)—triggers a mechanikal trap that consists of a large gong concealed in the stone doors.

"Voice of Morrow" Trap: CR 6; mechanikal; touch trigger; automatic reset; spell effect *(shout,* 11th-level wizard, 5d6 sonic and deafened for 2d6 rounds, DC 16 Fort save halves damage and negates effect); Search DC 20; Disable Device DC 28.

The clamoring din issues from the carving's mouth and reverberates very loudly throughout the solid stone chamber. GMs may allow the noise to upset some already damaged large stonework above that causes a hail of masonry dealing 1d6 damage (Ref save DC 18 to avoid).

2. FIRST ANTECHAMBER - THE RAID OF MORROW

READ ALOUD

You stand upon a short stone landing coated in the same dust as the previous chamber. It is very dark in here. Down roughly a dozen steps before you lies an enormous pair of carved stone hands cast in shadow. The massive hands are wrist-to-wrist with palms upturned, and they form a bridge of sorts spanning what appears to be a great void. The tips of the fingers on the far hand are swallowed by darkness, and the entire opposite end of this cavernous chamber cannot be seen.

Description: This is a large, circular chamber with a "well room" below. The walls are featureless, but the floor in front of the bridge is inscribed in Caspian which can be read by a PC who does not know the language with a Decipher Script check (DC 25): "Man is Uplifted in the Hands of Morrow." The hands are exactly as they appear: a bridge spanning a chasm, and they too are trapped. The bridge ends in another set of double



doors featuring yet another complex mechanikal lock (see callout about "Mechanikal Doors").

Treasure: On the landing at the edge of the bridge is another dusty skeleton sitting and leaning against the door. There is an antique looking lantern sitting nearby and an open backpack. The pack contains a few personal items and a pouch with 13 small rubies (25 gp each) and 80 gp primarily in Cygnaran crowns, but a number of goldbusts and royals are present as well. There are also a few empty ration tins lying on the floor and a dusty set of thieves' tools scattered about. Apparently this fellow got sealed in here, could not figure how to pick the lock or how to get back out, and he starved to death. This was once Rellin Malvagor, a resident of Corvis 85 years ago and a thief— not a great one apparently. His studded leather armor has dry-rotted and falls apart if handled. He also has a masterwork short sword lying across his lap. The pommel nut of the sword is twisted off, and the grip is hollow. Most likely this is where Rellin kept his thieves tools.

Characters falling into the pit or shining a light into the darkness below and making a Spot check (DC 15) find the remains of another brave adventurer who met his fate in these halls just a few decades after the wizard's contraption opened the hole in the tomb face. The man's name was Brandon Cathmore of Ord, and the only salvageable item from his gear is a magnificent longsword *Darkrazer*. *Darkrazer* is a *+3 undead bane longsword.* This weapon once had a noteworthy history among the coastal protectors of Ord. A wizard employed by the church enchanted the sword to be used against Cryxian raiders. The man who lost this sword was a distant Ordic relation of Earl Hagan Cathmore of Bloodsbane, Lord of the Northguard Fortress on the northern border of Cygnar. The weapon is a family heirloom, and he would pay well for its return.

Tricks & Traps: The trap in this room was damaged in the magical backlash, so the mechanika of this room no longer functions properly. Originally, activating the trap would cause the hands to clap together in the span of two breaths, perhaps smashing all standing on them and most certainly dumping them into the well below. Unless the trap is neutralized before tampering with the lock, a loud grinding noise will be heard followed by a tremendous shuddering across the bridge as the mechanism tries in vain to fulfill its purpose. Unlucky PCs are tumbled headlong off of the bridge and into the 40-foot deep pit lined with spikes. As with the other traps, it takes time to reset. During this reset time the bridge will be stable enough to get the party (and their steamjack) across although the PCs may have some uncertain moments.

"Hand of Morrow" Trap: CR 5; mechanikal; touch trigger; automatic reset; DC 10 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. sqaures); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 20; Disabled Device DC 20.

TRANSLATING CASPIAN

CASPIAN IS A "DEAD" LANGUAGE, BUT IT IS THE ROOT LANGUAGE FOR CYGNARAN WHICH MOST PCS WILL BE SPEAKING. CASPIAN IS STILL USED IN WRITING AMONG THE HIGHLY EDUCATED OR THOSE WHO SERVE THE CHURCH SINCE MANY OLD DOCUMENTS USE THIS LANGUAGE. PC PRIESTS OR WIZARDS MAY BE ABLE TO READ AND WRITE CASPIAN, IN WHICH CASE THE INSCRIPTIONS ON THE TOMB SHOULD BE EASY TO INTERPRET. HOWEVER, FOR THOSE FORCED TO RELY ON DECIPHER SCRIPT, IT IS THE GM'S OPTION TO HAVE THE TRANSLATOR GET "A GRASP" OF WHAT'S BEING WRITTEN AFTER SOME EARLY WORK. THE DC CAN BE LOWERED BY TWO FOR EACH DECIPHER SCRIPT SUCCESS.

3. SECOND ANTECHAMBER - THE BREATH OF MORROW

READ ALOUD

This dark chamber rests at the bottom of a dozen steps and appears quite featureless but for a large stone basin in the center. You suddenly perceive the sound of droplets. Holding your light source aloft, you notice a clear liquid sporadically dripping from somewhere in the shadowed ceiling above. They splash into a shallow pool in the bottom of the basin.

Description: The basin is possibly six feet in circumference and large enough for a man to fit in. Carved around the rim of the basin in Caspian which can be read by a PC who does not know the language

with a Decipher Script check (DC 28): "The Breath of Morrow Cleanses Man." The water dripping into the basin comes from an underground spring running through the mountain above. Fortunately the spring periodically runs dry, and explorers can pass through this room unmolested. Unfortunately for the PCs, this is not one of those times. The doors on the opposite side of the room have another complex mechanikal lock (see callout about "Mechanikal Doors"). Anyone closely examining the doors and making a Spot check (DC 10) notices the floor in front of the doors, and the doors themselves, are slightly damp.

Further investigation also reveals a large crack running the full length of the floor, and characters inspecting the ceiling with a light source will see a metal panel set into the stone above. Water glistens at the edges of this panel and periodically drips into the basin below.

Tricks & Traps: If the lock on the doors is tampered with before the trap is disarmed, the panel on the ceiling slides open and a precariously balanced tray containing two alchemical pellets is upended, spilling them into the water basin. When mixed with water these pellets create an effect akin to a *cloudkill* spell. The deadly cloud will linger for two rounds before air pressure causes it to sink into the crack in the floor—luckily for any hurting PCs.

"Breath of Morrow" Trap: CR 8; mechanikal; touch trigger, automatic reset; spell effect *(cloudkill;* 11th-level Wizard, depending on HD, slay creature or ld4 points Constitution damage each round while in the cloud, DC 17 Fortitude save halves damage, see spell description for details); Search DC 20; Disable Device DC 28.

4. THIRD ANTECHAMBER - THE CHALICE OF MORROW

Read Aloud

Opening the large doors to enter the next chamber, a great rushing of water impolitely greets you. Gallons of it flood out of the room and threaten to upend you all. Riding the crest of the wave are two waterlogged corpses reaching out to rake at you with their bony claws.

Description: Aside from a few carved murals depicting various important figures in the Legion, this very wet room is featureless. It does smell fairly rancid, however, since the two corpses decomposed in this sealed chamber. An inscription on the wall in Caspian which can be read by a PC who does not have the language with a Decipher Script check (DC 28) reads: "Drink Ye from the Chalice of Morrow and be Quenched Evermore." The GM might consider having any lead characters near the door when it opens make a Balance check (DC 15) to remain standing during the surge of rushing water.

Inspection of this room reveals drainage holes in the corners leading to ancient mechanikal pumps that once siphoned the water to the basin above. The exit door of this chamber is trapped, but the trap no longer functions. The substantial damage to the tomb did not allow this room to drain, and the standing water for the last 125 years has caused the mechanika on the door to rust. It is going to be difficult to get through, for the lock is also rusted shut (stone door, hardness 8, hp 90).

The corpses that come spilling out with the deluge are just that, corpses. They are no danger to the party. One appears human and the other is a one-armed dwarf. Once they were Ambroz Lesjk of Khador and Onar Delver of Rhul, adventuring companions over 125 years ago in search of lost treasures. PCs exploring the room will find Onar's missing arm and, along with it, his magical warhammer *Ratsmasher,* a *+2 thundering vermin bane warhammer.* Although *Ratsmasher's* enchantment did not actually help in fighting rats per se, it served Onar well enough. Any character lucky enough to wield this weapon against the crypt spiders will witness its true purpose.

'Twas good fer squashin' them damn devil rats what plagued our mighty hails!

—Onar Delver, regarding his hammer, Ratsmasher

Notably there are no more corpses of adventurers to be found in the tomb since no one has ever made it farther than poor Ambroz and Onar did.

Tricks *8c* Traps: The trap in this room was rendered useless as a result of the magical backlash. There is a now-empty, downturned massive stone basin in the ceiling of this chamber that held enough water to fill the room completely and drown all within.

5. FOURTH ANTECHAMBER - THE GAZE OF MORROW

Read Aloud

Prominendy on the far wall of this room is the carving of an eye inset with a large sapphire. It rests in the center of a large pair of carved double doors. The floor of this room is covered with half an inch of standing water, most likely washout from the previous chamber.

Description: The rear wall of this room is a giant carving of part of an old man's face. It is so large that PCs must stand back and study it for a few moments to be able to take it all in. The obvious feature is the aforementioned eye. Also, within the eyelid of the carving is an inscription in Caspian which can be read by a PC who does not have the language with a Decipher Script check (DC 25): "Gaze into the Eye of Morrow and Be Judged."

The surrounding walls depict all of the ascendants of Morrow that existed at the time of the creation of this tomb. These are more than just mundane carvings, for they contain some divine magic and are rendered in incredible detail and color. Upon closer scrutiny they appear multi-dimensional and nearly alive! A spot check (DC 20) will allow PCs to notice that none of the ascendants are facing the "Eye of Morrow," and several are in fact facing away. It could be a subtle warning to the truly pious who might have gotten this far.

Tricks & Traps: The whole "gaze" routine is merely a ruse to get intruders to stand for two full rounds—basically 12 seconds—on a pressure plate on the floor in front of the doors while the mechanikal trap powers up. The trap will trip at the end of the two rounds unless it is detected and disarmed. The trap generates a massive electrical charge that is discharged through the gem and jumps to the closest being. After the lightning dissipates, the doors (which cannot be picked but can be busted down, hardness 8, hp 90) open with a loud creak.

"Gaze of Morrow" Trap: CR 8; mechanikal; location trigger; automatic reset, spell effect *(chain lightning,* 11th-level Wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

MORROW'S ASCENDANTS

IF THE PCS TAKE THE TIME TO SCRUTINIZE THE IMAGES ON THE WALLS, THEY WILL NOTICE EACH OF THEM HAS THE ASCENDANT'S NAME INSCRIBED BELOW THE IMAGE, AND THE IMAGES THEMSELVES ARE VIBRANTLY PAINTED FRESCOES RADIATING WITH MINOR DIVINE MAGIC. THE ASCENDANTS APPEAR AS FOLLOWS:

KATRENA: AN IMPOSING MUSCULAR WOMAN WITH LONG BLONDE HAIR STANDING IN SHINING ARMOR WITH A LOOK OF GRIM DETERMINATION IN HER EYES AND A NAKED SWORD IN HAND. BLOOD CAN BE SEEN SPILLING FROM A WOUND AND STAINING THE ARMOR ON HER LEFT SIDE. SHE STANDS BLOCKING A DOORWAY OR PORTAL FROM AN UNSEEN MENACE.

ELLENA: AN ATTRACTIVE YOUNG WOMAN WITH SHORT BROWN HAIR AND TANNED SKIN. SHE IS ON A DUSTY ROAD WITH A WALKING STAFF IN HAND EMBOSSED WITH MORROW'S SYMBOL, AND STRAPPED TO HER BACK IS A BOW AND A BULGING TRAVELING PACK.

DOLETH: A RUGGED STERN-FACED OLD MAN IS SHOWN AT THE TILLER OF A SMALL BOAT BEING TOSSED ON THE WAVES OF A TURBULENT STORM. HIS BOAT IS SURROUNDED WITH AN AURA OF LIGHT.

SOLOVTN: THIS BROAD-SHOULDERED MAN WEARS THE ARMOR OF A SOLDIER AND HAS A SWORD AT HIS HIP. HANDS GLOWING WITH POWER, HE IS KNEELING OVER A MAN WITH AN ARROW IN HIS CHEST, AND AROUND HIS NECK IS A HOLY SYMBOL OF MORROW.

ANGELLIA: A PETITE WOMAN WITH BLACK HAIR AND PALE SKIN IS SHOWN SITTING AT A DESK LITTERED WITH BOOKS AND SCROLLS AS DAYLIGHT STREAMS IN UPON HER FROM A NEARBY WINDOW.

GORDENN: HERE IS A HEAVYSET MAN WITH DARK SKIN STANDING IN A FIELD OF TALL WHEAT HOLDING A CHILD IN HIS ARMS AND POINTING AT SOMETHING IN THE DISTANCE.

SAMBERT: THIS SHOWS THE POWERFULLY MUSCLED FIGURE OF A MAN HAMMERING AT A PIECE OF METAL ON AN ANVIL INSCRIBED WITH THE SYMBOL OF MORROW. HIs SKIN Is ALMOST BLACK WITH SOOT, BUT A GOLDEN AURA SURROUNDS HIS HEAD.

ROWAN: A RUDDY-CHEEKED, MATRONLY WOMAN OF MIDDLE AGE IS SHOWN SMILING DOWN ON A DIRTY STREET URCHIN, AFFECTIONATELY RESTING A HAND ON HIS SHOULDER.

CORBEN: A DISTINGUISHED OLDER MAN WITH A GROOMED BEARD AND WEARING WIZARD'S ROBES IS SHOWN BOWING HIS HEAD, EYES CLOSED. IN ONE HAND IS A GILDED SCROLL, AND THE ENKHEIRIDION IS IN THE OTHER. BEHIND HIM IS A LARGE CLOSED DOORWAY.

6. THE GATE OF SOULS

READ ALOUD

The hall ends here at a colossal door. It is worked with a multitude of ancient symbols. Many are foreign to you, but the symbol of Morrow is prominent. There is also a scene below the symbol of Morrow depicting armored soldiers bearing their fallen through an archway followed by clerics of Morrow raising their hands in veneration.

Description: The Gate of Souls is a massive door at the end of the Perilous Hall. It is engraved with the symbol of Morrow over another symbol which seems to be that of the Legion. The door reads in Caspian which can be read by a PC who does not have the language with a Decipher Script check (DC 28): "Beyond the Gate of Souls Lies the Eternal Host."

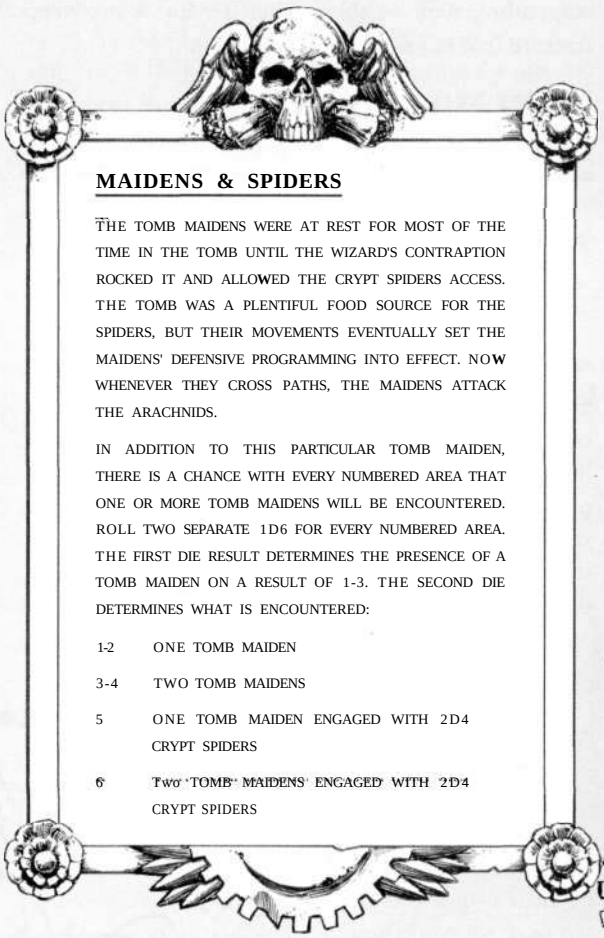
This is a mystical door. The only way it can be passed is with the steamjack (or a similarly empowered person) wielding the massive stoneworking hammer *Duteous*. Without these items or equivalents, the party will have a problem. The door is twelve inches of solid stone (hardness 28, hp 180) and is sealed by virtue of its construction; a multitude of long iron teeth are embedded into the thick stone of the door and into the entire breadth of the threshold's perimeter. It also has the supernatural ability to resist enormous amounts of damage. If the PCs are putting *Duteous* to the task in the iron grip of a steamjack, it should not take too long to reduce the door to rubble. Trying to destroy the door with an enhanced ogrun or other PC wielding *Duteous* with limited duration spells might be considerably more difficult and time consuming (particularly if PC casters need to rest and recover spells again).

7. THE HALL OF VIGILANCE

READ ALOUD

Stepping through the rubble of the destroyed door, you find yourselves in the midst of yet more debris. At the bottom of a dozen steps, a shattered column lies across your path. Beyond it the floor ends unexpectedly; a fissure descends into inky blackness. It appears the wizard's contraption outside yielded more than just fractures along the stone of the walls and floor. Apparently the rest of the tomb has collapsed!

Description: Once the PCs get through the Gate of Souls, they will come across extensive damage to the tomb caused by the wizard's attempt to get inside. The damage done to the tomb has created a rift before the Hall of Vigilance, the original location of the Tomb Maidens, and the PCs are now confronted with a 50-foot descent. The PCs must move down to this fallen level to continue.



MAIDENS & SPIDERS

THE TOMB MAIDENS WERE AT REST FOR MOST OF THE TIME IN THE TOMB UNTIL THE WIZARD'S CONTRAPTION ROCKED IT AND ALLOWED THE CRYPT SPIDERS ACCESS. THE TOMB WAS A PLENTIFUL FOOD SOURCE FOR THE SPIDERS, BUT THEIR MOVEMENTS EVENTUALLY SET THE MAIDENS' DEFENSIVE PROGRAMMING INTO EFFECT. NOW WHENEVER THEY CROSS PATHS, THE MAIDENS ATTACK THE ARACHNIDS.

IN ADDITION TO THIS PARTICULAR TOMB MAIDEN, THERE IS A CHANCE WITH EVERY NUMBERED AREA THAT ONE OR MORE TOMB MAIDENS WILL BE ENCOUNTERED. ROLL TWO SEPARATE 1D6 FOR EVERY NUMBERED AREA. THE FIRST DIE RESULT DETERMINES THE PRESENCE OF A TOMB MAIDEN ON A RESULT OF 1-3. THE SECOND DIE DETERMINES WHAT IS ENCOUNTERED:

1-2	ONE TOMB MAIDEN
3-4	TWO TOMB MAIDENS
5	ONE TOMB MAIDEN ENGAGED WITH 2D4 CRYPT SPIDERS
6	TWO TOMB MAIDENS ENGAGED WITH 2D4 CRYPT SPIDERS

Embedded in the upper portion, however, is a three-foot tall lever fixed into the floor. The mechanikal gears are rusted, and the lever is hard to pull and requires a Strength check (DC 20) to activate. Two PCs can cooperate to pull the lever. Once the lever is activated, it will open all of the doors in the Upper Tomb for easy passage. After seven days, the mechanika will reset, and the doors will automatically close.

Once the PCs are on the ground (Lower Tomb, area 7) and have time to investigate the area, they will discover several dead and decayed spiders on the floor of the hall. They have obviously been slain by something other than the PCs, but by whom or what? Further

investigation under a fallen column uncovers some kind of large mechanika construct that seems vaguely humanoid but is, for the most part, unrecognizable.

Enemies: As the party descends the overhang—most likely via lowered ropes—they will notice a myriad of webbing just before several large, semi-glowing arachnids leap upon them! 2d6 crypt spiders (Appendix A) have made their homes here by suspending their webbing from the lip of the steep fracture that has devastated this room.

8. THE HALL OF TRUTH

Read Aloud

Something is moving in the darkness of the hall beyond. You perceive a noise that sounds like iron scraping against stone.

Description: Beyond the Hall of Vigilance there is a wide, web-draped hall on a somewhat steep grade. While the PCs are descending into the next chamber, they will suddenly become aware of noises below: a tomb maiden (Appendix A) that was on patrol is now embroiled in combat with 2d4 crypt spiders. It is up to the party what to do in this situation. Either way the victor of the combat will eventually turn on them.

Enemies: They may be able to bypass this scene, but most likely the tomb maiden will dispatch the crypt spiders, and the party will have to face it.

9. THE WARJACK ANTECHAMBER

Read Aloud

A host of antiquated steamjacks holds a silent vigil in the inky blackness of this chamber. At rest in some sort of centuries-long formation, these antique machines of war are clad in dusty banners, welded-on medals, and ancient Cygnaran swans adorned across their barrel chests. Six of the steamjacks in the far right corner have fallen. They seem to have toppled over in a domino effect and rest against the wall and each other.

Description: A half-dozen warjacks are located here. They were made centuries ago for the express purpose of war, giving them a distinctly different appearance from the laborjacks with which the PCs are likely more familiar. In addition, these are all older and now outmoded designs no longer found in popular use, even among second-hand mercenaries. Close inspection by knowledgeable PCs will reveal several ways their mechanika is cruder than today's



modern variety. Nonetheless they are impressive with their thick armored plates and fitted oversized axe & hammer attachments.

Off of this hall are the barricaded fuel and conveyance chambers. There are no doors to these chambers, just simply archways. The rooms are filled with a myriad of supplies from wax-sealed stone casks containing water for fuel, iron carts packed full of coal, dozens of large shovels, coils of industrial chains, wheeled iron carriers for conveying the warjacks, and other maintenance tools.

Enemies: Refer to the callout entitled "Maidens & Spiders" for any possible encounters.

10. THE LEGION TREASURY

Read Aloud

This chamber is lined with rows of wagons; some of them are tilted and broken. In the front portion of the chamber is a wide table carved from the very stone surface of the room, and the symbol of the legion is carved into the top of it. Behind the last row of wagons off to your right something metallic reflects your light source back at you.

Description: This chamber contains the amassed treasure of the fallen Legion from their previous battles so many centuries ago. When they were entombed here, the surviving soldiers placed this treasure within the tomb. They counted out the proper compensation, placed it within leather pouches, packed the pouches into chests, and loaded them onto wagons. Being a mercenary company, the army held to the mercenary tradition of entombing their fallen comrades with the appointed disbursement. This was borne of an old superstition that stated if a fallen mercenary were left unpaid, the troubled spirit would haunt the employers and bring bad fortune upon them. Most likely this notion was cooked up by mercenary leaders of olden times who wanted their coins counted out before battle rather than afterward.

When the mummified wizard's contraption rocked the tomb, some of the wagon wheels snapped under the weight and spilled their contents onto the floor. Several broken chests litter the ground in the back right corner along with pools of ancient gold coins and glittering gems.

Enemies: Refer to the callout entitled "Maidens & Spiders" for any possible encounters.

Treasure: The chests in the Legion Treasury contain leather pouches, and each pouch holds 100 gp in coins and gems. There is 47,000 gp in total. This is a substantial amount of currency and will require three heary wagonloads to remove.

Consequences: If the PCs decide to stuff their pockets full of booty—they probably will not be able to haul wagonloads of coin out of this place—and vacate, they are certainly welcome to do so. They will meet Alexia Ciannor coming into the tomb on their way out. If they are still intent on leaving despite her presence, she will berate them but then let them go. As far as she is concerned, they have done most of the work. She will proceed to raise the legion and lead them back to Corvis. It is up to the GM to decide how much to involve the villainous PCs in Act III (if they even return to Corvis!).

11. THE BURIAL HALL

Read Aloud

The destroyed mechanikal contraption outside the tomb clearly dealt massive damage to this colossal hall. It must have been the terminal point for the weapon's Shockwave. The hall is lined with the remnants of more than one row of columns, but very few are still intact. The area is littered with fallen pillars and a vast multitude of shattered rock receding into the darkness, and the entire hall slants precariously downward. Moreover, much of the rock and ceiling is draped with a mass of sticky spider webs.

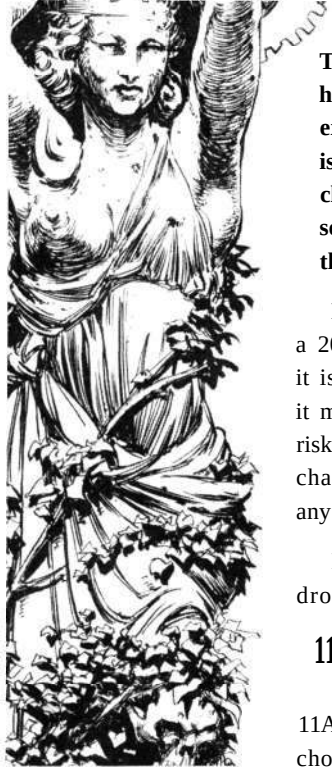
Description: The Burial Hall is a columnar chamber with two rifts running the width of the hall, literally shearing it apart. The first rift is about 15 inches across, no telling how deep, and drops the hall five feet; anything dropped into this rift is gone for good.

Enemies: Refer to the callout entitled "Maidens & Spiders" for any possible encounters.

As the party descends into the Burial Hall, read:

Read Aloud

As you descend warily into the enormous hall walking amid the rubble and casting your light source about, you notice all of the walls in this chamber are covered in an enormous fresco depicting the fall of the Legion, the march to the tomb, and their subsequent interment.



The rubble-strewn surface angles downward, however, and you note the reason for this: breaks extend the entire width of the hall. The first rift is somewhat manageable, perhaps dropping the chamber little more than five feet. A second rift, seventy feet from you, drops most of the rear of the hall into sheer darkness.

Description: The second rift in the Burial Hall is a 20-foot drop, and the hall on the opposite side of it is at such an angle that PCs who venture down to it must make a Balance check (DC 20) every 10' or risk slipping and tumbling into the far corner, possibly chancing falling damage and/or surprise attacks from any crypt spiders in the webbing here.

Enemies: There are 2d4+2 crypt spiders in the dropped rear area of the main Burial Hall.

11A, B & D. CRYPTS I, II & IV

Read the following description for any of areas 11A, 11B, or 11D depending on which one the PCs choose to enter first:

Read Aloud

You cannot help but feel crestfallen. With all of Corvis depending on you, this certainly is not what you expected to find. The large vault is lined with undoubtedly a thousand granite biers, but the soldiers lying upon them are devastated. They are dried out, broken husks. Some have tumbled from their stone catafalques, and many are encased fully or partially in a shroud of webbing. It appears the Legion of Lost Souls has been ruined beyond redemption.

Description: 1,200 desiccated husks are sprawled in awkward positions on the floor or hanging over shifted or overturned stone catafalques inside each of these destroyed chambers. The dead soldiers' equipment may be salvaged, but none of it is worthy of notice. None of the soldiers will ever walk again, and many of them are in pieces. The GM may consider handing out bonus experience to any priest or



paladin PCs who feel moved enough to do some kind of re-consecration ritual for the defiled warriors.

Of note, Crypt I (11A) has a wide stone plaque that has fallen from above the door and lies in the dust on the ground. The plaque reads in Caspian which can be read by a PC who does not have the language with a Decipher Script check (DC 28): PHOENIX COMPANY, DIVISION IV At the foot of each bier there is an inscribed stone plaque (see 11C for more details).

Enemies: Crypt spider webs are everywhere in these rooms. In fact the ceiling is lost in an expanse of webs and darkness, and this room contains 2d8+2 crypt spiders. Some are lurking among the biers and in the webbing above, but a few are in the back of the chamber hunkered over the cadavers sucking what is left of the precious marrow from cracked bones. If the PCs enter several feet into the crypts, they may even hear the snacking of the spiders and the cracking of bones.

11C. CRYPT III

Read Aloud

After you manage to push the heavy stone door open, you find a welcome sight. This vault has been untouched by the despicable spiders and is free of their presence and their damnable webbing. The vault is lined with decorative catafalques, and a soldier rests upon most of them. The damage done to the tomb has unceremoniously dumped more than a hundred of them onto the floor, but for the most part the Legion here is intact.

Description: The door to this room remains in place on its hinges. Inside, twelve hundred ancient corpses lie in state on stone biers. They are all clad in fine armor and clutch a variety of weapons to their chests. The plaque above this door reads in Caspian which can be read by a PC who does not have the language with a Decipher Script check (DC 28): IRON WOLF COMPANY, DIVISION XIV, and each of the catafalques housing a soldier bears a stone plaque at the foot inscribed with the soldier's name, rank, and in some cases additional comments:

Tarl Gundek, Sergeant- "The Best of Men"; Magden "Blade Belcher" Fellimir, Soldier; Valice Sundrake, Soldier; Ganeth Vreeson, Captain - "Like a Father to Us"; Harridian Balincourt, Surgeon - "Without him, we'd all be lying here."

WAKING THE DEAD

Timing: At some point after the party has accessed the Burial Hall, Alexia Ciannor will appear. She may or may not have the Witchfire in hand depending on what the PCs opted to do with the weapon.

Purpose: Alexia will come into the Burial Hall and use the Witchfire to wake the Legion of Lost Souls.

Read Aloud

As you stand reflecting on the expedition to this point, you are aware of a sudden presence. You turn to witness Alexia Ciannor walking out of the darkness toward you. She sinirks, saying, "I can't believe you actually got into this place. You people just keep impressing me."

Description: As promised, Alexia has arrived to fulfill her plan. If she does not have the Witchfire and it has been held onto by the PCs, she will once more explain only she can use it to raise the fallen soldiers. If they agree and hand it over, Alexia will then ask the PCs to lead her to the intact vault where the soldiers' bodies have been untouched by the crypt spiders. She will express regret for the lost warriors and explain that their bodies are beyond anything she can do for them. At the appointed time, read the following:

Read Aloud

Gripping the hilt of the sword, Alexia unsheathes the black-bladed weapon and drops the scabbard to the floor. With both of her hands, the young sorceress raises the Witchfire above her head and closes her eyes. Immediately the sword begins to hiss with necromantic force, and strands of paie yellow lightning crackle the length of it. Alexia's lips move with a silent incantation upon them. She suddeniy jerks her head back, and her black hair dances with cascading energy. In fact, you feel your own hair standing; looking at your arms or your companion's heads, you see the same effect. The very air seems to bristle about you. In an instant the lightning is gone... and then... the legion stirs. At first a leg twitches, then another soldier's arm shoots out. A skeletal hand grabs at air, and within moments some of them sit up and others stand.

Alexia lowers the Witchfire. The lightning that once danced across the blade is now simply a minor sparkle.

Before you stands the Legion of Lost Souls at attention—eye sockets now aglow like twin green flames.

Description: After rising, the 1,200 undead legionnaires (Appendix A) stand at attention awaiting their orders. They are connected to the Witchfire, and Alexia will need to use the power of the blade to guide them. For the first order of business, they wish to be salaried from their treasure stores and collect past earnings before marching from the tomb. The PCs should lead them to the treasury and must dole out the payment. The GM may wish to have Alexia suggest it if the PCs are entirely oblivious.

After they collect their due, several officers among the unliving soldiers take charge of several subordinates and turn their attention to the warjacks. These officers are 'jack marshals, and death has not erased their lore of managing and controlling the warjacks they once fought beside. These shades begin to fuel and fire up the ancient warjacks, and they manage to get a dozen of them running. Other soldiers begin affixing chains to the operable warjacks in order to hoist them out of the fallen Hall of Vigilance (area 7). Officers seem to be giving silent orders, and the evacuation of the tomb will be orderly and precise although it takes time (especially to haul out the warjacks and their conveyances). Indeed, once they get going, they go about their duties unquestioningly and on the double as soldiers are apt to do. Before long the PCs should be exiting the tomb in the company of the Legion of Lost Souls.

Though the PCs will likely be unsettled by the company of so many unliving soldiers working around them, they will notice these entities are behaving far better than any thralls they have seen before. In every fashion they act like a well disciplined military unit, not a mindless assortment of zombies, nor do they betray any other signs of unholy appetites or interest in despoiling the flesh. Paladins or casters using *detect evil* or similar abilities will notice a lingering taint of darkness but not the strong aura of evil one normally finds on the unliving.

WRAPPING UP: THE MARCH BACK TO CORVIS

Timing: Once the Legion has been raised, they will follow the PCs back to Corvis.

Purpose: Saving the Kingdom—the usual stuff.

After the army has taken care of matters in the tomb, they will assemble within the gorge outside. The 'jack marshals recruit a contingent of pullers to cart the warjacks on their iron conveyances, a dozen tireless legionnaires to a wagon holding two warjacks and six casks of fuel each. There are six warjack wagons as well as a dozen carts loaded with coal. The rest of the legion will organize into divisions of a hundred soldiers each with an officer and a banner man at the head. The assembled host then awaits directions from the PCs and Alexia whom they recognize as their generals.

While marching out of the Blight and through Boar Tusk Pass, the farrow are nowhere to be seen. They may be somewhat stupid, but not stupid enough to mess with a war host on the march. If the GM wishes, Seth may also join up at some point and accompany them. This may be his only opportunity to get the hell out of the mountains! The soldiers will use the old forgotten road at the base of the pass. It is very overgrown, but the soldiers will use their blades where needed to hack their way through the foliage. It is a four-day march back to Corvis.

We have all been wicked in this world, but His mercy endures, There is more to this than you could know, but no one is beyond redemption in the eyes of the Noble Twin.

—General Kentigern Bannock, Royal Knights of Cygnar

At this point the PCs should be feeling pretty good. Alexia seems to be on their side, and they have a big army with which to contest Raelthorne's control of Corvis. There is still plenty of work left to do though!



ACT III

Wherein the fate of a kingdom is decided

Act Summary: This act will keep the party on their toes. 10,000 skorne are about to enter Corvis and lock it down in preparation for the eventual arrival of a Cygnaran liberation force still weeks away). The 1,200 soldiers of the Legion of Lost Souls will be arriving at about the same time, and the two armies will clash with the party caught in the middle.

There are some complications before the Legion enters Corvis. The most convenient gate to enter is the South Gate, but this is also the best guarded. To succeed, the PCs must secure the North Gate instead, so the enemy-controlled cannons are neutralized. They will need to get the Legion across the Dragon's Tongue River to make a proper approach to this gate. Afterwards, they should also take out a couple of lookout posts within the city to conceal the Legion's movement further. Next, the PCs will have to disable some mighty river defense cannons that the enemy may turn against the Legion. At this point the skorne will be moving to engage the Legion of Lost Souls, and the party will get involved in the fray—tangling with a gigantic skorne war beast and Vinter Raelthorne himself. When the battle with the enemy dies down, Alexia and Vahn Oberen will mix it up, and the PCs will have to make some critical decisions that will affect the fates of tens of thousands. As if all that were not enough, the PCs will still need to deal with Mayor Borloch as well.

All of these tasks are important for the PCs to complete, but depending on how the adventure is panning out the GM may wish to make some of these episodes more eventful than others or even move the times and places of some events. The most critical tasks are getting the Legion into Corvis before the skorne move in and garrison the city and then fighting the skorne. The rest of the Act III events can be modified to fit the GM's needs.

ENCOUNTER: CAPTAIN HELSTROM

Timing: This should be the first plot-driven encounter of Act III though a clever party might want to address the city defense issue before they leave in Act II. In this case the GM should omit this encounter and stage a conversation with Helstrom earlier in the adventure.

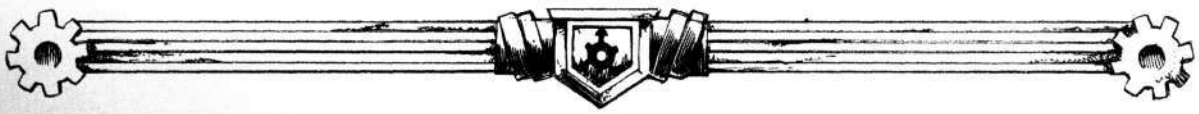
Purpose: Before the PCs can lead the Legion into battle, they will have to get them safely into the city. Their first task must be to secure the North Gate and disable its defenses. Captain Helstrom will alert them to this as they approach Corvis.

A few hours before the PCs get to Corvis, Captain Helstrom will meet and advise them of their next task. Ideally the operation to secure the gate should happen at night, and Helstrom will advise the PCs to delay their approach if necessary.

If the PCs are especially on the ball, they may have already considered the city's defenses and how to bypass them. If they try to speak to Captain Helstrom about the matter earlier in the adventure, he will advise them and offer whatever other help he can. It is even possible the PCs will arrange for a safe gate passage before they leave to fetch the Legion—perhaps they will arrange for Helstrom's loyalists to stage an attack at a pre-arranged time. They may even be able to enchant key figures at the gate defenses in advance of their approach. Depending on what the PCs have done, the following encounter may need to be modified.

READ ALOUD

As you march onward, you notice a small puff of dust on the road ahead. After a moment you can see a lone horseman riding toward you at top speed.



Assuming the PCs allow the rider to approach, he will soon be revealed to be Captain Helstrom. If the PCs try to scare the rider away or attack him, the captain will attempt to identify himself as best he can. Once Helstrom has joined the group, he will warn them about the danger awaiting them at Corvis.

Read Aloud

Captain Helstrom looks around stunned at the sight of the Legion. "By Markus and Morrow," he exclaims, "I hope we've done the right thing." He turns to you and continues. "These... troops won't do us any good if they get cut down before they can engage Raelthorne's forces. The city gates are now all guarded, and the cannons on the walls would destroy an army before it could enter the city. There's no way we can bring them in by the South. We'll need to get them across the river and send an advance party ahead to secure the North Gate."

Here is a Q&A to help moderate the PCs' conversation with Helstrom. This is an important event because it lays out the scope of the PCs' tasks for Act III.

Q: How are the gates guarded? Why can't we use the South Gate?

A: Each gate has at least six heary weapons overlooking the road. The south gate has twice as many cannons and is well garrisoned. Vinter Raelthorne is expecting Cygnar to approach from that direction.

Q: How many men can we expect at the North Gate?

A: I believe there are only about a dozen manning the defenses at any time.

Q: Why so few?

A: Vinter Raelthorne is overconfident. He knows no Cygnaran forces can reach him for weeks, and he is even sowing lies to slow and confuse the defenders of Cygnar further. His men are beginning to practice with the cannons, but fortunately the city is not well defended yet, and the northern wall in particular has a token garrison.

Q: How do we get the Legion across the river?

A: That's going to be up to you since there's no ideal place to cross nearby. The wider areas are slower moving than the narrow ones. I guess your army doesn't need to breathe, so that's something.

Q: How can we secure the North Gate?

A: Just inside the walls at the North Gate there is a guardhouse. If you can get inside, you can then get into the spaces in the wall and onto the parapet.

Q: What kind of defenses do the gate-guards have?

A: The men are well armed and armored, but they are not elite. Most of them are cannoneers, not front-line troops. The most dangerous thing is their flare-launcher. If there is trouble at the gate, the guards are instructed to run to the roof and launch a red flare. Do not let them launch the flare under any circumstances! If they do, Raelthorne's men will quickly reinforce the gate, and we will be in serious trouble.

Q: Do you have any loyalists at the North Gate?

A: I have one man on the inside. He is a watch lieutenant by the name of Mudd. He'll be in a bar called "The Dancing Swine" until he goes on duty at midnight. (Helstrom will give the PCs a silver ring at this point.) I've told him to help out anyone who comes to see him with this. Perhaps he can get you inside the guardhouse.

Q: Will the North Gate be open?

A: So far the gates have been open round the clock. Raelthorne will probably begin closing them at sundown soon, but the city is busy and closing the gates is sure to cause more unrest. He thinks he has weeks yet before any enemy can approach. Fort Falk to the south is the closest major Cygnaran Army outpost, and their forces are only now starting to march to us.

Q: How much time do we have?

A: Not a lot. I believe the skorne are on the march to Corvis already. It is imperative your Legion enters the city before the skorne can secure it.

Q: When we get into the city, what do we do?

A: Your eventual goal is the little-used East Gate, for that is where the skorne will be entering the city. Do not take the straightest path through the industrial 'bourg though. The North Bridge there is too narrow, so you could only move across two or three abreast at the most. If there are any of the enemy about, they could pick you off easily. No, when you get in the city, head south through the armorer's 'bourg and cross the West Bridge by the courthouse. Then move due east and cross the Black River Bridge. The East Gate will be right in front of you then.

Q: Should we be worried about the North Bridge? Can it be used to flank us?

A: The North Bridge is ancient and very narrow. The enemy cannot effectively move their whole army across it any more than you can. However, if it is not guarded some skorne will certainly move across it and harass you.

Q: That sounds like a big "YES." What can we do?

A: Find a way to guard the bridge or destroy it. If you can force the enemy to use the Black River Bridge, they will be much easier to contain.

Q: And what will you be doing, Captain?

A: I will be doing my best to fool the enemy into thinking nothing is going on and collecting intelligence from the handful of men I have left in positions of power. I have heard Borloch is up to something, but I need to learn more.

Once the PCs are up to speed, Helstrom will ride off with a last warning.

Read Aloud

"Raelthorne the Elder has not been sending out scouting parties that I know of, but be wary. If any of his men spot your Legion before they reach the city, it will go hard for you." With that, the captain gallops back up the road toward Corvis.

When Helstrom has gone, the PCs will need to plan their approach and assault on the North Gate. PCs who have worked as watchmen will have a rough idea of its layout, but the party is probably best off locating Helstrom's man Lt. Mudd.

The party will also need to coordinate the Legion's arrival with Alexia. If the PCs are unable to make a decision, she will suggest simply giving them a two-hour head start. Remember, Alexia cannot go with the PCs. She needs to stay with the Witchfire in order to keep the Legion animated. Although the river crossing sounds like a problem, it will not be as difficult as they fear due to the fact that the undead can wade through water without much slowing. The PCs can leave the details to Alexia since they are likely heading ahead to the city for other business. The only tricky part will



Captain Helstrom

be the wagons with the steamjacks and their fuel. If necessary the Legion can build its own temporary impromptu bridges with fresh lumber to get the wagons across, but this could take some time.

SCENE: KABOOM!

Timing: This scene should be described as the PCs approach the city walls.

Purpose: This is just for fun and to foreshadow the cannon fire the PCs will be involved in later.

