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The WITCHFIRE Trilogy



BOOK
THREE

The LEGION OF LOST SOULS



TM



The Witchfire Trilogy™ Part III: The Legion Of Lost Souls™

A D20 System Adventure for PCs of Levels 5-7

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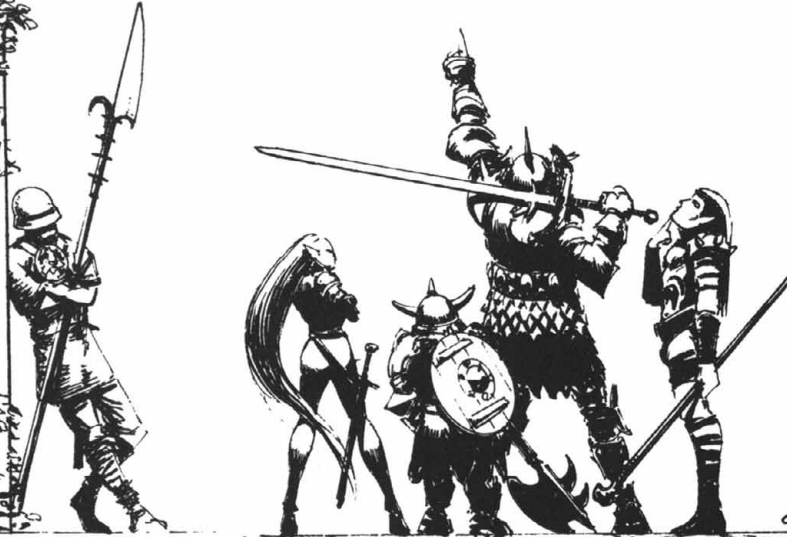
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The Witchfire Trilogy

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Special Thanks

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The Witchfire Trilogy



Introduction

Welcome to the beginning of the end!



Welcome back to the *Witchfire Trilogy*! This book, the conclusion to the trilogy of D20 System adventures, is intended for a party of level 5–7, though it can be adapted for any kind of group. It's best if the characters have already played Parts 1 and 2, but isn't a necessity. This adventure can stand on its own if the DM chooses, with a little extra background work. The *Dungeons & Dragons® 3rd Edition Player's Handbook* is required to play this scenario. The other Core Rulebooks will certainly be useful as well. In the text, these books are abbreviated as PH, DMG and MM. If a page number is referred it is printed after the abbreviation (i.e. DMG 93).

If the DM wishes, existing D20 System deities and creatures can be used in this adventure. However, the Trilogy provides an entirely new campaign setting in the Iron Kingdoms. DMs who want to place the adventure in their current game world will need to replace the names of gods, locations and the like as they come up.

The *Witchfire Trilogy* is set in the Iron Kingdoms, a fantasy realm on the verge of an industrial revolution. Swords and sorcery are still the mainstays, but steam power, firearms, and other modern trappings are becoming more commonplace. The Iron Kingdoms are also heading toward another great change—all-out warfare. The invasion begun by the exiled tyrant Vinter Raelthorne IV in Part II is continued in this book, and the complacent kingdom of Cygnar will find itself facing a serious threat from the last place it would have expected. Nonetheless, it is possible to transplant this adventure to any other fantasy realm of the DM's choosing and omit all of the Iron

Kingdoms references if desired. All that is needed is a city near a dangerous and unexplored frontier.

Like the first two books of the Trilogy, this adventure is divided into three Acts. The Acts do have a specific order, though many of the events within them can be moved around if the DM wishes. Some events by necessity precede others to preserve the plot. The DM should try to maintain the overall story with as little (overt) manipulation of the players as possible.

Conventions

To save space, monster and NPC attributes are listed in a condensed format. Enemies will have a Challenge Rating (DMG 165). Stats for major NPCs and all monsters are in the appendices, and are not repeated in the main text. If Part I of the *Witchfire Trilogy* is referred to, the page number will be prefaced with "TLN" (*The Longest Night*). If Part II of the Trilogy is referred to, the page number will be prefaced with "SOTE" (*Shadow of the Exile*). Text that should be read aloud to players is enclosed in a gray box.

Adventure Summary

At the end of Part II of the trilogy, Corvis was left a messy place, with the exiled Vinter Raelthorne IV and his human henchmen having taken over the city. Raelthorne's Inquisitors took over the city government in one bloody night, and now Corvis lives under martial law. While Raelthorne's lackeys took control of Corvis, he was amassing an army some miles from the city—an army of a strange new race from the Bloodstone Marches, the Skorne. 1,000 of Raelthorne's Skorne lurked outside Corvis at the end of Part II, and in the following days thousands more arrived. Now, there are about 10,000 Skorne warriors

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and fearsome slave-beasts waiting to seize Corvis. In only a few days, they will march into the city, and once they have occupied it they will control its bridges, which are critical for moving troops from east to west across the wide Black River.

Once Raelthorne has taken control of Corvis with his advance force, the city will be a gateway for a much larger Skorne army that will invade Cygnar and attack Caspia, the capital of the Kingdom. Vinter Raelthorne will use his Skorne legions to retake his throne from his younger brother, Leto, no matter what the cost to Cygnar may be.

Currently, Cygnar is in a relatively peaceful state, and the realm was caught totally unawares by Raelthorne's scheme. The bulk of Cygnar's forces are divided between the Khador border and the Broken Coast, where they turn a wary eye to the Kingdom of Cryx—this has left almost nothing for the defense of the eastern border, which ironically is considered secured by the blighted Bloodstone Marches. Therefore, when Raelthorne and his Skorne force arrive in Corvis, the Cygnaran military is weeks away. Consequently, it will be

up to the players to undertake a desperate gamble to stem the tide of invasion. To be successful, they will have to make friends of old enemies, and even the Witchfire will for once be used for the greater good.

Early on, the party will meet up with their old adversary, Alexia Ciannor. Though they have not been on the best of terms in the past, this time around things are different, and Alexia wants to help the PCs drive the invaders from the city. Her goals are still selfish, though—she still wants a shot at Vahn Oberen, the man who she blames for her mother's death.

In Act 1, the PCs learn of the “Legion of Lost Souls,” a long-dead mercenary company, killed in a battle for Cygnar ages ago. They will realize that with the power of the Witchfire, the Legion can be reawakened and used to battle Vinter Raelthorne's forces. With Cygnaran forces still many weeks distant, this seems like the only chance to sweep the Skorne away before they can solidify their hold on Corvis—paving the way for a much larger enemy force to storm through the city, across its magnificent bridges, and on down to Caspia.

The Legion's resting place is far away, and is also sealed with powerful magic, so the party's first task is to recover an artifact they can use to open the tomb. This is a giant's hammer named Duteous, which lies beneath the streets of Corvis in a long-for-



The Exile

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gotten mausoleum. There are two tasks in Act 1: first, the PCs must brave the dangers of the Undercity in order to find the entrance to the sunken mausoleum, and second, they must explore it to retrieve the hammer.

Act 2 is a straightforward affair—a trip to the Dragonspine Peaks followed by the exploration of the Legion of Lost Souls' tomb. Once the seals locking the Legion away are breached, Alexia and the PCs will lead an army of the undead back to Corvis.