As the PCs approach Corvis, they will see the North Gate defenders taking a bit of target practice. This is just to build atmosphere and foreshadow future events. The PCs are not in danger unless they treat this as an attack and do something foolish.

READ ALOUD

With the city walls of Corvis now visible about a quarter of a mile away, you are startled by a sound like thunder rolling across the land. A puff of smoke drifts from the wall over the North Gate, and then an explosion blooms about 200 yards from your position. A splash of fire illuminates the wreckage of a farmhouse now shattered by a cannon shell.

A moment later another gun speaks. Unseen, a shell roars by and the structure vanishes in an even larger cloud of smoke and debris. Even though the impact is far away, its report is terrifying. The sound penetrates your very bones.

A few moments of peace follow, but the guns of Corvis fire again. This time, the cannoneers have selected another type of shell. There is a blinding flash in the air, a crackling sound, and suddenly the damp fields short of the farmhouse are engulfed in flame. The gunners soon reload and adjust their aim, and the next detonation is squarely over the smoking foundation of the farmhouse. A rain of fire quickly consumes the remnants of the home then sizzles out.

The distant firing, which continues for a few more minutes, may spook the PCs' mounts. A Handle Animal check (DC 12) will be needed to keep control of any steed not acclimated to combat.

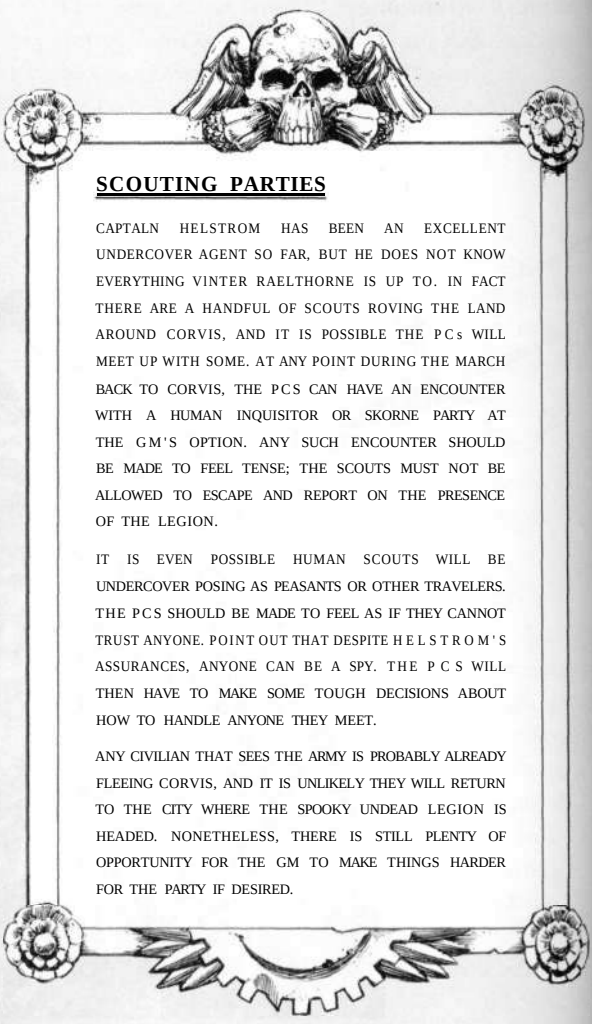
The gate defenders are actually showing the cannons' operation to some skorne who have come into the city to plan the imminent occupation. The skorne are curious about the human technology though they have their own similar weapons powered by different alchemy. When the PCs attempt to seize the North Gate defense position, they will encounter some of the skorne observers in combat.

TASK: SECURE THE NORTH GATE

Timing: The PCs must accomplish this task before the Legion is within sight of the city walls.

Purpose: If the North Gate is not made safe, gunners will rain hell onto the Legion as it approaches, and there will not be enough surviving Legionnaires to defeat the skorne.

Once the PCs have made it back to Corvis, they will need to get through the gate guards. The guards are bored and not fully attentive, so clever PCs will easily be able to sneak their gear back into the city. Depending on past events, it is possible the authorities will know some of the PCs by reputation and description. This



SCOUTING PARTIES

CAPTALN HELSTROM HAS BEEN AN EXCELLENT UNDERCOVER AGENT SO FAR, BUT HE DOES NOT KNOW EVERYTHING VINTER RAELTHORNE IS UP TO. IN FACT THERE ARE A HANDFUL OF SCOUTS ROVING THE LAND AROUND CORVIS, AND IT IS POSSIBLE THE PCs WILL MEET UP WITH SOME. AT ANY POINT DURING THE MARCH BACK TO CORVIS, THE PCS CAN HAVE AN ENCOUNTER WITH A HUMAN INQUISITOR OR SKORNE PARTY AT THE GM'S OPTION. ANY SUCH ENCOUNTER SHOULD BE MADE TO FEEL TENSE; THE SCOUTS MUST NOT BE ALLOWED TO ESCAPE AND REPORT ON THE PRESENCE OF THE LEGION.

IT IS EVEN POSSIBLE HUMAN SCOUTS WILL BE UNDERCOVER POSING AS PEASANTS OR OTHER TRAVELERS. THE PCS SHOULD BE MADE TO FEEL AS IF THEY CANNOT TRUST ANYONE. POINT OUT THAT DESPITE HELSTROM'S ASSURANCES, ANYONE CAN BE A SPY. THE PCS WILL THEN HAVE TO MAKE SOME TOUGH DECISIONS ABOUT HOW TO HANDLE ANYONE THEY MEET.

ANY CIVILIAN THAT SEES THE ARMY IS PROBABLY ALREADY FLEEING CORVIS, AND IT IS UNLIKELY THEY WILL RETURN TO THE CITY WHERE THE SPOOKY UNDEAD LEGION IS HEADED. NONETHELESS, THERE IS STILL PLENTY OF OPPORTUNITY FOR THE GM TO MAKE THINGS HARDER FOR THE PARTY IF DESIRED.



Vahn Oberen

will make passing through the gates harder. If the PCs are under suspicion, they will be taken aside to a secluded area for questioning; this is an opportunity for a brief combat to earn freedom. If a brawl erupts right at the gates, matters will be much more serious, and new watchmen and inquisitors will show up in minutes. Each city gate also has some steamjack support although Corvis has few at their disposal for defense thanks in part to Borloch's efforts to undermine the city during the initial takeover. The North Gate is guarded by a single basic steamjack (Appendix A) pressed into military service. This steamjack is only fired up about 25% of the time—coal is not free, you know.

If the PCs want to meet Helstrom's man Mudd, the Dancing Swine is only a few minutes from the North Gate. The PCs may have to ask a few locals to find it, or anyone making a Knowledge (local) check (DC 14) can find it with about five minutes of looking. The inside of the tavern is a typical scene—revelers of all sorts sit at round tables or at the bar exchanging stories and swilling ale. Helstrom's man Mudd is here sitting at a table by himself in uniform. Helstrom has told Mudd what the PCs look like, so he will be on the lookout for a group matching their description. Helstrom's silver ring will assure him the PCs are on the level.

The other patrons give Mudd a wide berth since watchmen are hated and feared nowadays. The PCs will get the evil eye for talking with a watchman, too.

If the PCs and Lt. Mudd join up, they can plan an assault on the North Gate defenders. Mudd knows all about the layout and staffing of the gate area, and he will sketch maps for the PCs if asked. He is willing to help the PCs get inside, too; he can bring them in as "prisoners," for example. He could also call in the watchmen standing outside the guardhouse to allow the PCs to enter without being challenged. Lt. Mudd will suggest these things only as a last resort, if the PCs are stumped, or if they are coming up with some truly suicidal plans.

While Lt. Mudd and the PCs scheme, the GM can liven things up by having a pair of inquisitors walk in. These two men will know Mudd by name since they work in the same part of the city. If the PCs are feeling too comfortable in Corvis, this would be a great way to put them on edge.

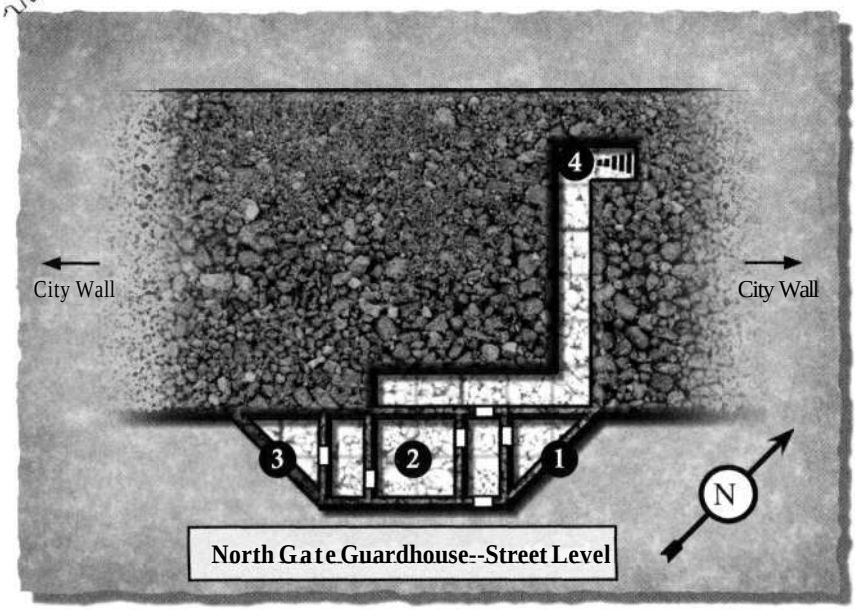
THE NORTH GATE ASSAULT

The North Gate guardhouse is attached to the inner wall of the city about 50 yards east of the North Gate. It only has a few rooms inside, but it is connected to the passages and chambers inside the wall itself. Most of the gate defenders can be found here.

Once the gate is secured and the Legion has entered the city, Alexia will lead them on the roundabout path described by Helstrom (above) toward the East Gate, for that is the direction of the skorne army. She plans to take the Legion directly to the enemy and to seek out Oberen. As it happens, the clash will not take place at the East Gate but in the heart of the city. The skorne are already on the move, and the two armies will clash atop the gigantic southern Black River Bridge.

THE GUARDHOUSE

Two watchmen always stand outside the door to the guardhouse. Getting past them will be the PCs' first task. The streets here usually have a few people about,



but after dark there will be one minute in every 10 where no passers-by are in sight. The PCs can use this time to subdue the guards, or they can hatch a scheme with Lt. Mudd if they have contacted him.

This station is used almost exclusively for the defense of the North Gate, and it is unusual for officials to bring prisoners here. It does happen from time to time when a local watchman needs a secluded place to sweat a suspect, but the men are instructed to use other stations when possible. Assume an average of one watchman per hour visits this place for various reasons (and Lt. Mudd knows it). If the PCs clean the whole place out, they need to deal with these visitors who will raise the alarm themselves if they see blood trails or other obvious signs of trouble.

1. THE INQUISITOR'S OFFICE

Read Aloud

A massive desk takes up the far corner of this stuffy office. A burly man in heavy armor sits at the desk with a quill in hand and a sheaf of papers on the desk before him. "I told you I was not to be... disturbed," he says, looking up at you.

Description: This corner office is where the station commander does his paperwork. Currently it is occupied by one of Raelthorne's inquisitors who is supposed to be overseeing North Gate security. Depending on how quietly the PCs got into the guardhouse, the inquisitor will either be doing paperwork when the PCs enter the office, or he will hear them scuffling with the guards and come see what is going on. Lt. Mudd may even lure him out of his office. The PCs can do any number of things in this situation, so the GM may need to alter the written descriptions throughout this part of the adventure.

Enemies: Overseer Delk Hrothar (male Midlunder Ftr5, see Appendix B) is the commander of this station. When he realizes the PCs are here to cause trouble, he will begin hollering for more guards to assist him. He will also start yelling something about "launching the flare."

Consequences: If the PCs cannot silence Hrothar, guards in the workroom (area 2) will hear him and come running. One of them will make a run for the stairs. If he manages to make it to the second level, he will alert the cannoneers and continue running up to the flare launcher on the third level. If he launches the red alarm flare, dozens of bad guys will begin to arrive. See the flare launcher in area 8 for more details.

Treasure: There are two useful things in this room. In the papers on the desk is a document listing the locations of two Inquisition watchtowers in North Corvis. It has a crude map and these words: "Pittman's" and "Port Authority #6." For maximum security, the lookout points should probably be silenced. If they are not, the consequences are unclear.

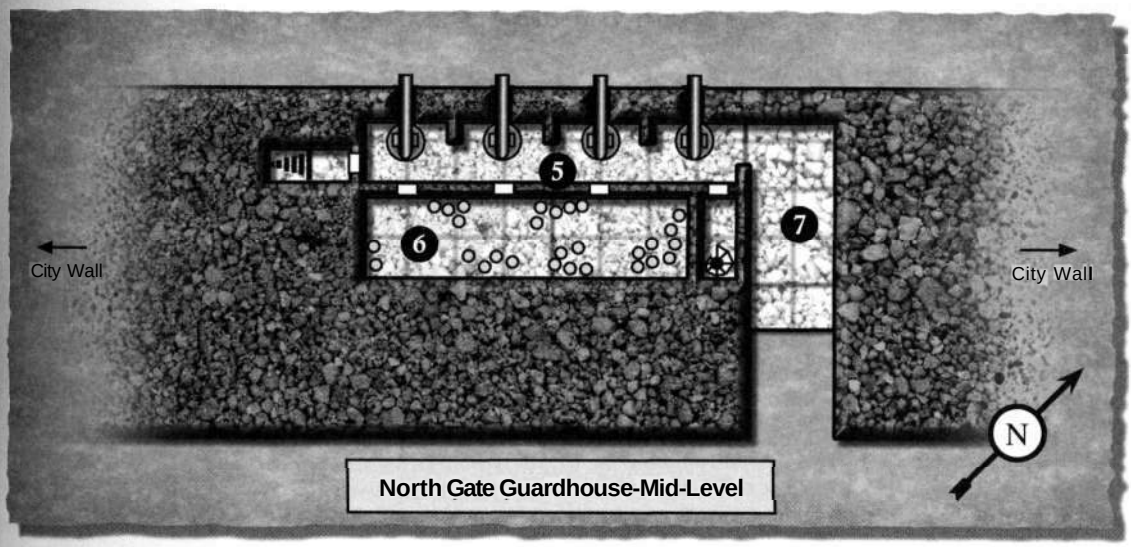
In Overseer Hrothar's pocket is another piece of paper. It has four cryptic lines written on it. "Alarm: 1 red. Attack: 2 red. All clear: 2 green. Summon commander: 2 yellow." These are the codes for the rooftop flare launcher in area 8.

2. WORKROOM

Read Aloud

Several men in city watch uniforms sit around this room playing cards and conversing by lantern-light.

Description: These men are killing time in the manner of security guards throughout the ages.



Enemies: There are four guards (use experienced watchmen, Appendix B). Two are extremely loyal to the new regime, but two are faking it so they will not get themselves or their families killed. How exactly the two fakers act is up to the GM. If they have a chance to backstab the traitorous watchmen, they may well take it. On the other hand, they will attack the PCs if it looks like they need to in order to keep their cover intact. However, if the PCs attack in immediate and strong force, they will promptly surrender and attempt to explain themselves.

Consequences: If a guard is able to get away, he will make a run for the roof as described in area 1.

Treasure: Each guard has a key on him that fits the cell in area 3.

3. JAIL CELL

READ ALOUD

A door made of iron bars indicates that this windowless room must be a jail cell. Inside the chamber are nothing but a pile of damp straw and a chamber pot.

Description: The cell is unoccupied. There is nothing of interest in it.

4. STAIRS

READ ALOUD

A wide stone staircase heads upward at a steep angle. The steps are worn from centuries of use.

Description: The gate guns are 50 ft. overhead, and there are three flights of stairs to climb to reach them.

5. LOWER CANNON BAY

READ ALOUD

Before you sits a large room with a high ceiling as if you were in a pocket carved out of the massive wall surrounding Corvis. To your left is nothing but open space, and you can see outside the city walls. A road winds away into the distance, and you can even witness the remains of the farmhouse you saw being attacked before burning brightly.

Three low walls in front of you mark out four cannon bays, and the giant weapons stand at the ready. A group of men stand in the middle bay talking and spitting down onto the road. It seems as if you must be standing directly over the North Gate among the cannons you saw firing earlier.

Description: The lower cannon bay is one large room. The walls separating the cannons are only four feet high. A small one-foot lip extends across the width of the outside edge of the bay (with a rounded profile to defeat grappling hooks from below).

The North Gate road is 50 feet below the Lower Cannon Bay. Note that the cannons cannot be made to fire straight down. Their muzzles can only be depressed low enough to fire at something 50 yards away from the wall.

Enemies: There are two human watchmen in this room and two skorne warriors ("green" watchmen,

KEEPING THINGS CHALLENGING

MUCH OF THE WITCHFIRE TRILOGY TAKES PLACE IN THE CITY OF CORVIS, AND THE PCS KEEP RUNNING INTO CROOKED WATCHMEN AND RAELTHORNE'S INQUISITORS. SINCE THE PCs KEEP GAINING EXPERIENCE (AND LETHALITY) THROUGHOUT THE GAME, THE GM NEEDS TO TAKE SOME STEPS TO KEEP THINGS CHALLENGING INSIDE THE CITY. FOR ONE, THE AVERAGE LEVEL OF THE OPPONENTS THEY MEET CAN INCREASE. THIS ACTUALLY MAKES A LOT OF SENSE. HERE IN THE LAST ACT OF THE LAST CHAPTER, THE PCS ARE SEEKING OUT AND ASSAULTING IMPORTANT POSITIONS, AND THERE IS NO REASON THESE PIECES WOULD NOT BE STOCKED WITH TOUGHER GUYS BY VINTER AND VAHN OBEREN.

SECONDLY, THE GM CAN INCREASE THE NUMBER OF INQUISITOR SPELLCASTERS THE PCs MEET. IN ADDITION TO WIZARDS (REMEMBER NOT TO USE SORCERERS!), THE OLD INQUISITION NUMBERED SOME "FALLEN" PRIESTS OF MORROW WHO TURNED TO THE DARK TWIN AND NOW SERVE THAMAR. SOME OF THESE DARK PRIESTS MAY HAVE ALSO EMERGED FROM THE SHADOWS TO HEED VINTER'S CALL. TO CONFUSE THE PCS FURTHER, THESE THAMARITE PRIESTS LIKELY STILL WEAR MORROWAN VESTMENTS ALTHOUGH THERE SHOULD BE CLUES TO THEIR TRUE NATURE (ROBES WHICH ARE GRIMY OR THREADBARE, HOLY SYMBOLS OF THAMAR INSTEAD OF MORROW, HIDDEN UNDER ROBES WHEN NOT IN USE, ETC). IF FOREWARNED, THESE THAMARITES AND WIZARDS CAN BE DEADLY ADVERSARIES. THE JUSTIFICATION FOR MEETING MORE CASTERS IS THE SAME AS ABOVE. AS THINGS GET CLOSER TO THE CRUCIAL HOURS, THE ENEMY'S BEST PEOPLE WILL BE PUT INTO THE MOST IMPORTANT POSITIONS. SKORNE "OBSERVERS" AND THEIR WARHOUNDS CAN APPEAR AT ANY TIME TOO.

THIRD, THE WATCHMEN AND INQUISITORS CAN BE MORE DILIGENT ABOUT LOOKING FOR TROUBLEMAKERS IN CORVIS. IF THE PCS ARE KNOWN TO THE ENEMY, THERE COULD BE PEOPLE LOOKING FOR THEM ALL OVER THE CITY. PASSING THROUGH THE CITY GATES CAN ALSO BE MADE HARDER AS TIME GOES ON. DO NOT LET THE PCS GET COMPLACENT IF THE INVADERS KNOW THEIR FACES! KEEP THEM ON EDGE.

skorne hp 22, 23; Appendix B). (The cannon bay is understaffed; each cannon needs a crew of four.) These men are new recruits who are loyal to the new regime, and they have been recently trained in the cannoneer's craft. Each human has a loaded military pistol (+1 ranged, 2d6/19-20/x3). If attacked, a human will try to get away to the flare launcher on the roof. One of the skorne has a skorne warhound (30 hp, Appendix A), which he will let loose on the party.

Consequences: Again, if the alarm flare is launched reinforcements will arrive within minutes. See area 8.

Treasure: The military pistols have a market value of about 300 gp each. Each man carrying a pistol has four extra charges for it (worth about 10 gp each). The cannoneers also carry keys that open the doors to the powder magazine (area 6) and the ammo caches upstairs in area 8.

6. POWDER MAGAZINE

READ ALOUD

As you swing open the heavy iron door, a strong and distinct smell assaults you. Its meaning is clear to anyone with combat experience—blasting powder, and a lot of it. A flash of light suddenly punctuates the darkness within the room when someone sparks up a torch. In the yellow light you see an old man dressed in a watch uniform. Piles of cannon powder sacks are all about him. "Hold it right there," he says, "or I blow us all clean to Morrow's doorstep."

Description: The powder room has three doors. The doors are normally locked (Open Lock DC 24). Inside are piles of ammunition. Blasting powder is sewn into cylindrical canvas sacks, and cannonballs of various sorts are stacked in pyramids on top of brass trays.

Enemies: The man is Master Gunnery Sergeant Hlar (Appendix B). He is no friend of the new regime and was happy enough letting the turncoats in the cannon bay get plastered by the PCs. Hlar is a good man, but he was begrudgingly forced to train the enemy in his craft. His life was only spared because of his immense skill.

Hlar is pleased to see someone contesting Vinter's men, but he does not know the PCs' motivations. Consequently, he is making a desperate play—lighting a torch in the powder magazine and threatening to touch off the stockpile. If the PCs can convince him of their motives, Sgt. Hlar will throw in with them. (If Lt. Mudd is with the PCs, Hlar will listen to what he has to say. The two know each other well enough to share mutual respect.)

Consequences: If the powder stockpile goes up, the explosion will be heard across the city. The cannon bay will be utterly destroyed, and rubble will rain down into the North Gate opening below as the floor gives way (8d6, Ref save DC 16 for half damage, rubble will slow movement by 50% but the way will not be blocked and the gate itself will be unable to close). Anyone in area 6 will be killed instantly with no save possible. Anyone in area 5 will take—ah, who are we kidding? They will be killed too.

A stockpile explosion will also destroy the spiral staircase leading up to the roof, area 6. The men topside will immediately send up two red flares and remain on the lookout for trouble. Cut off from below, they will not be able to do much else, but they can use the cranes to escape or hoist up reinforcements and supplies.

Treasure: The ammo stockpile is worth thousands of gold crowns, but the loot is bulky. The cannonballs (there are 250 here) weigh about 12 lbs each (these guns are "twelve pounders"). A canvas cylinder of cannon powder is 10 inches in diameter, eight inches tall, and weighs five lbs. There are 300 charges in the magazine. These are different from the kegs Helstrom gave the PCs in Chapter Two before Fort Rhyker. These are ignited by a lit fuse rather than a more expensive (and reliable) alchemical process. The lit fuse ignites the powders but more importantly burns through a thin barrier separating the two powders which then combine for an explosion. A charge set on fire will explode in 1d3 rounds, doing 8d6 fire damage to anything with which it is in contact; damage is reduced by half for each five feet of distance (Reflex save DC 16 for half damage). A cannon blasting charge also has a 5% chance of exploding for every 1 hp of physical damage it takes. (Remember, blasting powder in the Iron Kingdoms is actually a combination of two alchemical creations that explode on contact. Each compound is flammable by itself, but the real bang comes from mixing them.)

Some of the actual ammunition consists of plain iron cannonballs (75). There are also 170 "canister" rounds (a thin tin can holds a multitude of smaller round shot; the can is shredded when fired, turning the cannon into a giant shotgun). These will not be too exciting to the PCs, but there are 25 explosive cannonballs here. They have a built-in clockwork timer, and they can be set to explode in 5-15 seconds (3dl0 to all within 20 ft, Ref save DC 16 for half damage). These cannonballs are not filled with blasting powders yet though, and preparing one to explode takes a Craft (cannoneer) check (DC 12) and two minutes of time. There are also five incendiary cannonballs here. These have a clockwork timer like the explosive ammo, but they are filled and ready to go. When they explode, they cover a 20-foot diameter area with flaming goo that deals ld6 damage and lights anything hit on fire, which means they take ld6 points of damage immediately. In each subsequent round, the burning character must make a Reflex save (DC 15). Failure means he takes another ld6 points of damage that round. Success means the fire has



gone out. (That is, once he succeeds his saving throw, he is no longer on fire.) .

It is quite likely the PCs will make off with some of the explosive loot. That's OK. Let them have fun with it; this is the grand finale, after all. Just make sure they are held responsible for any misuse of the ordinance. It would be very easy to injure or kill innocent civilians if the weapons are misused.

7. LOADING PLATFORM

READ ALOUD

A large set of double doors stands open. Beyond is a large chamber with one side open to the air. You can see rooftops below you, and you now stand even with some of the city's spires. Overhead is the silhouette of a crane, and a stone platform protrudes from the floor about 10 feet out over the city streets.

Description: To move cannons from the ground to the lower cannon bay, the crane above winches them up onto the platform. They are then moved by hand to their final positions (a laborious process most watchmen try to avoid). There is nothing of interest in this room.

8. UPPER CANNON BAY

READ ALOUD

The spiral staircase takes you up another stretch to the top of the city wall. When you step out of the covered stairwell, you immediately see another three cannons looking over the city walls.

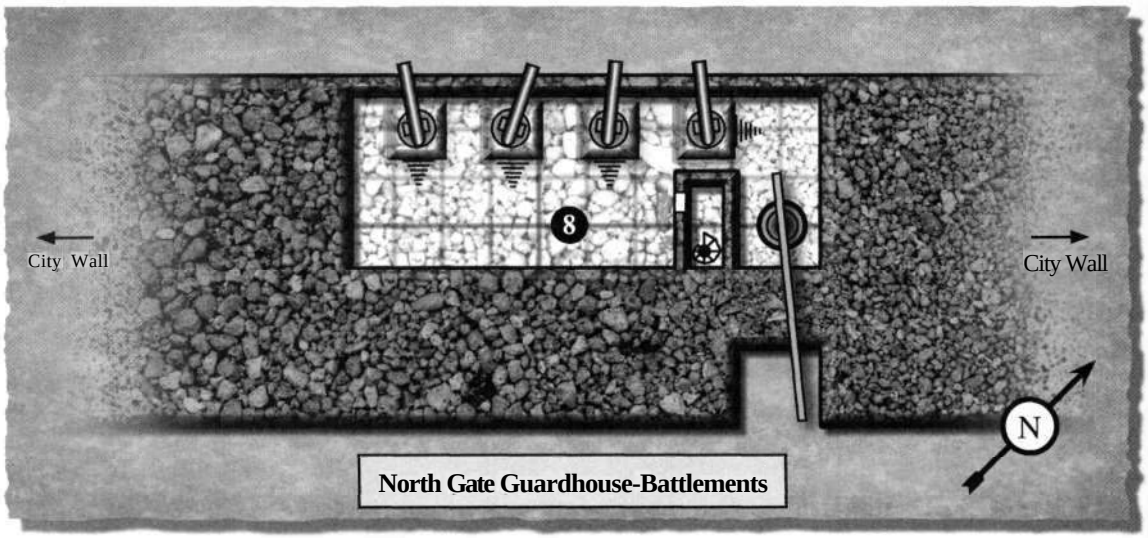
There is aiso a huge crane with its arm extended over the city-side drop off. On the far side of this battlement is a strange apparatus that looks like a metal tube pointing straight up.

A few more watchmen are here sitting around one of the cannons gossiping.

Description: The upper cannon bay is built on top of the city wall. Four cannons are here, each mounted on a five-foot-high stone platform. A shallow ramp leads from floor level up to each cannon. On the right side of each platform is a three-foot tall iron door which is locked but can be opened with an Open Lock check (DC 24).

Also on the roof is a crane used to move cannons and pallets of ammo onto the loading platform below or right onto the roof; these materials are not brought up the stairs. The crane is a confusing mass of chains, ropes, and pulleys and is powered simply by elbow grease. (No one likes working on a day when the crane is used.) The crane is currently rigged for operation, but it will take a Rope Use or Disable Device check (DC 16) to figure it out. (It takes 10 men 60 minutes to hoist one cannon up to area 7 and twice that long to the roof. As few as 5 men can hoist a 12-pound gun with the crane, but the work time increases in a linear fashion. It takes one quarter the time to lower a cannon.)

The strange metal tube will be familiar to anyone in the party who has worked for the city watch or used a cannon—it is a flare launcher. Next to the launcher is a wooden crate filled with straw. Inside the straw are a dozen fist-sized clay cylinders each marked with a



North Gate Guardhouse-Battlements



Mastery Gunnery Sergeant Hlar

spot of red, green, or yellow paint. One end of each cylinder has an "X" marked on it. These are self-propelled flares. Operating the launcher is simple. A flare is dropped into the tube "X" side first. When it hits the bottom a metal spike shatters the clay base and punctures two pouches of blasting powder inside. The two powders explode upon contact with one another, and the flare is then launched about 200 feet into the air. If a flare is dropped into the tube backwards, it will not go off, but the clay will break and the tube will need to be dismounted and cleaned which will take two minutes and a Craft (cannoneer) check (DC 10). The launcher needs to be cleaned every four shots anyway to get rid of clay fragments and soot.

If two flares are dropped in at once, the launcher will explode, and anyone within 5' will take ld6 damage (Ref save DC 16 for half). If a flare is thrown on the ground, there is a 50% chance it will explode and cause damage the same way (along with a splash of brightly colored flame).

Enemies: There are three watchmen and one skorne on the roof (2 "green" watchmen, 1 "experienced" watchman, and 1 skorne warrior, Appendix B).

Consequences: If anyone launches a single red flare, 10 inquisitors and watchmen from North Corvis will arrive over the next 2d6 minutes. If two red flares are launched, twice that number will appear. In either case, men at other official positions across the city will be on heightened alert for the rest of the night, and the North Gate will be heavily reinforced once evidence of the PC attack is seen. If the green "all clear" is sent up, it will cancel an alarm or attack signal. If the yellow "summon officer" is sent up, an inquisitor named Garwood (generic inquisitor Caspian Ftr4, Appendix B) will arrive in 10 minutes along with two crooked "experienced" watchman flunkies.

OF CANNONBALLS & BRASS MONKEYS

THE BRASS TRAY ON WHICH CANNONBALLS ARE STACKED IS CALLED A "MONKEY" FOR SOME STRANCE REASON ONLY KNOWN TO CANNONEERS. WHEN IT GETS REALLY COLD OUTSIDE, THE BRASS CONTRACTS A BIT—JUST ENOUGH TO PREVENT THE PYRAMID FROM STACKING NEATLY. THIS IS WHERE THE EXPRESSION "COLD ENOUGH TO FREEZE THE BALLS OFF A BRASS MONKEY" COMES FROM. (W E WOULD NOT MAKE THIS UP.) IN THE IRON KINGDOMS, THIS EXPRESSION IS KNOWN TO BE OF DWARVEN ORIGIN, FOR IT GETS QUITE FROSTY IN RHUL. WHAT IS NOT KNOWN IS WHERE THE DWARVES LEARNED ABOUT MONKEYS.

ABOUT CANNONS

A COMPLETE TREATMENT OF CANNON RULES IN THE IRON KINGDOMS IS OUTSIDE THE SCOPE OF THIS BOOK. FOR THE PURPOSES OF THIS ADVENTURE, TREAT CANNONS AS A DIRECT-FIRE SIEGE WEAPON. UNLIKE CATAPULTS, THEY REQUIRE LINE OF SIGHT BUT ARE CREWED BY A SMALL TEAM AND RESOLVE THEIR ATTACKS IN A SIMILAR FASHION. CHECKS FOR FIRING AND RELOADING CANNONS ARE DONE WITH THE SKILL CRAFT (CANNONEER). CANNONS TARGET SQUARE INTERSECTIONS RATHER THAN INDIVIDUALS.

AIMING AND FIRING THE CANNON REQUIRES A FULL ROUND ACTION WHERE THE CREW CHIEF MAKES A CRAFT (CANNONEER) CHECK (DC 15), APPLYING THE RANGE INCREMENT PENALTY AND ANY OTHER MODIFIERS. IF THE CHECK SUCCEEDS, THE CANNON SHOT HITS AND DEALS DAMAGE AS INDICATED BY AMMUNITION TYPE BELOW. ONCE A CANNON HITS A SQUARE INTERSECTION, SUBSEQUENT SHOTS HIT THE SAME TARGET UNLESS THE CANNON IS RE-AIMED OR HAS BEEN MOVED. As LONG AS THE CHIEF CAN SEE THE MISS, HE GAINS A +2 CUMULATIVE BONUS TO SUBSEQUENT CHECKS (MAXIMUM +10). IF A CANNON MISSES, ROLL 1D8 TO DETERMINE WHERE IT IANDS. THIS DETERMINES THE MISDIRECTION OF THE SHOT WITH 1 BEING BACK TOWARD THE CANNON AND 2 THROUGH 8 COUNTING CLOCKWISE AROUND THE TARGET SQUARE. THEN THE SHOT IANDS A NUMBER OF SQUARES IN THE INDICATED DIRECTION EQUAL. TO 2x THE RANGE INCREMENT OF THE ATTACK.

12-POUND GUNS (AKA "TWELVE POUNDERS"): MEDIUM-SIZED BREECH-LOADING CANNON, USEFUL IN MANY COMBAT ROLES. 10 FEET LONG, BARREL WEIGHT 2500 LBS, WEIGHT WITH CARRIAGE 3000 LBS. 15,000 GP, RELOAD 10 STANDARD ACTIONS EACH OF WHICH REQUIRE A CRAFT (CANNONEER) CHECK (DC 12) WITH A NORMAL CREW OF FOUR. (YES, THAT IS ONE FULL MINUTE TO REL.OAD.) FOR SMALLER CREWS, EACH MISSING PERSON INCREASES THE DC BY 2, AND ADDS 2 ADDITIONAL. STANDARD ACTIONS TO THE RELOAD TIME. IF THIS ROLL FAILS, THE PROCESS MUST BEGIN AGAIN AS THE CANNON IS CLEARED OUT AND RELOADED. MOST CANNONS (INCLUDING THESE) HAVE A THREAT RANGE OF 19-20 AND A X3 DAMAGE MULTIPLIER.

AMMUNITION (RANGE INCREMENT VARIES BY AMMUNITION USED. ALL AMMUNITION WEIGHS 12 POUNDS EACH):

- **SOLID SHOT:** USED FOR BATTERING WALLS AND PUNCHING INTO DENSE RANKS OF ENEMIES. RANGE INCREMENT 450 FT., DAMAGE 4D12 PIERCING.
- **EXPLOSIVE SHELL:** CLOCKWORK TIMER DETERMINES WHERE THE SHELL EXPLODES. RANGE INCREMENT 300 IT., DAMAGE 3D10 PIERCING (SHRAPNEL RADIUS 10 FT., CRIT 20/x2), REF SAVE DC 16 FOR HALF DAMAGE.
- **INCENDIARY SHELL:** USES A CLOCKWORK TIMER AS ABOVE. RANGE INCREMENT 300 FT., DAMAGE 1D6 DAMAGE AND LIGHTS ANYTHING HIT ON FIRE, WHICH MEANS THEY TAKE 1D6 POINTS OF DAMAGE IMMEDIATELY. IN EACH SUBSEQUENT ROUND, THE BURNING CHARACTER MUST MAKE A REFLEX SAVE (DC 15). FAILURE MEANS HE TAKES ANOTHER 1D6 POINTS OF DAMAGE THAT ROUND. SUCCESS MEANS THAT THE FIRE HAS GONE OUT. (THAT IS, ONCE HE SUCCEEDS HIS SAVING THROW, HE IS NO LONGER ON FIRE.) DAMAGE RADIUS 20 FT.
- **CANISTER:** CLOSE-RANGE ANTIPERSONNEL AMMUNITION. USELESS PAST 5 RANGE INCREMENTS. RANGE INCREMENT 180 FT., DAMAGE 3D10 PIERCING IN A 20' RADIUS, REF SAVE DC 16 FOR HALF DAMAGE.

IN CASE IT IS NOT OBVIOUS FROM THE STATS, CANNONS ARE BAD NEWS. THEY ARE MADE FOR DESTROYING ARMIES AND FORTIFICATIONS. THEY ARE NOT TO BE PULLED AROUND BY THE PCS' PACK MULES AND USED ON EVERYTHING THEY SEE. CANNONS ARE WEAPONS OF WAR, AND ANYONE USING THEM WILL BE TREATED ACCORDINGLY. (HISTORIANS WILL NOTE THESE GUNS ARE BIGGER THAN HISTORICAL 12-POUNDERS. HEY, IT'S THE IRON KINGDOMS—EVERYTHING'S A BIT BIGGER!)

Treasure: Behind the short doors built into the cannon platforms, PCs will find 10 powder charges and 10 assorted cannonballs (see area 6 for details).

WRAPPING UP

If the PCs are able to clear the gate and keep the enemy none the wiser, the Legion will waltz into the city. If the enemy is alerted but the party was able to disable all of the cannons, the Legion can make it through the gate anyway, but a fight with watchmen and inquisitors will certainly develop and slow them down.

It is also possible the PCs will wipe out the defenders and have to hole up inside the defensible space inside the walls fighting off the reinforcements who want to reclaim the cannons. This is a dangerous situation, and the PCs will hopefully attempt to destroy the cannons so they cannot be used if they are overrun.

If the PCs do not disable the cannons and the enemy mans the gate, the Legion will get shredded by canister shot and explosive shells as they approach. In this case the PCs will need to fall back and make other plans, but if they wait too long the skorne will secure the city and the Cygnaran army from Fort Falk will be in for a difficult siege—perhaps impossible without further reinforcements from abroad.

TASK: SILENCE THE LOOKOUTS

Timing: If the PCs are even aware of this task, they should tackle it before the Legion moves onto the city streets.

Purpose: Removing the lookouts will prevent the defenders from learning about the Legion's presence for a short time. This will make the battle at the Black River Bridge go easier for the attackers because the river defense cannons will not be turned around and waiting for the Legion to arrive.

If the PCs locate the inquisitor's map in the North Gate guardhouse, they will see that the Legion's route into the city takes them past two Inquisition lookout points. If these points are manned and the inquisitors see the Legion, they may be able to send up flares or cause some other mischief. This would be less than ideal, and the PCs may wish to move ahead and eliminate the building-top lookouts. (Inquisitors on the street will almost certainly see the Legion as well once it enters the North Gate, but they will not be able to pass messages as effectively as their colleagues in the lookout points.)

If the party does not find the map, or if they choose not to investigate the marked locations, things will be harder once the Legion reaches the Black River Bridge. The inquisitors there will be alerted, and the anti-ship cannons will be turned into the city to face the Legion. (See "The Black River Cannons" below.)

LOOKOUT POINT 1

The inquisitor's map leads the PCs to a tall building near the Corvis Arena; the lookouts must be on one of the upper stories.

READ ALOUD

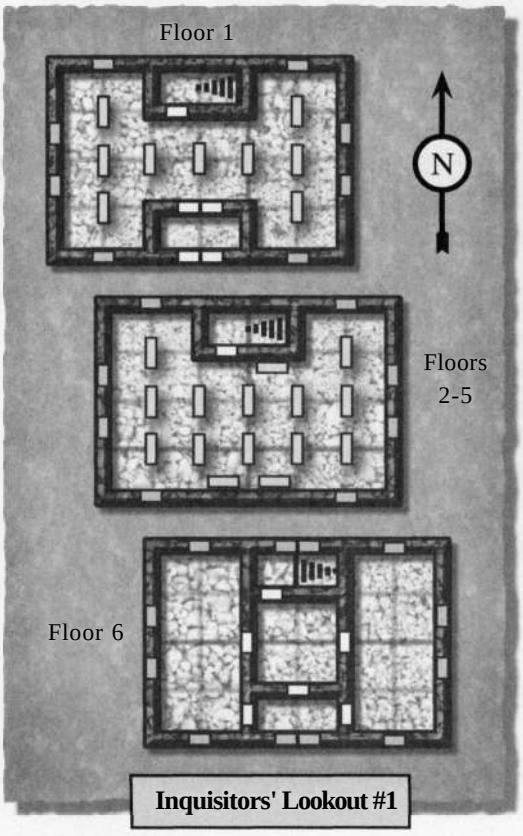
You arrive at a tall, elegant building of black marble and rose-colored granite. A large brass plaque by the double doors reads, "Pittman's Private Library." Smaller signs indicate this building is also home to the office of "Bursh & Bursh, Barristers," and "Greater Cygnaran Import & Export."

An eye has been painted on the front door with black paint as an indication the new regime has claimed this building. The rightful owners have not been allowed inside for days.

This building is 40 feet by 60 feet and six stories tall. The first five floors are packed with books all belonging to Pittman's Private Library, a service for wealthy bookworms. Many of the shelves are toppled, and some books have even been burned in a pile on the marble floor. The sixth floor is shared by the law office of Bursh & Bursh and the import/export company (both have been hastily searched). Here are two inquisitors (a female Caspian Wiz4 and a male Caspian Rog4, Appendix B) keeping an eye on things around them with spyglasses (3x magnification, 1 lbs., 10 gp). Each inquisitor also has a military rifle (Wiz4

PAGING MR. HATHCOCK, MR. CARLOS HATHCOCK

THE PCS MAY GET THE BRIGHT IDEA TO FIND THEIR OWN PERCH AND TAKE OUT THE LOOKOUTS WITH RIFLE FIRE. IT IS NOT A BAD IDEA, SO LET THEM PURSUE IT IF THEY WANT. KNOWLEDGE (LOCAL) AND CLIMB CHECKS CAN BE MADE TO FIND A GOOD SHOOTING LOCATION. (A SILENCE SPELL WOULD CERTAINLY BE HANDY FOR THE SNIPERS!) IF ANYONE WANTS TO KNOCK OUT THE PORTABLE FLARE LAUNCHER, IT HAS AC 12, AND ONE HIT FROM A RIFLE WILL DESTROY IT—ASSUMING THE PCs HAVE A HIGH ENOUGH PERCH TO SEE IT. IF THEY DO NOT FIND A GREAT SPOT FROM WHICH TO SHOOT, THEY WILL PROBABLY ONLY SEE THE LOOKOUTS' UPPER BODIES.



Inquisitors' Lookout #1

+4 ranged and Rog4 +6 ranged, 2d8/19-20/x3) and a portable flare launcher (a short, metal tube with three legs). Six flares are here two each of yellow, green, and red. There is nothing of value in the building; the Inquisition has taken it all already.

LOOKOUT POINT 2

The next lookout point is located at the south end of the West Bridge. It is a small wrought-iron platform mounted atop the bridge-house. In better times the Corvis Port Authority had lookouts here keeping an eye out for troublemakers on the water. Now these lookout points are used by Raelthorne's men to keep an eye on the city.

READ ALOUD

Here on the south side of the bridge a spiral stairway climbs up the stone wall of the bridge house. Far overhead you can see some kind of platform perched on the bridge-house's roof. A chain has been placed across the entrance to the stairway as if to say "keep out." Engraved into a stone slab at the foot of the stairs are the words "CORVIS PORT AUTHORITY LOOKOUT #6."

At the top of the iron stairway 80 feet overhead is a 10'x20' platform with four-foot high sides (no map provided—wing it!). On it stand two male inquisitors (Caspians Ftr4 and Rog4). They both have spyglasses and military rifles in addition to their typical arms and armor. A portable flare launcher and six flares are here too.

WRAPPING UP

If the PCs successfully silence these lookout points, no flares will be sent up when the Legion marches through western Corvis. This means the cannons at the Black River Bridge will be lightly defended.

If the PCs bungle this task (or fail to attempt it), the Black River cannons will be turned to face the oncoming Legion when they approach the bridge. The PCs will have to work much harder to defeat the defenders and protect the army from the devastating cannon fire.

TASK: BORLOCH'S HOSTAGES

Timing: Depending on how the timing of the previous events is shaking out, this scene can happen at one of three times:

- If the PCs are ahead of schedule and there is time to kill before the Legion arrives in Corvis, they can be alerted to this task before the lookouts are silenced.
- If the Legion arrives in Corvis right after the North Gate is secured, the PCs will have to deal with the lookouts and the Black River cannons immediately. Once that is done, they can learn of the hostages and leave the central battle to deal with it. The GM can easily ensure the party returns in time for the finale with Alexia and Oberen. The main battle can linger on as long as the GM requires.
- If it is not practical for the PCs to leave the bridge battle, they can take on Borloch as their very last task of the adventure. News of the hostage situation will come to them after they have resolved the situation with Alexia and Oberen. This may seem anticlimactic, however, if done in this order.

Purpose: This task sets up the PCs' final confrontation with the cowardly and evil Mayor Borloch.

Over the last week or so, Oberen and Vinter Raelthorne have been holding onto a few Cygnaran nobles. These prisoners possess some valuable knowledge, and Raelthorne the Elder has been intending to get it out of them by any means necessary. One woman, Lady Eleanor Hattentop, (Midlunder Ari8) is a friend and confidant of King Leto Raelthorne. Another, Admiral Fhreel (Caspian Ftr5/Exp4), is a Cygnaran naval officer normally stationed in Caspia who had been checking on Corvis river shipping when the city was invaded. Lastly there is an important civilian named Tarl Schenk (Midlunder Exp9) who was the designer of some Cygnaran military codes. All three were in separate cells below the Corvis courthouse on a level near where Father Dumas was being held.

When Oberen and Raelthorne saw that Corvis was being invaded by the Legion, they instructed Borloch to take the valuable prisoners from their cells under the courthouse to the East Gate, so they could be held in safety with the skorne army. Borloch took some men and went to fetch them, but it was already too late. By the time he got to the courthouse, the Legion of Lost Souls was almost to the East Bridge. With enemies now roaming throughout Southern Corvis, Borloch decided the best course of action was to hole up in the courthouse and keep quiet. He remains on the observation deck of the courthouse holding on to the prisoners and watching the battle.

When Helstrom's loyal men learned what the crooked mayor was up to, they got a message to the captain and the PCs. Clearly the prisoners need to be rescued, and Borloch needs to be dealt with. The PCs can pass if they want to, but hopefully they won't! They can also put this mission off a bit when they learn of it. Helstrom's men will keep Borloch and his goons bottled up in the building, so the GM has some flexibility in the timing of this task.

This task is set up as a fairly straightforward combat encounter taking place in a few rooms in the domed courthouse building. If it fits better elsewhere because of how the players have been doing things, so be it. The mission can become a wagon chase and rescue, or Borloch and the rest can be holed up in a cellblock like the one in Act III of SOTE (Chapter Four). Anything the GM wants to cook up is fine as long as it leads to a dramatic and final confrontation with the evil mayor.

THE COURTHOUSE

When the PCs arrive at the courthouse, they will find some watchmen on the marble steps. The ranking officer will approach them and speak.

Read Aloud

Five watchmen stand on the marble steps of the domed courthouse bearing an assortment of halberds, swords, and firearms. Many of them seem to have been in combat recently; their uniforms are torn and dirty, and some nurse wounds.

As you approach, one man with a pistol at his side approaches you and fires off a snappy salute. "M'lords, we're pleased to see you. We've Mayor Borloch bottled up like a rat, but he has hostages and he is threatening to kill them if his demands are not met."

The officer speaking is Lt. Jonas (male Midlunder Ftr3). He has some interesting news if the PCs carry on a discussion with him.

Q: How did you recognize us?

A: Your reputation has preceded you. Captain Helstrom told us about all you have done for Corvis.

Q: What does Borloch want?

A: Freedom. Immunity. Safe passage out of Corvis.

Q: Has he hurt any of the hostages yet?

A: We don't think so.

Q: Who else is in there?

A: We know he has several turncoats and inquisitors with him but not exactly how many. There's at least one wizard inside, that much we are sure of.

Q: You men have been fighting?

A: Yes. Once we saw someone was seriously contesting Vinter's claim on the city, many watchmen ceased playing along with the occupation and started fighting the Inquisition. Thank Morrow this day has finally come!

Q: How has the fighting gone?

A: Hard. The inquisitors are a tough lot, and many of us have fallen. There are also many traitors and new recruits—thugs from the bad parts of town. Still, I think that the tide has turned. I believe Corvis will be free come dawn.

Q: Are any of your men in the building?

A: Yes. I have a few men watching the stairs. I have a few more outside the building in case the mayor tries to climb out a window.

Q: Where's Borloch?

A: We can't say for sure, but the last time any of us saw him he was on the 5th floor in the law library.

Q: Any of you want to come in with us?

A: I can spare perhaps two men including myself. The rest I need to continue guarding the building and the stairs in case anyone gets past you.

If the PCs do want some extra manpower, Lt. Jonas will ask for one volunteer from his men outside. "Who wants to come with me and bleed that fat bastard? I need one volunteer," he asks. All of his men will volunteer, but he will choose Officer Bokar (male Midlunder Ftr3, experienced watchman, Appendix B) who is also armed with a longsword and a military pistol. Bokar is scratched and bruised, but he has not really been injured.

The courthouse is a dome-shaped building with two wings. Borloch is reportedly in the top of the dome where there are three floors of offices, a high-ceiling library chamber, and an observation deck. A spiral staircase provides access to these floors, and its entrance is currently guarded by a pair of pistol-packin' watchmen (Ftr3, experienced watchmen, Appendix B). Everyone else has fled the building.

The first floor holds offices and the plush city council chamber. If the PCs are determined to explore

it, the GM will have to improvise, but Lt. Jonas is positive the bad guys are upstairs. Floors two and three have the same floorplan as floor four if the PCs want to explore them. There will not be much to see on two and three besides vacant offices and abandoned paperwork. Try to keep the PCs moving along. Some hostage screams from upstairs may help speed things up. The fact the building has been obviously ransacked should help to keep things moving because the rogues in the party will not be rifling every desk looking for loot. Floor four is where the fun starts, and it reaches an exciting climax on floor six.

1. STAIRWELL

READ ALOUD

You have climbed the cramped iron staircase up to the fourth floor. In this narrow passage the dingy granite underpinnings of the courthouse are exposed. No marble was wasted on this utilitarian chamber.

Description: This is just what it looks like, a room with a spiral staircase in it. Each floor has its own landing, and one cannot see from one floor to another.

Enemies: There are no enemies in this room, but there are enemies hiding in the ransacked offices of the 4th floor. See area 3.

2. BIG OFFICES

READ ALOUD

This spacious office holds an elegant desk, matching chairs, and severai pieces of cheap institutional art.

Description: These are offices for magistrates and other city officials, but they are unoccupied due to the grim political situation in the city. The Inquisition has tossed these offices, and there is nothing of value left. The art is most certainly *not* valuable and consists of cheap castings of ugly sculptures. The paintings are even worse. (Your taxes at work!)

Enemies: Though there are four enemies hiding on this floor, they will not hide in these rooms. See area 3.

3. HALLWAY

READ ALOUD

A wide marble-floored hallway encircles this floor. The outside wall is lined with doors. Occasional bronze statues grace the hallway depicting great leaders from Corvis' past.

Description: The hallway is spacious and a great place for a fight. If the marble floor becomes slick with blood, all combatants will need to make Balance checks (DC 12) every round to remain standing. (One of the statues in the hallway is of Mayor Borloch. He did not waste any time getting that done, did he?)

Enemies: There are five men (all Midlunders, 4 Rog2, 1 Wiz3) hiding in the ransacked offices in the outer ring of the 4th floor. The inquisitors will choose to lurk in offices that have a view of the entrance to the stairwell. If the PCs come out of the stairwell, the inquisitors will attack and try to drive the party back down. If the PCs do not exit the stairwell, the inquisitors will try to sneak up the stairs behind them, either contributing to the fight in the library or appearing as reinforcements in area 7.

4. SMALL OFFICES

READ ALOUD

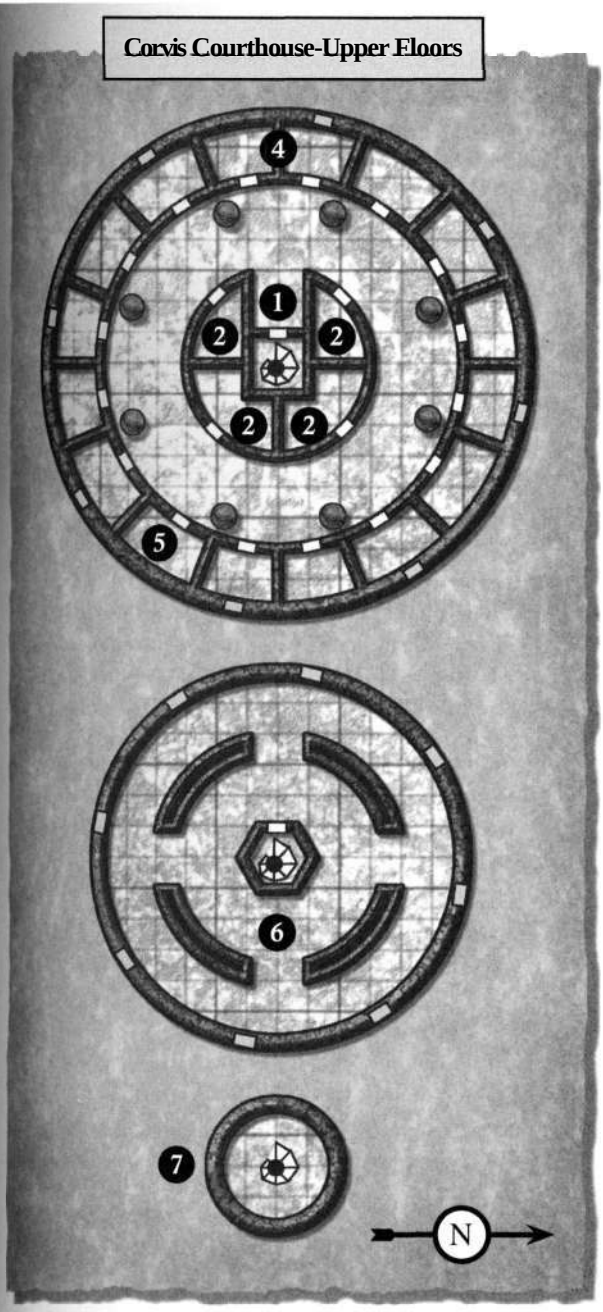
This room is clearly some other kind of office, and the furniture and papers are all in disarray.

Description: All of the rooms in the outer ring are smaller offices used by magistrates and other city functionaries. Each room is identical with nothing of value inside it—save for area 5, Magistrate Bencher's office.

Enemies: If the PCs approach an office occupied by an ambusher, a fight will result. All of the enemies on this floor will charge into battle if one of them springs an ambush.

5. MAGISTRATE BENCHER'S OFFICE

Description: If the PCs talked to Mox in Act I, and they want to use the key taken from the lair of the tunnel terror in SOTE (Chapter 4), this is the place. This room appears basically identical to all of the other offices in the outer ring of the 4th floor. Anyone specifically searching for the magistrate's name outside the office will easily find a plaque reading "Magistrate Bencher."



The Inquisition goons did not find the magistrate's floor safe, which the PCs may locate under a floor tile with the Cygnaran swan on it with a Search check (DC 24) +6 bonus if they talked with Mox. The safe has an *arcane lock* upon it as well as a splendid conventional lock (Open Lock DC 38). The key from SOTE will take care of the lock but not the spell.

Treasure: Inside the safe are three rubies worth 1,000 gp each, 5 large and elegant Iosan platinum coins (worth 50 gp each to a collector of such things), and the dead magistrate's most prized possession, a *ring of lies*. This ring is actually two thin rings joined together. The first ring is pure white, pristine, and smooth. The second is as black as the night sky with jutting edges that seem impossible. Any character who wears the ring can cast *Discern Lies* at will twice per day at 4th caster level. As an additional function, the wearer can freely speak lies for one round per day; no means, magical or mundane, can detect this deception. This function requires activation by turning the ring a certain way, after which its power lasts for one round. The *ring of lies* is worth 19,200 gp.

6. LAW LIBRARY

Read Aloud

This is a domed-ceiling room packed full of tall bookcases. Sunlight filters in from large windows set into the outside wall, and the smell of musty paper fills the air. A cheerful sign on a nearby bookcase says, "Quiet please!" A hexagonal marble column reaches up to the top of the dome, undoubtedly concealing the bare stairwell from the library patrons.

Description: The PCs will have a few more enemies to deal with here in the library, which fills the whole 5th floor. The numerous bookcases will make for an interesting fight, for there is plenty of concealment. The walls and floor of this room are fine stone, but the bookcases are made of wood.

Enemies: There are four enemies in this room: 2 male Ftr3's, 1 female Rog3, and 1 male Wiz4 (use experienced watchman, experienced rogue, and inquisitor wizard stats from Appendix B). They will do their best to kill the PCs or drive them back down the stairs. These individuals will have likely heard the PCs down below and will be prepared to ambush them.

Tricks & Traps: A bookcase can be pushed over with a Strength check (DC 26). Because the bookcases are wide, three characters can participate in the effort. Anyone caught under a falling bookcase takes 2d6 damage and is pinned (Ref save DC 18 for half damage and avoid being pinned). Anyone pinned may attempt to get free with a Strength check (DC 20). The bookcases are not close enough together to fall like dominoes.

Consequences: When the PCs have killed two of the four enemies, the last two will retreat up to area 7. If the PCs bypass this level entirely, all of the enemies will follow them up to area 7, making for an interesting standoff.

Treasure: You want to steal from a library? That's *low*. Still, a PC knowledgeable about rare books will find one legal tome worth 100 gp with each Search check (DC 24), to a maximum of 10 books. PCs taking a few weeks to read through these (very boring) books after the adventure may be allowed to have a point or two in Knowledge (Cygnaran law).

7. OBSERVATION DECK

READ ALOUD

The now-familiar iron staircase terminates in a small domed chamber high atop the courthouse. A simple railing surrounds the edge of the platform, and you can see the city of Corvis spread out around you. Smoke still drifts from the carnage on the bridge.

Mayor Borloch and his surviving henchmen are here holding their prisoners in front of them as human shields. "Stop right there," says the mayor, "and throw down your weapons unless you want innocent blood on your hands." He digs the muzzle of his gun into the temple of the woman he holds in front of him.

Description: Borloch and his last goons will be holed up here when the PCs arrive. If there are only three men here, each will be holding one of the tied-up prisoners in front of him as a shield, and each will have a small pistol held to his prisoner's head. Any enemies beyond three will cover the PCs, but they will not attack when the PCs enter. This is a time for negotiation. For a bit, anyway! Once the PCs make the scene, Borloch will begin threatening violence to the hostages and bargaining for his life.

The evil mayor is not as chatty as most evil villains seem to be, but the PCs may be able to get him to speak of past events. Despite being mayor, Borloch truly knows little about what has really been going on due to his thorough manipulation by Vahn Oberen. He has no idea what Vinter Raelthorne's exact plans are, but he may confirm that Oberen clued him in to the Corvis Coven and suggested framing them would be a good idea. If forced, he can give details about how he helped undermine Corvis defenses in recent months but only if specifically questioned and under the belief that he has to answer truthfully—this is basically admitting to high treason.

Enemies: Borloch has a couple of men with him here at all times (Ftr5 and Wiz5). Depending on how the fights on the two floors below have gone, he may have even more when the PCs finally get here. It is also possible inquisitors from the floors below will be sneaking up the staircase to surround the party.

Consequences: Borloch is ruthless and utterly evil. He will demand the PCs release him and give him safe passage from the city, and he will refuse to release a single hostage unless real progress is made toward this goal. If the PCs do not take him seriously enough to suit him, he will order one of his men to kill a hostage—the admiral. (Borloch will not do it himself, not because he doesn't have the guts, but because he doesn't want to lose his human shield, Lady Hattentop!) In his helpless condition, this is treated like a coup de grace. GMs feeling generous may decide this does not instantly kill him, but it puts him at -1 hit points and rapidly bleeding to death. Once the admiral is dead, Borloch will indicate that Lady Hattentop dies next if he does not start getting some satisfaction.

If anyone makes a threatening move or begins to cast a spell, Borloch and company will open fire on the party and a melee will ensue. The bad guys will use their prisoners (whose hands are tied) as human shields as much as possible. Borloch will try to flee if he sees any opening to do so, which could lead to a finale on the marble steps of the courthouse.

WRAPPING UP

Borloch is now either dead or captured along with his henchmen, and the PCs have hopefully rescued all of the hostages. There is nothing else to do here; the watchmen will secure the building and take care of any prisoners the PCs have.

TASK: BLACK RIVER CANNONS

Timing: This needs to be taken care of before the Legion arrives at the Black River Bridge.

Purpose: The PCs must disable the river defense cannons so the enemy cannot turn them around and fire into the Legion.

Four cannons are arrayed upon the Black River Bridge. These huge weapons are intended to fire on hostile ships that might menace Corvis. They have never been fired in anger, but that is about to change!

If the PCs did a good job of taking out the Inquisition lookouts, news of the Legion's approach will be delayed somewhat, and these cannons will be

lightly defended by the city watch. They will also not be facing in the direction of the Legion's approach. If the PCs screwed up or ignored the lookout points, all the cannons will be heavily guarded, and the weapons on the west side of the river will already be turned around waiting for the Legion to approach. If the PCs are slow in securing the cannons, they will fire into the Legion's ranks and cause terrible damage. They will cause horrific damage to the city too, but that is not a concern of the enemy at this point.

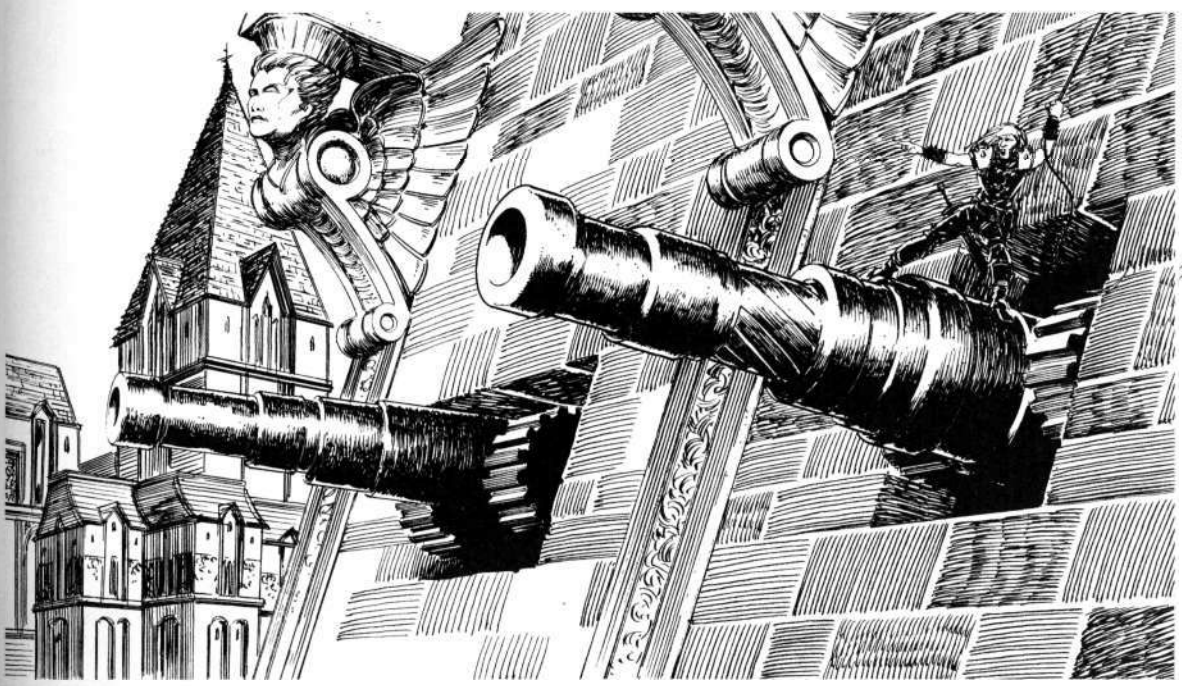
Once the PCs have secured the cannons on the west bank of the Black River, they can move across the bridge to attack the east bank gun emplacements. Optionally, they can employ the cannons themselves, ideally with the assistance of Master Gunnery Sergeant Hlar. If one position is seized, Hlar's expertise will let the party quickly fire devastating shots at the other two cannons that are in view (the third is concealed by the buildings upon the bridge). If the PCs pull this off, it should feel like a major victory and a high point of the battle. The GM should spare no effort at describing the deafening explosions, the flying debris, the shattered stone, and the glowing fireballs that result as the gun emplacements' ammo caches are ignited.

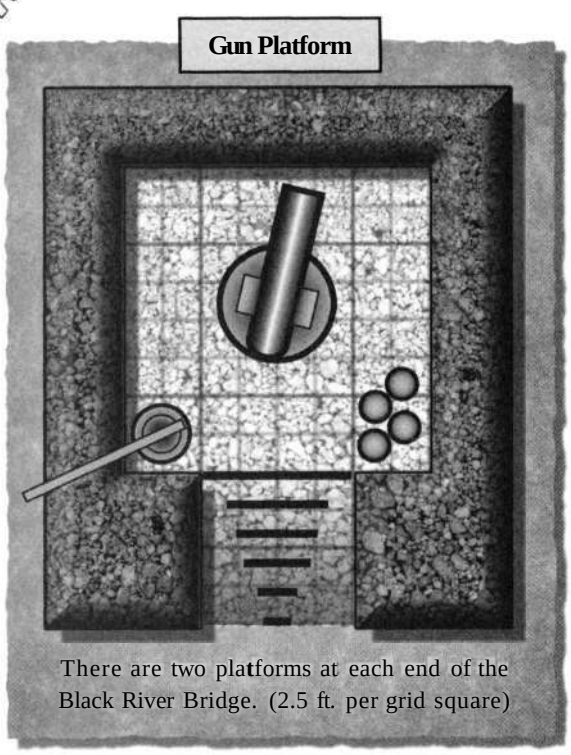
THE GUN PLATFORMS

There are four cannons at the Black River Bridge, two on either end. Each gun platform is identical: a 40-foot-tall 20-foot stone square with a cannon and a crane on top. Steep steps are carved into one side of the platform so soldiers can get up and down. If the PCs took out the lookouts (or if they moved on to take out the cannons before the Legion got to Corvis, the gun platforms will be lightly defended—only two bored cannoneers (Ftr3, experienced watchman, Appendix B), and a 1-in-4 chance of one inquisitor (Ftr4, Rog4, or Wiz4, Appendix B) stopping by for inspection. If the city is on high alert, the guns will be pointing backward toward the city awaiting the Legion, and each platform will be defended by eight soldiers: two at the bottom of the stairs, two at the top, and a crew of four gunners (Ftr3, as above).

Ammo and powder are piled on wooden pallets that have been winched up to the top with the platform's crane. Each cannon has enough ammo for a dozen shots after which more will be winched up (a process taking five minutes). The ammunition consists of solid iron shot and explosive shells. There is no canister shot here because these weapons were built to fire on ships, not into the city at an invading army.

These cannons are 15 feet long—much bigger than those at the North Gate. With solid shot these cannons have a 900-foot range increment and inflict 6d12 damage. Reload time is similar to the cannons at the North Gate (see "About Cannons" callout, above) and will require 16 rounds (one and a half minutes) if none of the PCs have Craft (cannoneer) because Sgt. Hlar will have to do most of the work himself. One assisting PC (with at least 1 rank in the





There are two platforms at each end of the Black River Bridge. (2.5 ft. per grid square)

skill) will reduce this to 14 rounds, two assisting PCs will reduce it to 12 rounds, and three assisting PCs reduce it to 10 rounds.

TARGET: NORTH BRIDGE

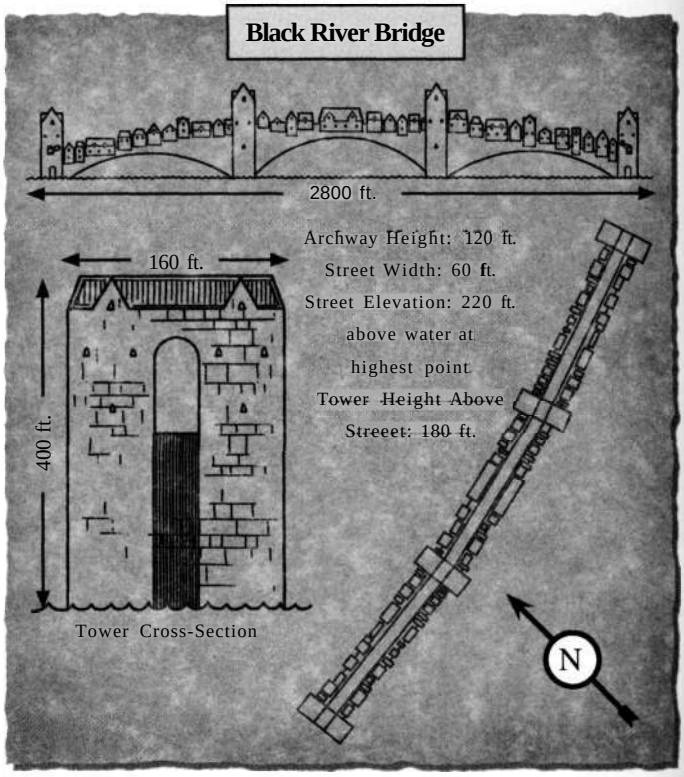
The northwestern gun emplacement at the Black River Bridge is about one and a half miles from the narrow North Bridge—the one Captain Helstrom cautioned the PCs about. The PCs may have already decided to take out the North Bridge in order to prevent a skorne flanking maneuver. It is possible to use one of the giant river defense cannons to do this, but it will take a skilled cannoneer such as Sgt. Hlar to his this target at such extreme range. Due to Hlar's skill and the position of the bridge, misses will plunge into the Black River and not into the city. If someone of lower skill makes the attempt, all bets are off, and collateral damage is certainly possible. (Deviation for these cannons is handled the same as in "About Cannons" above, except misses can deviate by 3 squares per range increment, which at this range would be up to 145 feet off target.

The range is about 8000 feet. With solid shot (damage 6d12, range increment 900 feet for this huge cannon) that comes to a -14 range penalty. Even with Sgt. Hlar's +16 Craft (Cannoneer) skill, this is a difficult shot. One section of the bridge will be destroyed in three direct hits, which will suffice to keep any skorne from crossing.

If the PCs open fire on the North Bridge, they may wonder if they will be attacked from its own gun emplacements. Sgt. Hlar will put them at ease. "Them're just 12-pounders like up'n the wall. Can't reach us. Can make mebbe half the range an' only with an old codger like me directin' 'em."

Enemies: Watching Sgt. Hlar shoot at a bridge over a mile away might not be very exciting. A group of inquisitors rushing to stop him should spice things up. Hlar is likely to miss on his first shot or two, and this will be enough time for an alarm to be raised. A small group of mixed inquisitors (2 Ftr4, 1 Wiz4, 2 Rog4, Appendix B) will arrive after Hlar manages to get two hits on the north bridge. The PCs will need to fight them off while Hlar reloads for his final shot.

Consequences: If the PCs run out of ammo or if their cannon is somehow destroyed, they will need to find another way to deal with the North Bridge. Another option is to use *Duteous* to smash it if they still have the hammer with them. This would



make for an exciting side-trip for some PCs and a steamjack. They could also try to bottle it up with some loyal watchmen or even civilians willing to fight. If they cannot find a way to close the North Bridge, the Legion will get flanked by a smaller force of skorne in the final battle, and the fight may go against them.

SCENE: THE ARMIES CLASH

Timing: Right about the time the PCs have taken care of the cannons and the North Bridge, the Legion of Lost Souls should be marching up to the Black River Bridge. At the same time, the skorne army is setting foot on the east side of the bridge. As soon as they learned invaders were in the city, they decided to attack. The bridge is about 60 feet wide, and about a half mile long. The two armies will be clashing in minutes right in the heart of Corvis.

Purpose: It had to happen eventually you know!

READ ALOUD

Through the smoke and the dust you can make out the unmistakable form of the Legion of Lost Souls marching down the street. Alexia, on her undead steed, is in the middle of the army. She holds the Witchfire high and commands the Legion onward.

As the first legionnaires step onto the bridge, you can see a dark tide approaching from the east—the skorne, without a doubt. The two armies are set to clash on the Black River Bridge!

The PCs may still have some enemies around them to mop up, but the Legion of Lost Souls is going to start cleaning house quickly. Do not forget that thanks to the Witchfire, anything killed in the city will rise up under Alexia's control. This is why 1,200 undead Legionnaires can take on an army almost 10 times their size! Fallen skorne will quickly rise under Alexia's control, and the PCs' army will begin to grow in size. The combination of the Witchfire, Alexia's own powers, and the sorcerous souls she carries inside her is incredibly powerful and amplify the blade's necromantic abilities in ways even its mysterious creator could not have anticipated.

The skorne army consists primarily of skorne warriors, some warhounds, low-level paingivers (rogue levels will suffice), and wizards. The PCs are not really intended to take the army on themselves—their job was to get the Legion of Lost Souls into the game. If the PCs want to fight the skorne, let them have some fun, but they should realize they will not be *directly* changing the course of events for 10,000 enemies. The GM should "fake it" for skorne spellcasters and soldiers; if it gets tedious tracking hit points and spell lists for masses of the enemy, this is a sign the PCs are too directly involved in the mass battle. Introduce Raelthorne (as below), and then move on to the war beast.



RAELTHORNE IN THE FLESH

At some point in the combat, the PCs should see Vinter Raelthorne himself. The ex-king, who wields his own black blade named *Kingslayer*, is directing his troops and mixing it up at the front lines. Raelthorne is accompanied by his right-hand man, Vahn Oberen.

The PCs will probably want to take on Oberen and Vinter if they can reach them. They should not be stopped from trying, but Raelthorne the Elder is the most dangerous man in the city. The PCs are not going to be able to take him out, especially with Oberen backing him up. Raelthorne is a fighter of tremendous strength, incredible speed, and unearthly constitution. Let the PCs cross swords with him and Oberen for a bit if they want because that kind of personal contact really builds up the adversarial relationship powering the story. Vinter will call them "insolent whelps" and other super villain insults as he metes out blows with *Kingslayer*. Use the Legion's undead soldiers as cannon fodder to keep Vinter and Oberen from focusing on the PCs and wiping them out, but the ultimate outcome of the fight cannot be in question; the PCs will get slaughtered if they try to finish off the Exile. Hopefully they will be smart enough to retreat once they get their noses bloodied.

If PCs need to be saved from themselves, they can be carried away from Vinter and Oberen by the tide of battle or separated by an errant cannon blast. This encounter is intended simply to heighten the tension between the party and Raelthorne the Elder. The PCs may have a destiny with the Exile, but it will not be resolved today.

Assuming the skorne army is defeated, Vinter will be lost in the confusion. Perhaps he will seem to be killed during the fiery demise of the war beast below, or he may seem to vanish in a cloud of smoke and dust from a cannon shot. Yes, the PCs can even mete out this "final" blow. In fact, that would be ideal! Regardless of how things happen, Vinter's body will not be found. Is this cheating? Perhaps, but when you become a 20th level character and the king of your own realm, you will be able to get away with quite a bit too. GMs should not fret about Vinter, though. There will be plenty of revenge meted out soon enough elsewhere. Alexia will be taking on Oberen, and the PCs can get a piece of that action; Mayor Borloch is another possibility, if that has not yet happened.

WHERE ARE VINTER RAELTHORNE'S STATS?

VINTER RAELTHORNE THE ELDER'S STATS ARE NOT PROVIDED. THIS IS QUITE INTENTIONAL. FRANKLY, HE IS RIDICULOUSLY POWERFUL, AND THE PCS ARE NOT SUPPOSED TO ENGAGE HIM IN MELEE COMBAT. THE GM CAN EASILY FAKE IT WITH STATS FOR A FTR17/ARI3. THE EXILE'S BLADE *KINGSLAYER* IS A SPECIAL WEAPON, BUT FOR THE PURPOSES OF THIS ENCOUNTER IT CAN BE TREATED AS A *+5 GREATSWORD.* HE CAN HAVE A NUMBER OF OTHER MAGIC ITEMS AT THE GM's DISCRETION, INCLUDING POSSIBLY EXOTIC CREATIONS ACQUIRED AMONG THE SKORNE.

WHEN EVERYTHING BLOWS OVER, VINTER WILL BE GONE AND PRESUMED DEAD. PERHAPS HE VANISHED AFTER A WELL-PLACED CANNON VOLLEY, OR HE FELL FROM THE BRIDGE AFTER TAKING A BULLET FROM THE PCs. OF COURSE, AN INDIVIDUAL THAT EVIL, MOTIVATED, AND SKILLED WILL NOT BE DEFEATED SO EASILY. RAELTHORNE WILL BE BACK TO MENACE CYGNAR AGAIN. THE IRON KINGDOMS ARE GOING TO WAR SOON ENOUGH.

TASK: THE SKORNE WAR BEAST

Timing: Combat is a fluid situation, and there is no way to predict or dictate exactly what the PCs will do during the climactic battle. The GM should throw the skorne war beast into the mix as soon as the PCs start to feel pretty good about how things are going.

Purpose: This is the skorne's secret weapon, and it should be the highlight of the Battle of Corvis (as this will soon come to be known).

The fight between the Legion and the skorne will take a while—hours, certainly—but as long as Alexia keeps the sword the outcome is not much in doubt. The PCs should be able to get their licks in, getting up to the front line if they like, and then retreat as they wish. Although the PCs have been kept from facing Vinter or Oberen directly they should get a sense of their importance in the battle. This includes seeing the results of previous efforts to get the Legion through the town. If they had a tough time and could not disable cannons or flares, they should have a sense of the Legion's reduced strength, and the skorne should make a stronger push across the bridge. Failing to take care of the North Bridge will allow the skorne to flank them. In this case poorly armed but brave citizens of

Corvis may be the only way to turn the tide, and many will die and rise again to fight by the Witchfire's call. The PCs may see friends they have made in the city watch rise up as unliving soldiers to face the skorne.

The PCs may wish to take up sniper positions or even try to send explosive shells into the skorne ranks. They can be harried with counter-sniper fire, and the Inquisition may even send in teams of high-level NPCs to root out the PCs and Alexia. The GM will have to improvise for a bit, but when there seems to be a lull, the PCs should see the skorne war beast approaching.

Read Aloud

Towering over the skorne soldiers on the bridge is some kind of creature. Huge and lizard-like, it moves ponderously forward on two titanic legs with the enemy soldiers parting before it. Atop the beast is some kind of armored cupola, and more metal is mounted on its horned head. It is difficult to guess how big it is at this range, but it must be at least 50 feet tall. The beast reaches the front lines, and it begins to trample the Legion's undead soldiers.

As you watch in disbelief, you see a puff of smoke come from the beast's armored back. A second later there is the unmistakable sound of a cannon shell whistling overhead and then the crack and roar of crumbling masonry behind you as a building is hit. As it lumbers closer you can see the profiles of many cannon barrels protruding from the metal shell. The cannons continue to fire as shells rip into the Legion, the bridge, and the buildings of South Corvis.

The Legion drummers begin to sound a retreat, and the undead army starts to pull back off the Black River Bridge. Rallied, the skorne roar and advance alongside the beast.

The skorne have one last card up their sleeve, and they are playing it now. The beast will cause terrible damage to the Legion in the confines of the bridge, so Alexia is pulling them back into the city. If the beast is not put down, it could conceivably smash Alexia's troops into dust (or bloody smears if they are fresh recruits). The undead soldiers are tough but not invincible, and once smashed down they cannot rise again.

The idea is for the PCs to take on the beast themselves. If it is not defeated it could turn the tide of the battle, and the party should always be involved in such pivotal events.

If the PCs have control of a cannon with ammunition, they can attack the beast and enter into a duel with the gunners on board—a duel they are likely to lose since the beast can bring three guns to bear on any point around it. The PCs may conceive of other ways to attack the creature, which the GM will have to referee on the fly. Optimally they will try to get on board the beast and take control of it; there is a driver in an armored turret on the creature's head. There is also a skorne ammunition stockpile in the cannon cupola, and if it detonates, the explosion would shower half of Corvis in beast chunks.

The beast's flanks are covered in chains (hardness 10, hp 75) that secure the armored cupola to its back. This makes it relatively easy to get a grappling hook to stick (Use Rope check DC 14), and the PCs may be able to climb up on onto the creature's body. The shell on the beast's back has two levels both full of cannons and gunners. The upper level has a hatch on the back of its domed top, and inside a ladder leads to the lower level. The hatch is locked (Open Lock DC 19 due to the beast's violent motion).

The driver's turret is attached to the beast with chains as well (hardness 10, hp 75). Two additional chains run up the creature's neck and connect the two turrets. Brave PCs may be able to crawl from one to the other, but Climb and Strength checks (each DC 15) are required if the creature is not moving smoothly Climbers may also come under pistol fire from a skorne gunner with a good view of the creature's neck. (Use a standard military pistol for the gunner's sidearm for convenience although skorne weapons are not the same. See "Skorne Firearms and Cannons" callout, below.) The hatch on the back of the driver's turret is not locked—come on, who would be crazy enough to climb up there?

The Climb DC for all the turret surfaces is 22 due to the beast's violent movement. The turret is metal, but there are enough seams, chains, and gun ports to provide hand and footholds.

Turret, Upper Level

Read Aloud

The hatch swings open revealing a dimly lit round metal room full of choking smoke. Six very surprised skorne gunners look up at you.

Description: This is the upper level of the beast's gunnery turret. There are six breech-loading guns inside, each roughly equivalent to Cygnaran 12-pounders. Each gun has one gunner. One of the gunners has a skorne pistol with stats identical to a military pistol.

The center of the 20-foot diameter room has a ladder heading down to the lower level of the turret. The ladder is surrounded by six wooden crates bolted to the floor. Each large crate has enough ammunition for 20 cannon shots.

Enemies: There are six unarmored skorne gunners in the room armed only with daggers (see Appendix A).

Tricks & Traps: There is a lot of skorne cannon ammunition in this room. If the wooden crates catch on fire... well, if it is a small fire all the skorne will douse it and it will go out within one round. If the fire is not small (say a flask of oil or bigger) the ammunition will go up in ld4+1 rounds. Anyone firing a weapon into the crate has a chance of setting off an explosion. As with the human cannon charges, there is a 5% chance for each hp of damage done. This will almost certainly kill the gunman.

Consequences: If the ammunition stash goes up, the war beast will be killed along with anyone in the upper or lower turret levels. Anyone outside the turret will take 4d6 damage and be thrown off the beast (Reflex save DC 16 for half). Falling damage from this height is 4d6.

Treasure: The skorne pistol is worth 600 gp for its rarity. (See "Skorne Firearms and Cannons")

TURRET, LOWER LEVEL

Read Aloud

Surrounding the ladder in the middle of this cramped chamber are six more skorne concentrating on their weapons and the view out their gun-slits.

Description: In the highly unlikely event that any PC waltzes into this room, it will be much like the upper level. Far more likely the PCs will be climbing on the outside of the turret, chucking fiery things inside through the gun ports and hoping to ignite the skorne ammunition.

Enemies, etc: See area 1.



The Skorne War Beast

DRIVER'S CUPOLA

READ ALOUD

Beyond the greasy metal door sits a lone skorne strapped into a bizarre metal chair. Numerous levers and chains with pull-handles are arranged within the pilot's reach, and he is stomping and pulling at a frantic pace. Beneath your feet is the rough brownish-red of the beast's scaly skin; you can see that some of the chains and control rods are bloody, and they actually reach into the beasts' flesh. How deep they go you do not know. The coppery stench of blood fills the room.

Description: The beast is controlled from this 10-foot diameter room. It takes a great deal of skill to drive the creature, and the PCs will do nothing but move about at random if they try to operate the controls. If the controls are not touched, the beast will not move though it will dance about and try to trample enemies at its feet.

Enemies: The pilot has the same stats as a skorne gunner (Turret, Upper Level). He is armed with a pistol as well as a dagger. If he sees a PC, he will make the beast shake its head. PCs who do not make a Balance check (DC 15) will fall down. Anyone outside on the beast's head or neck will fall off if they fail the save (falling damage 4d6), and anyone in the cockpit will just fall to the floor. At this point the driver will begin attacking, and the beast will stand idle.

WRAPPING UP

Hopefully the PCs have found some way to kill, disable, or drive off the skorne war beast. Ideally the GM can use the beast's explosive demise as a way to take Raelthorne out of the picture too, but if things do not work out that way, another exit can be devised. When the PCs have resolved the situation with the beast, the GM should find a way to introduce the finale with Alexia and Vahn Oberen.

FINALE: ALEXIA AND OBEREN

Timing: This is probably the last event in Act III though it is possible the encounter with Mayor Borloch will follow it in some campaigns. The GM should set Alexia's showdown sometime after the skorne war beast is dispatched.