In Act 3 the party will have many tasks, large and small. They will need to secure the North Gate of Corvis so that the Legion may approach without coming under withering cannon fire; they must deal with Raelthorne's lookouts as their army marches towards the East Gate and the oncoming Skorne; they must defeat yet more gun emplacements upon the Black River Bridge; they will need to defend or destroy the smaller North Bridge to prevent a flanking maneuver; they will have a final confrontation with Mayor Borloch; they will battle Raelthorne and his Skorne warriors, side-by-side with the undead Legionnaires; and finally, they will have to deal with Alexia one last time, as her selfish quest for revenge imperils the city once again.

When all is said and done, the PCs will hopefully have played a decisive role in liberating Corvis. The defeat of Raelthorne's first army will buy Caspia valuable time to secure herself against the Elder's future incursions. They will also have a say in the fate of Alexia Ciannor and the dread blade Witchfire.



Background



The Witchfire adventures are set in and around the city of Corvis, an ancient city in the Kingdom of Cygnar, one of the "Iron Kingdoms" of the world of Caen. Corvis lies at the divergence of the Black River and the Dragon's Tongue, and it has become an important trade nexus between the Iron Kingdoms and the Dwarven lands of Rhul to the north. It is a city with a

rich history, and its location makes it a prime spot for those seeking adventure. That combined with its haunted history and colorful culture serves to make it one of the most famous cities in the Iron Kingdoms.

Corvis and the Kingdom of Cygnar are detailed more fully in Part I of this trilogy. The history and current status of all the Iron Kingdoms (including Llael, Ord, Khador, and the Protectorate of Menoth) and several nearby lands (including Rhul, Ios, the Scharde Islands, and the Bloodstone Marches) are summarized in Part II of the trilogy. Included below is a description of the role of mercenary companies in the Kingdoms, along with additional information on the Church of Morrow, the most prominent religion of the region. All of this (and more!) will be detailed in the Iron Kingdoms sourcebook, due in early 2002.

The Legion of Lost Souls

A Tale of the Iron Kingdoms

From the Enduring Books of Cygnaran Lore and Tradition, Volume IV, dated 565

Legend has it that in Cygnar during the reign of King Malagant, 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 south-eastern Khador was in perpetual dispute. The then-ruler of the Khadorans was Queen Cherize the Cunning, a notorious war 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 travelled to Malagant's court and found much favor with him.

Before long, despite the hostilities, Malagant, urged by his private council of independent aristocrats, announced his wish to take Serahzha as his queen. Cursing Malagant under her breath, Cherize travelled to the Cathedral of the 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... just five years.

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.

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But 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!" debouched from ancient Thornwood. 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 grossly delighted in the carnage, for they revered the great Devourer Wurm. Cygnar branded the event both tragic and profane, for it was renowned that the Devourer is a cruel, despicable beast that demands only blood and flesh as payment. It cares nothing for the affairs of men and only craves to hear them scream. It feeds on death.

Those devout of Morrow convened in the Archcourt. There was much discourse in the company of the Primarchy 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 the Khadoran nation. It was against the wishes of the church, and Malagant could ill afford a separation from the Primarchy 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 deemed 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 condonement 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, a mighty band of honorable warriors-for-hire, with a lengthy chronicle, that Malagant had often employed against the Khadorans. In the days of the Empire, they were the Kingmaker's Host, but in this time of troubles they were called the Eternals. 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.

But 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 moreso 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 so as to test their strength. One soldier's heroics sent the enemy running that day. He was called Raven, 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. But after that year, Raven asked fervently to return to his place among the Eternals, for they were hard pressed, and Malagant said that 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 that followed, 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

The Devourer Wurm

Believed by many to be simply a creature of myth and legend, the Devourer Wurm is the ancient foe of Menoth. Although rarely referred to directly as a god, this creature has all the attributes of one, including the ability to grant powers and spells to its worshipers. The Devourer is described as a bestial monster of many forms, and is thus often referred to as the "Shapeless Beast", although it is frequently depicted as a serpent and other times as a scaled lion. Old legends speak of an unending battle between Menoth and the Wurm, in which neither can gain more than a temporary advantage. The Wurm is a creature of natural chaos and destruction, and hates all civilization, seeing them as the works of Menoth.

Despite a fearsome and brutal depiction, the Devourer is Chaotic Neutral, not evil. Although its worshipers were once more numerous, today it has a very small following. Its largest source of worship is among the chaotic-aligned barbarian tribes, particularly those of the Scharde Islands and along the fringes of the Bloodstone Marches. A number of druids also worship the Devourer, and there are isolated cults elsewhere in the Kingdoms. Clerics of the Devourer can be of any chaotic alignment and have access to the domains of Animal, Chaos, Strength, and Destruction.

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barbaric hordes. Shortly after this however, the land's newfound champion took a tragic turn. It is said that 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.

And 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 that she even cursed Morrow and, indeed, this deep hate had spread its seed into her very loins. Her hatred bloomed for her own blood in the very being of her daughter, Serahzha, and the witch queen contrived a foul plot. She went once again amidst 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. But 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. It was known that, as in Khador, the Tharn valued females with high regard. 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.

So 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 that 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 Swan, 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 princes. 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 runeswords defiantly. Five thousand Eternals desperately formed into companies under fluttering banners, and warhorns 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 that they took twenty thousand of the enemy with them to the grave.

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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 privy to that day...

The knights and the battle chaplains were then witness to a divine visitation. The Will of Morrow descended to the killing field, and an Archon of Morrow came upon them. 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 hap-
penstance 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 expeditioners.

Of the traitorous Tharn, following the battle, they were plagued with the Ten Ills. Their womens' 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.

And 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 the mother, 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.

And of the warrior Raven, he 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 Sherahzha 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 the once powerful body withered. He died some months later in his bed, a curse condemning the Wurmslayer frozen upon his pale lips.



The Mercenary Tradition

Over the centuries the armies of even the mightiest kingdoms have sought help from skilled outsiders. There have been thousands of mercenary squads in the realm's history. Some are no better than gangs of criminals, taking on any bloody work so long as they're paid. Others are noble organizations with long histories of honorable combat. Some work closely with a particular Kingdom, and over the years have become an official branch of the army in all but name. Such is the case with the Blackshields of Cygnar.

Mercenary companies are plentiful even in today's kingdoms. While each kingdom has its own standing army, maintaining them is expensive, requiring taxation. Except in times of actual war, large standing armies are unpopular and a drain on resources. Even kingdoms with strong armies may not have the luxury of deploying their troops piecemeal for smaller skirmishes. There are political overtones to moving armies around, and sometimes battles need to be fought quick and dirty and without worrying the neighbors too much.

Mercenary companies have all the advantages in this climate. They are self-sufficient, maintaining their own finances and equipment. A king who wants to punish foreign settlers on his border can hire mercenaries to drive them away, all the while publicly condemning the bloodshed. Two kingdoms can fight small-scale "wars," each using different companies, and never officially recognize the conflict. Mercenary companies are an excellent means of "fighting bitterly, while keeping the peace" as good King Leto once referred to it. Much of the large-scale fighting happening today in the Iron Kingdoms involves mercenary companies in some capacity.

There are many advantages for the actual soldiers who join these companies. Being a mercenary is a way for skilled fighters to earn good pay and ensure they will see action. Mercenary companies are willing to pay well for valued specialists such as war-bards, sorcerers, wizards, and battle-chaplains in addition to regular fighters.