SKORNE FIREARMS AND CANNONS

A FULL EXAMINATION OF THE DIFFERENCES BETWEEN SKORNE AND WESTERN ALCHEMY IS IMPOSSIBLE HERE. FOR CONVENIENCE ALL SKORNE WEAPONS SHOULD BE TREATED AS SIMILAR TO THEIR HUMAN COUNTERPARTS. HOWEVER, SKORNE AMMUNITION CANNOT BE USED IN HUMAN WEAPONS OR VICE VERSA. THE FIRING MECHANISMS AND AMMUNITION BETWEEN THE TWO ARE COMPLETELY DIFFERENT. IT IS ENTIRELY POSSIBLE PCs WILL TRY TO STEAL AND KEEP AS MANY SKORNE FIREARMS AND AMMUNITION AS THEY CAN RECOVER, BUT THIS WILL NOT AVAIL THEM MUCH. TRYING TO REVERSE ENGINEER SKORNE ALCHEMY COULD REQUIRE DECADES OF WORK BY DOZENS OF EXPERTS. NONETHELESS, THE ORDER OF THE GOLDEN CRUCIBLE WOULD PAY HANDSOMELY FOR ANY AMMUNITION OR GUNS RECOVERED (AS DETERMINED BY THE GM, UPWARD OF 100-200% HIGHER VALUE THAN NORMAL EQUIVALENTS.)

Purpose: This is it, the big finish! Alexia and Oberen are going to go at it. The PCs are free to involve themselves as much as they like.

Even though this is the grand finale, no elaborate setup is required. The stage is simply set as follows:

- Vinter Raelthorne seems to have been defeated; he is out of the picture for now. The PCs should be feeling pretty good about that, particularly if they fired the shot which made him vanish!
- The skorne war beast is likewise neutralized, hopefully in dramatic fashion.
- The Legion of Lost Souls has built up a lot of momentum, and the last living skorne are on the verge of being routed and fleeing back to the East Gate. The battle has probably moved to the east side of the bridge by now.
- Vahn Oberen is still near the front lines. Alexia moves up in an attempt to engage him, and the tides of battle carry them together. Perhaps Oberen is left hanging out to dry when his gang of skorne warriors abandons him at the sight of Alexia, the Legionnaires, and their own undead comrades. If the PCs have been trying to snipe Oberen, simply have him protected from missile weapons (magic and otherwise) with protections initiated before the battle.

- Alexia and Oberen begin to fight on the bridge surrounded by a circle of Legionnaires. Any skorne sticking around are quickly taken down by the undead troops.

The outcome really is not in doubt unless the PCs try to prevent Alexia from killing Oberen; if that happens, well, the GM should just play along. Alexia has been saving herself for this, but Oberen is looking a little ragged already. He is still formidable, but eventually Alexia will get the best of him, perhaps with the help of Legionnaires who grab Oberen and hold him still for her *coup de grâce*. (Vahn Oberen has 25 hp remaining at this time; spells remaining are up to the GM, but *haste*, *fireball*, *improved invisibility*, and *wall of force* are suggested. See Appendix B for his complete details.)

If the PCs get involved, let the chips fall where they may. (Every party has a do-gooder who wants to see the bad guy in jail instead of killed out of hand, right?)

If and when Alexia finishes off Oberen, the scene will look something like this:

Read Aloud

Raising the Witchfire over her head, Alexia places both hands on its ebony hilt and strikes downward, spearing Oberen. The wizard screams, and blood flows from his hands where he clutches weakly at the blade protruding from his chest. Alexia continues to bear down on the Witchfire, sinks it further into her enemy, and slides closer to him in a savage parody of a lover's embrace. Oberen seems to wither and shrink in upon himself as the Witchfire consumes his soul. A look of unholy glee dances across Alexia's blood-smeared face. Her mission is complete at last.

Oberen falls unceremoniously to the ground, and his wizard's staff clatters on the cobblestones. Alexia puts a boot on his chest, tugs the Witchfire free, and steps away from the spreading pool of blood.

It's over, right? Nope. It may seem unfair to the PCs to let Alexia finish off Oberen, but the most important deed is yet to come, and the PCs are the only ones in a position to make a crucial decision which will impact the lives of thousands.

Alexia will now begin a short ritual designed to destroy the Witchfire. This is *bad.*

Prelate Dumas & Alexia

Whatever the PCs do to Alexia in the final scenes of the adventure will eventually make its way back to Father Dumas. If they were truly forced to kill her, he will be grief-stricken, but he will not hold the party accountable. On the other hand, if the PCs executed her when other options remained, Dumas will learn of it and his opinion of the party will be affected accordingly.

She will do it right there in front of the PCs, relying on the PCs' trust or ignorance to let her get away with it. There are also her Legionnaires to protect her, at least at first. She has prepared for this ritual since recovering the Witchfire, knowing this day would come. The Witchfire was built with a "final strike" ability allowing its attuned wielder to evoke all its power in a great final blast of necromantic energy, but the blade will explode in the process. Oberen was likely the only other person who knew of this power.

The ritual takes two minutes. The first minute does not even really look suspicious, but a Spellcraft check (DC 26) allows an observer to realize Alexia is casting some kind of enchantment of weakness or unmaking. It is in the second minute things begin to look a little sketchy. The PCs have little time to act—particularly if they remember Father Dumas' warning.

Read Aloud

Alexia calmly regards Oberen's body for a moment. Her eyes are empty, betraying nothing now. She absentmindedly wipes some blood from her face and says, "leave me be while I attend to one last thing. I pray you, go find my uncle. Make sure he has survived this day. I will join you shortly." Choosing a relatively uncluttered spot a few yards away, she kneels and holds the Witchfire before her, grasped in both hands. Oberen's blood runs down the blade and onto her fingers as she closes her eyes and begins to chant.

After about 30 seconds, the Witchfire will begin to emit a low moaning sound. The few remaining birds around this part of the city will in unison take wing and fly away—even the hundreds of crows who are



feasting on the fallen. Alexia will continue to chant for another 30 seconds as her voice mingles with the peculiar droning coming from the blade. A careful observer can make a Spot check (DC 20) to see that the Witchfire seems to be vibrating like a tuning fork. At the one-minute mark, the scene develops:

Read Aloud

Alexia reverses her grip and brings the Witchfire down with all her might. Amazingly, the blade bites into the cobblestones and sinks in to about a third of its length. Alexia stands now and continues her chant with her hands resting on the blade's pommel. A wisp of vapor sinks from her grasp, and a wave of frost begins to move down the blade. In seconds, the Witchfire is covered with a thin sheath of ice. The droning sound continues louder, and underneath it you can hear faint pinging and snapping sounds.

Alexia has unraveled most of the enchantments binding the sorceries to the blade. The ancient containment spells are now on the verge of failing explosively, and a Spellcraft check (DC 22) will inform an observer that something very dramatic and likely dangerous is about to happen. If the PCs have waited until this point, they have 30 seconds until the Witchfire shatters into shards of black steel, and its final vengeance is loosed on the world.

If the PCs try to stop Alexia, she will be caught flat-footed because she is concentrating on the ritual. Nonetheless, she will fight them with whatever she has left (about 75% of her hp but less than half her spells unless the GM has been tracking her stats). If the ritual has reached its second phase (where the blade ices up) the Witchfire will have lost much of its power, and the Legion of Lost Souls will be standing about unmoving on the verge of collapse. Alexia will not be able to use them to protect herself, and she will have to fight. This will delay the ritual and the destruction of the Witchfire.

It is certainly possible Alexia will be killed by the PCs, but hopefully they have built enough of a

relationship with her that they will try to subdue rather than slay her. If it becomes clear to Alexia that the PCs have the upper hand, she will give up and collapse in tears rather than fight to her death. She is stubborn, selfish, and a little crazy, but she is not stupid.

THE BIG BANG

If Alexia succeeds in destroying the Witchfire, a wave of blackness will explode from the remnants of the sword and roll outward for 20 miles in every direction. A permanent *unhallow* spell with a radius of 300 feet will mark the spot where the Witchfire was destroyed as will a 7-day *darkness* effect with the same area. Anyone in this area when the sword is destroyed (including Alexia) will suffer 2d6 of negative energy damage with no save possible. Any undead already in this area do not suffer from the negative energy damage, and they will remain animated.

Within the 20-mile zone blighted by the sword's energies, all corpses except those on freshly hollowed ground will rise and remain animated as zombies and skeletons (depending on their freshness) for seven days. Given the poor state of upkeep and the swampy ground of most Corvis cemeteries, this will be a very bad thing. The Legion and their risen skorne enemies will also remain animated for this period of time. Every risen creature also has +2 turn resistance. The risen will mill about and attack the living where they find them, but they are not intelligent and they will not form plans and armies. The surviving Legion will assemble itself into small groups around its officers, confused about their next "orders." They will behave like soldiers in an occupied city on leave and even go so far as to enter taverns, gate garrisons, etc. They will not attack the living on their own initiative, but they will defend themselves if attacked (including fighting against priests trying to turn them) and will cause terror and panic wherever they march. Fighting between the Legion and the mindless risen is entirely possible, and it could cause additional damage and destruction in its wake.

The 5-7 shards of the Witchfire can be made into powerful necromantic weapons if collected, but naturally they will be nowhere near the potency of the original. Each shard would be worth 10,000 gp to the right buyer.

Hopefully Alexia will be prevented from completing the spell of unmaking since the destruction left in its wake will make Corvis' recovery a real nightmare. If the ritual is interupted, the Witchfire will soon shed its coat of ice and recover. The enchantments that imbue its power will snap back into place within one minute. The embedded blade can be removed from the stone with an assisted Strength check (DC 22). Pay heed to the blade's powers though; it will still be dangerous for the PCs to try to wield without protection! (Removing the sword does not count as "wielding," but PCs should not be encouraged to hold its hilt long.)

A MATTER OF SOME DEBATE

Provided the Witchfire was not destroyed, and therefore the land did not plunge into darkness and despair, there remains one last matter that needs to be resolved—the fate of the Legion of Lost Souls.

If Alexia has been prevented from destroying the Witchfire, she will release the Legion from their service when it is clear the skorne are hightailing out of Corvis. With a great sighing sound, the undead army will collapse where it stands. If the PCs ended up fighting Alexia when she tried to destroy the blade, the Legion will crumble as soon as she loses possession of the Witchfire. The fallen forms of the former Eternals will quickly begin to crumble into dust.

Once the Legion is at rest, the following scene plays out. The GM may need to adjust the time of day presented. It could be dawn, or it could still be the wee hours when matters are concluded. The official recommendation is to shoot for dawn since it is more cinematic!

READ ALOUD

The dead surround you—hundreds of the Legionnaires and thousands of the skorne and their beasts. The stones underfoot are slick with gore, and the stench of death fills the air. The Battle of Corvis has been won, but the price has been high. The citizens have suffered gravely, and many died under Vinter's rule and in today's battle. Ancient buildings have been smashed by cannons, and fires still burn brightly. The city will never be quite the same, but Corvis has been made stronger for her trials in recent months. The City of Ghosts has become the City of Valor—the City of Victory.

A pall of smoke lies thick upon the streets that are Cygnar's newest battlefield. Captain Helstrom emerges from the fog of war and

THE "OFFICIAL" HISTORY

THE UNFOLDING OF EVENTS IN A GIVEN CAMPAIGN IS ENTIRELY UP TO THE GM AND HIS PLAYERS. HOWEVER, AS NOTED IN THE INTRODUCTION, THESE EVENTS HAVE A MAJOR IMPACT ON THE SETTING AND ARE MENTIONED IN OTHER BOOKS. IN THE "OFFICIAL" HISTORY AS PRINTED IN OTHER PUBLICATIONS, THE WITCHFIRE IS NOT DESTROYED AT THIS TIME, AND THE SKORNE WITH VINTER RAELTHORNE ARE DRIVEN BACK INTO THE BLOODSTONE MARCHES. IN SOME SOURCES THE "BATTLE OF CORVIS" IS DESCRIBED AS HAPPENING "LATE" IN 603 AR, WHEREAS IN MOST CAMPAIGNS IT WILL PROBABLY HAPPEN MUCH EARLIER IN THE YEAR. CLEARLY AS EVENTS DIVERGE FROM THE PUBLISHED TIMELINE, GMS WILL NEED TO MAKE APPROPRIATE ADJUSTMENTS.

joins you, surveying the carnage in silence. Some of the city's more bold residents have now emerged from their hiding places. Many of them are wounded by stray weapon fire or collapsing stonework. People begin to form groups silently and instinctively gather together. After a few more moments of solemn silence, one irrepressible soul begins to cheer, and in seconds the crowd takes up his cry. All of Corvis raises its voice in exultation, and around you people are embracing their neighbors and even complete strangers with tears of relief visible upon many of the smudged and bloody faces. Briefly you see Father Dumas and his acolytes in the crowd ministering to the wounded even as they celebrate with their congregation.

Above the revelers, the rising sun breaks through the smoke and river-mist to illuminate the scene in warm light. At the welcome sight, a sudden stillness sweeps across the crowd. A warm breeze drifts across the massive bridge and parts the smoke lying over what used to be the battle's front line, some 200 feet distant. With the smoke now gone, you see a lone figure standing there—pale, almost ghostly in appearance. The robed man stoops down and picks something up from the bloody cobblestones. As he stands, you see he bears the tattered standard of the Eternals, and he raises it aloft. Though tattered and grimy from its travails, the gold of its Hundred Crowns shines brightly in the morning sun. The smoke and mists swirl again to conceal the solitary man from view.

Anyone searching the area where the figure was seen will find nothing, not even footprints. The banner of the Eternals *is* gone, though. Morrow's most devout followers (including Father Dumas) will say it was a divine visitation and that an archon was sent to retrieve the fallen Legion's battle standard and return it to the Holy Host. Others disdain the idea, but most people who were on the bridge after the battle think *something* happened.

Any PC cleric or paladin of Morrow who witnessed the above events and helped to retrieve the Legion of Lost Souls earlier in the adventure will gain a special boon. Holy symbols will gain two special enchantments. First, all attempts to turn undead gain a +1 bonus. Second, a cleric will be able to use the symbol to cast *aid* once per day while the paladin will be able to *smite evil* one additional time per day as long as this holy symbol is on his person. These benefits are not transferable if the holy symbol is given to another.

After Oberen is defeated, his powerful staff will be left behind (see Appendix B). Alexia has no interest in the staff, and in fact she will cast a disapproving gaze on any PCs who show an interest in it.

Though this is a valuable and powerful item, it should bring along its share of trouble. It belonged to one of recent history's most evil villains, and it will be recognized as such by certain individuals (including King Leto!). Anyone who carries around the head inquisitor's staff will attract attention and may have unpleasant encounters with the families of victims of Vinter's Inquisition.

THE FINAL WRAP-UP

If all has gone well, the PCs have saved Corvis, thereby saving Cygnar, or at least saving it from a long and uncertain battle with Raelthorne's forces. Ideally the PCs have also prevented Alexia from destroying the Witchfire as well. If everything has worked out, the PCs will be heroes of the people. When the official military contingent from Fort Falk arrives, their commander Duke Kielon Ebonhart IV will send word of their deeds south to Caspia. King Leto Raelthorne will personally draft a letter of thanks, and he will offer to knight any party member who wishes to swear

formal allegiance to the crown. Taking the king up on his offer will require a trip to Caspia, but what better reason to head south? There are a number of other good reasons to visit Caspia.

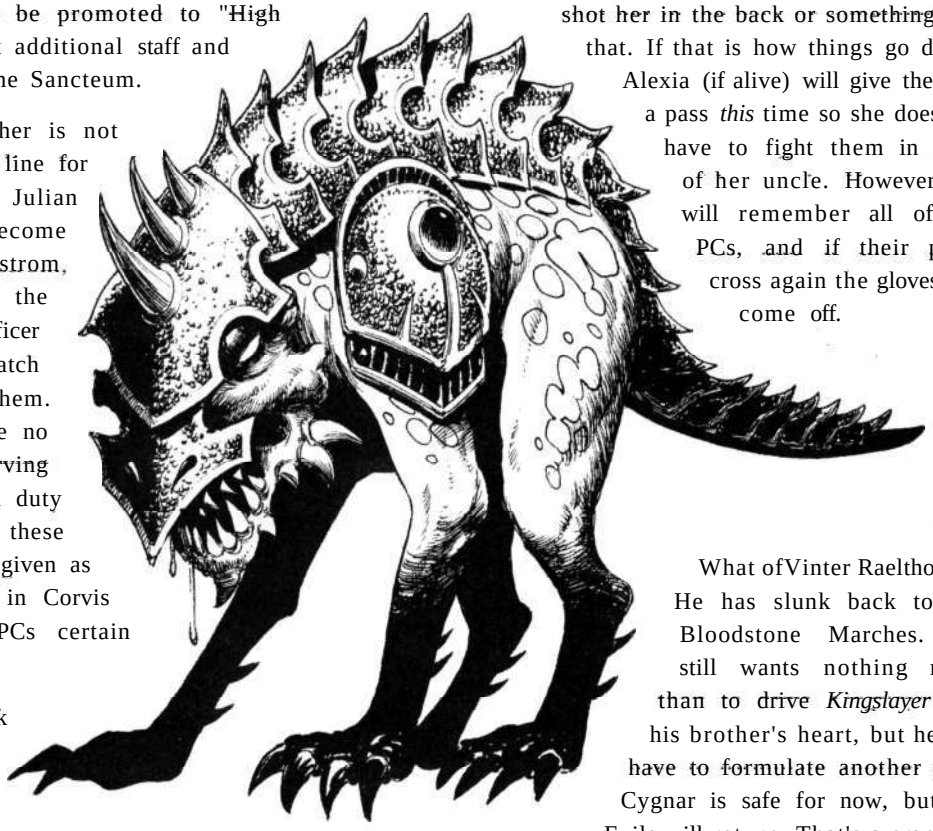
If the PCs can return the Witchfire to Father Dumas, he will see that it is safely sealed away and interred on hallowed ground deep beneath the soon-to-be-rebuilt "Grand Cathedral of Morrow." Eventually he will try to arrange for its safe transport to the Sancteum in Caspia, so the Exordeum can learn how to destroy it without prompting a necromantic explosion. For his part in recent events, Pandor Dumas will soon be promoted to "High Prelate" and sent additional staff and protectors from the Sancteum.

The good father is not the only man in line for a promotion. Julian Helstrom will become Commander Helstrom, and can offer the characters officer jobs in the city watch if they want them. Even if they have no interest in serving the watch (guard duty being what it is), these positions can be given as "honorary" titles in Corvis and allow the PCs certain liberties in town.

Alexia may sulk for a while with a lingering desire to destroy the Witchfire in order to finish off Oberen's soul once and for all, but she will reluctantly abide as the black blade is buried under the church in her uncle's care. She will remain in Corvis until this task is complete. Over time her anger will abate, and she will begin to desire to have the sword back in her grasp. Trying to reconcile the extra souls within her mind will not be easy, and this internal struggle will occupy her as long as the Witchfire is safely secured. However, if she ever sees an easy chance to recover the dark blade without harming her uncle, she will take advantage of it. She is still tightly attuned to the blade, and their fates are now inextricably linked.

If the PCs insist on taking the blade to Caspia so the church elders can deal with it, Alexia will accompany them. If Alexia gets a chance to disappear with the blade, she will take it. If she does choose to flee with the blade, it may become her personal cross to bear—too deadly to get rid of, and too dangerous to destroy. She will become a Cygnaran legend, the raven-haired sorceress with the black sword doomed to keep it (and the soul of her arch-nemesis) with her forever.

It is possible the PCs could have made Alexia into an enemy at the end of the story if they shot her in the back or something like that. If that is how things go down, Alexia (if alive) will give the PCs a pass *this* time so she does not have to fight them in front of her uncle. However she will remember all of the PCs, and if their paths cross again the gloves will come off.



Free dog to good home

What of Vinter Raelthorne? He has slunk back to the Bloodstone Marches. He still wants nothing more than to drive *Kingslayer* into his brother's heart, but he will have to formulate another plan. Cygnar is safe for now, but the Exile will return. That's a promise.

Here are some adventure hooks for GMs who want to continue their adventures in the Iron Kingdoms.

- The local Church of Morrow may wish to visit the old sunken church and mausoleum in the Undercity and work to undo the evil defiling it. The grounds need to be hallowed, and many other ceremonies of cleansing would need to be performed as well. The PCs would be ideal guides.

KNIGHTS OF CYGNAR

BEING INDOCTRINATED INTO THE KNIGHTS OF CYGNAR IS MOSTLY A FORMALITY—IT IS LIKE A MEDAL OF HONOR, BUT IT DOES REQUIRE PEOPLE TO CALL YOU "M'LORD" OR "M'LADY." KNIGHTS OF CYGNAR NEED TO SWEAR ALLEGIANCE TO THE CROWN AND THE REALM, BUT THEY ARE NOT REALLY MEMBERS OF THE ARMED FORCES AND CANNOT BE CALLED INTO ACTIVE DUTY. (IT IS QUITE POSSIBLE THAT NON-CYGNARANS WILL NOT WISH TO TAKE THE OATH. THE KING WILL BE DISAPPOINTED, BUT HE UNDERSTANDS AND RESPECTS LOYALTY.)

BEING A KNIGHT OF CYGNAR HAS ONE OTHER ADVANTAGE; ALL KNIGHTS ARE ENTITLED TO LODGING WITH THE CYGNARAN MILITARY. PCS WHO ARE KNIGHTED NEED NEVER SEEK OUT A DRAFTY INN IF THERE IS A DRAFTY CYGNARAN BARRACKS ON THE ROAD THEY TRAVEL! TRAVELING KNIGHTS NEED ONLY SHOW A BASE COMMANDER THEIR CYGNUS SIGNET RING OR STAMPED LETTER OF STATION TO PROVE THEIR IDENTITY. VISITING KNIGHTS ARE USUALLY TREATED TO THE BEST CHOW AND QUARTERS THE BASE HAS TO OFFER, AND THEY CAN EVEN HITCH RIDES ON MILITARY SHIPS IF ROOM ALLOWS. THERE COULD BE OTHER BENEFITS (AND OBLIGATIONS) OF THIS "KNIGHTING" ONLY LIMITED BY THE GM'S IMAGINATION. THIS OATH MAY TAKE ON SPECIAL SIGNIFICANCE WHEN CYGNAR GOES TO WAR WITH KHADOR IN IATE 604AR.

- Since most of the city's elders were killed in SOTE, there are city council spots open, and an election is coming up. There is also an opening for mayor of Corvis. Perhaps some of the PCs will wish to turn from swordplay to politics. Duke Ebonhart will soon move permanently to Corvis to help oversee the city for King Leto, but he will need a mayor to handle the day to day problems.
- If the PCs recovered the book of names from the mausoleum in Act I, they can be charged with returning it to the Church of Morrow in Caspia—the perfect setup for a road trip adventure! While they are there they can also have an audience with the King who would like to meet the brave souls from the Battle of Corvis.
- The hammer *Duteous* is devastatingly powerful when wielded against stone, and it would make a fearsome siege weapon for any army able to wield it. When word gets out that it has been recovered, trouble will come looking for it, and the PCs may need to protect it. They may even be asked to take it to Caspia along with the vicar's record book. It is possible *Duteous* will be re-interred in its old resting place in the mausoleum if the church decides to salvage and restore those grounds.
- If the PCs still have lots of explosive charges or cannonballs ("liberated" in Act III), it might be a good idea to pressure them to get rid of them. Helstrom can help with this, or the PCs could be robbed by one of the many powerful criminals in Corvis. Better still, an adventure requiring the application of high explosives could be engineered—a mine rescue, perhaps, or the construction of a giant booby-trap for a stray skorne war party.
- If the Witchfire was destroyed and the dead now stalk northern Cygnar, the PCs will be busy simply trying to survive. If they remain in Corvis they may work with the watch to purge the city of the undead. For the duration of the uprising the city gates will be closed, and the dead will mill about outside trying to get in.
- Although PCs will likely want to keep Oberen's Staff, it can be used as a plot hook for additional adventures, particularly if it is spotted by King Leto or Court Wizard Calster (one of the high chancellors) during the PCs' visit to Caspia. Either of these worthies may require the item be sent to High Magus Terpwell at the Fraternal Order Stronghold in distant Ceryl (see IKWG, pg. 160) to be disposed with as he decides is best. This can be used as a springboard for further adventures in northwestern Cygnar, Five Fingers, or beyond.



APPENDIX A: CREATURES

Abjudrah (Umbral Reaver, Warrior)

Bound within the shadow of Devlin Bain, Abjudrah is intent on corrupting the good wizard into a vile and loathsome infernalist. With each soul she takes, she further taints and torments him by whispering to him from the darkness.

Note Abjudrah's unarmed attacks already take into account the -4 penalty for dealing lethal damage.

Female outsider (infernal myrmidon): CR 13; Medium (6 ft. 10 in.); HD 13d8+52, hp 110; Init +3; Spd 30 ft.; AC 31/26 (unarmored), touch 12, flat-footed 29; Base Atk +13, Grp +18; Atk masterwork greatsword +21 melee (2d6+7, 19-20/x2); Unarmed: Atk fists +14 melee (ld3+5); Full Atk masterwork greatsword +21/+16/+11 melee (2d6+7, 19-20/x2); Unarmed: Full Atk fists +14/+9/+4 melee (ld3+5); SA Frightful presence, poison, shade touch; SQ Damage Reduction 20/magic, darkvision 60 ft., immunity to blindness, cold, poison, and petrification, resistance to electricity 15 and fire 15, shadow evade, soul mark; AL LE; SV Fort +12, Ref +11, Will +9; Str 20, Dex 16, Con 18, Int 13, Wis 13, Cha 13.

Skills and Feats: Balance +5, Bluff +7, Climb +16, Diplomacy +5, Hide +12, Intimidate +17, Jump +16, Listen +19, Move Silently +12, Search +17, Sense Motive +17, Spot +19, Tumble +11, Alertness, Combat Reflexes, Greater Weapon Focus (greatsword), Power Attack, Weapon Focus (Greatsword)

Possessions: Masterwork greatsword (infernal blade), masterwork chain mail (infernal mail)

Boar, Pygmy

These solitary animals have a well-earned reputation for viciousness. They will attack a party of any size if they feel even slightly threatened. Luckily the boars found in Widower's Wood are a lot smaller than their cousins elsewhere in Cygnar.

Pygmy Boar: CR 1/2; Small animal; HD ld8+2; hp 6; Init +0; Spd 30 ft.; AC 12, touch 11, flat-footed 12; Base Atk +0; Grp -3; Atk/Full Atk +2 melee (ld3+1, gore); Space/Reach 5 ft./5 ft.; SA ferocity; SQ low-light vision, scent; AL N; SV Fort +4, Ref +0, Will +0; Str 12, Dex 11, Con 14, Int 2, Wis 10, Cha 6; Advancement 2-3 HD (Small); Climate/Terrain: temperate forests; Organization: solitary or herd (5-8).

Skills and Feats: Hide +5, Listen +3, Move Silently +2, Spot +2; Alertness.

Ferocity (Ex): A pygmy boar is such a vicious and tenacious combatant that it continues to fight without penalty even while disabled or dying.

Treasure: None.

Bog Constrictor

Bog constrictors are a muddy green-brown and blend in well with muck and twisted trees. These tough, scaly reptiles normally steer clear of people, but occasionally they attack humans, especially children or unfortunates who stumble across a nest. The eggs are considered a delicacy and fetch 1d4 gp each depending on the buyer and quantity available.

COMBAT

When the serpent bites, it will attempt to grab and constrict its enemy. (Note that Improved Grab only works on creatures smaller than the constrictor.)

Bog Constrictor: CR 1/2; Medium animal; HD ld8; hp 4; Init +2; Spd 30 ft., swim 30 ft., climb 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +0; Grp +0; Atk/Full Atk +0 melee (ld4, bite); Space/Reach 5 ft./5 ft; SA constrict ld2, improved grab; SQ scent; AL N; SV Fort +0, Ref +4, Will +0; Str 11, Dex 14, Con 11, Int 1, Wis 10, Cha 2; Advancement 2-3 HD (Large); Climate/Terrain: Warm and temperate marshes and forests; Organization: Solitary.

Skills and Feats: Balance +10*, Climb +10*, Hide +8*, Listen +6*, Move Silently +4, Spot +6*, Swim +8*; Alertness.

Constrict (Ex): On a successful grapple check, a bog constrictor deals ld2 points of damage.



Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *Bog Constrictors receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance and Climb checks.

A bog constrictor can always choose to take 10 on a Climb check, even if it is rushed or threatened. Bog constrictors use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

A bog constrictor has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Treasure: None.

BONESWARM

A boneswarm is an animated mass of skeletal bits found in places where many people have died due to great evil. The creature is agile in the water but moves poorly on land (reduce its Dex to 6 if it is completely out of the water). It is drawn to life signs and attacks without mercy. Boneswarms have the ability to sense all life within 60 feet regardless of the intervening material. In combat, this sense functions as normal darkvision.

COMBAT

Boneswarms will normally stay in the water, but if they are antagonized by nearby life they may crawl onto land to seek their prey after several hours of frustration. They will also readily attack life near the water's edge. Boneswarms are not intelligent enough to grab enemies and drown them, but there is a risk of this happening accidentally in combat.

The creature can use its mass of bones to form grasping appendages or improvised teeth, and it can also deliver a skeletal slam. Boneswarms always have a lair where they cache some unused bones. If the creature is injured, it will retreat to its lair and heal itself. A typical boneswarm has 30 hp worth of spare bones stashed, and it will seek them out once it has taken that much damage. It takes two minutes per hp restored to regenerate in this manner.

Unpleasantly, if a boneswarm manages to kill someone or happens to find a fresh body, it can immediately use it as part of its own form. Small victims provide 10 additional hit points, Medium 20, and Large victims 40 hp. The boneswarm's hit points may never exceed its original value, however.

Note that as long as the bulk of the creature stays in the water, it will not suffer the listed Dex penalty; only when it heaves itself entirely onto dry land does the penalty apply.

Boneswarm: CR 7; Large undead (aquatic); HD 10dl2; hp 66; Init +7; Spd 10 ft. (can't run), swim 20 ft.; AC 16, touch 12, flat-footed 13; Base Atk +5; Grp +14; Atk +10 melee (ld8+7, bite); Full Atk +10 melee (ld8+7, bite) and +5 melee (2d4+2, slam); Space/Reach 10 ft/10 ft.; SA improved grab; SQ lifesense 60 ft., limited regeneration, +2 turn resistance, undead traits, vulnerability on land; AL CE; SV Fort +5, Ref +6, Will +7; Str 20, Dex 16, Con -, Int 6, Wis 10, Cha 11; Advancement 11-20 HD (Large), 21-30 (Huge); Climate/ Terrain: Underground; Organization: Solitary.

Skills and Feats: Hide +11, Move Silently +10, Swim +20*; Dodge, Great Fortitude, Improved Initiative, Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a boneswarm must hit an opponent of Medium size or smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. As long as it wins the grapple check, it continues doing bite damage every round. The boneswarm has the option to conduct the grapple normally or simply use its improvised teeth in the improved grab to hold its opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks but is not considered grappled itself; the boneswarm does not lose its Dex bonus to AC, still threatens an area, and can use its slam attack against other opponents.



Lifesense (Su): The boneswarm has the perfect ability to sense all living things within 60 feet. This ability works like blindsight except it can only detect living creatures. No physical material can block this sense within its area of effect.

Limited Regeneration (Ex): The creature can retreat to its lair and use material to heal itself. It regenerates lost hit points at a rate of 1 point every 2 minutes. A typical boneswarm has 30 hp worth of spare bones stashed, and it will seek them out once it has taken that much damage. Unpleasantly, if the creature manages to kill or happens to find any dead vertebrate creature, it can immediately use it in its regeneration ability. This aspect of the ability can only be used on dead creatures.

Vulnerability on Land: Being aquatic in nature, boneswarms have difficultly moving on dry land. Being completely out of the water imposes a -10 penalty to Dex.

Skills: *A boneswarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Treasure: Standard, hidden in the creature's lair or carried among its own bones.

Buzzard Beetles

Buzzard beetles are dangerous vermin that seek out rotting and living flesh upon which to feed. These particular creatures have emerged from the exotic entomology department of the university, having escaped from a glass case broken during the Inquisition's raid on the university. (Chapter Five)

Buzzard Beetle: CR 2; tiny vermin; HD ld8 -1; hp 3; Init +2; Spd 10 ft/burrow 10 ft./ fly 40 ft. (good); AC 16 (+2 size; +2 Dex; +2 natural);Atk Bite +4 melee (ld4-2); Full Atk Bite +4 melee (ld4-2); SA attach, flesh burrow, soften flesh; SQ DR 5/Bludgeoning, darkvision 60 ft., vermin traits; AL N; SV Fort +1, Ref +2, Will +0; Str 6, Dex 15, Con 9, Int -, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +10, Spot +4, Weapon Finesse

Attach (Ex): When a buzzard beetle makes a successful bite attack, it attaches itself to its victim and begins to soften the flesh where it has attached itself. Any successful attack will knock the beetle loose unless it has begun to burrow. Those wearing medium or heavy metal armor are immune to this attack.

Soften Flesh (Ex): An attached beetle can soften flesh. The victim must make a DC 10 Fort save or suffer ld3 points of acid damage. This save must be repeated each round the beetle is attached for up to 4 rounds. The beetle can attempt to soften flesh 4 times per day as a free action.

Flesh Burrow (Ex): If a beetle has successfully used soften flesh on a victim, it will begin to burrow into the victim's body. Once this has begun, the beetle cannot be knocked off unless it is killed, and any attacks on the beetle also cause half damage to the attached victim. Once the beetle has entered a victim's body, it secretes an acid that causes ld3 points of damage each round until the victim is slain.

The beetle can be pried loose by succeeding at an opposed strength check; the buzzard beetle has an effective strength of 18 for this ability. This requires a standard action and deals ld2 points of damage to the victim.

Cane Leech

Marshlands and jungles are home to many varieties of leeches, but the cane leech is the largest and most feared in Cygnar. Approaching two feet long when fully grown, these amphibious vermin can severely injure or even kill unsuspecting travelers. They spend most of the daylight hours hiding among canes and reeds growing in shallow water where they wait for prey to walk or swim by. At night cane leeches will venture up to 100 feet from the water searching for sleeping prey. They are typically found in groups of 6-10.



COMBAT

Cane leeches will attack any creature of size Small or larger in the water, relying on their Painless Bite to latch on and drain blood. At night leeches will leave the water and hunt on the shore. Each leech can drain 10 hp worth of blood, given the chance. If several leeches find a sleeping traveler, they can easily inflict fatal damage.

Anyone who has liberally applied horseradish to his skin may be able to avoid attack by cane leeches; the vermin must make a successful Fort save (DC 16) to bite such a person. The horseradish will wash away after only five minutes in the water, but it is good for eight hours on land.

Cane Leech: CR 1/2; Tiny vermin (aquatic); HD ld8; hp 4; Init +0; Spd 10 ft., swim 15 ft.; AC 12, touch 12, flat-footed 12; Base Atk +0; Grp -12; Atk/Full Atk +0 melee (1, bite); Space/Reach 2 1/2 ft/0 ft.; SA blood drain ld3, improved grab, painless bite; SQ blindsight; AL N; SV Fort +2, Ref +0, Will +0; Str 2, Dex 10, Con 10, Int —, Wis 10, Cha 10; Advancement 2 HD (Tiny), 3-4 HD (Small); Climate/Terrain: temperate or warm marsh; Organization: solitary or pack (6-10).

Skills and Feats: Hide +8, Swim +4*.

Improved Grab (Ex): If a cane leech hits with its bite attack, it may attempt to start a grapple as a free action on an opponent of any size without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and automatically succeeds with its Blood Drain attack.

Blood Drain (Ex): Once attached, cane leeches do ld3 hp of automatic damage per round. Once it drains 10 hp, it detaches and retreats to digest its meal.

Blindsight (Ex): Cane leeches have no visual organs but can ascertain all foes within 30' using scent and vibration.

Painless Bite (Ex): The leech's victim must make a DC 12 Wisdom check to realize he has been bitten.

Skills: *A cane leech has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Treasure: None.

CAVEWORT

Cavewort is a thick, sticky mat of fungus that grows on the ceiling of caverns and abandoned structures. When a warm-blooded creature ventures into the area under the cavewort, it drops clumps of long, sticky tendrils in an attempt to ensnare its prey. The tendrils are covered with digestive enzymes and deal acid damage to anything caught within them. Prey is digested in place, and the bones and other debris are left behind—a warning to the observant dungeon explorer.

COMBAT

Normally cavewort survives by ambushing and consuming rodents and other small mammals. However, it cannot distinguish small, easily digestible prey from larger creatures that may injure it. Consequently, it will readily attack adventurers who venture too near. Slashing or burning the cavewort's tendrils will free its victims, but the fungus will not be killed unless the mass on the ceiling is attacked.

In game terms doing 50% damage to a cavewort will destroy the tendrils, and the last 50% will kill the body of the creature. If a cavewort has lost its tendrils, they will regenerate over ld4+7 days, after which the cavewort will be hunting again. It takes the fungus 1d10+10 minutes to retract its tendrils once it has dropped them, unless the prey is killed, in which case the tendrils will stay down until digestion is complete in 1-5 hours. Digestion time depends on the size of the prey.

Cavewort can grow in patches as small as 5'x5' or in colonies as large as 300 square feet. An attack consists of dropping a 5'x5' patch of tendrils. A giant cavewort can do this many times, but it cannot bring more than one clump of tendrils to bear on a single victim unless the victim moves under a fresh patch.

A large quantity of smoke will make cavewort placid temporarily. Adventurers needing to cross a



large cavewort infestation often build a roaring fire and smoke it out; a few minutes of heary smoke will dull the cavewort's sense for 2d6 minutes. Also, a torch or other heat source waved under the cavewort will sometimes (30%) trick it into dropping its tendrils.

Cavewort (5' by 5'): CR 1/2; Medium plant; HD ld8+2; hp 6; Init +0; Spd 0 ft.; AC 12, touch 10, flat-footed 12; Base Atk +0; Grp +2; Atk/Full Atk +2 melee (0, tendril); Space/Reach 5 ft./0 ft.; SA digestive acid ld2, improved grab; SQ blindsight 30 ft., plant traits, smoke sensitivity; AL N; SV Fort +4, Ref +0, Will -1; Str 14, Dex 10, Con 14, Int -, Wis 9, Cha 2; Advancement see description; Climate/Terrain: underground; Organization: solitary or patch (2-20).

Skills and Feats: —

Blindsight (Ex): Caveworts have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Digestive acid (Ex): A cavewort deals 1d2 points of acid damage with a successful grapple check.

Improved grab (Ex): To use this ability, a cavewort must hit with its tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can begin doing digestive acid damage.

Smoke sensitivity (Ex): Like bees, a cavewort is temporarily made docile by the presence of large amounts of smoke. Adventurers needing to cross a large cavewort infestation often build a roaring fire to smoke it out. A few minutes of heary smoke will dull the cavewort's senses for 2d6 minutes. Note that the presence of large amounts of smoke, especially in enclosed climate/terrains, can be harmful to anything that breathes. If proper precautions are not taken, characters may be subjected to smoke effects.

Notes: The GM should not scale the Challenge Rating of a cavewort up past CR 2. The largest possible cavewort, at 300 square feet, still is not worth 12x the base CR value.

Treasure: 1/10th coins; 50% goods; 50% items.

Clockwork Priest - Ghil Lucant

Some Cyriss priests who gain great favor with the goddess have their souls transferred into clockwork constructs. Father Ghil Lucant, a 10th-level cleric at the Temple of Cyriss, has undergone this procedure. Unlike most constructs, the father retains his Intelligence, Wisdom, and Charisma scores though he is still immune to mind-altering effects. He also has all of the skills, feats, and magical abilities he had when his spirit occupied its primitive, fleshy shell. He speaks in a deep, rasping voice full of clicking gears and the whisper of bellows.

COMBAT

Father Lucant has been fighting Alexia, her minions, and the inquisitors with the rest of the clerics. When the PCs meet him, he should be somewhat battle-worn, but he is not beat yet. The father will try to slay the PCs, but if they are more interested in fleeing the temple than fighting him—a distinct possibility—he will let them go. Father Lucant will not leave the temple, but he will remain on guard in the Great Hall (area 1).

Vessel of Cyriss (clockwork priest Clr 10): CR 13; Large Construct; (7 ft. 6 in. tall); HD 10dl0+30, hp 85; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 19; Base Atk +7/+2, Grp +12; Atk heary mechanoflail +8 melee (2d8+l) or Electric bolt +8 ranged (ld6+1); Full Atk heavy mechanoflail +8/+3 melee (2d8+l); SA—; SQDarkvision 60 ft., DR 5/serricsteel, Vessel of Cyriss traits, Architect vessel traits; AL Neutral evil; SV Fort +7, Ref +4, Will +11; Str 12, Dex 12, Con —, Int 13, Wis 18, Cha 16.

Skills and Feats: Concentration +5, Craft (clockwork) +9, Diplomacy +6, Heal +14, Knowledge (Religion) +7, Listen +4, Knowledge (astronomy) +7, Spellcraft +5, Spot +4, Combat Casting, Craft Cyriss-tech, Improved Initiative, Point Blank Shot, Scribe Scroll

Electric Bolt (Su): As a standard action Father Lucant can shoot a bolt of electricity that causes ld6+l damage as a ranged touch attack. The bolt has no range increment but has a maximum range of 40 ft.



Halt Construct (Su): Father Lucant can manifest the power of Cyriss to bring both simple machines (such as normal steam engines) and constructs (such as steamjacks) to a halt. This works like the turn undead ability except it requires a melee touch attack, which may provoke an attack of opportunity. Simple machines immediately cease to function on a successful attack. Halting constructs requires Lucant to roll 1d20+l and beat the handler's character level or HD and then make an effects roll (2d6+ll). If the result is under twice the construct's HD, the construct is stunned for ld4+l rounds. If the result is over that, the construct is halted indefinitely and requires a successful Jack Handling check (DC 21) to reactivate. Father Lucant may attempt to use this ability 4 times a day.

Typical cleric spells prepared (6/5+1/5+1/4+1/3+1/2+1; save DC 14 + spell level): 0 — detect magic (x2), guidance (x2), mending (x2); 1st — longstrider, command (x2), entropic shield, sanctuary, shield of faith; 2nd — identify, bull's strength, darkness, spiritual weapon (x2), zone of truth; 3rd — speak with dead, glyph of warding, invisibility purge, searing light (x2); 4th — water walk, discern lies, freedom of movement, spell immunity; 5th — true seeing, righteous might, scrying.Languages: Cygnaran, Khadoran, Caspian.

Domains: Knowledge, Travel

Possessions: Large heavy mechanoflail, vestments, 4 vials of holy water, 2 scrolls of spiritual weapon, 1 scroll of righteous might (10th level).

Note: Father Lucant has already seen combat today. At the GM's option he can be low on spells and hit points.

Treasure: If the Father is defeated, the PCs can recover his heavy mechanoflail worth 150 gp.

Coveners

Alexia's mother Lexaria Ciannor was the leader of a coven of witches a decade ago. The witches were good women, but they were blackmailed, framed, and executed by Magistrate Borloch of Corvis.

When Alexia learned how to raise the dead, she brought the coveners—except for her mother for whom she had special plans—back to unlife. Strictly speaking the coveners are now a type of thrall, albeit a new variant invented by Alexia loosely similar to a skarlock (MN1). Thralls are corpses animated with powerful necromantic runes called Telgesh glyphs (see Thralls below). The symbols of power are tattooed on the dead flesh or even carved into the subject's flesh and bone.

COMBAT

The coveners obey Alexia without hesitation. Because they were talented sorceresses in life, they have retained some of their spellcasting ability. They will attack with their spells and draining touch.

Coveners: CR 4; Medium undead; HD 4dl2; hp 26; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (ld8+l negative energy, touch); Space/Reach 5 ft./5 ft.; SA draining touch, dreadful aspect, spells; SQ darkvision 60 ft., +3 turn resistance, undead traits; AL N; SV Fort +1, Ref +1, Will +4; Str 11, Dex 10, Con -, Int 10, Wis 10, Cha 14; Advancement —; Climate/Terrain: any; Organization: all four coveners stick together and with Alexia.

Skills and Feats: Concentration +5, Hide +4*, Intimidate +4, Knowledge (arcana) +4, Listen +6*, Move Silently +6*, Search +4*, Spellcraft +4, Spot +4*, Use Magic Device +4; Brew Potion, Combat Casting, Skill Focus (Concentration).

Draining touch (Su): The coveners have a touch attack which uses negative energy to deal ld8+l points of damage to a living creature; a Will save (DC 14) halves the damage.

Dreadful aspect (Su): The coveners emit an aura of fear. Anyone in a 20-foot radius who looks at a covener must succeed a Will save (DC 14) or be affected as though by a fear spell from a 5th-level sorcerer. A creature that successfully saves cannot be affected again by any of the coveners' auras for 24 hours.

Skills: *The coveners have +4 racial bonuses on Hide, Listen, Move Silently, Search, and Spot checks.



Spells (Su): The coveners have the spellcasting abilities of 5th-level sorcerers. Note that by the time they are encountered at the end of Act II of SOTE, they will be almost out of spells for the day, so they will be less formidable opponents.

Sorcerer Spells per Day (6/7/5; save DC 12 + spell level): 0—dancing lights, detect magic, ghost sound, light, mage hand, read magic; 1st—grease, hold portal, mage armor, magic missile; 2nd—mirror image, web.

Crypt Spider

Crypt spiders are man-sized, semi-translucent arachnids that feed on the dead. More specifically, they come equipped with large mandibles and a strong acid for cracking open bones and dissolving the marrow within. They then suck up the resulting soupy mass.

Crypt Spider: CR 3; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 40 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Atk +1; Grp +3; Atk/Full Atk Bite +3 melee (ld8+3); Space/Reach 5 ft./5 ft.; SA acid spray ; SQ darkvision 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 12, Int —, Wis 11, Cha 3; Advancement 3-5 HD (Medium), 6-8 (Large); Climate/Terrain: temperate and warm underground; Organization: colony (2-5) or swarm (6-11).

Skills and Feats: Climb +10*, Hide +3*, Jump +10*, Move Silently +3, Spot +4*; Ability Focus (acid spray)

Acid Spray (Ex): Once per day, a crypt spider can evacuate its acid bladder in ajet from its mouth. This ranged touch attack has a maximum range of 5 feet and does 2d10 points of acid damage. A successful Reflex save (DC 18) halves the damage. They only do this if cornered or sorely pressed. The save DC is Dexterity-based and includes a +4 racial bonus.

Skills: *Crypt spiders receive a +4 racial bonus to Hide, Jump, and Spot checks and a +8 racial bonus on Climb checks. In addition they also receive a +8 competence bonus to Climb and Move Silently checks when using their webs. A crypt spider can always choose to take 10 on Climb checks even if rushed or threatened. They use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Devil Rat

These loathsome rat-creatures resemble a cross between a rat and a large monkey. They stand about waist-high to a human, and a row of sharp spines runs down their backs. They are relatively unintelligent,attack only with their giant, yellow teeth, and do not use any kind of tools. Devil rats usually travel in packs of 5-20 and can sometimes be found in the Undercity of Corvis. They are excellent swimmers.

COMBAT

If half of a devil rat pack is killed, the survivors have a 25% chance of fleeing on each subsequent combat round. If this happens, the pack is 75% likely to return and attack again in 1d10+10 minutes if they can still find the enemy.

Devil Rat: CR 1/2; Small magical beast; HD l/2d10+l; hp 3; Init +2; Spd 40 ft., swim 20 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -3; Atk/Full Atk +4 melee (ld4, bite); Space/Reach 5 ft./5 ft.; SA—; SQ darkvision 60 ft, scent; AL NE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 14, Con 12, Int 3, Wis 11, Cha 4; Advancement 2-3 HD (Small); Climate/Terrain: temperate forests or underground; Organization: packs (5-20).

Skills and Feats: Hide +8, Move Silently +4, Swim +8*; Weapon Finesse.

**Skills: ***A devil rat has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Treasure: Standard.

Farrow

The farrow are monstrous hybrids. They wield primitive weaponry but do not hesitate to use more sophisticated weapons gained from successful ambushes. Sometimes called "boar-men" or simply "the swine" by the uneducated, the farrow are an often underestimated species on the rise. These half-man, half-boar creatures have the intelligence and



wit of a man and the ferocity and tenacity of a boar.

Farrow: CR 1; Medium humanoid (farrow); HD 2d8+6; hp 15; Ink +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +2; Atk +2 melee (1d10+1, greatclub), or +2 melee (ld8+l, gore), or +2 ranged (1d6/x3, shortbow); Full Atk +2 melee (1d10+1, greatclub) and -3 melee (ld8, gore), or +2 ranged (1d6/x3, shortbow); Space/Reach 5 ft/5 ft.; SA —; SQ scent; AL N; SV Fort +6, Ref +1, Will +0; Str 12, Dex 12, Con 16, Int 10, Wis 10, Cha 10; Advancement by character class; Climate/Terrain: any temperate land; Organization: family (5-20).

Skills and Feats: Hide +4, Listen +4, Move Silently +2, Search +5*, Spot +8*; Alertness.

Skills: *Due to their unsurpassed sense of smell, the farrow receive a +4 racial bonus to Search and Spot checks.

GATORMAN

Gatormen are large reptilian humanoids living deep in various swampy regions, including northern Cygnar. They prefer to keep far away from civilization and are so rarely seen as to be semi-mythical. The leader of a gatorman village is a shaman (a low-level druid) who may have one or two apprentices of first level. The village's frontline combat troops are the oldest and strongest individuals who comprise about 30% of the population. Juveniles account for another 30%, and non-combatants such as hatchlings and nesting females account for the last 40%. Juvenile gatormen are expected to take part in hunting and other forms of combat as they age, and any gatorman combat encounter will have a number of juveniles equal to 50% of the number of adult warriors. If a gatorman village is attacked, all the juveniles will participate in the defense while the mothers will flee with eggs and hatchlings.

When a tribe's territory is invaded, they deal with intruders swiftly and ferociously. Gatormen will not hesitate to kill, but they are generally satisfied with driving an enemy away as opposed to slaughtering all of them. Because gatormen are intelligent, visitors can bargain with them when capable of overcoming the language barrier. It is possible to pay for safe passage, but this will be more difficult if the intruders have already killed some of the tribe—an act guaranteeing a hostile response.

Gatormen speak their own language, Quor, though the tribal leaders may know a few words of Cygnaran* learned from enemies or prisoners (who eventually become dinner).

Cygnaran is the common trade language of western Immoren.

COMBAT

Full-grown gatormen are capable opponents with claws, a powerful bite, and the ability to use tools. Small groups of gatormen often sneak up on their enemies by swimming underwater, or leaping from a watery ambush. When a large-scale attack is necessary, they are quite capable of forming well-organized combat units often supported by a shaman.

Gatormen often try to latch onto smaller prey to drag it underwater to drown. They are less likely to do this when using weapons, but if they are fighting in or near water, the chance increases greatly.

Gatorman, Adult: CR 2; Large monstrous humanoid (reptilian); HD 3d8+9; hp 22; Init +5; Spd 30 ft., swim 20 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +9; Atk Heavy mace +4 melee (2d6+2) or Bite +4 (ld8+2);Full Atk Bite +4 melee (ld8+2) and 2 claws -1 melee (ld6+l) and lail -1 melee (ld8+l): or heavy mace +4 melee (2d6 +2); Space/Reach 10 ft./10 ft.; SA improved grab; SQ darkvision 30 ft., hold breath, scent; AL N; SV Fort +4, Ref +4, Will +3; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 10; Advancement by character class; Climate/Terrain: warm or temperate marsh; Organization: pack (2-5), pod (5-20), or tribe (20-80).

Skills and Feats: Hide +2, Move Silently +4, Spot +4, Swim +10*; Improved Initiative, Multiattack.

Hold Breath (Ex): Gatormen can stay submerged for a number of minutes (not rounds) equal to their Constitution score. After this time they begin making Constitution checks as normal but only once every minute.



Improved Grab (Ex): To use this ability, a gatorman must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. Creatures held while submerged are subject to drowning.

Skills: *A gatorman has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Gatormen receive a +8 racial bonus to Hide checks when submerged in the water.

Treasure: Standard.

Gatorman, Juvenile: CR 1; Medium monstrous humanoid (reptilian); HD 2d8+4; hp 13; Init +4; Spd 30 ft, swim 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +2; Grp +3; Atk Atk Heavy mace +3 melee (2d6+2) or Bite +3 (ld4+l); Full Atk Bite +3 melee (ld4+l) and 2 claws -2 melee (ld6+l) and tail -2 melee (ld8+l): or heavy mace +3 melee (2d6 +2); Space/Reach 5 ft/5 ft; SA —; SQ darkvision 30 ft., hold breath, scent; AL N; SV Fort +3, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 10; Advancement by character class; Climate/Terrain: warm or temperate marsh; Organization: varies.

Skills and Feats: Hide +3, Move Silently +3, Spot +3, Swim +9*; Improved Initiative.

Skills: *A gatorman has a +8 racial bonus on any Swim check to perform some a action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Gatormen receive a +8 racial bonus to Hide checks when submerged in the water.

Treasure: None.

Gatorman Shaman, Drd3: CR 5; Large monstrous humanoid (reptilian); HD 6d8+12; hp 42; Init +5; Spd 30 ft, swim 20 ft; AC 14, touch 10, flat-footed 13; Base Atk +5; Grp +10; Atk Heavy mace +4 melee (2d6+2) or Bite +4 (ld8+2); Full Atk Bite +4 melee (ld8+2) and 2 claws -1 melee (ld6+l) and lail -1 melee (ld8+l): or heavy mace +4 melee (2d6 +2); Space/Reach 10 ft/10 ft; SA improved grab; SQ darkvision 30 ft., hold breath, nature sense, scent, trackless step, wild empathy, woodland stride; AL N; SV Fort +8, Ref +5, Will +5; Str 14, Dex 12, Con 16, Int 10, Wis 13, Cha 10; Advancement by character class; Climate/Terrain: warm or temperate marsh; Organization: solitary; though always accompanied by at least 2 gatorman adults and 2 juveniles.

Skills and Feats: Concentration +5, Heal +5, Hide +2, Knowledge (nature) +6, Move Silently +4, Spot +4, Survival +5, Swim +9*; Improved Initiative, Multiattack, Track.

Trackless Step (Ex): The shaman leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): The shaman has the ability to improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The shaman rolls ld20+3 to determine the wild empathy check result. Most animals have a starting attitude of unfriendly toward gatormen.

Woodland Stride (Ex): The shaman may move through any sort of natural undergrowth at his normal speed and without taking damage or suffering any other impairments. However, thorns, briars, and overgrown areas magically manipulated to impede movement still affect him.

Druid Spells Prepared (4/3/1; save DC 11 + spell level): 0—detect poison, guidance, purify food and drink, resistance; 1st—entangle, magic fang, summon nature's ally I; 2nd—fog cloud.

Treasure: Standard.

The Ghost (Father Cappus)

The intense hatred brewing in Father Cappus during his last days saw to it that his spirit was unable to rest. He has become a ghost doomed to haunt the old mausoleum for eternity. He feeds on the victims Renfrow lures below and keeps his henchman alive by sharing their life energy with him.



COMBAT

Father Cappus' ghost actually derives sustenance from the damage he causes with his Corrupting Touch. It does not take a lot to sustain him, but he will wish to "feed" as much as possible. He would be delighted to trap some PCs in his domain, but if he cannot, he will settle for killing them all as quickly as possible. He will not want to let any of the PCs escape the old church alive under any circumstances. He cannot enter the Sanctuary (area 2, pg. 201), but he can direct Renfrow to help him as needed.

The father's ghost can only be truly annihilated if his corpse is found and destroyed. If the PCs manage to learn that destroying his corpse will dispel him permanently, it is conceivable Father Cappus will agree to go along with it since he is sick of his centuries of earthly torment. Renfrow is highly-dependent on Father Cappus though, and he may attempt to sabotage any such attempt. The possibilities here are left open for the GM to explore.

The Ghost (Father Cappus): CR 7; Medium undead (augmented humanoid, incorporeal); HD 5d12; hp 32; Init +5; Spd fly 30 ft. (perfect); AC 13, touch 13, flat-footed 12; Base Atk +3; Grp +6; Atk/Full Atk +4 melee (ld6, incorporeal touch); Space/Reach 5 ft./5 ft.; SA corrupting touch ld6, frightful moan, telekinesis; SQ corpse vulnerability, darkvision 60 ft., manifestation, mantle of darkness, rejuvenation, turn resistance +4, undead traits; AL CE; SV Fort +5, Ref +2, Will +9; Str 16, Dex 12, Con -, Int 14, Wis 17, Cha 14; Advancement —; Climate/Terrain: sunken church; Organization: unique.

Skills and Feats: Hide +9*, Intimidate +12, Knowledge (history) +6, Knowledge (religion) +10, Listen +11*, Search +12*, Spellcraft +6, Spot +11*; Blind-Fight, Improved Initiative, Iron Will.

Languages: Cygnaran, Caspian, Khard

Corpse Vulnerability (Su): Only if the Father's corpse is completely destroyed (fire, acid, etc.) will he lose his Rejuvenation ability.

Corrupting Touch (Su): If Father Cappus hits a living target with his incorporeal touch attack, he deals ld6 points of negative energy damage.

Frightful Moan (Su): The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 14). This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected for 24 hours.

Manifestation (Su): When Father Cappus manifests, he becomes visible but incorporeal and can be harmed only by other incorporeal creatures, magic weapons, or spells with a 50% chance to ignore any damage from a corporeal source. He can pass through solid objects at will, and his attacks pass through armor. Father Cappus always moves silently. While manifested, he can strike with his touch attack. If Father Cappus chooses not to use his manifestation ability, he cannot be harmed by (but also cannot harm) living opponents.

Mantle of Darkness (Su): Father Cappus can produce darkness as a standard action, 3/day (caster level 5).

Rejuvenation (Su): Even if the father is reduced to 0 hp or less, he will not be killed permanently. He will rejuvenate in ld4 hours.

Telekinesis (Su): Father Cappus can use telekinesis as a standard action (caster level 12). After using this power, he must wait 1d4 rounds before using it again.

Skills: *Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

GORAX

A distant relative of the ogrun, the gorax makes its cousin look positively sophisticated. Dim-witted and hostile, this creature makes its home in dank holes and ventures forth only to find prey. Gorax often use crude tools to dig out their lairs, but for combat they rely on their powerful claws. They do not speak, but on occasion one may recognize or know a word or two of Cygnaran.

The typical gorax collects shiny trinkets just like a crow or ferret. These treasures are always hidden somewhere in its lair and may include valuable coins, gems, or even weapons. In the spring, male gorax



will try to court females by giving them these shiny objects, which would be endearing if the creatures were not so ugly and hostile. A gorax who has lost his "shinies" (perhaps to a thieving adventurer) will wail and moan for several hours—best to give him plenty of room while he grieves!

COMBAT

Anyone who meets a gorax is advised to throw down a handful of coins or other shiny objects and flee; if the gorax fails a Will save (DC 8) the "shinies" will make the beast lose interest in the visitor. Note if combat has begun, or if there are cubs nearby, this tactic is totally useless and the gorax will fight until death.

Gifted beastmasters have been known to tame young gorax and train them to use simple weapons, but they are difficult creatures to handle. Only a few remain in military service today, for they have an unfortunate tendency to go berserk under pressure. There is a 5% chance of the creature going mad with fear and pain each time it takes damage while it is under 50% hp. A berserk gorax will always attack the closest living targets.

Gorax: CR 2; Large monstrous humanoid; HD 3d8+6; hp 19; Init +3; Spd 40 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +11; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (ld6+4) and bite +1 melee (1d8+2); Space/ Reach 10 ft./10 ft.; SA—; SQ Darkvision 60 ft., scent; AL NE; SV Fort +3, Ref+2, Will +3; Str 18, Dex 8, Con 14, Int 5, Wis 10, Cha 5; Advancement 4-9 HD (Large); Climate/ Terrain: any land or underground; Organization: solitary, pair, or pack (2-5).

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

Treasure: 1d4 gems worth 25 gp each.

GREAT OYSTER

Great oysters are hazards of the freshwater swamps near Corvis and the northern Bloodsmeath Marsh. The largest specimens, which can easily engulf a careless swimmer, exceed eight feet in diameter. Even a small specimen can clamp down on a hand or foot to cause death by drowning. More than a few swamp folk have had to hack off a hand or foot to avoid a watery fate.

COMBAT

Great oysters lurk motionless, waiting for prey to swim into their open maw. Most (75%) swamp oysters contain 3-6 giant pearls. The shiny pearls are used to attract prey. In this case, the oyster's Hide skill is used to camouflage its true nature.

Great Oyster: CR 1; Large vermin (aquatic); HD 2d8; hp 9; Init -4; Spd 0 ft. (motionless); AC 13, touch 5, flat-footed 13; Base Atk +1; Grp +9; Atk/Full Atk +5 melee (ld6+6, bite); Space/Reach 10ft./5ft.; SAdigestion ld2, improved grab, swallow whole; SQ camouflage, tremorsense, vermin traits; AL N; SV Fort +3, Ref -4, Will +0; Str 18, Dex 1, Con 11, Int -, Wis 10, Cha 8; Advancement 3-4 HD (Large), 5-6 HD (Huge); Climate/Terrain: any fresh aquatic; Organization: solitary.

Skills and Feats: —

Camouflage (Ex): The shell of a great oyster is usually covered with algae, small animals, and mud, which make it hard to discern from the river bottom. Creatures must make a Spot check (DC 20) to notice the oyster. Anyone with ranks in Creature Lore, Knowledge (nature), or Survival may substitute one of these skills instead of Spot to notice the arthropod.

Improved grab (Ex): To use this ability, the great oyster must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. Once held, the great oyster can begin to start swallowing its prey whole in the following round. Creatures held while submerged are subject to drowning.

Swallow whole (Ex): If the great oyster begins its turn with a Medium or smaller opponent held in its shell (see Improved Grab above), it can attempt a new grapple check. If it succeeds, it pulls its victim into its shell and begins dealing ld2 points of digestion damage. Swallowed creatures are also subject to drowning and are considered grappled while the



oyster is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. Dealing a total of at least 5 points of damage to the shell (AC 13) creates a big enough hole to escape.

Tremorsense (Ex): Great oysters have no visual organs but can automatically pinpoint the location of anything within 30 ft. in contact with the ground or moving through water.

Treasure: 75% chance of 3-6 fist-sized pearls, each worth 50-150 gp. The meat is worth 50 gp, and the shell is worth 50-500 gp (20-800 lbs).

Kohlasa (Huge Skeleton)

Laid to rest with high honors along his fellow Knights of the Prophet in the ancient mausoleum's Hall of Heroes, Kohlasa was a friend of Corvis and a faithful servant of Morrow. This remarkable individual, a giant hailing from somewhere to the east (possibly the Bloodstone Marches), fled his home due to a dispute within his clan and settled in Corvis, which he found much better suited to his compassionate nature. Kohlasa was eventually slain while defending the Corvis harbor from a titanic, venomous river serpent.

Unfortunately the evil that has so befouled the ancient church and mausoleum has also infected the dead remains of Kohlasa. His soul is safely beyond in Urcaen, but his unhallowed body has become animated and is not willing to give up its precious hammer.

COMBAT

The undead abomination that was Kohlasa wields the hammer Duteous to great effect. It always holds the hammer in a two-handed grip and swings viciously at any foolish enough to attempt to take the hammer away. Being a mindless skeleton, Kohlasa will simply attack the nearest creature and once finished, move on to the next. It always focuses single-mindedly on one target at a time. PCs should soon realize it is unwise to try to stand still and fight toe-to-toe with a 20 foot tall skeleton wielding a 400 pound hammer!

Kohlasa: CR 7; Huge undead (giant skeleton); HD 16dl2; hp 104; Init +6; Spd 40 ft.; AC 12, touch 9, flat-footed 11; Base Atk +8; Grp +22; Atk: Duteous +17 melee (3d6+12/ x3) or claw +14 melee (2d6+6); Full Atk Duteous +17/+12 melee (3d6+12/x3) or 2 claws +14/+14 melee (2d6+6); Space/Reach 15 ft./15 ft.; SA—; SQ DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits;AL NE; SV Fort +5, Ref +6, Will +8; Str 22, Dex 12, Con —, Int —, Wis 10, Cha 1; Advancement—; Climate/Terrain: sunken church; Organization: unique.

Skills and Feats: Improved Initiative.

Equipment: *Duteous,* a +3 *huge stonesmasher warhammer* (3d6+3/x3)

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons are not affected by cold.

Legionnaire, Undead

The undead legionnaires retain a semblance of their personalities from their former lives as if their ancient psyches have steeped into their very bones. Three hundred plus years ago, these tireless warriors were once members of the fabled mercenary company coincidentally called the Eternals. Upon their deaths, legend states an archon of Morrow instructed the Royal Knights of Cygnar to entomb them deep within the Dragonspine Peaks. Having recently been roused from their slumber, they now carry out their commands with utmost efficiency, possibly in fulfillment of a prophecy from olden times. They do not act like other undead. Instead their behavior is an echo of each soldier's former role in a living army. They have no innate menace to the living, nor do they attack randomly, instead they obey the wielder of the Witchfire who animated them and execute those orders with military discipline. Officers help coordinate regular legionnaires and also help control the antique steamjacks used by the army.

Legionnaire, Undead: CR 1; Medium undead; HD 3d12; hp 19; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17;



Base Atk +1; Grp +3; Atk/Full Atk +5 melee (ld8+2/19-20, masterwork longsword); Space/Reach 5 ft./5 ft.; SA —; SQ turn resistance +2, undead traits; AL N; SV Fort +0, Ref +2, Will +4; Str 15, Dex 12, Con -, Int 6, Wis 12, Cha 13; Advancement —; Climate/Terrain: entombed in Dragonspire Peaks; Organization: army (1,160).

Skills and Feats: Listen +4, Search +1, Spot +4, Use Rope +4; Blind-Fight, Weapon Focus (longsword).

Equipment: Scale mail armor, light steel shield, masterwork longsword.

Legionnaire Officer, Undead: CR 1; Medium undead; HD 4dl2; hp 25; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +4; Atk/Full Atk +7 melee (ld8+3/19-20, masterwork longsword); Space/Reach 5 ft./5 ft.; SA —; SQ turn resistance +2, undead traits; AL N; SV Fort +0, Ref +2, Will +5; Str 16, Dex 12, Con -, Int 8, Wis 12, Cha 13; Advancement —; Climate/Terrain: entombed in Dragonspire Peaks; Organization: army (40 total, 1 per ~30 Legionaires).

Skills and Feats: (21) Jack Handling 5, Listen +5, Search +1, Spot +5, Use Rope +5; Blind-Fight, Weapon Focus (longsword).

Equipment: Half-plate armor, light steel shield, masterwork longsword.

Razorbat

While most bats are harmless eaters of fruit or insects, the razorbat is a dangerous predator. Hunting in packs of 3-8, these bloodthirsty flyers are capable of killing all but the largest prey. Vicious and fearless, razorbats are hated and feared by all.

COMBAT

A fully-grown razorbat has a four-foot wingspan. The tips of the wings sport cruel claws, and the elongated tail ends in a sharp spike. Razorbats swarm their prey and slash with claws and stab with tails until the victim collapses. The attackers then land and feast on the corpse. They are especially fond of barnyard animals such as cows and sheep, and a razorbat infestation can quickly decimate a farm's livestock. They can also easily dispatch the farmer should he be caught in the open after dark! Often a barn full of razorbats is set aflame since it is safer than trying to destroy the colony.

Razorbats are notoriously ill-tempered. They will kill animals that they have no intention of eating apparently for the sport of it. They are also fearless and will readily attack all manner of humanoids, especially if someone enters their roost.

Razorbats have poor eyesight and use echolocation to navigate. Like all bats, they are totally at ease in the dark. Interestingly their tail barb is quite valuable and can be used to create a masterwork arrow.

Razorbat: CR 1/2; Small animal; HD ld8; hp 4; Init +2; Spd 10 ft, fly 40 ft. (good); AC 14, touch 13, flat-footed 12; Base Atk +0; Grp -4; Atk +1 melee (ld4, tail slash); Full Atk +1 melee (ld4, tail slash) and -1/-1 melee (ld3, claws); Space/Reach 5 ft/5 ft; SA —; SQ blindsense 20 ft.; ALN; SV Fort +2, Ref +4, Will +0; Str 10, Dex 15, Con, 11, Int 2, Wis 11, Cha 10; Advancement 2-3 HD (Small); Climate/Terrain: temperate forests; Organization: pack (3-8), or swarm (6-10).

Skills and Feats: Hide +6, Move Silently +5, Spot +2; Multiattack.

Blindsense (Ex): Using echolocation, a razorbat notices and locates creatures within 20 feet provided it has line of effect to that creature. Any opponents the razorbat cannot see still have 100% concealment against a creature with blindsense.

Treasure: A razorbat's tail barb can be used as an arrowhead. Tail barbs are worth 5 gp.

Saqu

Saqu are fifteen-foot-tall semi-flightless predatory birds. These avians will eat nearly anything smaller than themselves they are able to catch. Saqu often perch on high cliff faces or hide among tall foliage while looking for food, then swoop down upon their prey, pin it to the ground, and snap at it with their powerful beaks. Their diet has been known to include men as well as beasts.

Saqu: CR 4; Large animal; HD 5d8+15; hp 37; Init +1; Spd 30 ft, fly 60 ft (average); AC 14, touch 10, flat-footed 13;



Base Atk +3; Grp +11; Atk +6 melee (2d6+6, bite); Full Atk +6 melee (2d6+6, bite) and +4/+4 melee (2d8+2, claws); Space/Reach 10 ft./10 ft.; SA ravage; SQ —; AL N; SV Fort +7, Ref +5, Will +3; Str 18, Dex 13, Con 16, Int 2, Wis 14, Cha 6; Advancement 6-8 HD (Large), 9-15 HD (Huge); Climate/Terrain: temperate mountains, hills, and plains; Organization: solitary or pair.

Skills and Feats: Listen +9*, Spot +9*; Alertness, Multiattack.

Ravage (Ex): A saqu that hits with a claw attack against a creature of Medium size or less may attempt a grapple as a free action without provoking an attack of opportunity as though it had the improved grab ability. Once it achieves a hold, it may fly off with the prey and automatically make a bite attack each round in lieu of a claw attack. It also gets this automatic bite attack if it chooses to stay grounded, for the prey is now pinned under one (or both) of its massive claws.

The saqu can drop a grabbed creature as a free action or toss it as a standard action. Flung creatures travel 20 feet and take 2d6 points of damage. The saqu will often leap upon the unfortunate creature again if it still moves.

Skills: *A saqu has a +3 racial bonus on Spot and Listen checks.

Servitor of Cyriss

These spherical mechanika drones perform a variety of duties in temples of Cyriss, such as repairing machines and attacking the rare intruders. Each servitor is about one-and-a-half feet in diameter and features a large glass eye in the center of its body and a single grasping appendage hung underneath. The servitors are hand-built by the priests from whom they take simple, verbal orders. Servitors are able to fly, but to remain afloat and aware they must stay inside the temple. If they leave, they immediately lose access to the magic power sustaining them, and they become totally inert.

COMBAT

These advanced constructs are capable of some independent action, such as seeking help if they spot trouble. In combat they will pinch with their claws, but they are also able to operate switches and machines in the temple to create additional hazards for intruders. If several servitors grab an enemy, they can drag the unlucky individual across the floor or even fly away with him. A common tactic is to swarm an enemy and drag him off of a ledge or into dangerous machinery.

Servitor of Cyriss (assistant): CR 1; small construct; HD ldl0+10; hp 15; Init +0; Spd fly 30 ft. (perfect); AC 16, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk claw +1 melee (ld3); Space/Reach: 5ft./5 ft; SA; SQ construct traits, servitor traits; AL N; SV Fort +0, Ref +2, Will +0; Str 10, Dex 16, Con -, Int 3, Wis 10, Cha 1; Advancement 2-3 HD (Small); Climate/Terrain: temples of Cyriss; Organization: solitary or swarm (3-5).

Skills and Feats:.

Treasure: An inert servitor is worth about 50 gp.

Skorne Warbeast

These huge, dinosaur-like creatures are sometimes used as massive, living weapons platforms by the skorne. Each is capable of carrying a dozen or more cannons on its back, and their ability to trample and swallow enemies makes them that much more dangerous. The beasts are trained and surgically modified so they can be controlled by a driver who sits in an armored cabin on top of the head. The skorne likely have a specific name for these gargantuan creatures, but it is not revealed in the course of the adventure.

COMBAT

The driver controls the beast's every move from his armored cockpit. If the driver is killed, the beast will shuffle about aimlessly though it will attack anything coming near it. Usually the beasts are used to trample enemy soldiers, and they are capable of swiftly moving cannons into range of desirable targets.

Skorne Warbeast: CR9; Gargantuan animal; HD 20d8+100; hp 190; Init +0; Spd 40 ft; AC 15, touch 6, flat-footed 15; Base Atk +15; Grp +39; Atk/Full Atk +23 melee (6d8+18, bite); Space/Reach 20 ft/20 ft.; SA improved grab, swallow whole, trample 2d6+18; SQ berserk, DR 2/—, low-light vision; AL



N; SV Fort +17, Ref +12, Will +9; Str 35, Dex 10, Con 20, Int 2, Wis 12, Cha 10; Advancement 21-40 HD (Colossal); Climate/Terrain: warm desert; Organization: solitary.

Skills and Feats: Listen +13, Spot +16; Alertness, Endurance, Improved Natural Armor, Improved Natural Attack (bite) x3, Iron Will.

Improved Grab (Ex): To use this ability, the skorne warbeast must hit with its bite attack. It can then attempt to start a grapple as a free action without proving an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the unlucky target whole the following round.

Swallow Whole (Ex): A warbeast can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 6d8+18 points of crushing damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 22 points of damage to the stomach (AC 14). A Gargantuan warbeast's interior can hold 1 Huge, 2 Large, 8 Medium, or 32 Small opponents.

Trample (Ex): Reflex save DC 32 to halve damage. This DC is based on the warbeast's Strength score.

Berserk (Ex): Once the beast has lost 75% of its hit points, there is a 1 in 10 chance it will go berserk each time it takes more damage. A berserk beast will ignore all input from the pilot, and it will attack the nearest target until it is dead or there are no more enemies about. Sometimes a berserk beast will even attack a building.

Skorne Warhound

These beasts hail from eastern Immoren past the Bloodstone Marches and are seen accompanying the skorne. They have a vile temperament, but they can be effectively trained if the process begins when they are pups. Well-trained warhounds can understand a dozen or so commands, and they are fiercely loyal to their masters.

There is something about the smell of a skorne warhound that drives many other animals crazy—perhaps their charnel smell. Domestic dogs seem to hate warhounds and will not stop barking when they can see or smell them. Horses, ponies, and donkeys are also terrified of the beasts, and Handle Animal checks may need to be made when they are around.

COMBAT

Skorne warhounds can understand verbal commands and hand signals from their masters, and they will attack any target if ordered. They have a remarkable pain tolerance and appear to be completely fearless. Unless ordered to break away, they will fight to the death.

Even a well-trained warhound will be unable to resist attacking anyone who attacks its master. It will even disengage from an enemy in order to come to its master's aid if it can perceive he is under attack. If a warhound's master is attacked by something the animal cannot see, it may go berserk and attack the nearest unfamiliar creature.

In the wild these are not social beasts, and it is only through training that they are able to function with others of their own kind about. Occasionally a trained warhound may lose control and attack one of its own if it can smell blood.

A trained hound without a master is unpredictable and may attack or ignore unfamiliar people seemingly at random.

Skorne Warhound: CR 3; Medium animal; HD 3d8+15; hp 28; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (ld6+4, bite); Full Atk +5 melee (ld6+4, bite); Space/Reach 5 ft./5 ft.; SA improved grab; SQ low-light vision, scent, AL N; SV Fort +8, Ref +5, Will +2; Str 16, Dex 14, Con 20, Int 2, Wis 12, Cha 10; Advancement 4-6 HD (Medium); Climate/Terrain: warm desert; Organization: solitary.

Skills and Feats: Jump +6, Listen +5, Spot +4; Alertness, Endurance, Track.

Improved Grab (Ex): To use this ability, the warhound must hit with its bite attack. It can then attempt to start a grapple as a free action without proving an attack of opportunity. If it wins the grapple check, it establishes a hold.



Skorne Warrior

The skorne are a mysterious race living deep in the Bloodstone Marches. They are as yet unknown to the Iron Kingdoms, but Raelthorne the Elder has secured them as allies. A small skorne army under his command lays a few leagues to the east of Corvis. The Exile has a few skorne with him as showpieces, and the PCs will encounter them when they try to rescue Father Dumas in Act III of SOTE.

Skorne are tall and pale with angular features. Most are bald, and tattoos denoting rank and social status are common. They are stronger than the average human, but they have no other unusual abilities.

Skorne Warrior: CR 1; Medium humanoid (skorne); HD 2d8; hp 11; Ink +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +1; Grp +2; Atk/Full Atk +4 melee (ld8+2/19-20, longsword); Space/Reach 5 ft./5 ft; SA —; prejudice, skorne traits; AL NE; SV Fort +3, Ref +0, Will +1; Str 15, Dex 11, Con 12, Int 10, Wis 10, Cha 8; Advancement by character class; Climate/ Terrain: warm desert; Organization: company (2-5, plus 1 sergeant, Ftr3), squad (2-4 companies plus 2 sergeants, Ftr3, and 1 lieutenant, Ftr5), platoon (2-10 squads plus 5 lieutenants, Ftr5, and 3 captains, Ftr8); Level Adjustment +1.

Skills and Feats: Listen +4, Search +2, Spot +4; Iron Will, Weapon Focus (longsword).

Prejudice (Ex): When in non-skorne lands or when interacting with people from such places who lack extended exposure to skorne, all skorne suffer a -6 circumstance penalty to Bluff, Diplomacy, Gather Information, and similar social skill checks due to racial prejudice extended them. This penalty may be lessened or waived at the GM's discretion.

Equipment: splint mail armor, heavy steel shield, longsword.

Skorne Gunner

These are the skorne inside the giant warbeast at the end of Legion of Lost Souls (Chapter Six). These are identical to skorne warriors armed only with daggers, and they wear no armor. AC 10, touch 10, flat-footed 10; Atk/Full Atk +4 melee (ld4+3/19-20, dagger).

Skills and Feats: Handle Animal +3, Listen +2, Search +2, Spot +2; Iron Will, Weapon Focus (dagger).

Steamjack, Archaic (Archaic Warjack)

These are older and outmoded warjacks than those in use today even among mercenaries or those willing to buy second-hand jacks. These were constructed at enormous expense in their day but eventually turned over to mercenary use by large companies like the Eternals. They still boast considerable armor and powerful weaponry, but they are on their final legs. They would cost a fortune to maintain and have a single fight left in them before they begin to break down and fall apart.

Steamjack, Archaic (Archaic Warjack): CR 9; Large construct (steamjack); HD 16d10+30; hp 118; Init -1; Spd 15 ft. (can't run); AC 28, touch 8, flat-footed 28; Base Atk +12; Grp +23; Atk greatclub +18 melee (2d8+10/x3); Full Atk greatclub +18/+13/+8 (2d8+10/x3); Space/Reach 10 ft./10 ft.; SA—; SQ mechanikal construct traits, damage reduction 10/serricsteel, steamjack traits, darkvision 60 feet, low light vision; AL N; SV Fort +5, Ref +4, Will +5; Str 24, Dex 9, Con -, Int -, Wis 11, Cha 1; Climate/Terrain: any; Organization: special.

Skills and Feats: —

Steamjack Traits: All steamjacks possess the following traits (unless otherwise noted in the jacks entry):

—Resistances to electricity 20 and fire 20.

—Can only be healed as follows: *Mending* cures 1 hit point. *Make whole* cures 2d8 damage +1/level (max +10). *Fabricate* cures 4d8 damage +l/level (max +20). A 'jack may also be healed using the Craft (mechanikal device) skill; see the skill description for details.



—Steamjacks need to consume coal and water to function. Newer steamjacks require refueling (see individual steamjack stats for standard fuel consumption) every three hours. If not refueled, the steamjack's next hour of operation is spent *fatigued.* After that, the unit becomes exhausted for an hour, after which it is *stunned.* At this point its firebox needs to be re-lit before it can function again.

Older steamjacks may require refueling after a single hour, as does any steamjack engaged in strenuous activity or combat. Steamjacks using inferior fuel are considered *shaken* in addition to any other effects on it.

—A steamjack's firebox fails when the unit is completely submerged in water or other liquid. Jacks without a burning firebox are considered *stunned.*

Steamjack, Archaic (Thunderwicket)

The steamjack Malek has discovered and renovated dates back at least sixty years, perhaps more. It has certainly not been used in over a decade, which is roughly when the old steam factory was abandoned. The rogue gang leader found the construct when the Griffons moved in to the abandoned building approximately a month before "Fool's Errand" takes place, and having little more than amateur skill, he put the thing together. It is currently running on poor fuel and is obviously commanded by an inept handler in "Mad" Malek Redgrave. Bodak's man on the inside of Malek's Griffons has provided information about the machine and its peculiar nameplate that reads: THUNDERWICKET.

Steamjack, Basic: CR 8; Large construct (steamjack); HD 12d10+30; hp 96; Init -3; Spd 15 ft. (can't run); AC 21, touch 6, flat-footed 21; Base Atk +9; Grp +20; Atk slam +15 melee (2dl0+7); Full Atk slam +15/+10 melee (2dl0+7); Space/ Reach 10 ft./10 ft; SA —; SQ mechanikal construct traits, damage reduction 10/serricsteel, steamjack traits, darkvision 60 feet, lowlight vision; AL N; SV Fort +4, Ref +1, Will +4; Str 25, Dex 5, Con -, Int -, Wis 11, Cha 1; Advancement 13-25 HD (Large), 26-36 HD (Huge); Climate/Terrain: any; Organization: solitary or gang (2-4).

Skills and Feats: —

Steamjack, Basic

Steamjacks are advanced meckanikal constructs. A steam engine provides the motive power, but they are given awareness by sophisticated wizardry. The human kingdom of Cygnar originally developed the technology for warfare over four centuries ago, but it has since made its way into more peaceful uses. The iron giants can now be seen peacefully toiling away anywhere there is heavy labor to be done. Units may grasp huge tools in their powerful claws, or they can be fitted with picks, shovels, or thundering steam-hammers.

Being the state of the art in both the wizard and engineer's trade, steamjacks are uncommon and extremely expensive. Their construction is not commissioned lightly, and they are generally owned and operated only by powerful merchant guilds or royal militaries. Nonetheless, they are becoming a more common sight throughout the Iron Kingdoms especially in industrial centers like the city of Corvis.

Steamjack, Basic: CR 9; Large construct (steamjack); HD 14d10+30; hp 107; Init -2; Spd 20 ft. (cannot run); AC 25, touch 7, flat-footed 25; Base Atk +10; Grp +22; Atk slam +17 melee (2dl0+8); Full Atk slam +17/+12 melee (2dl0+8); Space/Reach 10 ft./10 ft; SA —; SQ mechanikal construct traits, damage reduction 10/ serricsteel, steamjack traits, darkvision 60 feet, lowlight vision; AL N; SV Fort +4, Ref +2, Will +4; Str 27, Dex 7, Con -, Int -, Wis 11, Cha 1; Advancement 15-28 HD (Large), 29-42 HD (Huge); Climate/Terrain: any; Organization: solitary or gang (2-4).

Skills and Feats: —

Swamp Gobber

Widowers Wood is home to a less friendly species of goblins the locals call swamp gobbers. While still the same species as regular gobbers, they have a distinct culture and have not integrated as well with humans as their urban kinfolk. Like all gobbers, they have smooth, greasy skin and can change color like a chameleon. To make the most of this ability, they wear only ragged scraps of clothing. Fleet of foot, they



can also move silently through the most treacherous swamp. As if that were not enough, they also manufacture primitive machinery and alchemical concoctions that produce thick, white smoke. They use these gobber bellows to create thick patches of "fog" to provide further cover for their attacks. There is one tribe of swamp gobbers in the Wood that trades with the humans living in the area. There is a large, flat stone near the Hangman's Tree where goods are exchanged on occasion. The humans leave food or tools on the rock; the next morning they will find high-quality skins left in exchange by the gobbers. The gobbers will not approach the trading stone if there are any humans in the area.

COMBAT

Like all gobbers they prefer to avoid a stand-up fight, but they are known to ambush travelers on occasion, especially in the winter when times are hard. A swamp gobber ambush will almost always lead off with some sort of trap being sprung. A barrage of darts follows, and then the gobbers charge into battle with crude bone daggers. High-ranking members of the tribe will have metal weapons.

Swamp gobbers will almost never attack a group of more than ten opponents unless they have overwhelming numbers. Their goal in most cases is to surprise the enemy and make off with food and other valuables; they will only fight to the death when they have no choice. They live in small nomadic tribes of no more than 40 individuals—they cannot afford to lose all of their warriors in a bungled attack.