Although mercenaries obey a code of conduct, their lifestyle is far more flexible than that of regular armies. Most companies have short terms of service, and disband temporarily between jobs, allowing mercenaries to return to their lives. A mercenary company's chain of command, discipline, and day-to-day conduct are all less strict than kingdom armies. Perhaps most importantly, many companies don't care about a fighter's sordid past. Advancing in rank within an army (usually) requires an honest reputation and proven loyalty to the realm in question, or at least some money to bribe the proper officials.

The Church of Morrow

The Church of Morrow is the most powerful religious institution in the Iron Kingdoms, being the state religion of four of the five human kingdoms (Cygnaar, Khador, Llael and Ord).

Secular conflicts (such as border disputes or wars) can put a strain on the church if they involve two nations who are of the faith. The Church tries to keep out of politics. They strive for peace, and are a strong

proponent of the Corvis Treaties, but recognize warfare is sometimes necessary. Their concern in times of war is that battles are honorable, that the wounded are seen to, the dying are given last rights and the dead a proper burial.

Historically there have always been more male than female clerics of Morrow, but there is no exclusion of women from the clergy and a number of the most popular Ascendants are female. Similarly clerics are encouraged to marry, have children, and lead good lives outside the Church.

Organization

The Church is organized into three divisions, based on alignment. These divisions are given equal status, as all good alignments are equally valid to the Church. The divisions are:

- ▶ The Path of Justice (Lawful Good)
- ▶ The Path of Accord (Neutral Good)
- ▶ The Path of Righteousness (Chaotic Good)

The following are the formal ranks in the clergy, from high to low:

- ▶ Primarch
- ▶ Exarch
- ▶ Vicar
- ▶ High Prelate
- ▶ Prelate
- ▶ Rector
- ▶ Chaplain
- ▶ Priest or Cleric

The **Primarch** is the leader of the Church of Morrow, a most holy position. Morrow picks the Primarch directly by a manifestation of Archons. This position is always given to the most powerful and favored cleric of the faith. The Primarch presides in the Archcourt Cathedral in Caspia, and holds the position until his death, at which time he Ascends to serve as an Archon in the Host of Morrow, combining his spirit with the past Primarchs.

The **Exarchs** are generally referred to as a single body, the Exordeum. There are 36 Exarchs who serve in the Archcourt Cathedral alongside the Primarch. The Exarchs are exceptionally influential clerics who help to oversee all the important decisions of the Church.

Vicars are frequently organized into Vicarate Councils. Each Vicarate Council is composed of nine Vicars. Vicarate Councils watch over large territories within which they are the ultimate church authority. They oversee multiple cities and towns, each with many individual churches.

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High Prelate is the highest rank for regular clergy, and they are responsible for a single city or large town. They are expected to oversee all the churches in their city.

Prelates are responsible for smaller cities and towns or sections of a large city. They have similar administrative functions as a High Prelate, but oversee fewer churches.

Rector, Chaplain, and Priest/Cleric are the lowest titles, often used for clerics who run a single church or shrine. Rectors are the backbone of the faith, the high priests of their churches. In smaller towns a Rector may be the highest ranking cleric. Informally, the term "Priest" is often used to refer to non-adventuring clerics who work within the church, and "Clerics" are those who are sent out on active missions in the church's name. Chaplain is an honorific for priests who have served well. The term "Battle-chaplain" is commonly used for priests who serve in an army or mercenary company.

Formal titles in the church are sometimes long and involved. For example, "His Excellency, the Righteous Vicar Edward" or "His Eminence, Accordist Exarch David Jovian." The Primarch is referred to as "His Supreme Holiness, the Primarch."

Shrines and Ceremony

Even small villages in Morrow-worshipping realms will have at least one shrine, overseen by a chaplain and his assistants. Larger towns or small cities will frequently have a half dozen churches, and perhaps even a cathedral overseen by a Prelate. Big cities may have dozens of churches, numerous Rectors, and several Prelates overseen by a High Prelate in a grand cathedral. Each church or cathedral is also served by a variety of laypersons. This includes paladins, fighters and warriors to ensure the security of the church (referred to as "Wardens"), members of other professions such as wizards or experts, along with acolytes and clerks.

The appearance and decoration of the churches varies widely depending on when it was constructed and investment of time and money. The most basic shrine will be a well lit alcove with a statue or figurine of Morrow, generally of stone or wood, surrounded by candles. The walls of the alcove are usually covered in a thin layer of hammered gold or silver to amplify the light.

These little shrines contrast with the grand cathedrals in some of the older cities, adorned with elaborate stained glass, vaulted ceilings, mosaics, numerous statues of Morrow and the Ascendants, as well as paintings and frescos showing the great deeds of the god and his

followers. Some churches are dedicated in the name of specific Ascendants, in which case that Ascendant will feature more prominently in the decorations.

Ceremonies vary, but generally involve the priest gathering his congregation and speaking about Morrow's life. There is a service once per week on the traditional day of worship, with other services based on major events in Morrow's life. The faithful are individually expected to pray to Morrow or his Ascendants once a day. Attendance at every church service is not mandatory, but the yearly Ascension Mass is attended by almost everyone. Otherwise, church doors are always open to those seeking guidance, and arrangements can be made for special ceremonies such as marriages and funerals.

Allied Organizations

The Church is served by several important non-clerical organizations. These will be detailed more thoroughly in the sourcebook.

- ▶ **Knights of the Prophet**—An order of paladins and fighters. The Grand Knight of the Prophet is based in Caspia and serves the Primarch directly. Each kingdom has its own branch of knights. Paladins assigned to the Sancteum in Caspia call themselves the Primarch Knights.
- ▶ **Order of Keeping**—This is an old order of monks who guard the relics of Morrow and his Ascendants. These monks are rarely seen outside their monasteries, which are isolated and difficult to reach (such as in the mountains of Cygnar). The head of the Order is the Archabbot, and each monastery is overseen by an Abbot. Individual monks are referred to as brothers or sisters.



And don't ask me about Archons or Ascendants. I've never had a god or his minions save my life, and I'd hope you don't expect to either. If you're in trouble and bleeding to death and there happens to be a priest nearby, say to him, "Please father, heal me, I don't want to die." That'll serve you better than praying all day. All praying does is put a smile on your face before you pass on.

—Phineas Kurgan

Ascendants of Morrow

The Ascendants are Morrow's most powerful divine servants. They are very real saintly entities with distinct personalities and spheres of influence. Ascendants are all once former mortal heroes of various walks of life who Ascended upon their death to serve Morrow in a higher form.

The Ascendants serve as intermediaries between Morrow and his following and sometimes intervene directly in mortal affairs. More often they prefer to provide indirect inspiration and guidance.

Ascendant List

- ▶ Name (gender) Ascension Date
Patronage [Clerical Domain]
- ▶ Asc. Katrena (m) 1,810 BR
Valor, Knighthood, Paladins [Good*]
- ▶ Asc. Ellena (f) 1,590 BR
Travelers, Adventurers [Travel*]
- ▶ Asc. Doleth (m) 1,411 BR
Sailors, Fishermen [Water]
- ▶ Asc. Solovin (m) 1,253 BR
Healers, Field Medics, Midwives [Healing*]
- ▶ Asc. Angellia (f) 1,027 BR
History, Lore, Knowledge [Knowledge*]
- ▶ Asc. Gordenn (m) 812 BR
Farmers, Family [Plant]
- ▶ Asc. Sambert (m) 605 BR
Smiths, Stonemasons, Carpenters [Strength*]
- ▶ Asc. Rowan (f) 289 BR
Poverty, the Downtrodden [Protection*]
- ▶ Asc. Corben (m) 102 AR
Alchemy, Astronomy, Magic [Magic]
- ▶ Asc. Markus (f) 305 AR
Soldiers, Town Guard [War*]
- ▶ Asc. Shevann (f) 500 AR
Merchants, Bankers [Luck]

BR – Before Rebellion, AR – After Rebellion

* Domains shared with Morrow

Clerics who have chosen a patron Ascendant pick one of their chosen Domains from Morrow, and the other from their patron. For example, a cleric with Asc. Corben as a patron might have the chosen Domains of Knowledge (Morrow) & Magic (Asc. Corben). Additional benefits of patron Ascendants will be described in the *Guide to the Iron Kingdoms*.