Swamp Gobber, War1: CR 1/2; Small humanoid (goblinoid); HD ld8; hp 4; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +1; Grp -3; Atk/Full Atk dagger +2 melee (ld3/19-20) or dart +2 ranged (ld3); Space/Reach 5 ft./5 ft; SA—; SQ camouflage, low-light vision; AL N; SV Fort +3, Ref +1, Will -1; Str 10, Dex 12, Con 13, Int 11, Wis 8, Cha 9; Advancement by character class; Climate/Terrain: any marsh; Organization: family (8-20), tribe (10-30), or kriel (30-150); Level Adjustment +0.

Skills and Feats: Craft (alchemy) +2* (+2 racial), Escape Artist +4*, Hide +7, Move Silently +4*; Weapon Focus (dagger).

Camouflage (Ex): Gobbers can blend into their surroundings by subtle changes in skin color. This grants a +4 circumstance bonus to Hide checks adjusted down depending on how much skin is covered: +4 for virtually nude, +3 for 25% covered, +2 for half covered, and +1 if 75% covered.) The Hide bonus noted under skills does not include a camouflage bonus.

Skills: *Swamp gobbers have a +2 racial bonus to Craft (Alchemy), Escape Artist, and Move Silently checks.

Treasure: Standard.

THE GOBBER CHIEFTAIN

The chieftain of this gobber tribe is an adventurous fellow and prefers to be involved in all of his tribe's raids.

Gobber Chieftain, War2: CR 1; Small humanoid (goblinoid); HD 2d8+2; hp 13; Init +3; Spd 20 ft; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp -2; Atk/Full Atk small short sword +3 melee (ld4+1/19-20) or dart +3 ranged (1d3); Space/Reach 5 ft/5 ft; SA —; SQ camouflage, low-light vision; AL N; SV Fort +4, Ref +3, Will +1; Str 13, Dex 16, Con 13, Int 11, Wis 12, Cha 12.

Camouflage (Ex): Gobbers can blend into their surroundings by subtle changes in skin color. This grants a +4 circumstance bonus to Hide checks adjusted down depending on how much skin is covered: +4 for virtually nude, +3 for 25% covered, +2 for half covered, and +1 if 75% covered.) The Hide bonus noted under skills does not include a camouflage bonus.

Skills and Feats: Craft (alchemy) +4* (+2 racial), Escape Artist +4*, Hide +7, Move Silently +4*; Weapon Focus (dagger).

Treasure: Somehow he also came into the possession of *Etien's font of frost.* This curious magic item (which ensures his rule of the tribe) is a metal cone about a foot long with a handle and a crank attached. When the crank is operated, the device produces a *cone of cold* with a range of 35 ft. and a damage of 5d6. The item has five charges left, but the chieftain will only use one charge unless his tribe is in big trouble. If the PCs find the device, it is not rechargeable. It is worth 4,000 gp.



Swamp Shambler

It is said by some that anyone who dies in the Wood and is left there unattended will rise again in seven days as a swamp shambler. These undead try to return to their homes and slay those who abandoned them. Even worse, anyone they kill rises as a swamp shambler in just 1d4 minutes.

COMBAT

Swamp folk claim to know how to make talismans to prevent a shambler from approaching. Producing a talisman takes 2d4 days of gathering materials, crafting, and curing. At the end of the time, the GM makes a Craft (talismans) check. The amount of the roll is the DC of the Will save the swamp shambler must make to approach within 50 feet of the talisman. The protective abilities do not stack; only the strongest talisman in an area will take effect.

Each shambler may only try to approach a warded area once. Shamblers with an especially strong revenge motivation may get a bonus to their roll of up to +10. For example, there is a swampie legend about a young couple who snuck into the Wood for a tryst. A gang of bandits attacked the couple, and the cowardly lad fled, leaving his fiancée to her fate. Fearing the worst, he commissioned the finest talisman he could afford but to no avail. A week later the shambler that his bride-to-be had become killed him in his sleep. Hearing the screams, the swampies burned the lad's shack to the ground with the shambler and victim still inside.

Swamp Shambler: CR 2; Medium undead; HD 3d12; hp 19; Init +0; Spd 20 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +2; Atk/Full Atk claw +2 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA create spawn; SQ undead traits; AL N; SV Fort +1, Ref +1, Will +3; Str 12, Dex 11, Con -, Int 6, Wis 10, Cha 10; Advancement 4-6 HD (Medium), 7-9 HD (Large); Climate/Terrain: temperate marsh; Organization: solitary or pack (3-5).

Skills and Feats: Climb +4, Hide +3, Listen +4, Move Silently +2, Spot +4; Alertness, Blind-Fight.

Create Spawn (Su): Any humanoid slain by a swamp shambler will rise as a shambler in 1d4 minutes. The new shambler is not under the control of its creator and is immediately able to create spawn itself.

Treasure: None.

Swamp Squid

Swamp squids are rare and are only known to exist in the area around Corvis. They look almost identical to their sea-dwelling cousins, but they can grow up to ten feet long not counting the tentacles. Like sea squids, they have two extra-long gripping tentacles with fat sucker pads on the ends. These tentacles are 150% of the length of the body. The remaining eight tentacles are the same length as the body. All the tentacles are lined with powerful suction cups ringed with sharp teeth. Swamp squids have excellent camouflage ability like octopi, and they can instantly change color to match their surroundings.

COMBAT

The squids use their excellent camouflage to wait unseen for prey to pass by. Young squid feed on fish as well as reptiles and insects they find in the water. As the creature gets bigger, it starts hunting larger prey—rats, birds, deer and sometimes livestock that stray too close to the water. Land dwellers snared are dragged underwater, drowned, and consumed.

When small, swamp squids are a curiosity—and a delicious one at that. Adults, however, can be very dangerous. They will readily attack even human-sized crea-itures entering the water or lingering near the water's edge.

Swamp squids can discharge a cloud of black, irritating ink when threatened.

The ink glands are very valuable (up to 20 gp) since the ink has uses for scholars, wizards, alchemists, and even chefs of exotic dishes. Swamp squids also have bioluminescent nodules under their skin, which can be sold for up to 5 gp each to alchemists or wizards. The nodules will glow faintly for 2d4 days after the squid's death.



These creatures have adapted well to the swamplands. They prefer to remain in larger lakes and rivers, but they are also found in stagnant swamp-water ponds. Many scholars believe they can crawl across dry land from one body of water to another, but no one has witnessed this yet.

Swamp Squid: CR 2; Large animal (aquatic); HD 2d8; hp 9; Init +1; Spd swim 30 ft.; AC 12, touch 10, flat-footed 11; Base Atk +1; Grp +13; Atk tentacle +4 melee (0); Full Atk tentacle +4 melee (0) and bite -1 melee (ld8+6); Space/Reach 10 ft./10 ft.; SA improved grab, toxic ink; SQ low-light vision; AL N; SV Fort +3, Ref +4, Will +0; Str 18, Dex, 13, Con 11, Int 1, Wis 10, Cha 6; Advancement 3-4 HD (Large), 5-8 HD (Huge); Climate/Terrain: any fresh water; Organization: solitary.

Skills and Feats: Hide +7*, Move Silently +3, Swim +12*; Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a swamp squid must hit an opponent of any size with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Toxic Ink (Ex): Three times a day a squid can discharge a cloud of poisonous ink 10 feet high by 10 feet wide by 10 feet long. Besides providing total concealment, the ink stings the eyes and will cause a temporary loss of ld4 Con unless a Fort save (DC 16) is made. All vision within the cloud is rendered useless. The ink dissipates in 1-20 minutes depending on the current.

Note: The squid cannot attempt a bite attack until it has grappled a victim.

Skills: *A swamp squid has a +4 racial bonus on grapple checks.

*A swamp squid can change colors to give it a +4 racial bonus on Hide checks.

*A swamp squid has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming provided it swims in a straight line.

Treasure: 1d2 ink glands (20 gp), 2d6 glowing glands (5 gp).

Thrall

Thralls are a large category of undead of varying power. They all have one thing in common—the way they are created. To create a thrall, a necromancer needs to assemble the required body parts and enchant them by laying glyphs of power on the old bones and rotting skin. A simple skeleton guard will have only a few of the most modest glyphs while a necromancer's master creation could be covered from head to toe in arcane tattoos yielding terrible powers. It is the glyphs that determine the thrall's characteristics; the body type is incidental. A "fresh" thrall is no better than one crafted from aged bones.

There are families of glyphs that determine the thrall's intelligence, strength, combat skill, resistance to turning, and many other attributes. A skilled necromancer can determine much of a thrall's capabilities just by seeing the runes laid on the old bones. New glyphs spied on a vanquished foe can be examined and possibly added to the necromancer's own library. Laying a glyph on a thrall is a procedure akin to creating a magic item. It takes a great deal of time and burns some of the caster's XP.

Despite the unusual method of their creation, thralls are still undead and are subject to the same rules as any others. They can be turned, rebuked, or controlled as any other undead. The strength of the runes laid on them determines how hard they are to turn or dispel rather than the shape of the body.

In this series of adventures, there are four basic types of thralls: risen, slaves, warriors, and lieutenants (also see Coveners, above). Note that the stats presented here are typical but by no means the final word. Another necromancer might wish to invest his slaves with more intelligence or speed, for example. Thralls are as unique as the necromancers who create them.



Risen are the simplest possible thralls. They resemble zombies if the source materials are fresh or skeletons if the source is old. They only dimly perceive their surroundings and are driven by a common hatred for the living. Risen cannot understand orders or perform useful work. All they can do is wander about in misery attacking the living when encountered. Skilled necromancers have little use for such unsophisticated servants.

Slaves are a step above the risen. Near-mindless automatons, slaves can be given simple verbal orders, which they will follow without question. They are almost totally unaware of their surroundings and are incapable of discriminating between other beings.

Warriors are basic combat troops. They are slow-witted but still far brainier than the slaves. They can easily perceive their surroundings, form simple plans, and work together to execute them. Warriors communicate through hissing, teeth clacking, and slow gestures. Few of the living understand the speech of the thralls.

Lieutenants are the smartest and strongest type of thrall seen in the Witchfire adventures. Simply put, they are warriors with more hit dice and Intelligence. They speak the language of the thralls, Thrallspeak, and most of them can croak out a few phrases in Cygnaran as well.

Note that no thrall can be reasoned with or bargained with. They follow their creator's directions to the letter even if it means their own destruction.

Thrall, Lieutenant: CR 1; Medium undead; HD 2dl2; hp 13; Init +5; Spd 20 ft; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk greatsword +3 melee (2d6+l/19-20); Space/Reach 5 ft/5 ft; SA —; SQ turn resistance +2, undead traits; AL LE; SV Fort +0, Ref +3, Will +3; Str 12, Dex 13, Con -, Int 9, Wis 10, Cha 8; Advancement 3-5 HD (Medium); Climate/Terrain: any; Organization: any.

Skills and Feats: Climb -2*, Hide -2*, Listen +5, Move Silently -1*, Sense Motive +2, Spot +4; Improved Initiative, Lightning Reflexes, Weapon Focus (greatsword)B.

**** Armor check penalty for breastplate already added in.***

Treasure: None.

Behavior: Thrall lieutenants are relatively intelligent and can follow complex directions from their creator. They are usually given command of a number of thrall warriors.

Thrall, Risen: CR 1/3; Medium undead; HD l/2dl2; hp 3; Init +4; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +0; Grp +0; Atk/Full Atk bite +1 melee (1d4); Space/Reach 5 ft/5 ft.; SA —; SQ undead traits; AL NE; SV Fort +0, Ref +2, Will +2; Str 10, Dex 10, Con -, Int 2, Wis 10, Cha 4; Advancement 1-2 HD (Medium); Climate/Terrain: any; Organization: any.

Skills and Feats: Listen +2, Spot +2; Improved Initiative, Lightning Reflexes, Weapon Focus (bite)B.

Treasure: None.

Behavior: Risen will attack the closest living thing until they are destroyed.

Thrall, Slave: CR 1/4; Medium undead; HD 1/2d12; hp 3; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +0; Grp +0; Atk/Full Atk —;Space/Reach 5 ft./ 5 ft.; SA —; SQ undead traits; AL N; SV Fort +0, Ref +0, Will +2; Str, 10, Dex 10, Con -, Int -, Wis 10, Cha 4; Advancement 1-2 HD (Medium); Climate/Terrain: any; Organization: any.

Skills and Feats: —

Treasure: None.

Behavior: Slaves will follow the orders of their maker and can perform simple tasks such as, "place all these bones in that wagon." They are totally incapable of combat, communication, orjudgment.

Thrall, Warrior: CR 1/2; Medium undead; HD 1d12; hp 6; Init +5; Spd 20 ft; AC 18, touch 11, flat-footed 17; Base Atk +0; Grp +0; Atk/Full Atk longsword +1 melee (1d8/19-20); Space/Reach 5 ft/5 ft.; SA —; SQ turn resistance +2, undead traits; AL NE; SV Fort +0, Ref +3, Will +2; Str 10, Dex 12, Con -, Int 6, Wis 10, Cha 6; Advancement 2-4 HD (Medium); Climate/Terrain: any; Organization: any.



Skills and Feats: Listen +2, Move Silently +0*, Spot +3; Improved Initiative, Lightning Reflexes, Weapon Focus (longsword).

**** Armor check penalty for breastplate already added in.***

Treasure: None.

Behavior: Thrall warriors will follow the commands of their creator. These creatures are capable of simple problem solving, judgment, communication, and team-work. A group of thrall warriors is usually found with a thrall lieutenant.

Thrullg

Standing more than eight feet tall, the humanoid thrullg is a horrid beast. It has a leathery, mottled green hide, and the palms of its hands and bottoms of its feet are covered in saucer-shaped suckers enabling it to climb sheer surfaces easily. Two telescoping, squid-like tentacles dominate its wide head, and it sports a jagged, tooth-filled maw. A foul creature born of magical and alchemical waste, the thrullg dines mainly on a fare of vermin and trash. It also craves magic—the stuff from which it was created—and it is at these times it comes into conflict with man although this beast attacks primarily to defend its nest or when in the presence of magical auras.

Thrullg: CR 4; Large magical beast; HD 4dl0+12; hp 34; Init +1; Spd 40 ft, climb 20 ft; AC 17, touch 10, flat-footed 16; Base Atk +4; Grp +12; Atk claw +7 melee (2d4+6); Full Atk 2 claws +7 melee (2d4+6) and a bite +5 melee (ld8+2) and when attached tentacle touch +5 melee (absorb magic); Space/Reach 10 ft./10 ft.; SA absorb magic, attach; SQ darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +5, Will +0; Str 19, Dex 13, Con 17, Int 10, Wis 8, Cha 7; Advancement 5-8 HD (Large), 9-12 HD (Huge); Climate/ Terrain: underground; Organization: solitary.

Skills and Feats: Climb +12*, Hide +4, Search +6*, Spot +7*; Multiattack Weapon Focus (claw).

Attach (Ex): If a thrullg hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached thrullg loses its dexterity bonus to Armor Class and has an AC of 16. An attached thrullg can be struck with a weapon or grappled. To remove an attached thrullg through grappling, the opponent must achieve a pin against the creature.

Absorb Magic (Su): Upon establishing a hold on its target, the thrullg pulls the victim to its toothy jaws for a bite attack and wraps its tentacles around the victim (if he/she is a spellcaster) or the tentacles search over the victim's entire person for a source of magic. Often, if no source is found, the thrullg will purposefully drop the victim in favor of another. This attack has all of the following effects (if applicable):

A random magic item with charges in contact with the thrullg's tentacles loses 1d4 charges upon initial contact and every round thereafter if the thrullg continues to win the grapple check. Only one magic item at a time can be affected in this way.

If a creature in contact with a tentacle attempts to use a potion or scroll, the magical effects do not take effect until 1d4 rounds after the creature breaks contact with the tentacle.

Magic items and artifacts do not operate while in contact with the thrullg's tentacles and for 1 round after breaking contact.

Both divine and arcane spellcasters randomly lose one of their currently available spell slots upon initial contact with the tentacles. During each of the following rounds the spellcaster continues to lose the grapple check and remains in contact with the tentacle, he loses an additional random spell slot.

**Skills: ***Because of the multitude of suckers on their hands and feet, the thrullg also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

****The thrullg receives a +4 racial bonus to Search and Spot checks due to its keen eyesight.***

Tomb Maiden

Tomb maidens resemble nine-foot-tall human females composed of iron, and they guard their dead charges unswervingly. They fight to protect their charges with absolute vigilance and often wield enormous halberds



or occasionally other large weaponry. Mechanikally primitive, these constructs are intellectually on the same level as a low end steamjack.

Tomb Maiden: CR 6; Large construct; HD 10dl0+30; hp 85; Init +0; Spd 30 ft. (can't run); AC 21, touch 9, flat-footed 21; Base Atk +7; Grp +18; Atk halberd +14 melee (2d8+10/x3); Full Atk halberd +13/+8 melee (2d8+10/x3); Space/Reach 10 ft./10 ft.; SA—; SQ construct traits, damage reduction 10/magic, resistance to electricity 20, resistance to fire 20 special healing; AL N; SV Fort +3, Ref +3, Will +3; Str 25, Dex 10, Con -, Int 4, Wis 11, Cha 1; Advancement 11-20 HD (Large), 21-30 HD (Huge); Climate/Terrain: any; Organization: solitary.

Skills and Feats: listen +8, spot +9; Alertness, Cleave, Power Attack, Weapon Focus (halberd)

Special Healing (Ex): As constructs, tomb maidens are unaffected by normal healing spells. *Mending* cures 1 point of damage, *make whole* cures 2d8 damage +1/level (max +10), and *fabricate* cures 4d8 damage +1/level (max +20). Anyone with the Craft Construct feat can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

Tunnel Terror

These tentacled, toothy monstrosities are normally found in damp mountain caves where they subsist on rats, bats, insects, and other vermin. Somehow a few have even come to live in the sewers of major cities. Most likely these specimens escaped from the collections of scholars or traveling zoos and found the dark, slimy sewers made a fine home. Tunnel terrors lucky enough to live under a city thrive on a diet of garbage, sewer rats, and the occasional vagrant, quickly growing large enough to fill the widest of tunnels. The city's homeless and ne'er-do-wells know something lives down below, but no one seems to believe them, and no one cares when another of their number go missing.

Tunnel Terror: CR 4; Large aberration; HD 6d8+6; hp 33; Init +2; Spd 20 ft.; AC 13, touch 11, flat-footed 11; Base Atk +4; Grp +10; Atk/Full Atk bite +6 melee (2d4+3); Space/Reach 10 ft/5 ft; SA trample ld6+6; SQ darkvision 60', frightful presence, light sensitivity; AL N; SV Fort +5, Ref +4, Will +5; Str 14, Dex 14, Con 12, Int 2, Wis 10, Cha 10; Advancement 7-12 HD (Large), 13-18 HD (Huge); Climate/Terrain: any underground; Organization: solitary.

Skills and Feats: Listen +5, Move Silently +4, Spot +4, Swim +4; Alertness, Great Fortitude, Weapon Focus (bite).

Frightful Presence (Ex): A tunnel terror unsettles foes with its mere presence. This effect automatically takes effect when the creature performs a dramatic action (charging, bellowing, attacking). Any opponent within 30 feet and with 5 or less Hit Dice must make a Will save (DC 13) or become shaken. An opponent who succeeds on the saving throw is immune to the same tunnel terror's frightful presence for 24 hours.

Light Sensitivity (Ex): The terror receives a -2 penalty to all initiative and attack rolls when exposed to a light source at least as bright as a torch. This remains in effect as long as the terror remains within the light's bright effect radius. Despite this, it will attack the light source (and anyone holding it) in preference to all other targets. If there are multiple light sources it will attack the brightest first.

Trample (Ex): As a full-round action, the tunnel terror can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty.

A trample attack deals bludgeoning damage (1d8+3).

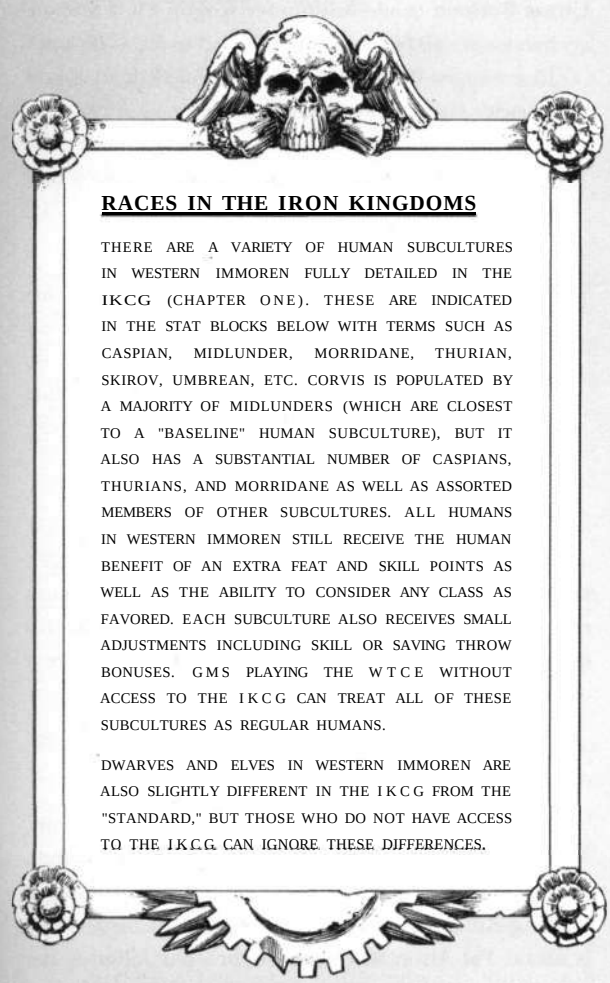
Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex save (DC 18) for half.

Treasure: 1d10 silver coins and 1d3 gems worth 25 gp each. Most treasure is found in the creature's stomach, but some may be in its lair.



APPENDIX B: NPCS

Corvis is a remarkable city full of scoundrels, heroes, and everything in. between. In this appendix, GMs will find all that they need to make Corvis come alivefor their players. First, the Dramatis Personae details some of the notable NPCs the characters will meet in the city and any remarkable attributes, possessions, or other features they may have. After the Dramatis Personae, the GM will find a section on Generic NPC Foundations providing attributes for generic NPCs likely to be encountered during the course of the trilogy-a useful resource for any GM to have on hand.



RACES IN THE IRON KINGDOMS

THERE ARE A VARIETY OF HUMAN SUBCULTURES IN WESTERN IMMOREN FULLY DETAILED IN THE IKCG (CHAPTER ONE). THESE ARE INDICATED IN THE STAT BLOCKS BELOW WITH TERMS SUCH AS CASPIAN, MIDLUNDER, MORRIDANE, THURIAN, SKIROV, UMBREAN, ETC. CORVIS IS POPULATED BY A MAJORITY OF MIDLUNDERS (WHICH ARE CLOSEST TO A "BASELINE" HUMAN SUBCULTURE), BUT IT ALSO HAS A SUBSTANTIAL NUMBER OF CASPIANS, THURIANS, AND MORRIDANE AS WELL AS ASSORTED MEMBERS OF OTHER SUBCULTURES. ALL HUMANS IN WESTERN IMMOREN STILL RECEIVE THE HUMAN BENEFIT OF AN EXTRA FEAT AND SKILL POINTS AS WELL AS THE ABILITY TO CONSIDER ANY CLASS AS FAVORED. EACH SUBCULTURE ALSO RECEIVES SMALL ADJUSTMENTS INCLUDING SKILL OR SAVING THROW BONUSES. GMS PLAYING THE WTCE WITHOUT ACCESS TO THE IKCG CAN TREAT ALL OF THESE SUBCULTURES AS REGULAR HUMANS.

DWARVES AND ELVES IN WESTERN IMMOREN ARE ALSO SLIGHTLY DIFFERENT IN THE IKCG FROM THE "STANDARD," BUT THOSE WHO DO NOT HAVE ACCESS TO THE IKCG CAN IGNORE THESE DIFFERENCES.

DRAMATIS PERSONAE

BAIN, DEVLIN



Devlin appears to be a man in his early twenties although he is in fact much older. Devlin is actually approaching his mid fifties, but he is physically younger due to the souls Abjudrah has harvested and fed to him to strengthen hisvitalityRejuvenated. The man carries himself with confidence and ease, but he bears a heary burden. If he can rid himself of the vile Abjudrah, he has a chance to redeem his spirit.

Devlin Bain (male Caspian Exp4/Wiz3): CR 7; Medium (5 ft. 10 in.); HD 4d6+3d4+7, hp 31; Init +2; Spd 30 ft; AC 14, touch 12, flat-footed 12; Base Atk +4, Grp +4; Atk unarmed +4 melee (1d3); Full Atk unarmed +4 melee (1d3); SA —; SQ Shadowbearer, Warding Sigils; AL LG; SV Fort +3, Ref +4, Will +9; Str 10, Dex 14, Con 12, Int 18, Wis 14, Cha 14.

Skills and Feats: Bluff 9, Concentration 7, Decipher Script 14, Diplomacy 9, Gather Information 9, Intimidate 9, Knowledge (arcana) 16, Knowledge (religion) 14, Search 9, Sense Motive 9, Spellcraft 14, Unearthed Arcana (Infernals), Skill Focus (Knowledge (arcana)), Illuminated One, Iron Will, Scribe Scroll

Languages: Cygnaran, Caspian



Typical wizard spells prepared (4/3/2; save DC 14 + spell level): 0 — *resistance, detect magic, read magic, touch of fatigue,* 1st — *protection from evil, mage armor, disguise self;* 2nd — *protection from arrows, resist energy.*

Possessions: Armored greatcoat, masterwork scribing kit, spectacles, magnifying glass, pouch of silver dust.

Shadowbearer (Su): The afflicted is cursed to host an infernal within his shadow until he relents his faith and gives in to the dark urges the infernal whispers constantly. Each day the shadowbearer must make a Will save (DC 15) or his alignment will shift one step closer to evil. Should the shadowbearer die, the infernal within is released but does not gain the prize of the host's soul.

Casting *protection from evil* on the shadowbearer provides him with a +5 saving throw bonus against the corrupting whispers of the infernal within.

Warding Sigils (Su): Devlin's skin is marked with a series of tattoos and sigils inscribed in a sacred ink of his own formulation. This is in effect a permanent protection from evil spell inscribed upon his skin. The infernal Abjudrah cannot immediately manifest past this branding and must struggle to escape from Devlin's shadow taking ld4 rounds to manifest each time Devlin is wounded.

Special Note: Although Devlin has the Illuminated One feat, he does not gain any of the benefits of that feat, nor does he gain access to the spell knowledge provided by that feat due to his current status as a shadowbearer.

BORLOCH, ULFASS



At the beginning of the trilogy, Magistrate Borloch sits on the city council and is second only to the mayor in power. He is a thoroughly evil man. He blackmailed the Corvis Coven into doing his bidding so his personal power would increase by their labors. When the Coven had outlived its usefulness to him, he had them executed. Borloch was himself manipulated into this by Vahn Oberen who had very specific reasons for wanting the Coven dead by his own hand.

By the middle of Shadow of the Exile, Borloch, Raelthorne, and Oberen have taken over Corvis. At this point, Borloch is nothing more than a puppet for Oberen and Raelthorne the Elder. At the beginning of the Legion of Lost Souls, with the death of the current mayor Borloch has taken over as the mayor of Corvis, but he is still in truth nothing more than Oberen's pawn.

Ulfass Borloch (male Midlunder Rog6): CR 6; Medium humanoid; HD 6d6; hp 28; Init +3; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk/Full Atk dagger +5 melee (ld4/19-20) or small pistol +7 ranged (2d4/19-20/x3); SA sneak attack +3d6; SQ evasion, Midlunder traits, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +3; Str 10, Dex 16, Con 11, Int 14, Wis 12, Cha 8.

Skills and Feats: Appraise +9, Bluff +10, Craft (small arms) +8, Decipher Script +5, Diplomacy +12, Forgery +6, Gather Information +11, Intimidate +12, Knowledge (local) +9, Listen +4, Move Silently +2, Profession (Barrister) +6, Ride +6, Sense Motive +8, Spot +6; Persuasive, Toughness (x2), Exotic Weapon Proficiency (small arms).

Languages spoken: Cygnaran, Llaelese, Ordic.

Possessions: +1 leather armor, masterwork dagger, small pistol. Later in the trilogy when he becomes mayor, Borloch has a great deal of wealth at his disposal. It is *good* to be the mayor even if you are a weak-willed pawn in a greater scheme.

BRENN, ANOUAR

It is clear who got the better genes in this family. Anouar is not nearly as capable as his older brother, but he is still a good worker for Squint. Anouar is helping Killian pay off his gambling debt because he is afraid Fat Alton will have his brother killed if the payments are not on schedule. Anouar is a competent



horseman though he rarely gets a chance to ride now that he works for Squint.

Anouar Brenn (male Midlunder Ftr2): CR 2; Medium humanoid; HD 2dl0; hp 10; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +2; Grp +2; Atk/Full Atk short sword +2 melee (ld6/19-20, short sword); or shortbow +3 ranged (1d6/x3); SA —; SQ Midlunder traits; AL CN; SV Fort +4, Ref +0, Will -1; Str 11, Dex 11, Con 11, Int 9, Wis 8, Cha 9.

Skills and Feats: Craft (steam engine) +1, Gather Information +1, Ride +4, Swim +2; Mounted Archery, Mounted Combat, Point Blank Shot, Weapon Focus (Shortbow).

Languages spoken: Cygnaran.

Possessions: Leather armor, short sword, shortbow, a score of arrows in a quiver, and a few gold worth of loose change.

BRENN, KILLIAN

Killian is Squint's right-hand man on the Steamship *Fortune.* He is tough and smart, but he also has gambling debts hanging over his head. He and Squint are good friends, and it is likely Killian will buy a stake in the *Fortune* and become Squint's partner when he gets his debt paid down. Killian also provides Squint with backup whenever he does something shady.

Killian Brenn (Midlunder Ftr3): CR3; Medium humanoid; HD 3dl0+6; hp 20; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +3; Grp +7; Atk/Full Atk longsword +8 melee (ld8+4/19-20); SA—; SQ Midlunder traits; AL CN; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 14, Int 14, Wis 11, Cha 10.

Skills and Feats: Craft (steam engine) +4, Gather Information +2, Handle Animal +6, Knowledge (steam engines) +3, Listen +4, Ride +9, Slight of Hand +5, Spot +2, Swim +8; Alertness, Mounted Combat, Quick Draw, Track, Weapon Focus (longsword).

Languages spoken: Cygnaran, Llaelese, Ordic.

Possessions: Leather armor, longsword. Killian only has about 50 gp to his name; he is working off 1,000 gp in gambling debts, and most of the money he gets goes right to a seedy fellow known as Fat Alton. Killian would love to get his debt paid off, and he is not above pilfering something from the PCs if he thinks he can get away with it.

CIANNOR, ALEXIA



Seventeen-year-old Alexia is Father Dumas' niece. Her mother, Father Dumas' wife's sister, was the leader of the Corvis Coven and was executed a decade ago with the rest of the witches. Alexia inherited her magical abilities and has become a powerful sorceress. In fact, she is a prodigy having 10th-level skill at a young age. She is motivated by a desire for revenge—revenge on Borloch who orchestrated the trial and revenge on Corvis which she considers a wicked city. The first part of her plan is stealing the blade Witchfire so she can restore the members of the Corvis Coven to life. However, her motives and outlook changes dramatically over the course of the adventure along with the exact nature of her mental instability.

By the beginning of Shadow of the Exile, Alexia has discovered Oberen's part in the deaths of the coveners. Once she has used the great machine in the Temple of Cyriss to resurrect her mother and the other members of the coven, she plans to turn her attention to the evil magistrate Borloch and Oberen, his collaborator. Unfortunately for Alexia the PCs thwart her plans, and by the end of SOTE she is believed to be dead.

In Legion of Lost Souls, the characters discover that Alexia miraculously survived her fall in the temple, but she is playing host to the souls of her mother and the other four coveners. This has further enhanced her magical abilities, particularly where the Witchfire is concerned. She returns as an unlikely ally for the characters, but her quest for vengeance may yet put Corvis in jeopardy once again!



Alexia Ciannor (female Midlunder Sor1O): CR 10; Medium humanoid; HD 10d4+10; hp 31; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +4; Atk/Full Atk dagger +4 melee (ld4-l/19-20) or small pistol +1 ranged (2d4/19-20/x3); SA spells; SQ Midlunder traits; AL N; SV Fort +5, Ref +3, Will +8; Str 9, Dex 10, Con 12, Int 15, Wis 12, Cha 17.

Skills and Feats: Craft (alchemy) +8, Craft (small arms) +6, Concentration +13, Gather Information +7, Knowledge (arcana) +13, Knowledge (history) +6, Knowledge (local) +5, Knowledge (religion) +6, Ride +3, Spellcraft +13, Survival +2; Combat Casting, Craft Wondrous Item, Create Thrall, Still Spell, Silent Spell.

Sorcerer Spells Known (6/7/7/7/5/3; save DC 13 + spell level): 0—*dancing lights, detect magic, detect poison, ghost sound, light, mage hand, mending, ray of frost, read magic,* 1st—*charm person, color spray, feather fall, magic missile, mount;* 2nd—*blindness/deafness, invisibility, knock, phantom trap;* 3rd—*deep slumber, fly, lightning bolt;* 4th—*arcane eye, fear; 5th—animate dead.*

Languages spoken: Cygnaran, Caspian.

Possessions: Dagger, *ring of force* (wall of force as 9th-level sorcerer 2/day), small pistol, 5 pistol charges. Alexia's *ring of force* is a special token from her mother left to her as a child, but it took years before she realized it was enchanted and how to use it. This ring does not show as magical to *detect magic,* and it only functions for a female sorcerer. Its origins are lost, but it may have been in the family for centuries.

Later in the trilogy Alexia comes into possession of the Witchfire, but aside from the magical sword, some magical research notes (concealed in Corvis), and her purloined pistol, Alexia still has very little in the way of material possessions. She has no qualms about stealing and can be given additional items as required by the GM, including stolen spell scrolls which might be useful at key points.

DRAEGYN (THE BLACK BASTARD)



A prominent figure in the criminal world of Corvis, Draegyn is a formidable information broker and man-on-the-streets under the employ of a significant person in Corvis by the name of Hamil Bodak. Draegyn is a mystery man coming and going at will with nary more than a whisper, and he is almost always unsympathetic and demanding of those with whom he deals. His "black heart" contributes to his nickname "The Black Bastard" or simply "The Bastard." To some that is the only name by which they know him, and it is probably already more than they would ever want to know.

Draegyn (male Midlunder Rog8): CR 8; Medium humanoid; HD 8d6+8; hp 37; Init +4; Spd 30 ft.; AC 15, touch 14, flat-footed 11; Base Atk +6; Grp +7; Atk dagger +7 melee (ld4+l/19-20) or small pistol +10 ranged (2d4/19-20/x3) or dagger +10 ranged (ld4+l/19-20); Full Atk dagger +7/+2 melee (ld4+l/19-20) or small pistol +10 ranged (2d4/19-20/x3) or dagger +10/+5 ranged (1d4+l/19-20); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, Midlunder traits, trap sense +2, trapfinding; AL CN; SV Fort +4, Ref +10, Will +6; Str 12, Dex 19, Con 12, Int 12, Wis 19, Cha 12.

Skills and Feats: Bluff +10, Craft (small arms) +8, Diplomacy +12, Disable Device +8, Forgery +6, Gather Information +16, Hide +7, Intimidate +3, Jump 6, Listen +12, Knowledge (local) +12, Move Silently +7, Profession (information broker) +10, Search +8, Sense Motive +13, Slight of Hand +6, Spot +11, Use Magic Device +6; Dodge, Exotic Weapon Proficiency (small arms), Point Blank Shot, Precise Shot.

Languages spoken: Cygnaran, Khadoran.

Possessions: Greatcoat, 4 daggers, small pistol, and 20 pistol charges.



DUMAS, PANDOR



Prelate of Corvis and pillar of the community, Father Pandor Dumas' shame is that his wife's own sister was executed as a witch a decade ago. With his wife now dead as well, Father Dumas cares for his niece Alexia by himself. Though he is a man of only 40 summers, his hair is completely gray and his features are craggy. He may look older than his years, but he is still tough as Khadoran steel. The community likes and respects the man who has an excellent reputation in Corvis. Normally Father Dumas carries no weapons or armor. However, if he needs to do combat, he will fetch his *+1 heavy steel shield, +1 heavy mace,* and *+1 splint mail.*

Father Pandor Dumas (male Midlunder Clr7): CR 7; Medium humanoid; HD 7d8+7; hp 39; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +5; Grp +6; Atk/Full Atk heavy mace +7 melee (ld8+2); SA turn undead 13/day; SQ Midlunder traits, Asc. Solovin patronage benefits, Aura; AL LG; SV Fort +7, Ref+2, Will +8; Str 12, Dex 11, Con 13, Int l2, Wis l6, Cha l5.

Skills and Feats: Concentration +6, Diplomacy +6, Heal +7, Knowledge (arcana) +4, Knowledge (history) +5, Knowledge (local) +4, Knowledge (religion) +6, Spellcraft +6; Combat Casting, Extra Turning(x2), Spell Penetration.

Cleric Spells Prepared (6/5/4/3/1; save DC 13 + spell level): 0—*detect magic, guidance, light, mending, read magic, virtue;* 1st—*comprehend languages, detect evil, entropic shield, protection from evil*, remove fear, sanctuary;* 2nd—*aid*, consecrate, enthrall, hold person, zone of truth;* 3rd—*magic circle against evil*, dispel magic, prayer, water walk;* 4th—*holy smite*, restoration.*

***Domain spell. Domains:** Good (cast good spells at +1 caster level), Healing (cast healing spells at +1 caster level).

Asc. Solovin Patronage traits: +2 bonus to Concentration checks made while casting healing spells, +1 bonus to Heal checks (already added into his Heal skill bonus).

Languages spoken: Cygnaran, Caspian.

Possessions: *+1 split mail, +1 heavy steel shield, and +1 heavy mace.* Other than these items, Father Dumas has few worldly possessions.

FELDRON, HLAR



"Gunny," as Master Gunnery Sgt. Hlar is known to most, is a crusty old fellow and one of the finest cannoneers in Corvis. Though he has not worked at a forge in years, in his prime he was a famed cannon smith who produced some of the finest cannons in northern Cygnar. He personally crafted most of the best Corvis cannons decades ago. He has been forced to work with the new regime, but he will gladly throw in with the PCs if they give him the chance. He is not known to Helstrom as a loyalist, but there are plenty of watchmen who are keeping a low profile since the consequences of speaking out are so dire.

Sergeant Hlar Feldron (male Midlunder War3/ Exp8): CR 9; Medium humanoid; HD 3d8+6 plus 8d6+16; hp 66; Init +8; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +9; Grp +12; Atk short sword +12 melee (ld6+3/19-20) or military pistol +12 ranged (2d6/19-20/x3); Full Atk short sword +12/+7 melee (ld6+3/19-20) or military pistol +12 ranged (2d6/19-20/x3); SA —; SQ Midlunder traits; AL LG; SV Fort +8, Ref +5, Will +7; Str 16, Dex 14, Con 14, Int 14, Wis l1, Cha 10.

Skills and Feats: Climb +4*, Craft (blacksmith) +14, Craft (cannoneer) +16, Craft (demolitions) +8, Craft (cannon smith) +17, Craft (small arms) +10, Gather Information +2, Hide +6*, Intimidate +9, Knowledge (tactics) +7, Listen +2, Move Silently +4*, Ride +12, Sense Motive +11, Spot +7, Swim +7*; Exotic Weapon Proficiency (cannons),



Exotic Weapon Proficiency (small arms), Improved Initiative, Skill Focus (Craft [cannoneer]), Skill Focus (Craft [cannon smith]).

**** Armor check penally already included.***

Languages spoken: Cygnaran, Khadoran, Rhulic (spoken).

Possessions: Masterwork breastplate armor, short sword, masterwork military pistol, his uniform, and his cannons—his beloved cannons!

GAJAN

The mysterious Gajan has worked for the Bull since before the establishment was "passed down" from the previous owner. No one knows this man's full name or where he comes from, but Kildair seems to have shared a past with him; the two trust each another implicitly. Despite his slight stature, those who are wise to Gajan offer him a wide berth especially if the word is out that he is not in the best of moods.

Gajan (male Morridane Ftr4/Rog3): CR 7; Medium humanoid; HD 4dl0 plus 8d6; hp 32; Ink +3; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +6; Grp +9; Atk dagger +10 melee (ld4+3/19-20) or small pistol +10 ranged (2d4/19-20/x3) or dagger +11 ranged (ld4+3/19-20); Full Atk dagger +10/+5 melee (ld4+l/19-20) or small pistol +10 ranged (2d4/19-20/x3) or dagger +11/+6 ranged (ld4+l/19-20); SA sneak attack +2d6; SQ evasion, Morridane traits, trap sense +1, trapfinding; AL LE; SV Fort +5, Ref +7, Will +4; Str 16, Dex 18, Con 11, Int 10, Wis 14, Cha 10.

Skills and Feats: Appraise +6, Climb +13, Craft (small arms) +10, Gather Information +2, Hide +12, Knowledge (local) +6, Listen +10, Move Silently +10, Search +5, Spot +10, Swim +10; Alertness, Combat Reflexes, Exotic Weapon Proficiency (small arms), Point Blank Shot, Quick draw, Run, Weapon Focus (dagger).

Languages spoken: Cygnaran, Khadoran (spoken).

Possessions: Leather armor, 2 small pistols, 25 pistol charges, 2 daggers, 400 gp.

HELSTROM, JULIAN



Captain Helstrom is a respected officer in the watch, and his name is well known among merchants and criminals alike. Many years ago Helstrom was a colonel in the king's army, but Raelthorne the Elder's cruelty and dishonorable actions forced Helstrom to retire in protest. After a year of wandering throughout Cygnar, Helstrom joined the watch in Corvis to begin his career anew.

The captain is extremely loyal to the new king, and he is actually a secret agent of King Raelthorne the Younger though no one in Corvis knows.

Captain Julian Helstrom (male Morridane Ftr9): CR 9; Medium humanoid; HD 9dl0+9; hp 62; Init +2; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +9; Grp +12; Atk longsword +14 melee (ld8+3/17-20) or military pistol +12 ranged (2d6/19-20/x3); Full Atk longsword +14/+9 melee (ld8+3/l7-20) or military pistol +12 ranged (2d6/19-20/x3); SQ Morridane traits; AL LN; SV Fort +7, Ref +5, Will +4; Str 16, Dex 16, Con 13, Int 13, Wis 13, Cha 13.

Skills and Feats: Climb +2*, Concentration +5, Craft (small arms) +5, Forgery +3, Gather Information +6, Handle Animal +5, Hide +2*, Listen +2, Move Silently +0*, Open Lock +4, Ride +5, Search +4, Sense Motive +4, Spot +2, Survival +5, Swim -3*; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (small arms), Improved Critical (longsword), Improved Disarm, Investigator, Power Attack, Weapon Focus (longsword).

****Adjustment for armor check penalty already figured in.***

Languages spoken: Cygnaran, Ordic, Khadoran (spoken).

Possessions: Masterwork breastplate, masterwork longsword, military pistol. Captain Helstrom's masterwork longsword is the same one he carried as an army officer, and he still uses his Cygnaran military



armor (masterwork breastplate) and military pistol as well. All of his gear is kept in perfect condition. The captain also has a few thousand crowns worth of gems and coins from his adventures split between his home and the Black River Transfer Company.

HROTHAR, DELK

Delk Hrothar is an experienced inquisitor trusted by Vahn Oberen with overseeing the north gate in Chapter Six. He was told to keep a close watch on all comings and goings, but otherwise no particular threat is expected to arrive from north of Corvis. He has been busily engaged in policing the local area and trying to root out conspirators trying to work against Vinter Raelthorne's return to power.

Overseer Delk Hrothar (male Midlunder Ftr5): CR 5; HD 5dl0+10; hp 42; Init +4; Spd 20 ft; AC 18, touch 13, flat-footed 13; Base Atk +5; Grp +8; Atk/Full Atk longsword +9 melee (ld8+5) or military pistol +6 ranged (2d6+3, 19-20/x3); Midlunder traits; AL LE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 10, Con 15, Int 14, Wis 10, Cha 8.

Skills and Feats: (40) Climb +8, Craft (small arms) +8, Gather Information +2, Intimidate +6, Knowledge (local) +6, Sense Motive +4, Spot +6, Swim +8; Combat Expertise, Improved initiative, Exotic Weapon Proficiency (small arms), Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages spoken: Cygnaran, Llaelese, Ordic.

Possessions: Masterwork full plate, masterwork longsword, military pistol, potion of bear's endurance, potion of cure moderate wounds.

KEX, LORIMER

This magus is a member of the Corvis Fraternal Order of Wizardry and may encounter the PCs if they stick around for a protracted brawl at the docks in Chapter Six. He is not a member of the Inquisition, but he is a willing collaborator doing his part to help return Vinter Raelthorne to power. His role in the adventure is small, but he could serve as an ongoing antagonist to the PCs in Corvis. Given his social connections and the fact that he will be keeping a low profile at the end of Chapter Six, he will likely survive the aftermath of the Battle of Corvis (if he isn't killed by the PCs!) and will claim he was acting under duress. At the GM's discretion, he may have other magic (or mechanikal) items on his person. During the Inquisition's control of Corvis, he travels light to prevent having items requisitioned for the war effort.

Magus Lorimer Kex (male Midlunder WizlO): CR 10; Medium humanoid; HD 10d4+10; hp 36; Init +5; Spd 30 ft; AC 15, touch 12, flat-footed 15; Base Atk +5; Grp +4; Atk/Full Atk +5 melee (ld4-l, dagger) or +7 ranged (ld8/19-20/x2, light crossbow); SA Spells; SQ Spells, Midlunder traits, AL LE; SV Fort +4, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 10. Skills and Feats: Concentration +16, Craft (rune plate) +11, Craft (mechanika) +7, Decipher Script +16, Knowledge (Arcana) +18, Knowledge (History) 16, Spellcraft 18; Spell Focus: Evocation, Greater Spell Focus: Evocation, Iron Will, Combat Casting, Craft rune plate, Still Spell, Silent Spell, Improved Initiative

Wizard Spells per Day (4, 5, 5, 4, 3, 2; save DC 13 + Spell Level, Evocations save DC 15 + spell level)

Spells Prepared: 0—*daze, detect magic, ghost sound, ray of frost;* 1st—*burning hands, expeditious retreat, magic missile* (2), *mage armor;* 2nd—*scorching ray (3), invisibility, fog cloud;* 3rd—*fireball* (2), *lightning bolt, fly;* 4th—*stoneskin, ice storm* (2); 5th—*cone of cold, wall of force*

Spellbook; 0—daze, detect magic, detect poison, flare, ghost sound, ray of frost, read magic; 1st—burning hands, mage armor, magic missile, expeditious retreat, protection from [evil], grease, shocking grasp, true strike; 2nd—scorching ray, invisibility, fog cloud, darkness, shatter, blur, web, glitterdust, bear's endurance; 3rd—dispel magic, fireball, fly, invisibility, hold person, sleet storm, protection from energy, blink; 4th—charm monster, ice storm, resilient sphere, fire shield, polymorph, stoneskin, wall of fire; 5th—cone of cold, wall of force, dominate person



Languages spoken: Cygnaran, Llaelese, Ordic, Khadoran

Possessions: Ring of protection +1, masterwork dagger, masterwork crossbow, 10 bolts, spellbook

KILDAIR, DANDO (THE BULL)

Dando "the Bull" Kildair is the inheritor and proprietor of The Falling Star, a seamy tavern on the waterfront and the dark underside of Corvis. As the erstwhile bouncer of the tavern, Dando had occasioned to "thump many a noggin," and now as the existing owner, the Bull trusts only himself and his right-hand man, the slight pistol-packing Gajan, with the safety of his tavern. Despite being older and his waist several inches wider, the Bull is still a formidable fighter. He will not hesitate to "go fisticuffs" if the need arises.

Dando "The Bull" Kildair (male Thurian Ftr8): CR 8; Medium humanoid; HD 8dl0+8; hp 48; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +8; Grp +12; Atk greatsword +14 melee (2d6+6/19-20) or club +12 melee (ld6+4); Full Atk greatsword +14/+9 melee (2d6+6/19-20) or club +12/+7 melee (); SA—; SQ Thurian traits; AL LN; SV Fort +7, Ref+3, Will +0; Str 19, Dex 12, Con 12, Int 12, Wis 6, Cha 14.

Skills and Feats: Bluff +4, Climb +12*, Craft (weaponsmithing) +11, Jump +11*, Knowledge (local) +5, Swim +11*; Blind-Fight, Cleave, Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword).

**** Armor check penally already figured in.***

Languages spoken: Cygnaran, Ordic.

Possessions: Studded leather armor, masterwork greatsword, club, 400 gp.

LETO THE CABIN BOY

Leto (mockingly called "your highness" by Squint and his crew) is a dim-witted street urchin who frequently stows away on the *Fortune.* Squint and the lads have learned to tolerate him, and they put him to work doing menial chores around the boat. If the PCs treat him well, he may choose to abandon Squint and follow the party around instead—maybe even into the Temple.

Leto the Cabin Boy (male Midlunder Coml): CR 1/2; Medium humanoid; HD ld4+l; hp 5; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp -2; Atk/Full Atk -2 melee (1/subdual, unarmed strike); SA—; SQ Midlunder traits; AL N; SV Fort +3, Ref +1, Will +0; Str 6, Dex 12, Con 12, Int 5, Wis 10, Cha 6.

Skills and Feats: Climb +8, Swim +4; Skill Focus (climb) Skill Focus (swim).

Languages spoken: Cygnaran.

Possessions: No weapons or armor, 10 cp.

MUDD, HARCOURT

This watchman is one of Helstrom's loyalists. Like Helstrom, he has managed to keep his true allegiance a secret from Raelthorne's Inquisitors, and he has pretended to embrace the new regime. Lieutenant Mudd works in the northwest part of Corvis. Lately he has drawn duty at the North Gate, which suits him just fine since he really hated having to "goon it up" out on the streets to fit in with the inquisitors.

The lieutenant is a giant of a man with the jet-black hair and eyes often seen in Llael and eastern Khador. He is known to be a devastatingly effective street fighter, and he is handy with blade and gun as well. Unfortunately Mudd is not as good a card player as he is a fighter, and he has racked up a bit of a gambling debt. The Inquisition coming to town bought him some time; his creditors are afraid to push the issue now that Mudd is in good with the new regime. Eventually though, the good lieutenant will have to face the fact that he has about 2,000 gp in gambling debts. He will be sure to take any opportunity he can to make a quick buck, but he will not sell out the resistance effort.

Lt. Mudd is a brave man, but he is not foolish. He will gladly endanger himself to advance Helstrom's plans—like assisting the PCs—but he will not throw his life away. If he lives through this adventure, he could potentially become another long-term ally for the PCs, especially if they find a way to help him out of debt.



Lieutenant Harcourt Mudd (male Umbrean Ftr6): CR 6; Medium humanoid; HD 6dl0+18; hp 55; Init +2; Spd 20 ft; AC 17, touch 12, flat-footed 15; Base Atk +6; Grp 4-9; Atk longsword +11 melee (ld8+5/19-20) or military pistol +7 ranged (2d6/19-20/x3); Full Atk longsword +11/+6 melee (ld8+5/19-20) or military pistol +7 ranged (2d6/19-20/x3); SA —; SQ Umbrean traits; AL LG; SV Fort +7, Ref +4, Will +3; Str 17, Dex 12, Con 16, Int 12, Wis 13, Cha 10.

Skills and Feats: Climb +8*, Craft (small arms) +8, Handle Animal +2, Ride +7, Search +4, Spot +3, Survival +2, Swim +2*; Blind-Fight, Exotic Weapon Proficiency (small arms), Leadership, Mounted Combat, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

**** Armor check penally already figured in.***

Languages spoken: Cygnaran, Llaelese, Khadoran (spoken).

Possessions: Breastplate armor, masterwork longsword, military pistol, 6 pistol charges, and a potted plant named "Spenser" on thewindowsillat home.

OBEREN, VAHN



This powerful wizard is the individual ultimately responsible for the execution of the Corvis coven. He foresaw the rise of the coven through ancient prophecies and manipulated Magistrate Borloch into blackmailing and arresting them. Ultimately Oberen himself was the witches' executioner. His magic blade Witchfire transferred part of the power of each covener into him, and now that the Witchfire has been unearthed, he wants it back!

Vahn Oberen was once known as Dexer Sirac, the head inquisitor of the Cygnaran Inquisition. Like Alexia, his motives and modus operandi change over the course of the WTCE, but regaining the Witchfire remains one of his primary goals. Although he seems self-serving, the truth is Oberen is steadfastly loyal to the ex-king of Cygnar, Vinter Raelthorne IV He is arranging for the capture of Corvis to be used as a staging point for a skorne invasion and the eventual restoration of the old king.

Vahn Oberen (male Caspian Wiz12): CR 12; Medium humanoid; HD 12d4+24; hp 49; Init +2; Spd 30 ft.; AC 15, touch 14, flat-footed 13; Base Atk +6; Grp +6; Atk dagger +9 melee (ld4+3/19-20) or Oberen's staff +9 melee (ld6+3) or dagger +10 ranged (ld4+3/19-20); Full Atk dagger +9/+4 melee (ld4+3/19-20) or Oberen's staff +9/+4 melee (ld6+3) or dagger +11 ranged (ld4+3/19-20); SA spells; SQ Caspian traits; AL NE; SV Fort +6, Ref +6, Will +10; Str 11, Dex 13, Con 14, Int 18, Wis 16, Cha 15.

Skills and Feats: Bluff +10, Concentration +9, Craft (alchemy) +5, Gather Information +14, Hide +6, Intimidate +11; Knowledge (arcana) +17, Knowledge (history/local) +14, Listen +4, Sense Motive +11, Spellcraft +12; Combat Casting, Extend Spell, Forge Ring, Maximize Spell, Scribe Scroll, Silent Spell, Spell Mastery *(charm person, disguise self, dispel magic, greater invisibility),* Spell Penetration, Still Spell.

Wizard Spells per Day (4/5/5/5/4/3/2; save DC 14 + spell level).

Spellbook: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue;* 1st—*animate rope, charm person, chill touch, disguise self, feather fall, identify, shield, shocking grasp, silent image;* 2nd—*invisibility, knock, levitate, mirror image, phantom trap, see invisibility;* 3rd—*dispel magic, fireball, fly, haste, lightning bolt, protection from energy, slow;* 4th—*charm monster, dimension door, fire shield, greater invisibility, polymorph, rainbow pattern, stoneskin;* 5th—*cloudkill, dominate person, hold monster, wall of force, wall of stone;* 6th—*chain lightning, flesh to stone, true seeing, wall of iron.*

Language spoken: Cygnaran, Caspian, Orgoth, Molgur, Khadoran, and a few others that would shatter your mind if he spoke even a single word in your ear.



Possessions: *Ring of protection* +2, +3 *dagger, Oberen's staff (see* below), greatcoat. Oberen's magical dagger is a weapon of mysterious origin; it sheds light at his command and may have other abilities as well. His staff is also a weapon of great power. Should he ever need money, he has access to a great deal of it. C'mon, he was head inquisitor!

OBEREN'S STAFF

This staff is a unique blend of magical and mechanikal properties relying on a magically enhanced self renewing accumulator to power several of the device's functions. Mounted with a fine white crystal, the staff also has several protruding sharp tines and blades that further enhance its lethal qualities. This weapon was crafted in Caspia at High Inquisitor Dexer Sirac's behest by a team including some of the finest mechaniks and arcanists in the capital. It is one of the few recognizable items from that period Oberen has retained, and he has only recently become confident enough in his new identity to risk wielding the staff in public again. He is confident no one in Corvis will recognize it, and once Vinter returns, he has no fear of such detection.

Vahn Oberen keeps a light accumulator within the device that gains one charge per day froms the staff's magical properties. He has access to other means of recharging accumulators if this is insufficient. He will always begin an encounter with the staff fully charged (5 charges).

• The staff functions as a +3 heary mace (ld8, 19-20/x2).

• Anyone struck by the staff must make a Fortitude saving throw (DC 18 negates) or be *sickened* for ld4 rounds. *Sickened* individuals suffer a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

• The crystal produces *light* as per the spell on command. (Use of this power drains no charges but requires an accumulator with charges remaining.)

• The staff can produce a *magic missile* attack as cast by a 12th level spellcaster (5 missiles dealing ld4+l damage each). Use of this power drains one charge.

The staff's weapon bonus and *sickening* effect are continuously functioning regardless of whether or not the weapon contains an accumulator. If the weapon does not contain a light accumulator or if it has expended its charges, the wielder may not use the staff's *light* or *magic missile* abilities.

Components: Masterwork mechani-stave, arcane filament, charge socket, conduit, offensive spell trigger.

Strong Conjuration; CL 12th; Craft Staff, Craft (mechanika) 12 ranks, Knowledge (arcana) 10 ranks, *greater magic weapon, ghoul touch, light, magic missile, phantom accumulator*;* DC 20 Craft (Mechanika) fusion check; Price 68,450 gp; Weight 12 lb.

*The spell phantom accumulator is found in the Liber Mechanika. Details about mechanikal item fabrication components are detailed in both the IKCG and the LM. The self-recharging aspect of this staff is unusual and outside the scope of the LM.

PENDRAKE, VIKTOR

Professor Viktor Pendrake is the author of the Monsternomicon and a famous (some might say infamous) adventuring scholar. For more details on Professor Viktor Pendrake, his abilities, background, and history, see the Monsternomicon (pgs 218-220).

Professor Viktor Pendrake (Male Midlunder Rgr5/ AdvSch9): CR 14; HD 5d8+9d6+42; hp 123; Init +2; Spd 30 ft (6 squares); AC: 24, touch 17, flat-footed 22; Base Atk +11; Grp +12; Atk short sword +15 melee (1d6+4/19-20) or bow +16 ranged (ld8+l x3); Full Atk shortsword +15/ +10/ +5 melee (ld6+4/19-20) or bow +16/+11/+6 ranged (ld8+l / x3); SA favored enemy gobbers +4, favored enemy trolls +2; SQ adventurer's zeal, against all odds, base of operations, easy allies (improved) +24, favored terrain forest +2, field scholar of zoology, pen scholarly work, scholarly reputation +13, wild empathy + 10 (+6 magical beasts); AL CG; SV Fort +14, Ref +15, Will +11; Str 12, Dex 15, Con 16, Int 18, Wis 13, Cha 20.

Skills and Feats: Balance +8, Climb +8, Craft (small arms) +5, Creature Lore +26, Decipher Script +16, Diplomacy +8, Gather Information +16, Handle Animal +14, Heal +4, Hide +8, Intimidate +8,Jump +3, Knowledge (geography)



+14, Knowledge (nature) +11, Knowledge (tactics) +14, Listen +9, Move Silently +13, Profession (professor) +12, Ride +4, Search +9, Spot +15, Survival +16, Swim +8, Use Rope +6; Alertness, Exotic Weapon Proficiency (Aldar's Chain), Point Blank Shot, Rapid Shot, Sagas and Stories (humanoids and monstrous humanoids), Sagas and Stories (undead), Skill Focus (Creature Lore), Track, Unearthed Arcana (aberrations), Unearthed Arcane (magical beasts).

Possessions: +4 Dracodile hide armor (no armor check or movement penalty), +3 short sword (ancient Orgoth blade), +2 fog drake fang dagger, aldar's chain, Pendrake's lucky bow (composite longbow, +3 luck bonus).

REDGRAVE, MALEK



"Mad" Malek is power-hungry and vindictive toward his enemies. He is the leader of a small branch of the Griffon guild located in an abandoned factory in the seedy district of Corvis known as Filchers' Crossing. Malek has been informed by one of his contacts—fed false information by Draegyn—that the looming PC party is actually a group of hit men employed by the rival Gertens family. Malek hates the Gertens with a passion, so he is quite incensed by the PCs' arrival at his safe house and will do anything to eliminate the PCs even at the expense of his own men.

Malek Redgrave (male Midlunder Ftr3/Rog3): CR 6; Medium humanoid; HD 3dl0+6 plus 3d6+6; hp 43; Init +7; Spd 30 ft; AC 15, touch 13, flat-footed 12; Base Atk +5; Grp +7; Atk/Full Atk longsword +7 melee (ld8+2/19-20) or club +7 melee (ld6+2) or dagger +7 melee (ld4+2/19-20) or small pistol +8 ranged (2d4/19-20/x3 or dagger +8 ranged (1d4+2/19-20); SA—; SQ Midlunder traits; AL NE; SV Fort +7, Ref+7, Will +3; Str 15, Dex 16, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Balance +9, Bluff +7, Climb +8, Craft (small arms) +8, Decipher Script +7, Diplomacy +6, Disable Device +7, Escape Artist +5, Gather Information +3, Handle Animal +6, Hide +9, Intimidate +9, Listen +8, Spot +3, Tumble +7; Combat Reflexes, Endurance, Exotic Weapon Proficiency (small arms), Improved Initiative, Point Blank Shot, Precise Shot.

Languages spoken: Cygnaran, Ordic.

Possessions: Leather armor, longsword, 2 daggers, club, small pistol, 12 pistol charges, 1500 gp, 1 500 gp garnet.

RENFROW



Renfrow is Father Cappus' servant. He puts on a good show of sanity, but he is totally deranged and subservient to Cappus who he worships as a god. Renfrow has been kept alive by sharing in the life energy Father Cappus steals, but despite this he is not a true supernatural being himself. He is cunning, vicious, and evil. He has also developed an unnatural appetite for human flesh over the centuries. (The pineal gland is his favorite, if you must know.)

Renfrow (male Midlunder Rog5): CR 5; Medium augmented humanoid; HD 5d6+6; hp 25; Init +7; Spd 30 ft; AC 15, touch 13, flat-footed 12; Base Atk +3; Grp +3; Atk/Full Atk dagger +3 melee (ld4+poison/19-20) or *lady luck* +7 ranged (2d4+l/19-20/x3); SA poison, sneak attack +3d6; SQ aura of evil, darkvision 60 ft, evasion, light sensitivity, Midlunder traits, trap sense +1, trapfinding, turn resistance +2, turnable, uncanny dodge; AL CE; SV Fort +7, Ref +4, Will +3; Str 11, Dex 17, Con 13, Int 16, Wis 16, Cha 12.

Skills and Feats: Balance +11, Bluff +4, Climb +7, Diplomacy +3, Escape Artist +9, Forgery +11, Hide +6, Intimidate +11, Listen +9, Move Silently +11, Open Lock +11, Ride +5, Slight of Hand +11, Spot +10, Swim +11, Tumble +11;



Blind-Fight, Exotic Weapon Proficiency (small arms), Improved Initiative, Skill Focus (swim).

Languages spoken: Cygnaran, Caspian, Ordic, Llaelese.

Possessions: Leather armor, 2 poisoned daggers (DC 16, initial/secondary damage ld6 Str), *Lady Luck* (+1 small pistol), 5 pistol charges, 4 extra doses of poison (value 200 gp/dose).

The *Lady* is an infamous weapon in the underworld and collector's circles. *Lady Luck* operates as a +1 small pistol (2d4+l/19-20/x3) though in a duel she confers a bonus of +5 to hit and damage and +4 to Initiative. Also, *Lady Luck's* reloads are always successful regardless of circumstances. The weapon is worth 26,000 gp. Like all of Renfrow's gear, it came into his possession when someone was thrown into the mausoleum by the Griffons.

Though lost for decades, *Lady Luck's* story and unique appearance are still remembered by firearms aficionados and duelists. The gun's deadly reputation draws gunfighters to its wielder like moths to the flame, and he who owns it would be wise to keep it concealed for this reason. Some say it is cursed, and its wielder can never refuse a duel, but this is just a myth (unless GMs wish to make it otherwise!).

Note there are few standards for ammunition for older firearms such as *Lady Luck* in the Iron Kingdoms, and the *Lady's* owner will need to have ammunition specially made for her. It will require showing it to someone and thus revealing that the gun has reappeared. (See Appendix C for firearms rules)

Aura of Evil (Su): Because of his centuries-long service to and dependence on the undead Father Cappus, Renfrow has developed a moderately powerful aura of evil, which can be noticed using *detect evil.*

Light Sensitivity (Ex): Renfrow receives a -2 to all initiative and attack rolls while in the bright radius of a light source stronger than torchlight, such as a *daylight* spell.

Turnable (Su): Steeped in evil and stolen life-energy, Renfrow is susceptible to a cleric's ability to turn or rebuke undead.

SELAR



Selar is a powerful officer in the Griffon gang controlling the northwestern part of Corvis. She is an exceptionally rare half-elf though she hates her elven ancestry and refuses to acknowledge it. When Selar was young, other children picked on her terribly. At ten years of age, Selar actually cut off the tips of her ears in a pathetic attempt to look more human. Today she always wears a headband or cap to cover the disfigurement. She does look human, but her ancestry is a very open secret in the underworld. No one talks about it though; Selar has a very bad temper and does not like to speak about her past.

Selar and "Mad" Malek Redgrave do not get along very well. She is a careful, methodical planner, and Malek is an infamous hothead. She believes fools like Malek will eventually bring heat down on the Griffons or embroil them in another costly gang war. Selar will not move openly against Malek, but if she has the opportunity to set him up or take him out without getting her hands dirty she will take it. She will also take any opportunity to sabotage Raelthorne's rule of the city as long as she can do so with no risk to her organization. "All these Inquisition fools are bad for business."

Selar (female half-elven Rog11): CR 11; Medium humanoid (half-elf); HD lld6+44; hp 82; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +8; Grp +9; Atk short sword +10 melee (ld6+2/19-20) or small pistol +12 ranged (2d4/19-20/x3); Full Atk short sword +10/+5 melee (ld6+2/18-20) or small pistol +12 ranged (2d4/19-20/x3); SA defensive roll, sneak attack +6d6; SQ evasion, improved uncanny dodge, half-elven traits, trap sense +3, trapfinding; AL CN; SV Fort +7, Ref +13, Will +5; Str 12, Dex 18, Con 18, Int 14, Wis 14, Cha 10.

Skills and Feats: Appraise +11, Balance +9, Bluff +10, Climb +12, Craft (small arms) +10, Craft (gunsmith) +7,

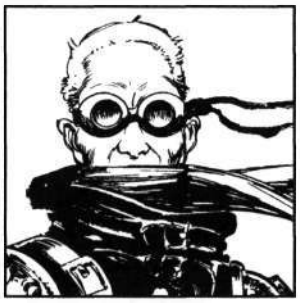


Diplomacy +10, Disguise +2, Hide +14, Listen +13, Move Silently +14, Open Lock +16, Slight of Hand +18, Search +5, Spot +6, Swim +2, Use Magic Device +8, Use Rope +14; Combat Expertise, Dodge, Exotic Weapon Proficiency (small arms), Lightning Reflexes.

Languages spoken: Cygnaran, Llaelese, Shyr (spoken).

Possessions: +3 *leather armor,* +1 *short sword,* small pistol and 10 charges. (The armor and weapons were once owned by a Cygnaran noble who ended up sacrificing them to settle a gambling debt with Selar. She has covered the Cygnaran swan on the armor with a patch of scarlet, the Griffons' color.) Selar has about 10,000 gp worth of other gear stashed around the city. She even has an account with the Black River Transfer Company holding 2,500 gold crowns.

SETH



Seth was once a caravaneer on the road between Corvis and Fort Falk, but one fateful day farrow raiders descended from the Dragonspine Peaks and attacked the wagon train. They slaughtered everyone, including Seth's wife and daughter, but he escaped into the mountains. He has been alone now for 20 years in the wilds ofthe 'Spine, having made his way into the Blight where the savage farrow dare not go. He ambushes the farrow whenever he gets an opportunity and has never bothered to leave his "new home." Seth's sanity, of course, is somewhat in question.

Seth, male human Morridane Ftr5/Rgr2/MonHtr2: CR 9; Medium humanoid; HD 5dl0+4d8+9; hp 60; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +9; Grp +10; Atk short sword +10 melee (ld6+l/19-20) or military rifle +11 ranged (2d8/19-20/x3); Full Atk short sword +10/+5 melee (ld6+l/19-20) or military rifle +11 ranged (2d8/19-20/x3); SA —; SQ Morridane traits; AL NG; SV Fort +11, Ref +6, Will +3; Str 13, Dex 14, Con 13, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +0*, Craft (trap making) +4, Craft (small arms) +8, Creature Lore +7, Handle Animals +4, Hide +3*, Listen +8, Move Silently +2*, Ride +10, Spot +8, Survival +9; Alertness, Die Hard, Exotic Weapon Proficiency (small arms), Endurance, Favored Enemy (Farrow), Favored Monster (Farrow), Favored Terrain (mountains), Improved Tracking+1, Rifleman, Skill Focus (Survival), Skilled Trapper, Track, Weapon Focus (military rifle), Wild Empathy.

**** Armor check penalty already figured in.***

Note: The Iron Kingdoms variant of the Ranger class, the Rifleman feat, and Creature Lore skill can be found in the IKCG; the Monster Hunter is a prestige class from the Monstemomicon, which also includes information about the Creature Lore skill.

Languages spoken: Cygnaran.

Possessions: Hide armor, military rifle with scope (reduces range penalty to -1), 20 rifle charges, short sword, 2 daggers.

TULLY

Old Tully is a fixture of the Griffon-controlled Undercity in Filcher's Crossing. He is a fence, a master appraiser, and an arms merchant. Tully is open to doing business with anyone, but he is very mindful of his obligation to the Griffons and he will not voluntarily double-cross them.

Tully (male Midlunder Exp8): CR 6; Medium humanoid; HD 8d6-8; hp 26; Init +2; Spd 30 ft; AC 12, touch 12, flat-footed 10; Base Atk +6; Grp +4; Atk folding knife +4 melee (ld3-2/19-20) or small pistol +8 ranged (2d4/19-20/x3); Full Atk folding knife +4/-1 melee (ld3-2/19-20) or small pistol +8 ranged (2d4/19-20/x3); SA —; SQ Midlunder traits; AL LN; SV Fort +2, Ref +4, Will +6; Str 7, Dex 15, Con 9, Int 15, Wis 11, Cha 12.

Skills and Feats: Appraise +16, Bluff +2, Craft (jewelry making) +13, Craft (small arms) +4, Diplomacy +10, Disable Device +5, Gather Information +3, Knowledge (local) +12, Listen +6, Move Silently +7, Profession



(merchant) +9, Ride +4, Search +13, Sense Motive +4, Spot +5, Swim -1, Use Magic Device +4; Exotic Weapon Proficiency (small arms), Skill Focus (appraise), Skill Focus (Craft [jewelry making]), Skill Focus (diplomacy).

Languages spoken: Cygnaran, Khadoran, Rhulic (spoken).

Possessions: Folding knife, small pistol, 6 pistol charges. Tully's shop has 10,000 gp worth of gear in it. Technically the Griffons own most of it, but Tully does not really want for anything due to his connections. Tully is armed with a small pistol, but he has not needed to brandish it in years. He also has a knife in his boot, but he only uses it for peeling apples and cutting the legs off roaches.

VERSH, SQUINT



Squint ("just Squint, gub'ner") is a small-time crook who owns a boat and charter business. When he is not making an "honest" living on the water, he is involved in various gambling and fencing rackets around the waterfront. He is chaotic but not evil. If befriended he would be a valuable (if unreliable) ally with contacts throughout the Corvis underworld.

Squint Versh (male Morridane Rog3): CR 3; Medium humanoid; HD 3d6+9; hp 22; Init +9; Spd 30 ft; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp +2; Atk/Full Atk short sword +2 melee (ld6/19-20) or dagger +6 ranged (ld4/19-20); SA sneak attack +2d6; SQ evasion, Morridane traits, trap sense +1, trapfinding; AL CN; SV Fort +4, Ref +9, Will +3; Str 11, Dex 18, Con 16, Int 14, Wis 14, Cha 10.

Skills and Feats: Appraise +8, Bluff +5, Climb +5, Craft (steam engine) +6, Disguise +6, Forgery +4, Gather Information +4, Heal +4, Hide +9, Jump +4, Listen +7, Move Silently +4, Profession (gambler) +8, Sense Motive +7, Spot +6, Swim +5; Improved Initiative, Lightning Reflexes, Quick Draw.

Languages spoken: Cygnaran, Khadoran (spoken), Llaelese, Ordic.

Possessions: Leather armor, short sword, 4 daggers, and the steamship *Fortune.* Squint has about 2,000 gp of additional money, gems, and gear, but most of it is cached back in town.

WADOCK, GUNNER

Gunner has been working the Fellig-Corvis trade route for over a year. He is a tough little man who often doffs his hat from his balding pate to smite his employees, but he is a fair man when the characters work for him in the beginning of The Longest Night. Later on, the characters may even want to hire him or ask him to come along on their adventures. After all, Gunner knows a lot about Corvis, and he can be a valuable ally. He is also a convenient way for a GM to beef up an under strength party.

The adventurers will encounter Gunner again during the Legion of Lost Souls. At this point, he has teamed up with his brother Rorgun. They have plans to set up shop in Five Fingers well away from the madness of the Exile and his Inquisition if only they can get out of town before the harbor is closed for good.

Gunner Wadock (male Thurian Ftr3): CR 3; Medium humanoid; HD 3dl0+3; hp 28; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +4; Atk/Full Atk longsword +4 melee (ld8+l/19-20) or longbow +4 ranged (1d8/x3); SA —; SQ Thurian traits; AL LN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 12, Con 13, Int 14, Wis 9, Cha 10.

Skills and Feats: Appraise +5, Bluff +6, Gather Information +5, Handle Animal +5, Knowledge (local) +8, Ride +5, Swim +2*; Combat Expertise, Combat Reflexes, Endurance, Skill Focus (Khowledge [local]), Toughness.

**** Adjustment for armor check penalty already figured in.***

Languages spoken: Cygnaran, Ordic (spoken), Llaelese, Khadoran.



Possessions: Studded leather armor, longsword, longbow, and a quiver of arrows.

WADOCK, MEGAN

Megan Wadock is the daughter of Jarl and Inga Wadock and the niece of Gunner and Rorgun. She joined the Corvis watch against the wishes of her family in the hopes of following in her father's footsteps. He served valiantly for many years, and Megan now wields his sword. His valiance, however, could not save him from meeting his fate at the end of a Gerten's blade.

Megan Wadock (female Thurian Ftr3): CR 3; Medium humanoid; HD 3dl0+3; hp 22; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +3; Grp +4; Atk/Full Atk longsword +5 melee (ld8+1/19-20) or sap +4 melee (ld6+1/subdual) or club +4 melee (ld6+l) or military pistol +3 ranged (2d6/19-20/x3); SA —; SQ Thurian traits; AL LN; SV Fort +4, Ref+1, Will +0; Str 13, Dex 11, Con 13, Int 17, Wis 8, Cha 11.

Skills and Feats: Bluff +2, Climb +3*, Gather Information +2, Handle Animal +5, Intimidate +4, Knowledge (law) +6, Ride +5, Sense Motive +2; Combat Expertise, Endurance, Group Subdual, Improved Disarm, Improved Initiative.

Armor check penalty already figured in.

Languages spoken: Cygnaran, Ordic, Khadoran, Llaelese.

Possessions: Chain shirt, light steel shield, masterwork longsword, club, sap, military pistol, 6 pistol charges.

WADOCK, RORGUN

Gunner's older brother Rorgun is a huge bear of a man. Large of girth and spirit, he is Gunner's big brother in every sense of the word. He has had a lot more time on the highways of the Iron Kingdoms than his little brother and does not hesitate to rub it in at every turn. He always has his longsword at his hip, his trusty pistol tucked in his belt, and his axe usually within arms reach.

Rorgun Wadock (male Thurian Ftr4): CR 4; Medium humanoid; HD 4dl0+8; hp 36; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk/Full Atk longsword +8 melee (ld8+3/19-20) or battleaxe +8 melee 1d8+3/x3) or small pistol +7 ranged (2d4/19-20/x3); SA—; SQ Thurian traits; AL CN; SV Fort +6, Ref +3, Will +0; Str 17, Dex 15, Con 15, Int 13, Wis 8, Cha 12.

Skills and Feats: Bluff +3, Craft (small arms) +4, Jack Handling +5, Knowledge (local) +3, Ride +6, Swim +5; Blind-Fight, Exotic Weapon Proficiency (small arms), Improved Initiative, Weapon Focus (battleaxe), Weapon Focus (longsword), Weapon Focus (small pistol).

Languages spoken: Cygnaran, Ordic.

Possessions: Leather armor, longsword, battleaxe, small pistol, 12 pistol charges.

GENERIC NPC FOUNDATIONS

When the players throw down with thugs at the waterfront or get swindled by a merchant, it is important for the GM to have NPC stats at hand. NPCs come in two varieties: green and experienced. These correspond roughly to levels 1 and 3. Higher-level NPCs are of course possible, but they should only be used in plot-driven encounters.

The attributes given for these generic NPCs are average values. GMs can, and should, tweak the scores to keep the players on their toes. All NPC attributes are given for human characters. Make sure to add the appropriate modifiers if you use another race.

COMMONERS

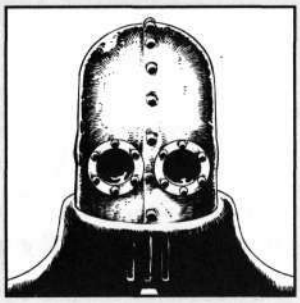
Throughout their adventures, the characters will encounter many commoners. The NPC Foundation provided here is based on Gunner Wadock's caravaneer, but it could easily be used in a pinch for any commoner or other low-level, non-adventuring human.

Caravaneer (Male Human Com1): CR 1/2; Medium humanoid (human); HD ld4+l; hp 3; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk/Full Atk club +0 melee (ld6); AL Varies; SV Fort +1, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 10, Wis 8, Cha 10.



Skills and Feats: Handle Animal +6, Listen +1, Profession (Caravaneer) +1, Ride +3, Spot +3, Use Rope +2. Feats: Alertness, Skill Focus (Handle Animal).

CLERIC OF CYRISS



The characters will run into their fair share of clerics of Cyriss during SOTE. These followers of the Maiden of Gears and Mother of Mathematics are not well-trained combatants, but they will put their mechanoflails to good use while defending Her temple. These cleric templates could also be used in a pinch for clerics of Thamar working with the Corvis underworld or as part of Raelthorne's Inquisition. In that case, swap out the mechanoflails for morning stars (1d8/x2, no multiple attacks), and domains and spell lists should also be adjusted.

Cleric of Cyriss—Green (male human Clr1): CR 1; Medium humanoid; HD ld8; hp 5; Init -1; Spd 20 ft.; AC 13, touch 9, flat-footed 13; Base Atk +0; Grp +0; Atk light mechanoflail +0 melee (ld8/19-20) or light crossbow -1 ranged (ld8/19-20); Full Atk light mechanoflail -3/-3 melee (ld8/19-20) or light crossbow -1 ranged (ld8/19-20); SA halt construct 5/day, spells, turn gremlins 3/day; SQ—; AL NE; SV Fort +2, Ref -1, Will +4; Str 10, Dex 8, Con 11, Int 15, Wis 15, Cha 10.

Skills and Feats: Craft (alchemy) +9, Craft (mechanika) +6, Knowledge (arcana) +4, Knowledge (mechanika) +5, Knowledge (religion) +6; Combat Casting, Skill Focus (Craft [alchemy]).

Cleric Spells Prepared (3/3; save DC 12 + spell level): 0—*guidance, light, mending,* 1st—*cure light wounds, divine favor, entropic shield, sanctuary**.

*Domain spell. **Domains:** Knowledge (cast divination spells at +1 caster level), Protection *(protective ward* 1/day).

Possessions: Armored apron, iron mantle, light mechanoflail.

Cleric of Cyriss—Experienced (male human Clr3): CR 3; Medium humanoid; HD 3d8; hp 14; Init -1; Spd 20 ft.; AC 13 touch 9, flat-footed 13; Base Atk +2; Grp +2; Atk light mechanoflail +2 melee (ld8/19-20) or light crossbow +1 ranged (ld8/19-20); Full Atk light mechanoflail -1/-1 melee (ld8/19-20) or light crossbow +1 ranged (ld8/19-20); SA halt construct 5/day, spells, turn gremlin 3/day; SQ —; AL NE; SV Fort +3, Ref +0, Will +5; Str 10, Dex 8, Con 11, Int 15, Wis 15, Cha 10.

Skills and Feats: Craft (alchemy) +10, Craft (mechanika) +11, Khowledge (arcana) +6, Knowledge (mechanika) +7, Knowledge (religion) +7; Combat Casting, Mechanikal Aptitude, Skill Focus (Craft [alchemy]).

Cleric Spells Prepared (4/4/3; save DC 12 + spell level): 0—*detect magic, guidance, light, mending;* 1st—*cure light wounds, detect evil, divine favor, entropic shield, sanctuary*;* 2nd—*cure moderate wounds, detect thoughts*, hold person, make whole.*

*Domain spell. Domains: Knowledge (cast divination spells at +1 caster level), Protection (protective ward 1/day).

Possessions: Armored apron, iron mantle, light mechanoflail, light crossbow, 20 crossbow bolts

INQUISITOR

The first encounter with Vahn Oberen's minions takes place at Fort Rhyker where some mysterious "assassins" beset the PCs. These are not veteran inquisitors but new recruits chosen among the city thugs and quickly initiated by Vahn Oberen. They are fighters chosen specifically for their archery skills, and they are lightly armed and armored to allow them to move quickly and more quietly.

Once Vinter Raelthorne has set up shop in Corvis (SOTE Act III), the city will be teeming with experienced inquisitors, led by Vahn Oberen (or should we call him Dexer Sirac?). Most inquisitors are 4th-level characters primarily rogues but also fighters and wizards. If the GM needs lower level inquisitors,



use the Ftr2 inquisitors if you do not have time to generate more detailed NPCs.

Fort Rhyker "Assassins" (male Midlunder Ftr1): CR 1; Medium humanoid; HD 1d10+1; hp 7; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 18; Base Atk +1; Atk/Full Atk short sword +3 melee (ld6+2/19-20) or short bow +4 ranged (1d6+l/x3); SA —; SQ—; AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Gather Information +1, Intimidate +3, Jump +2; Point Blank Shot, Far Shot, Weapon Focus (short bow).

Possessions: Black cloak, leather armor, short sword, composite short bow (Str 12), 20 arrows.

Watchman—Green (male or female human Ftr1): CR1; Medium humanoid; HD 1d10+1; hp 7; Init +4; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Atk/Full Atk +2 melee (ld6+l subdual, sap or ld6+l club or ld8+l/19-20 longsword); SA —; SQ—; AL LN; SV Fort +3 Ref +0 Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Craft (small arms) +1, Handle Animal +1, Knowledge (law) +2, Ride +2, Sense Motive +1, Swim -3*; Combat Expertise, Group Subdual, Improved Initiative.

* Armor check penalty already figured in.

Possessions: Studded leather armor, light steel shield, club, longsword, sap.

Inquisitor—Fighter (male human Ftr2): CR 2; Medium humanoid; HD 2dl0+4; hp 15; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk/Full Atk longsword +6 melee (ld8+2/19-20) or heavy crossbow +3 ranged (1d10/19-20); SA—; SQ—; AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +5, Knowledge (local) +2, Sense Motive +2, Spot +2, Swim +5; Improved Initiative, Power Attack, Skill Focus (Intimidate), Weapon Focus (longsword).

Possessions: Breastplate, heavy steel shield, masterwork longsword, heavy crossbow, 20 crossbow bolts.

Inquisitor—Rogue (male human Rog4): CR 4; Medium humanoid; HD 4d6; hp 15; Init +7; Spd 30 ft; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +4; Atk/Full Atk short sword +7 melee (ld6+l/19-20) or light crossbow +6 ranged (ld8/19-20); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +1, Ref +7, Will +0; Str 12, Dex 16, Con 10, Int 14, Wis 9, Cha 13.

Skills and Feats: Bluff +6, Climb +5, Decipher Script +5, Diplomacy +5, Disable Device +7, Disguise +5, Forgery +6, Gather Information +12, Hide +8, Intimidate +8, Knowledge (local) +7, Listen +2, Move Silently +8, Open Lock +7, Search +10, Sense Motive +4, Sleight of Hand +8, Spot +2; Improved Initiative, Investigator, Weapon Finesse.

Possessions: Studded leather armor, greatcoat, masterwork short sword, light crossbow, 20 crossbow bolts.

Inquisitor—Fighter (male human Ftr4): CR 4; Medium humanoid; HD 4dl0+8; hp 30; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +7; Atk/Full Atk long sword +9 melee (ld8+5/19-20) or heavy crossbow +5 ranged (ldl0/19-20); SA—; SQ—; AL LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +6, Knowledge (local) +2, Sense Motive +3, Spot +3, Swim +5; Improved Initiative, Power Attack, Quick Draw, Skill Focus (Intimidate), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Breast plate, heavy steel shield, masterwork longsword, heavy crossbow, 20 crossbow bolts.