Archons of Morrow

Archons are a special type of Ascendants, and compose the second group of Morrow's major servants. Archons are the Ascended spirits of each Primarch of the Church, taken into service at death. They are nameless angelic spirits of light who give up their identities in the ultimate selfless sacrifice, becoming pure spirit at Morrow's side. The Archons are collectively referred to as the "Host of Morrow".

Archons manifest even more rarely than the heroic Ascendants, and when they do so it is a great portent, as they represent the direct will of Morrow. The only regular manifestation of Archons is when a new Primarch is revealed. Traditionally three Archons appear to the new Primarch and escort him personally to the Archcourt Cathedral in Caspia. All other manifestations of Archons are diligently recorded by clerics of the faith, as Morrow often speaks about the future through them. Their words are noted as prophecy and studied for hidden meanings by scholarly priests and monks. Archons and Ascendants have never been recorded to manifest together, and they are believed to serve separate divine functions.

Archons are identified in historic records based on their names as former Primarchs, although they do not consider such names important. Some devout followers of Morrow pray to the Archons, although this is not encouraged by the Church. Individual worship is only officially accorded to the heroic Ascendants and Morrow himself. Archons do not serve as patrons nor do they oversee clerical Domains. They represent Morrow's voice and will.



Those priests make everything too damned complicated. You've got the Primarch at the top, and priests at the bottom, and everyone else is somewhere between. What's so hard about that? If you meet a priest, just say, "Hello father, how are you today?" He'll correct you if he wants to be called something else, so why bother remembering all that nonsense?

—Phineas Kurgan

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Act I

Wherein the adventurers borrow an artifact from an old friend of the city.



If the PCs have played through the first two books—which is assumed here—they'll already have a relationship with two important NPCs, Father Dumas and Capt. Helstrom. In this case, moving the adventure along is straightforward. The adventure will begin when Alexia contacts the PCs, offering a truce or sorts. (In the event that the party failed to rescue Father Dumas from the dungeon in *Shadow of the Exile*, the DM will need to replace him with another figure in the Church of Morrow. Church lore and resources are critical to the story, and it is vital that the PCs have a highly placed ally in the Church.)

If the adventurers are new to the Iron Kingdoms, Alexia will approach Dumas behind the scenes, and they will work out the plan to awaken the Legion of Lost Souls. In this event the DM will need to contrive a way to get the PCs involved in the affairs of Corvis. Here are a few ideas.

- ▶ In the time-honored tradition of fantasy RPGs, the strapping adventurers are approached about a job—Capt. Helstrom tries to hire them to recover an artifact from deep underneath the city.
- ▶ The PCs can be residents of Corvis who wish to resist the new government. As rebels, they can come into contact with Father Dumas, who will ask them to help with the task at hand.
- ▶ Similar to the above hook, the PCs can learn about the resistance through the criminal underworld. The Griffon gang boss Selar (Appendix B) wishes to see the invaders gone and she will do whatever she can to make that happen, as long as she can avoid being implicated.
- ▶ The adventurers can be hired by a collector or scholar in another city to retrieve an artifact from underneath Corvis—a huge magical hammer. The PCs will learn that, coincidentally, the artifact is the

same one desired by Dumas and Helstrom, and this can get them involved in Acts 2 and 3.

Act Summary: From Alexia and Father Dumas the adventurers will learn of a great prophecy that may offer aid to the city—the tale of the Legion of Lost Souls, 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 wasn't enough, simply reaching the mausoleum will require a foray into the Undercity beneath Filchers' Crossing, which is the realm of a powerful crime syndicate known as the Griffons.

(If the PCs are new to the Trilogy, note that Alexia won't have a reason to contact them in Act 1, and Dumas will be in possession of the Witchfire. The party's first meeting with her will be towards the end of Act 2, or perhaps in a meeting with Father Dumas in Act 1. The characters won't have any interesting history with Alexia if they are late to the trilogy, but the adventure should still be exciting enough!)

Watchmen & Inquisitors

If the PCs end up in a fight, stats for the Watchmen can be found on TLN 61. If you don't have the first Witchfire book, use groups of two to four 1st and 3rd level fighters from DMG 53. There will always be one Inquisitor with a group of Watchmen. Some low-ranking or conscript Watchmen will be Warrior NPCs of level 1–3 (DMG 40).

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 DM'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 Lawful Evil humans. See the NPC tables on DMG 53, 55 and 57.

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 all the city gates and guardhouses, too.

Alexia & Father Dumas

Unbeknownst to the PCs, Father Dumas had a mysterious visitor some hours later in the darkness of the night—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 amongst the living. The feeling was mutual, though Father Dumas was greatly troubled at his niece's actions of late—raising the dead, sacking the city and that sort of thing can make even a beloved relative look upon one a bit cautiously! Upon informing her it was by the PCs' actions alone that he was alive, Alexia has reconsidered her somewhat harsh opinion of them. Thus, uncle and niece conversed for quite some time about the state of the city, and hatched a plan.

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 the wizard 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.

The guards are also continuing their task of confiscating all swords they come across. They don't 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 magically, so he fears it may be hiding in plain sight. Consequently, swords are now illegal in Corvis and the Watchmen are collecting them.

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 DMs can arrange a jailbreak for the party, but they should only be bailed out once. After that, it's to the chopping block! Truly softhearted DMs 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 that 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. They look forward to the return of the old ways.

More Current Events in the City of Ghosts

After the jailbreak in SOTE, Father Pandor Dumas went into hiding. Raelthorne the Elder has his Inquisitors combing the city for the good priest, but so far to no avail. Despite where the players may have first stashed the good father, he has now 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 for one of them being a highly-placed priest of Corvis and the other 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 other Church officials, all of whom are probably under watch.

The attic Dumas inhabits is a small and dusty place. It has a bay window that overlooks the harbor and a multitude of interesting gadgets and other items, among these being 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. After reading up on the tale in some old history books, Father Dumas had a trusted acolyte retrieve some more 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 that the good father called for, and in the nick of time. The cathedral was aflame! Dumas was dismayed by the news, bowing his head and muttering that 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, as Kurgan's is stacked to the ceiling with rubbish and other second-hand goods. The DM might offer them

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some time to role-play as they retire to their quarters for the night. 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, lighting up the night and giving off tremendous heat. Three dozen Watchmen as well as a two 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.

The next day, much of the cathedral is a blackened husk. Devout followers of Morrow have gathered outside, some of them angered, others weeping 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 10 years ago seems to have returned to Corvis.

Encounter: An Old Friend

Timing: This should be the first thing that happens to the PCs.

Purpose: To get reacquainted with Alexia!