Inquisitor—Wizard (male human Wiz4): CR 4; Medium humanoid; HD 4d4+4; hp 17; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk/Full Atk dagger +2 melee (ld4/19-20) or small pistol +4 ranged (ld8/19-20); SA spells; SQ—; AL LE; SV Fort +2, Ref +4, Will +4; Str 10, Dex 13, Con 12, Int 17, Wis 11, Cha 10.



Skills and Feats: Bluff +3, Concentration +8, Decipher Script +7, Disguise +3, Knowledge (arcane) +8, Knowledge (local) +6, Sense Motive +2, Spellcraft +12; Exotic Weapon Proficiency (small arms), Lightning Reflexes, Scribe Scroll, Toughness.

Wizard Spells Prepared (4/4/3, save DC 13 + spell level): 0—*detect magic x3, message;* 1st—*charm person, identify; mage armor, magic missile;* 2nd—*detect thoughts, protection from arrows.*

Possessions: Masterwork small pistol, 12 pistol charges, dagger, greatcoat.

Inquisitor—Wizard (male human Wiz5): CR 5; Medium (5 ft. 5 in.); HD 5d4+5, hp 21; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +3, Grp +3; Atk dagger +3 melee (ld4+l, 19-20/x2); Full Atk dagger +3 melee (ld4+l, 19-20/x2); SA—; SQDR 5/Bludgeoning (Armored Greatcoat); AL LE; SV Fort +2, Ref +4, Will +4; Str 12, Dex 16, Con 13, Int 16, Wis 11, Cha 11.

Skills and Feats: Craft (alchemy) +8, Bluff +3, Concentration +9, Hide +3, Knowledge (arcana) +11, Listen +3, Move silently +3, Spellcraft +11, Dodge, Improved Initiative, Scribe scroll, Silent spell, Combat Casting.

Languages: Cygnaran

Typical Wizard spells prepared (4/4/3/2; save DC 13 + spell level): 0 — *Arcane Mark, Daze, Detect Magic, Flare,* 1 — *Magic Missile (x3), Obscuring Mist.* 2 —*Darkness, Acid Arrow (x2)* 3 — *Dispel Magic, Lightning Bolt.*

Possessions: Armored greatcoat, wand of magic missile (3rd level) 30 charges.

MERCHANT

The vast majority of merchants have never lifted a blade in their lives other than to appraise them. Consequently their combat abilities are pathetic, but they are good at what they do.

Merchant—Green (male or female human Exp1): CR 1; Medium humanoid; HD ld6; hp 3; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk/Full Atk dagger +0 melee (ld4/19-20) or dagger +0 ranged (ld4/19-20); SA —; SQ —; AL Varies; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 13.

Skills and Feats: Appraise +8, Bluff +5, Diplomacy +7, Forgery +4, Gather Information +4, Intimidate +4, Knowledge (product line) +4, Profession (merchant) +5, Sense Motive +7; Skill Focus (Appraise), Negotiator.

Possessions: Dagger.

Merchant—Experienced (male or female human Exp3): CR 3; Medium humanoid; HD 3d6; hp 10; Init +0, Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2; Grp +2; Atk/Full Atk dagger +2 melee (ld4/19-20) or light crossbow +2 ranged (ld8/19-20); SA —; SQ—; AL Varies; SV Fort +1, Ref +1, Will +6; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 13.

Skills and Feats: Appraise +9, Bluff +7, Diplomacy +13, Forgery +6, Gather Information +6, Intimidate +8, Knowledge (product line) +6, Profession (merchant) +7, Sense Motive +8; Skill Focus (Appraise), Negotiator, Iron Will.

Possessions: Dagger, light crossbow, 20 crossbow bolts.

ROGUE

BURGLAR ARCHETYPE

Skills and Feats: Appraise +2, Balance +4, Bluff +2, Climb +2, Disable Device +2, Escape Artist +4, Gather Information +2, Hide +4, Jump +4, Listen +4, Move Silently +4, Open Locks +4, Search +2, Spot +4, Tumble +6, Use Rope +4; Acrobatic, Alertness.

CUTPURSE ARCHETYPE

Skills and Feats: Appraise +2, Bluff +3, Climb +2, Disguise +2, Escape Artist +4, Gather Information +3, Hide +5, Intimidate +2, Listen +4, Move Silently +5, Open Locks +4, Sense Motive +2, Slight of Hand +6, Spot +4, Tumble +4; Alertness, Dodge.

Rogue—Experienced (male or female human Rog3): CR 3; Medium humanoid; HD 3d6; hp 10; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +2; Atk/Full Atk dagger +2 melee (ld4/19-20) or light crossbow



+4 ranged (ld8/19-20); SA sneak Attack +2d6; SQ evasion, trapfinding, trap sense +1; AL NE; SV Fort +1, Ref +7, Will +1; Str 10, Dex 14, Con 11, Int 11, Wis 11, Cha 10.

Possessions: Leather armor, dagger, light crossbow, 20 crossbow bolts, thieves' tools.

BURGLAR ARCHETYPE

Skills and Feats: Appraise +5, **B**alance +4, **B**luff+3, Climb +5, Disable Device +5, Escape Artist +4, Gather Information +5, Hide +5, Jump +4, Listen +4, Move Silently +5, Open Locks +5, Search +3, Spot +4, Tumble +6, Use Rope +5; Acrobatic, Alertness, Lightning reflexes.

CUTPURSE ARCHETYPE

Skills and Feats: Appraise +4, Bluff +5, Climb +4, Disguise +4, Escape Artist +4, Gather Information +5, Hide +5, Intimidate +6, Listen +4, Move Silently +5, Open Locks +4, Sense Motive +4, Slight of Hand +9, Spot +5, Tumble +4; Alertness, Dodge, Lightning reflexes.

THUG

Spend enough time in the bad parts of town and you will meet a thug or three sooner or later! Although they sometimes deprive people of money, thugs do so through force or intimidation and are warriors, not rogues. Almost all the thugs in Corvis are human males, but female thugs are possible.

Thug—Green (male human Warl): CR 1; Medium humanoid; HD ld8; hp 4; Init +4; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +2; Atk/Full Atk club +2 melee (ld6+l); SA —; SQ—; AL NE; SV Fort +2, Ref +0, Will -1; Str 12, Dex 11, Con 11, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +2, Intimidate +4, Knowledge (local) +1, Swim +3; Improved Initiative, Skill Focus (Intimidate).

Possessions: Leather armor, club.

Thug—Experienced (male human War3): CR 3; Medium humanoid; HD 3d8; hp 13; Init +4; Spd 30 ft.; AC 12 touch 10, flat-footed 12; Base Atk +3; Grp +4; Atk/Full Atk club +5 melee (ld6+l); SA —; SQ—; AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 11, Con 11, Int 9, Wis 9, Cha 10.

Skills and Feats: Bluff +2, Climb +2, Intimidate +4, Knowledge (local) +1, Swim +3; Improved Initiative, Skill Focus (Intimidate), Weapon Focus (club).

Possessions: Leather armor, club.

WATCHMAN

The city watch is composed of capable, well-trained fighters. Being lawmen, the watch will always try to subdue an opponent if possible. As part of their special training, watchmen are taught to bring in criminals and lawbreakers without resorting to killing them. When working in a group of two or more, they can subdue opponents more easily thanks to the Group Subdual feat.

GROUP SUBDUAL [GENERAL]

You can more easily subdue an enemy when working with other trained combatants.

Prerequisite: Base attack bonus +1

Benefit: If you and one or more of your allies with the Group Subdual feat are attacking the same target and inflicting only subdual damage, you each get one extra attack per round. The attack is at your highest base attack bonus, but each attack you make in that round must only inflict subdual damage. You must both use the full attack action to use this feat.

Watchman—Green (male or female human Ftr1): CR1; Medium humanoid; HD 1dl0+1; hp 7; Init +4; Spd 30 ft; AC 14, touch 10, flat-footed 14; Atk/Full Atk +2 melee (ld6+l subdual, sap or ld6+l club or ld8+l/19-20 longsword); SA—; SQ—; AL LN; SV Fort +3 Ref +0 Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Craft (small arms) +1, Handle Animal +1, Knowledge (law) +2, Ride +2, Sense Motive +1, Swim -3*; Combat Expertise, Group Subdual, Improved Initiative.

**** Armor check penalty already figured in.***





Possessions: Studded leather armor, light steel shield, club, longsword, sap.

Watchman—Experienced (male or female human Ftr3): CR 3; Medium humanoid; HD 3dl0+3; hp 21; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +3; Grp +4; Atk/Full Atk sap +4 melee (ld6+l subdual) or longsword +4 melee (ld8+l/19-20) or military pistol +3 ranged (2d6/19-20/x3); SA —; SQ —; AL LN; SV Fort +4, Ref +1, Will +1; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1*, Craft (small arms) +3, Handle Animal +l,Jump +2, Knowledge (law) +3, Ride +2, Sense Motive +2, Swim -3*; Combat Expertise, Endurance, Group Subdual, Improved Initiative, Quick Draw.

**** Armor check penalty already figured in.***

Languages spoken: Cygnaran, Ordic, Khadoran, Llaelese.

Possessions: Chain shirt, light steel shield, longsword, sap, military pistol, **5** pistol charges.

Cellblock Guards—Experienced (male or female human War3): CR 3; Medium humanoid; HD 3dl0; hp 16; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3; Grp +4; Atk/Full Atk club +5 melee (ld6+l); SA—; SQ—; AL LN; SV Fort +3, Ref +1, Will +0; Str 12, Dex 10, Con 11, Int 9, Wis 9, Cha 10.

Skills and Feats: Intimidate +6, Knowledge (local) +2; Group Subdual, Improved Unarmed Strike, Weapon Focus (club).

Possessions: Splint mail armor, club.





APPENDIX C: FIREARMS

The original first book of the Witchfire Trilogy introduced firearms to the Iron Kingdoms game setting, and with them came several new Craft and Profession skills. Firearms, as detailed in L&L:CP and the IKCG, are an integral part of the Iron Kingdoms campaign setting, and several new Craft skills have been added to address the production and maintenance of firearms. This appendix focuses on detailing the actual operation of firearms in combat. Note that firearms in the Iron Kingdoms are quite different from their real-world historical counterparts—they are not intended to adhere exactly to earth history. More importantly, they are not intended to replace bows and crossbows in the game.

The ability to use pistols and rifles is dependent on the character possessing the feat Exotic Weapon Proficiency (small arms). "Small Arms" (meaning handguns and long guns only) is now a new entry on the list of Exotic Weapons.

Reloading and maintaining a pistol or long gun in combat also requires the Craft (small arms) skill, which is a class skill for bards (war-bards), fighters, gun mages, paladins, rangers, rogues, and warriors. It is a cross-class skill for all other classes. Craft (small arms) allows a character to reload a weapon, clear a misfire, and clean a weapon to keep it in working order. It does not allow design or repair of small arms. Similarly, the reloading and maintenance of heary blasting-powder projectile weapons require Craft (cannoneer), which is a class skill for fighters, paladins, and rangers. It is a cross-class skill for all other classes.

Reloading a firearm of any kind always takes at least one standard action and a successful Craft (small arms or cannoneer) skill check. The action details and the DC of the check depend on the complexity of the weapon. Pistols and rifles usually require 1 or 2 standard actions to reload, but a more complex weapon such as a cannon could take many full-round actions to service, perhaps even involving more than one operator. The DC of the reload check is usually 10 or less for small arms, so "taking 10" to reload weapons before or after combat guarantees success.

If the Craft check succeeds, the weapon will be reloaded after the necessary actions are spent. If the check fails or if a multi-round reload in progress is disrupted, the reloading process must begin anew. If the check fails by 5 or more, the reload is fumbled and the ammunition is ruined. Lastly, all reload actions provoke attacks of opportunity.

During reloading, the operator has a few tasks to perform. First, the breech must be opened. Next, the powdery remnants of the old charge need to be cleaned out. The new ammunition needs to be seated firmly in the firing chamber, and the breech needs to be closed. Lastly the spring-loaded firing mechanism must be wound or cocked. All of these steps are covered by one skill check.

SAMPLE FIREARMS

In general, firearms inflict at least 2 dice of damage and have a crit rating of 19-20/x3 or better. The reload rating is shown as "2S/DC8," where 2S is the number of standard actions required and 8 is the DC of the Craft (small arms or cannoneer) skill check. Weapons requiring full-round actions to reload will display an "F" instead of an "S."

GMs can make up new weapons easily by varying these stats (additional firearms are detailed in the IKCG). More powerful weapons should have longer and/or more difficult reloads as well as more expensive ammunition. Repeating weapons should be very rare.



• Small Pistol: This weapon's main virtue is its ease of concealment due to its short length of only 9 in. 200 gp, 2d4 piercing, reload 1S/DC6, crit 19-20/x3, range 40 ft., 4 lb.

• Military Pistol: This is a larger, more powerful pistol typical of the kind issued to military officers. It is 1 ft. in length, with a fat barrel. 300 gp, 2d6 piercing, reload 1S/DC8, crit 19-20/x3, range 80 ft., 5 lb.

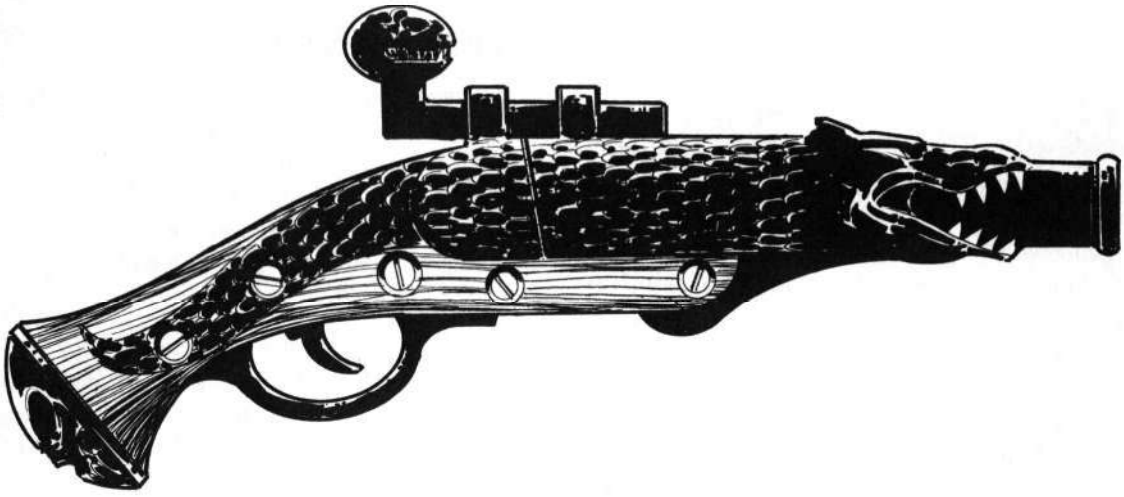
• Military Rifle: A basic military rifle is usually between 3 and 4 ft. in length. Rifle regiments are still quite rare in most kingdoms. 600 gp, damage 2d8 piercing, reload 2S/DC12, crit 19-20/x3, range 200 ft, 15 lb.

AMMUNITION

Small arms ammunition consists of blasting powder and projectile wrapped together into a tight cylinder. To make ammunition, a spellcaster must have the feat Craft Blasting Powder detailed in the IKCG. The process also requires the Alchemy skill, special reagents, expensive equipment, and a great deal of time. A detailed treatment is outside the scope of this book. In theory the exact measurement of blasting powder varies with each gun as standardization is rare outside of the military. Those who sell ammunition encourage users only to use ammunition measured specifically for their gun, but in practice charges should work between guns nearly identical in size. (For practical purposes, small pistol charges for one gun can work in another small pistol but not in a military pistol.)

Ammunition costs 6-10 gp for a pistol charge and 8-12 gp for a rifle charge. A cannon charge costs 20-50 gp depending size. Costs for ammunition can vary dramatically depending on the location and demand. At times ammunition may be unavailable at any price, turning guns into expensive, lavishly decorated clubs. Ammunition is fragile; it is ruined if it gets wet or if it takes 1 point of physical damage. It is also flammable, and any exposure to flame will destroy it. Alchemical blasting powders burn fiercely, but like modern gunpowder they will not explode unless they are confined. Lastly, since ammunition is magical, it can be rendered inert temporarily by *dispel magic*. The ease with which it can be suppressed depends on the level of the creator, but in general a DC 18 dispel check renders blasting powder inert for 1d4 rounds.

Most ammunition contains a simple lead ball, but there are other options available. Incendiary, poisoned, or even enchanted projectiles are available for the right price. Cannons fire a much larger projectile, and there are some especially fiendish projectile options from which a cannoneer can choose. Of course, specialty projectiles increase the cost of ammunition dramatically, particularly if they are magical.





APPENDIX D: KURGAN'S GOODS & WARES

The haberdashery owned by Phineas Kurgan is stacked ceiling high with rubbish and secondhand goods. A lot of his supply is simply junk, but Kurgan does have several useful items in stock. Some of the more interesting articles are listed below along with the asking price, any useful descriptions, and Kurgan's comments regarding the item. The GM may also wish to throw in some other random items in the way of armor and non-weapons or anything else similar to the list below.

Child's Spring (2 gp): "Similar to the spring found in tha springblade but a lot bigger an' not nearly wound as tight. Put it at the top o' the steps an' watch it walk down ta' tha bottom. Entertains the lil'uns fer hours; that big, dumb'un in yer group'll like it, too."

Collapsing Baton (12 gp): Functions as a club, easily concealed, and popular with Morrowan monks of Keeping as well as more common thugs in the street. May be unrecognizable as a weapon to those not in the know. "Good fer keepin' yer mules in line. Works jus' like the handle o' that shovel but more sturdy-like. Works on deckhands, too."

Collapsing Baton: Simple melee weapon (small); Damage/Crit 1d6/x2; Range Increment —; Weight 3 lbs.; Bludgeoning.

Collapsing Ladder w/ Leather Case (7 gp): Seven-foot ladder collapses down to a 2' x 6" x 6" square. "About the size of a good block o' cheese an' comes in its own leather case. The collapsible ladder is indispensable. At least that's what the bloke who sold it ta me said."

Collapsing Saw (8 gp): "Handy things, these saws. Just unhook this clasp and rehook it here at the end an' ya got a saw fer one man."

Collapsing Shovel (8 gp): "Jus' like the saw, but this here collapses in on itself. The handle can be twisted then forced down inside itself, kinda like stackin' the collection cups at the cathedral. Er, or so I've heard."

Cure-All Cream (75 gp): Cures 1d8+1 points of damage, and each jar of ointment contains 3 applications. Sticky when first applied, it is immediately soothing and activates while it dries, so the curative properties do not take effect for 1d4+1 rounds. He has 3 jars of this in stock. "Ol' Ick whips these up from time to time. I get his castoffs. Now hold on, these here are still good, mind ye, they's just a little weaker than Ick's preferred ointments. I've sold plenty o' this stuff, an' these wharf pugs keep comin' back for more. In fact, it's 'specially favored by the brawlers in the rings an' such."

Custom Bullseye Lantern (15 gp): Double the range of a normal bullseye lantern when magnifying lens is in place. "Don't see these much anymore. See this here lens? Ya slide it over the glass where the light is projected an' ya git double tha distance outta it."

Dust o' Dizziness (75 gp): Victims must make a Fortitude save (DC 18) or experience severe vertigo for 1d4 turns. If a victim suffering from vertigo attempts to perform any action he must make a successful Balance check (DC 18) for every action or suffer a -4 to that action's roll. He has 6 breakable vials of this alchemical powder in stock, and each is good for one use. "One whiff o' this powder an' fuhgitaboutit."

Earrings o' Fire (50 gp): The two chemicals mix to create a fiery reaction. Creatures within a 5' radius must make a Reflex save (DC 15) or be dazzled and deafened for one round. They will also suffer 1d4 points of fire damage. "I keep these damn things on opposite sides o' the shop! One hollow glass 'ring contains what my buddy Ichabod calls an 'agent,' the other, a 'reagent,' whatever that means. Anyway Old Ick, alchemist that 'e is, says when ya crush the two t'gether, it creates quite the flash 'n bang."



Liniment of Insulation (300 gp): Functions as a protection from energy (electricity) spell cast by a 5th-level wizard. He has two tins of this greasy, pungent stuff. "Ichabod, my alchemist buddy, got these here as part of a spillover when some old huckster in the Quad couldn't afford a shipment. He tested 'em an' he sez these'11 keep yer arse from getting' fried by lightning strokes an' the like. I already sold a few of 'em to some old mates o' mine this past storm season. The stuff is sticky and it stinks like hot tar, but it shore don't make much difference on them boys."

Field Glass (20 gp): Visual range doubled when the field glass is used. "Basically a collapsing spyglass. Take out these here pieces o' glass, put 'em in the clips at either end, roll the whole thing up, an' presto! Yer spottin' trollkin at a fair pace!"

Folding Knife (6 gp): Functions as an easily concealed dagger and contains two folding blades. May be unrecognizable as a weapon to those easily fooled. "Heard tha' boys down at the 'Star call 'em "pocket-knives", but I don't know 'bout that. Guess ya can keep 'em in yer pocket without piercin' yer vitals, so..."

Folding Knife: Simple melee weapon (tiny); Damage/Crit 1d3/19-20x2; Range Increment 10'; Weight 0 lbs.; Piercing.

Goggles (4 gp): Protects wearer against the blinding effects of the *glitterdust* spell. "Yet another trend. I seen tons o' youngsters out there on the streets roamin' about sportin' flamin' goggles. Ah well, more business fer me! They're shatter-resistant, I swear!"

Greatcoat (20 gp): +1 to AC and can be worn over light armor. "The latest craze in fashion, it is. Many o' the unsavory types are wearin' 'em, an' right on their tails come tha bloody mashers makin' a play at bein' bad fellers. Well, it is a purty coat."

Iron-Reinforced Leather Gloves (6 gp): Lets you deal normal damage with an unarmed strike and provides +2 resistance vs. heat and flames, hands only. "Not quite as tough as a gauntlet, but these babies are steeped in some kinda heat resistant stuff. Clay? 'ell if I know."

Serpent Ring (125 gp): This gold ring resembles a serpent with its mouth upturned and jaws open. The mouth contains four small amethysts. Pressing the right stone causes a 1/4" needle to spring forth from the middle of the cluster of gems, and the point of the needle can be laced with any desired venom to be used by the wearer. "This thing is wicked. I'm nearly inclined not to sell it, but if the good father finds out I have stuff like this in me shop, he'll give me a severe tongue lashin'. I sell it to ye, s'probably best not ta tell folks where ye got it. Besides, it's the only one I got like it."

Sharpsalve (40 gp): This alchemical ointment seems to contain little iron shavings. When applied to an edged weapon, this increases the sharpness of the weapon and adds +1 to damage for ld4+l successful hits with the weapon or until the salve is washed off. The jar contains 3 applications, and Kurgan has two jars in stock. "Put this sharpsalve on yer blade there and it kinda adds even more sharpness to it. These iron shavings imitate a serrated type o' edge, y'see? It eventually wears off, but afore it does, whatever ye cut bleeds extra good."

Spring Blade (10 gp): Functions as an easily concealed dagger. May be unrecognizable as a weapon to the dullwitted. "Durnedest thing I ever saw! Ya just press this here button. Instant blade! 'pears there be a spring in there what causes the blade ta pop out like that. Wicked."

Spring Blade: Simple melee weapon (tiny); Damage/Crit 1d3/19-20x2; Range Increment 10'; Weight 1 lb.; Piercing.

Stiletto (3 gp): Functions as a punching dagger. "I heard this thing's called a stiletto, but I call it a letter-opener. Least that's what I use it fer."

Stiletto: Simple melee weapon (tiny); Damage/ Crit 1d4/x3; Range Increment 10'; Weight 1 lb.; Piercing.



APPENDIX E: LANGUAGES

Here are detailed the languages of the Iron Kingdoms. More detailed explanations including full rules for dialects are included in L&L:CP and the IKCG.

Cygnaran

[Status: Living—Alphabet: Caspian]
Spoken by: Humans of Cygnar; trade language of the Iron Kingdoms

Dialects: Swampie (3): River & swamp folk. Sulese (1): Official language of the Protectorate of Menoth. Five Cant (3): Town of Five Fingers & some underworld groups. Scharde Tongue (4): Scharde Islands, Cryx

Khadoran

[Status: Living—Alphabet: Khadoran]
Spoken by: Humans of Khador

Dialects: No common dialects

Llaelese

[Status: Living—Alphabet: Caspian]
Spoken by: Humans of Llael
Dialects: No common dialects

Molgur

[Status: Living—Alphabet: Molgur]
Spoken by: Chaotic-aligned human barbarian tribes, trolls, ogrun, gobbers

Dialects: Molgur-Trul (2): Trollkin. Molgur-Og (3): Ogrun. Gobberish (4): Gobbers.

Ordic

[Status: Living—Alphabet: Caspian]
Spoken by: Humans of Ord

Dialects: No common dialects

Rhulic

[Status: Living—Alphabet: Rhulic *8c* Rhul-Runic]
Spoken by: Dwarves of Rhul

Dialects: "Miner Rhulic" (1): Dwarven miners in other kingdoms

Notes: Complex. This language requires 2 ranks for both spoken & written proficiency

Shyr

[Status: Living—Alphabet: Shyric]
Spoken by: Elves of Ios

Dialects: No common dialects

Notes: Complex. This language requires 2 ranks for spoken proficiency and 3 ranks for both spoken & written proficiency

Aeric

[Status: Obscure, Living—Alphabet: Aeric]
Spoken by: Winter elven tribes

Dialects: No common dialects

Caspian

[Status: Dead—Alphabet: Caspian]
Spoken by: Scholars, clerics & monks of Morrow, wizards

Dialects: No common dialects

Notes: Many ancient documents are written in Caspian, and proficiency in it is required for scholars. Some of the realm's scientific terminologyhas its roots in this language.



Dol-Rhul

[Status: Dead—Alphabet: Rhulic & Rhul-Runic]
Spoken by: Dwarven scholars, judges

Dialects: No common dialects

Notes: Root of Rhulic

Kharzic

[Status: Dead—Alphabet: Khadoran]
Spoken by: Khadoran scholars & clerics of Menoth

Dialects: No common dialects

Notes: Root of Khadoran

Orgoth

[Status: Obscure/Dead—Alphabet: Orgoth]
Spoken by: Orgoth scholars

Dialects: No common dialects

Notes: Presumably a living language in the Orgoth homeland, wherever that may be.

Skorne

[Status: Obscure—Alphabet: Skorne]

Spoken by: Skorne of the Bloodstone Marches

Dialects: Unknown

Notes: Unknown to outsiders.

Telgesh

[Status: Obscure—Alphabet: Telgesh Glyphs]
Spoken by: Clerics of Thamar

Dialects: None

Notes: Fabricated holy tongue, limited vocabulary. Used for holy documents and ceremonies, not day-to-day communication!

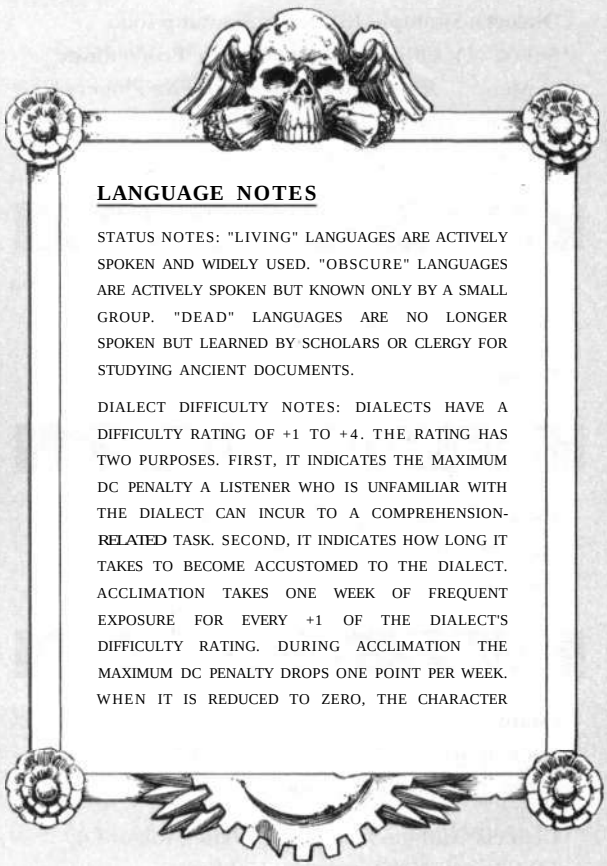
Tkra

[Status: Obscure—Alphabet: Tkra]

Spoken by: Lord Toruk and top servitors in Cryx

Dialects: None

Notes: Secret language of the Dragon King



LANGUAGE NOTES

STATUS NOTES: "LIVING" LANGUAGES ARE ACTIVELY SPOKEN AND WIDELY USED. "OBSCURE" LANGUAGES ARE ACTIVELY SPOKEN BUT KNOWN ONLY BY A SMALL GROUP. "DEAD" LANGUAGES ARE NO LONGER SPOKEN BUT LEARNED BY SCHOLARS OR CLERGY FOR STUDYING ANCIENT DOCUMENTS.

DIALECT DIFFICULTY NOTES: DIALECTS HAVE A DIFFICULTY RATING OF +1 TO +4. THE RATING HAS TWO PURPOSES. FIRST, IT INDICATES THE MAXIMUM DC PENALTY A LISTENER WHO IS UNFAMILIAR WITH THE DIALECT CAN INCUR TO A COMPREHENSION-RELATED TASK. SECOND, IT INDICATES HOW LONG IT TAKES TO BECOME ACCUSTOMED TO THE DIALECT. ACCLIMATION TAKES ONE WEEK OF FREQUENT EXPOSURE FOR EVERY +1 OF THE DIALECT'S DIFFICULTY RATING. DURING ACCLIMATION THE MAXIMUM DC PENALTY DROPS ONE POINT PER WEEK. WHEN IT IS REDUCED TO ZERO, THE CHARACTER



APPENDIX F: THE WITCHFIRE

WITCHFIRE'S HISTORY

The blade Witchfire is a powerful artifact forged and enchanted ages ago by an unknown artisan in the time of the Thousand Cities. The details of its construction are lost to antiquity, but rumors of its terrible abilities can be found in certain obscure ancient texts. Some say he who wields it can lead an army of the dead; others speak of its ability to capture the souls of its victims. There is truth to both rumors and more.

Dexer Sirac, the leader of Raelthorne the Elder's feared Inquisition and the man who would become Vahn Oberen, learned of the blade about five years before the king was deposed by his younger brother Leto. Sirac knew that if the Witchfire had even a fraction of the power attributed to it by legend, it would be a formidable weapon, and he resolved to find it. It took years of research, but Sirac finally uncovered the Witchfire's resting place—a network of caves below Castle Moorcraig upon the eastern coast of Cryx. The island was (and still is) a dangerous place occupied by cutthroats, savage trollkin, legions of thralls, and worse. It is the center of the Nightmare Kingdom and domain of Toruk, Lord of Dragons.

Sirac decided that while it was risky to steal the sword from under the snout of the Dragonfather, it was a greater risk to leave it where it was, for Toruk would surely learn of it if given enough time. It was with this argument he persuaded his king, and in the winter of 591 AR, Sirac led an expedition to retrieve the blade from where it was entombed. No one outside the Inquisition's inner circle knows the details of the mission, but Sirac did retrieve the Witchfire and return with it to Cygnar. To this day Toruk appears to be none the wiser about Sirac's expedition.

Within a few short months Dexer Sirac learned nearly everything about the Witchfire's abilities, and he put it to work for Vinter Raelthorne and the Inquisition. In the last days of Raelthorne the Elder's reign, Sirac also conceived of another plan. This ambitious scheme let him take maximum advantage of the Witchfire's power personally. He knew that a carefully orchestrated event carried out at the right time, in the right place, and with the right victims would gain him tremendous power in one stroke. Well, five strokes anyway. This is how the framing and execution of the Corvis Coven in 593 AR came to be done under the name of Vahn Oberen.

As an unexpected side effect of this ceremony, the huge influx of power knocked Oberen unconscious. He was led away by a trusted ally in Corvis, one of his manipulated pawns named Borloch, but the sword was left behind. It was interred in sacred ground where its powers could not manifest, and it lay dormant. Shortly thereafter Vinter Raelthorne was deposed, and Dexer Sirac was forced to go underground and once again assume the identity of Vahn Oberen. Long years passed before Oberen had occasion to return to Corvis and seek a means to recover his lost blade.

WITCHFIRE'S POWERS

The Witchfire is a tremendously powerful necromantic artifact. It is a potent spellcaster bane weapon, and it is capable of animating the dead. It is also dangerous; low-level characters handling it may be severely injured or killed.

The Witchfire is a *+2 greatsword,* +5 versus spellcasters (both arcane and divine).

Though immune to direct divinatory magic, a *detect evil* spell cast in proximity of the Witchfire reports an overwhelmingly evil aura in the vicinity.

Any character below 10th level wielding the blade incurs four negative levels. Good characters of any level incur two additional negative levels. Negative levels are not permanent but are in effect as long as the blade is wielded and cannot be overcome by any means, including restoration.



Any spellcaster below 10th level touching the blade loses 20 XP per round. If the character makes a Will save (DC 14), he realizes something is wrong and feels compelled to drop the Witchfire. If a PC loses 100 XP, he takes one point of temporary Str damage (no save) and must make a Fort save (DC 16) to remain conscious. The lost XP cannot be recovered.

If the Witchfire is used to slay a spellcaster, the victim's soul is captured within the blade with no save possible. Captured souls can be extracted by advanced magical techniques. The souls can also be destroyed via a cleansing ritual, the specifics of which are currently known only to Vahn Oberen. The blade can apparently hold a limitless number of souls, but this has not been tested in modern times.

If a spellcaster wields the blade when it is used to slay another spellcaster, the wielder will gain 2% of the victim's XP. Under certain conditions, such as the moonlit executions carefully orchestrated by Oberen a decade ago, the wielder can absorb up to 50% of the victim's XP. No one can gain more than 35,000 XP per year from the sword.

The sword is a powerful necromantic energy radiator. Unless shielded by one inch of metal or six inches of stone, it will bring all kinds of dead things to shambling unlife all around it.

The higher level the wielder is, the greater the effect. Older bones will be animated, and the range of the effect will increase. However, even if the sword is lying unused, the effect will be observable at a lesser intensity. Use stats for skeletons, zombies, or risen thralls (Appendix A).

Undead animated by the blade fall under the control of the wielder. If no one wields the blade, the undead will slowly converge on the Witchfire's location. They may attack anyone who gets in the way. The wielder of the Witchfire also gains control (no save) over all undead of 4HD or less in the sword's area of effect. These undead will also be compelled to travel to the blade's location. The wielder can attempt to control undead with 5HD or more as if the wielder had the *w* ability of a cleric of equal level to the wielder's character level.

The radius of the Witchfire's ability to animate the dead is 50 yards if no one wields the blade. If a 10th-level caster wields it (minimum level to wield the blade safely), the radius is 100 yards. At 15th level, 200 yards. At 20th level, 400 yards. Beyond 20th level, it gets really nasty. By Chapter Six, Alexia has several extra spellcaster souls within her, so her effective level for this purpose is off the scale. When she carries the Witchfire, she is in control of the undead for about one mile around her.

The Witchfire grants its wielder the Death domain as if he were a 20th-level cleric.

If one knows the proper technique and is an arcane caster of at least 10th level, the Witchfire can be destroyed with a two-minute ritual. (See "The Big Bang" on page 264 for details).

The blade's wielder normally becomes attuned to it after one week unless a ceremony is conducted to prevent it, and he can sense its presence within one-half mile regardless of stone or metal shielding. Oberen was too paranoid the sword would attempt to control him and thus took measures to prevent his own attunement, a fact he regretted once it was lost.

The Witchfire cannot be detected by any sort of divinatory magic, including detect magic.

APPENDIX G: HANDOUTS

Handout A—Oberen's Note (SOTE, Act I)

My friends—

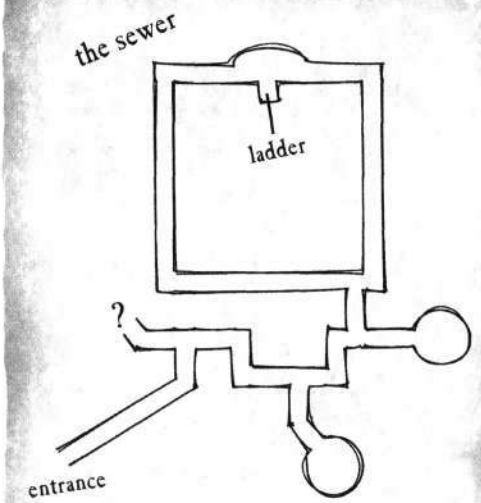
I understand that you will soon be off in pursuit of the delightful lass Alexia. I wish you the best of luck in your endeavor. Should you recover the blade she wields, I would be most appreciative if you'd deliver it to me. I am the rightful owner, and I will be sure to reward your tactful handling of the situation quite handsomely.

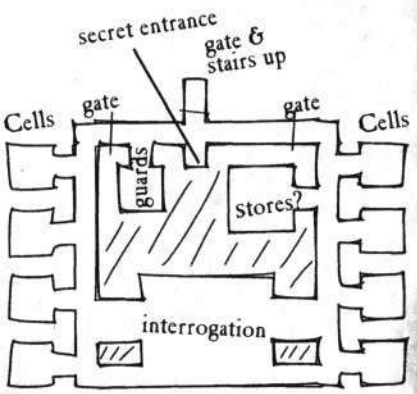
If your task is successful, we'll speak again soon.

Best,

O.

Handout B—Helstrom's Map (SOTE, Act II)





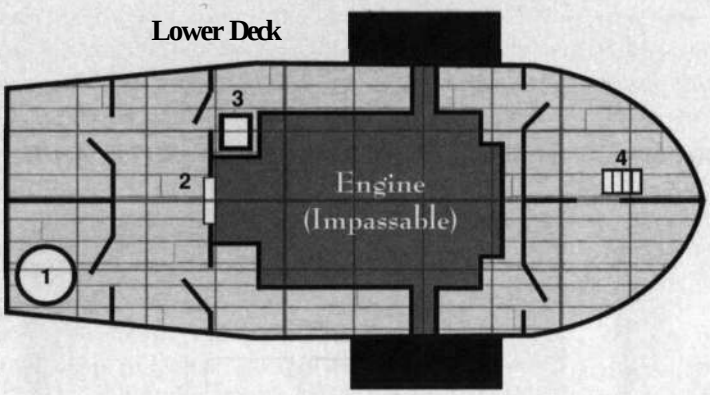
cellblock

don't try to leave the cellblock—and don't let the guards sound the alarm!



Handout C—Squint's ship Fortune Deck plans

Lower Deck

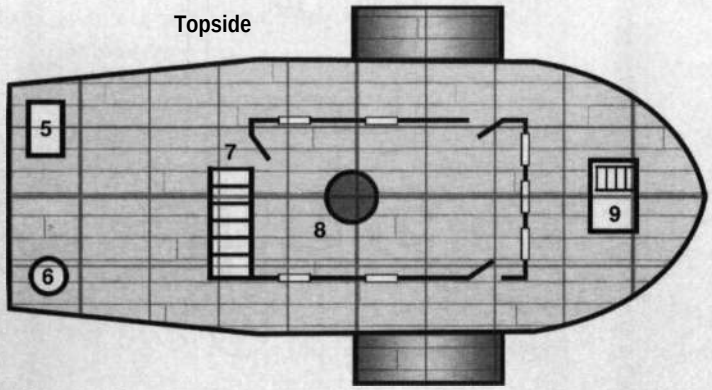


1. WATER TANK
2. FUEL HATCH
3. BILGE PUMP
4. LADDER
5. COAL BIN
6. TANK ACCESS
7. STAIRS
8. SMOKESTACK
9. HATCH
10. BRIDGE

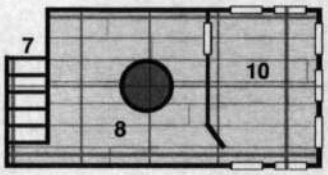
WINDOW

EACH SQUARE EQUALS 5 FT.

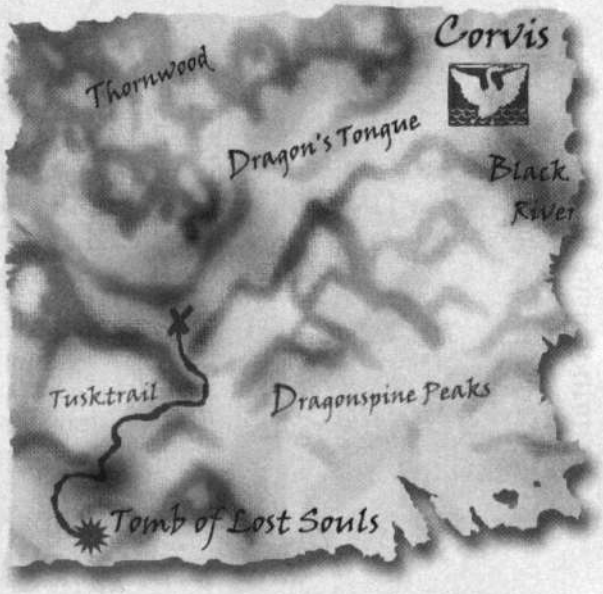
Topside



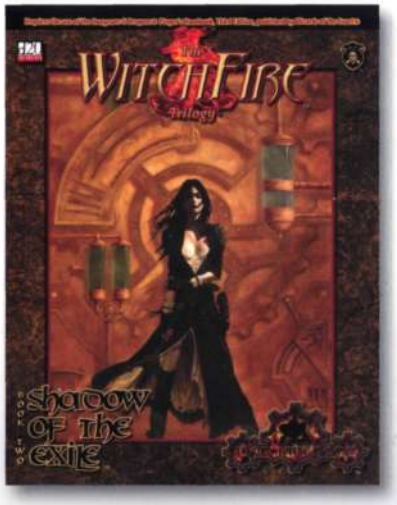
Bridge



Handout D—Father Dumas' Map









ALEXIA ISN'T EVIL

SHE'S JUST MISUNDERSTOOD

She was only a child when she saw her mother executed for the crime of witchcraft.

She only wants to have her mother back. Is that so wrong?

However, sometimes if you want to get something done, you have to knock down a city with a horde of undead.

The Witchfire Trilogy provides the perfect entry point to the popular Iron Kingdoms campaign setting. This standalone campaign adventure for characters of levels 1-7 contains monsters, locales, magical creations, firearms, and intriguing characters to introduce players to western Immoren.

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