The first order of business is to get the PCs in touch with Alexia Ciannor. 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 to nearly kill her at the Temple of Cyriss in Shadow of the Exile. The last time the party saw her, she was knocked off a precarious platform in a climactic battle, falling into an abyss of swirling energies.

That 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 of Cyriss 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 though, and with a cacophony of voices filling her head she managed to escape from the 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, but it has also permanently unbalanced her—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's important for the DM to remember that her motives remain selfish. She may appear reformed, but she is still quite ruthless.

A week after the end of Part II—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.
- ▶ 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 simply flee, using whatever spells she has to in order to slow the



Alexia returns...

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party down. She'll then try to use a note to arrange a cease-fire and a meeting with the group.

Here's a Q&A for the DM to refer to 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's got five souls trapped inside her, and each of them is slightly mad 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: Because I could take it from you if I wanted to; also, 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.

Q: What do you mean, you want to help us?

A: We have a common enemy now. Raelthorne has taken the city... and Oberen is at his side, as ever. Oberen must be slain, and if I have to go through Raelthorne or anyone else to get him, so be it.

Q: Why should we trust you?

A: You have little choice. Do you think that 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? And you cannot imagine what I can now do with the Witchfire in my grasp.

Q: Even with your help, how are we supposed to defeat Raelthorne and Oberen? We hear they have an army nearby that they will use to occupy the city.

A: That's true. Raelthorne has an army of strangers from the Bloodstone Marches ready to take the city.

He can be stopped though, 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 plan, what should we do now?

A: Go see my Uncle Pandor at Capt. Kurgan's. Ask him to tell you the tale of the Legion of Lost Souls. You'll see then. Make him understand that it's the only way.

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. She will contact the party again after they have spoken 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.

When the PCs tell Father Dumas about their encounter with Alexia, he will be perplexed, but pleased that she seems to be safe (and behaving herself). When the party asks him about the Legion of Lost Souls (as Alexia bid), he will summarize for them the story presented in the introduction on page 6. The Legion's tale is somewhat obscure as far as the general public is concerned, but it is well known to historians. Every officer of the Church knows of it, because of the miraculous actions of the Archon. Any PC making a Knowledge (history) roll of DC 18 will know the story too.

By the end of the Legion's story, the PCs should be putting all the bits together. A tomb full of dead soldiers... a magic sword that can raise the dead... this would 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

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lives of many meddling adventurers. But hey, no one said this would be *easy*.

If the PCs mention the idea of raising the dead, Father Dumas will become quite flustered. "Oh no," he says, "This can't be what the Archon meant. It is said that the Legion will arise in time of great need, yes, but not like this! The sword is evil—it can't have been in the Archon's plans. This is madness."

Madness it may be, but it also looks like the only way to raise a few thousand soldiers to fight off Raelthorne's army. If the Skorne occupy Corvis, they'll be impossible to dislodge without a long siege. More importantly, the city's bridges provide an easy route for future Skorne armies to cross the mammoth Black River and march south to Caspia. The fact is, young King Leto drastically underestimated the danger posed by the Bloodstone Marches. Cygnar has been caught with its doeskin breeches down.

Father Dumas will not volunteer the idea of raising the dead with the Witchfire, and he will argue with the PCs if they suggest it. While he is initially horrified at the notion, he does accept eventually that it may be the lesser evil. The DM 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 freed the Legion.
- ▶ The PCs may believe that the Legion is the key, but they may not trust 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. 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 don't give a hoot about the tale of the Legion, let them spend some days plotting other things. In time, Capt. Helstrom will come to them and say that he has heard about the Legion of Lost Souls from Father Dumas, and he has also heard

that Alexia has suggested this somewhat unusual plan, and that it all sounds pretty sketchy but with an invading army on the horizon he's willing to take any chance, so will the PCs please be good sports and do this thing?

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 10,000 Skorne march into town about a week later. What follows is left as an exercise for the DM, 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 that they'll need some potent magic to do so. The ancient door that opens onto the Legion's resting place is reportedly magically protected. Father Dumas is doubtful that anything the PCs can do will crack it open, as it was enchanted by an Archon of Morrow.

Luckily for the PCs, another legend of a dark and dangerous place comes to the rescue.

It is known," intones Father Dumas, "that far beneath the 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 many 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 even came to serve Morrow as a Knight of the Prophet—for many years, until he was slain by a great serpent that had been 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 Knights' 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 our grasp suited to the task."

A very natural question for the Father is, "as a priest, how can you condone this kind of grave robbing?" If it is asked, the Father has a good answer: Kohlasa was a tireless defender of Corvis, and if it were possible to

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, hiding somewhere in Corvis. Alexia has her own business to attend to; there's 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, let them; they'll have to lug the cursed thing around and deal with its side effects. Alexia doesn't need it for her last days of research, and she will show up at the end of Act 2, when the PCs realize that they can't 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. See page 84 for more information about her plans.

Speak with him, he would surely approve of the city taking his hammer in time of need. Desperate times call for desperate measures.

Nonetheless, the good Father is quite distraught at recent events. Corvis and the Kingdom of Cygnar may be in great danger, but he doesn't feel really great about robbing one tomb in order to crack open another...and then using the Witchfire, the most powerful necromantic artifact currently known, to raise a legion of undead mercenary warriors, even if they will be "fighting the good fight." On top of all that, Alexia will be needed to lead the army, and her credentials are less than stellar, even in the eyes of her loving uncle.

In the end, Father Dumas will support the PCs if they decide to cooperate with Alexia and raise the Legion—but he will be tortured with doubt. As a holy man,

these actions are contrary to everything he believes—but better to do something than nothing, he thinks. And perhaps Alexia will redeem herself, he prays...

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.

It is not clear what might happen," says the Father, "as no artifact of this power has been destroyed in recorded history. The destruction of similar objects has often been accompanied by great calamity, though... I fear that the cursed thing may be our bane even if it were destroyed. I pray you, try to recover it from Alexia so that it may be once again interred in a safe place."

This information about the Witchfire can be delivered to the PCs through other means if the DM 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 of DC 24 (as always, the DM 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 by those channels as well.

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, 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.

But 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 Ralethorne'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 that he can never be recovered, Alexia will immediately destroy the infamous sword. She isn't sure if shattering the Witchfire will annihilate Oberen's soul or merely damn it to an eternity of torment in an unreachable pocket dimension, but she'll take what she can get.

Alexia does know that destroying the Witchfire will unleash terrible consequences, but she simply doesn't care. The PCs may be fooled by her overtures at cooperation, but the DM must not be. Revenge is still her motive, and she is still willing to step on people to accomplish it. She has simply remembered that old saying about flies, vinegar and honey.

It is important that the PCs 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 mustn't slip up and hint that 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 trials are over, or she will claim to render the blade safe in her own fashion. She may even pretend to be interested in capturing Oberen for trial in

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Caspia, but none of what she says will sway her course of action at the end of Act 3.

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—sort of.

After he was slain by the serpent's venom, Kohlasa was laid to rest in a mausoleum dedicated to the Knights of Morrow," says Father Dumas, reading from a dusty tome. "There is an old map here... my, the city was small then..." he mutters, reading on. "Ah," he exclaims, putting the book down and pointing 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 the adventure *Fool's Errand* or any PC who makes a Knowledge (local) roll of 10 will immediately realize that the area indicated by Father Dumas is what is now known as "Filchers' Crossing," a really bad part of town. The Crossing is a

maze of flooded streets and dilapidated buildings, all of it inhabited by the worst folks the city has to offer.

The Father pauses for a moment, a frown creasing 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 tale of an old church that was 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' eternal resting place did vanish from sight over the course of a fortnight,* and that *'thereafter no building 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 that the Prefect was writing of the giant's tomb. Most curious."

Any PC making a Knowledge (history) check of 22 will know of this story, and in addition they will know of a rumor that something terrible happened at the



Kohlasi the Giant

Kohlasi was by all accounts an enormous creature, perhaps as much as 20 feet tall. His origins are unknown, though he came to Corvis from the East, and some today believe that his race inhabits the Bloodstone marches. Certainly no race like Kohlasi's is known within the Iron Kingdoms, whose few known giants are all unique entities, much as dragons are.

In truth, the Marches were Kohlasi'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 young 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, Kohlasi even came to embrace the word of Morrow, and became a Knight of the Prophet. Kohlasi's hammer *Duteous* was a gift from the mother Church, a splendid silver-adorned weapon laid with powerful enchantments.

This history of Kohlasi and *Duteous* can be revealed to any PC making a Knowledge (history) roll of DC 20, or a Knowledge (local) roll of DC 16. If pressed for more information, Father Dumas will reveal it as well.

church. With a Gather Information or Profession (historian) check of DC 26, the party can learn the basic story of the sunken church mentioned below—that the Prelate was seen dead in the building before it began to sink into the earth, and that his wife and his subordinate priest went missing.

Any PC with any underworld savvy at all 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. Even the city Watch fear to visit the Crossing 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 Kohlasi'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 been built on top of. It's a rough place, and probably rougher than average under Filchers' Crossing.

If the PCs wish to learn the location of the Tomb of Legion of Lost Souls from Father Dumas now, he will provide the information, referring to another dusty

book or three. If the PCs don't think that far ahead, they'll 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 won't learn that a trip to Filchers' Crossing is required until they have the conversation detailed above.

Purpose: To reach the tomb of Kohlasi 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 infor-

mation indicates that 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, though 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. 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'll react badly, especially if it looks like the PCs are trying to take over part of the Crossing for themselves. Luckily, though the Griffons are dangerous, they aren't stupid or psychotic. If the PCs can propose a good deal, they'll listen. Mostly though they'll just want the intruders to leave Filchers' Crossing... outsiders always mean trouble of one kind or another.

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 high-level party. Some won't, and sooner or later the PCs will spill some blood because of that.
- ▶ 40% of the people encountered in Filchers' Crossing are more "advanced" criminals. Use the Thug or Rogue archetypes from TLN 60, or create Rogue or Warrior NPCs of levels 1-3 with the charts in the DMG. (There is a 10% chance that 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 that any Griffon encountered is a captain. See Appendix B for list-

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ings of a few Griffon captains.

- ▶ 5% of the people encountered won't 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.

The Filchers' Crossing Undercity is quite lively. There are usually around 100 people in it, and it sports a handful of businesses that cater to the criminal element—two taverns, a fence and weapons dealer, and a brothel. There's also a fighting ring and a handful of floating dice and card games. While the Undercity here is a gang stronghold, the Griffons do allow entrance to non-members. (See "The Front Door" below for details.)

Just because the PCs get into the Undercity doesn't mean that it is clear sailing. It's a tough place, and it's quite likely that someone will try to pick a fight just because they don't 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 DM should relay the following scene to them at some point.

As you watch, pair of burly thugs drag a man towards the warehouse doors. The man is kicking and screaming, 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, dou-

Played Fool's Errand?

The Privateer Press "E-Venture" *Fool's Errand* takes place in between *Witchfire* books one and two. It puts the PCs into conflict with the Griffon gang that controls Filchers' Crossing, and it can make this part of Book 3 very interesting. The DM should remember any friends or enemies the PCs made while playing FE. In particular, the Griffon boss "Mad" Malek will remember the PCs and be mightily displeased if he meets them. The DM 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's 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's busy with other things. Three, the PCs can have it out with Malek. If they take care of things privately, they'll 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.

Fool's Errand is an inexpensive 29-page adventure in PDF format. It fits best between *The Longest Night* and *Shadow of the Exile*, but it can also work as a prelude to *The Legion of Lost Souls*. Learn more about *Fool's Errand* at our web site, privateerpress.com.

bling him over. "Shut up, snitch," he snarls. The onlookers 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 DM 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, the thugs will let them in—after demanding some coin, of course. The more affluent the PCs look, the stiffer the bribe will be.

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 aren't this busy or detailed. For these areas, here are some general rules for random encounters.

Towards the center of the Undercity there are more people and the chance of seeing someone in a room or street is very high, probably four in six. Out at the edges of the Undercity there are usually less people, and the chance of a random encounter drops to one or two in six. Any area adjacent to a busy chamber or business will have the chance of encounter increased by one or two in six.

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 unarmed, but one third of the Undercity population has weapons privileges granted by the Griffon leaders. Weapons consist of blades and the rare firearm.

(Long-time customers do not receive such shoddy treatment.)

PCs who look 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, army officers, Elves, monks, paladins and clerics (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 also insist that the visitors relinquish their weapons "for safekeeping." The party will probably need to find a way to sneak their weapons in, unless they have negotiated a deal with the 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 building the "back door" is in is guarded by a few thugs, though they don't know that's

why they have been assigned there—they were told to guard a small sum of coin hidden here 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 (DC 22 to open the lock) is protected by a needle trap (Search DC 20 to find, Disable Device DC 20 to defeat, 1d4 temp Con damage, Fort save DC 12 to avoid). The trap door concealing the tunnel is under the rotting floorboards of a back room (Search DC 24 to locate). It hasn't been used in months.

The back door is much harder to learn about (Gather Information DC 32). At any time there are only about four Griffon soldiers assigned to guarding it, and they don't even know that it's there. If the PCs investigate the building, they may become suspicious that there's more around than just the gold... then again, they might not.

The Gertens' Tunnel

Finally, there is a third way into the Griffons' underground hangout—an old tunnel, begun as part of a crime lord war. A few years ago, the Gertens family—

the major underworld player in Corvis—were in an all-out war with the Griffons. They began to dig this tunnel in order to create their own secret entrance into the Griffon's Undercity hideout, in preparation for a raid. As it happens, 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's 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 that way. It is also possible to learn about the tunnel from the Filchers' Crossing locals. A handful of them helped the Gertens back when the tunnel was being excavated, though they live in fear that someone in the Crossing will find that 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 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 aren't careful...

Task: Exploring the Undercity

Timing: It is most likely that 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 has 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, looking for a way to reach the sunken mausoleum that holds 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. Pockets of muddy water dot the ground, and the damp earth is always dripping. Overhead is either mud and rock, with the foundations of modern buildings and cobblestone streets peeping through.

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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, making the whole place hazy with eye-stinging smoke.

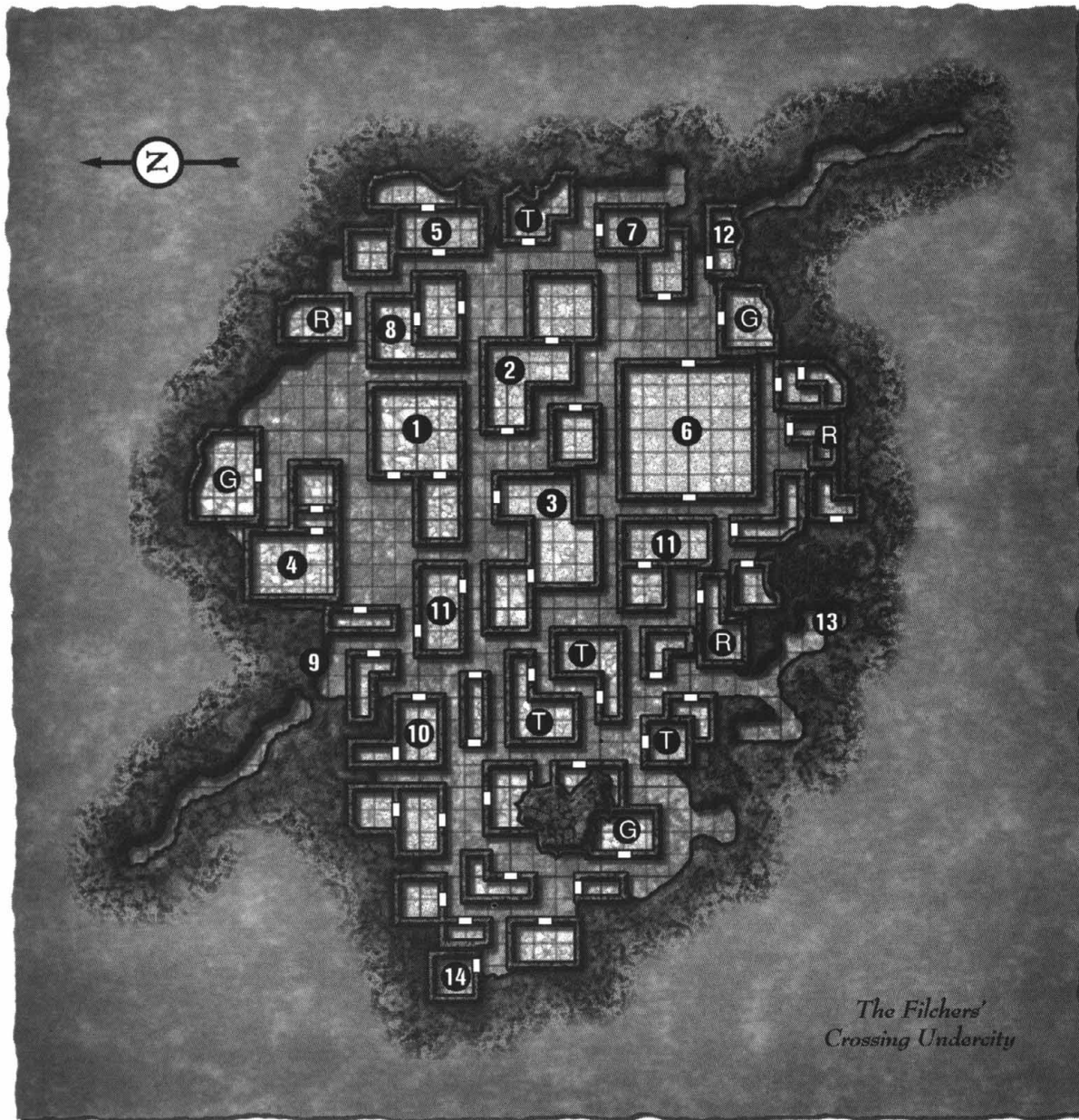
There are many sections of the Undercity that are so dismal or dangerous that no one visits them. Some areas are in danger of caving in, and others are worthless puddles of muck. Occasionally, bodies show up in these places, but this is frowned on; the Griffons prefer that fights be taken outside, so that there's no cleanup.

They also don't want to scare away rich customers, like that lecherous Rector...

While in the Undercity, use the guidelines above listed for Filchers' Crossing to determine the class and level of the people the PCs meet. Unless otherwise specified, everyone in the Undercity is human. Everyone also has a bad attitude, though only the craziest people will actually initiate hostilities.

Besides the numbered rooms below, here are some other encounter ideas for the DM.

- ▶ In a dark area, two or three men are roughing up another fellow, demanding that they be paid.
- ▶ The PCs find a man who has just had his throat cut.



A Date with a Ghost

With a Gather Information roll of DC 16 (or some good investigative role-playing) the DM can relate the following to the PCs: The Griffons have some horrible way to deal with snitches and others who cross them. There's a place in their Undercity hangout that no one comes back from—they stuff the offender in there, and they meet some kind of horrible fate. People say it's some kind of ghost, but no one really knows the truth... they never even find the bodies.

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 part of Corvis, not some old crypt for the party to plunder.

Unfortunately it is not possible to list stats and names for all the people below the streets of Filchers' Crossing, so the DM should have the DMG handy in case stats are needed for rogues, commoners or other folks. If the DM always prefers to be "armed for bear," there are online NPC generators that can quickly roll up an army of detailed NPCs before the game—check this book's Special Thanks for a link.

I. LIFT (UPPER)

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, and the platform lurches and begins to descend. In a moment, the handful of people on the lift are lost from sight.

A rickety mechanical lift is used to take groups of people into the Undercity, 40 feet below. The lift is operated by a man who remains topside, 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 (Search DC 20). The door can only be opened from beneath unless one takes a pick to the stone portal that conceals 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.

▶ A few people are digging something up in a disused chamber. They refuse to discuss what they are doing and demand that the PCs move along.

▶ The PCs experience a small cave-in, and wet earth slides into the corner of a room.

Lastly, the DM will note that 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; this isn't a dungeon that is to be cleaned out. The people in each room may be enemies, friends or neutral depending on what the PCs do.

I. LIFT (LOWER)

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 upwards into the rock, and water drips from the ceiling. The walls are covered in profanity and limericks, frequently making reference to a 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. If anyone in the lift is causing trouble, they are easy pickings for the guards above and below, who will be able to shoot at them.

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

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 wall 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's almost always some gambling happening 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, a Rog4 named Makrid.

3. MISTRESS MAGDEN'S

A swath of red velvet is tacked up over a portal at the end of the damp passageway. Fragrant smoke drifts from the curtain, and the sounds of laughing echo within.



Selar

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 who has a role in the local Church will recognize him with an Int check of DC 18. If challenged, Rector Fodor (Clr 2) will do his best to deny his identity and flee from the PCs. If the PCs threaten to turn him in, he will begin sobbing, begging them to have mercy on him. "I'm weak, weak in de flesh, I am!"

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 herself (Expert 6), four of her working girls (Expert 2) and a guardian thug named Ghork (Warrior 7) are 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 gp (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'll also report them to Selar. (Why does he say "on it" after almost every sentence? No one knows and no one asks.)

4. THE BUCKET

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. Each drinker has nine shot glasses upended on the table in front 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 will wake up without his trousers or money or honor, having been drunk under the table by a half-elf) 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.

Remember that key?

In SOTE, the PCs may have found a key in the tunnel terror's nest. There's 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 (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'll 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 that they key is to a secret floor safe there.

If the PCs want to try and use the key, the details are presented in Act 3, in the section dealing with Mayor Borloch (page 73).

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

The exterior of this building is decorated in scarlet banners, 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 Griffon's 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.

In the most remote corner of the building is a hidden floor safe (Search DC 24, Open Locks DC 26, needle trap Disable Device DC 20, damage 1d4 temp Str, Fort save DC 18). Inside the safe is 5,000 gp worth of assorted gems and a pouch containing a dozen magical charges for a small pistol. Each charge is +1 to hit and to damage. Since there are many "standard" sizes for ammunition, there is only a 25% chance that these charges will be compatible with any given modern small pistol. Each charge is worth 50 gp.

6. THE RING

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, yelling 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 (Ftr 8) is the equivalent of a lieutenant in the Griffon hierarchy, but he avoids politics, focusing his attention on the ring and training Griffon soldiers in street fighting. Nerudd is distrustful of outsiders, but he'll readily accept anyone's money if they want to bet, and he will respect anyone who



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volunteers to fight, even if they do 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.

The rules of the ring are simple. If someone says "stop," goes limp or taps out, the fight's over. There are two guys to a fight, one fight at a time, and no shoes or shirts. 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. The man is a cleric of Thamar (3rd level) named Severin. Most of the fighters refuse to accept his offers of help, knowing that they may come with a price.

7. PRIVATE ROOM I

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 Rog 5's except for the man speaking, who is a Rog 7. Timeck is his name, and this is his regular game, a cut of which goes to Selar, and so on up the Griffon ladder.

8. TULLY'S

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 didn't 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 (Expert 8) 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



You think this scene is a little busy? Check out the first edition MM atmosphere (page 10) or the shop (page 23). This ain't nothin'.

Clerics of the Underworld

The counterpart to Morrow is his fraternal sister Thamar, patron to the selfish and evil. Her worship is a solitary affair, and her clerics can sometimes be found in wicked places like the Undercity. These men and women offer their services to whomever needs them, healing for coin or the promise of future favors. They have no elaborate garb, choosing commoner's clothes, sometimes with a black cloak and hood. Their holy symbol is usually hidden and kept next to their skin, though in a den of iniquity such as the Undercity a cleric of Thamar may wear their symbol in the open—relishing the unease that it inspires.

As her clerics minister to the evil, they attempt to spread her word, encouraging people to forsake the rules of society and blaze their own trail to glory, no matter what the cost may be to others. Sometimes a cleric of Thamar may choose to ally himself with an especially promising evildoer, offering his 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 Morrow, Thamar is surrounded by those who have Ascended to take a place at her side. Her Scions fill the same role as Morrow's Ascendants, appearing to her worshippers and having domain over certain types of magic. You can read more about Thamar at ironkingdoms.com.

PCs that 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), though 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's too smart to be tricked into divulging any Griffon secrets, though he'll 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 does know where the people who "meet the ghost" are taken, and he will tell the PCs if he is asked. Why not? You'd have to be crazy to go there, after all.

Obviously Tully can't 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'll try to make that clear to them.

9. GERTENS TUNNEL ENTRANCE

To the eye, this is an unremarkable pocket of damp earth. When completed, the tunnel the Gertens family started would open onto 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

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, 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 up by the captains. Sadrick (Rog 5) knows everyone in the Griffons, and knows of everyone of import in the rest of the city's criminal underworld.

II. BARRACKS

Bunkbeds 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, playing cards or sleeping.

The Griffons maintain a couple of rooms for their soldiers to live in. 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. There will be 2d6 men here at any given time, all low-level rogues or warriors.

12. THE SECRET EXIT

The street-tunnel ends at a crumbling stone portal, the 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 hasn't 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 (Search DC 24). The Griffons have cooked up a story about how dangerous this section of the Undercity is 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.

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If the PCs are seen to show undue interest in this room, they'll quickly get on Selar's watch list.

13. THE STINKY PIT

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, as they will be swept away by the underground river to parts unknown. Kind DMs will let the swimmer be carried to a cave where they can crawl out of the water and search for an exit.

Really kind DMs will allow the PC to find their way from the cave to the sunken mausoleum in some fashion.

14. THE GHOST'S DOOR

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 that 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 improvised lock 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 lies the old church and mausoleum where Kohlasa and other Knights of Morrow lie. The ancient structure is infested with evil, which the PCs will encounter soon enough.

Common Room Types

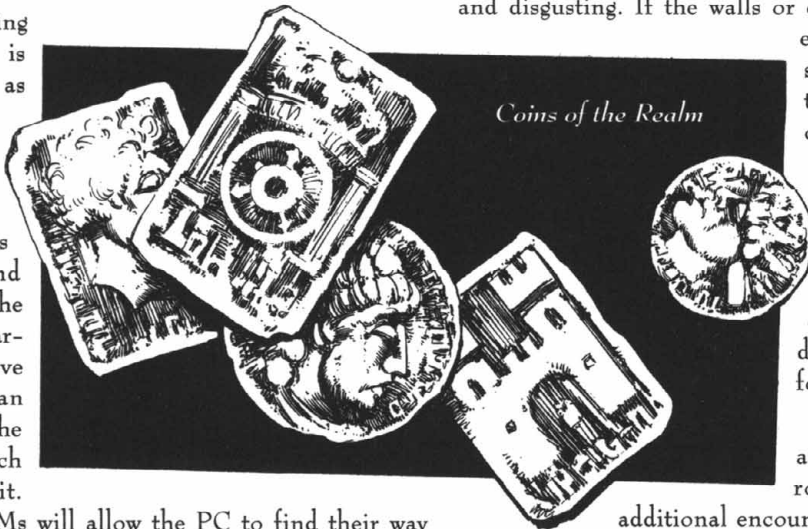
UNMARKED: EMPTY

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. (The legend happens to be true.)

These rooms are disused partly because they are known to be dangerous, but also because they are damp and disgusting. If the walls or ceiling are struck, for

example by a bullet or stray sword swing, there is a 50% chance of a clump of stone, dirt and crumbling cement with fall to the floor. Anyone caught under stones falling from the ceiling will take 2d6 damage (Ref save of 14 for half damage).

At the DM'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 Empties, 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's nothing of value in the garbage, 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.

T. TURF

"Turf" rooms are empty chambers in good repair that have been claimed by some of the toughs who spend their time in the Undercity. Small groups of unsavory

men and women may claim these areas to conduct their business in, perhaps 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 DM can easily create more similar encounters as desired.)

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're 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 above ground, and was a Church of Morrow, used by the public and administered by Prelate Tomassen. The Church 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 that Father Dumas called home, though these days the Church prefers for most of their heroes to be interred in the Grand Sanctuary, located in Caspia.)

The mausoleum level is now flooded, and the whole structure is infested with evil—the duo of Renfrow and Father Cappus, entities who have been here for centuries. There is also the "boneswarm," a horrific creature that is the byproduct of the duo's centuries of malevolence. Lastly, 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 a fixture 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. 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 being a bit bigger due to his rank and the fact that he was married.

After a few years of working with Father Cappus, Prelate Tomassen learned something terrible—the Father and the his wife Liandra were having an affair, and had been for quite some time. When the Prelate found out, he went into a murderous rage, and 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 that was 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's scepter was swung in anger, and soon Father Cappus too was incapacitated. He was taken below and sealed into the sarcophagus with the Prelate's wife. At this time, Liandra still lived, though just barely.

Later that night, the Prelate, realizing the horror of what he had done, 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 the 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.

Meanwhile, 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 that surrounded him, but to no avail. He tried to heal Liandra, but he was unable to—due to his own adultery and the murderous actions of the Prelate, Morrow had turned away from the defiled Church and those within it.

The next morning, the 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

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came to investigate that afternoon, the building had fallen even farther into the Earth, and he declared it to be off limits. No one ever entered the building again, at least through the front door.

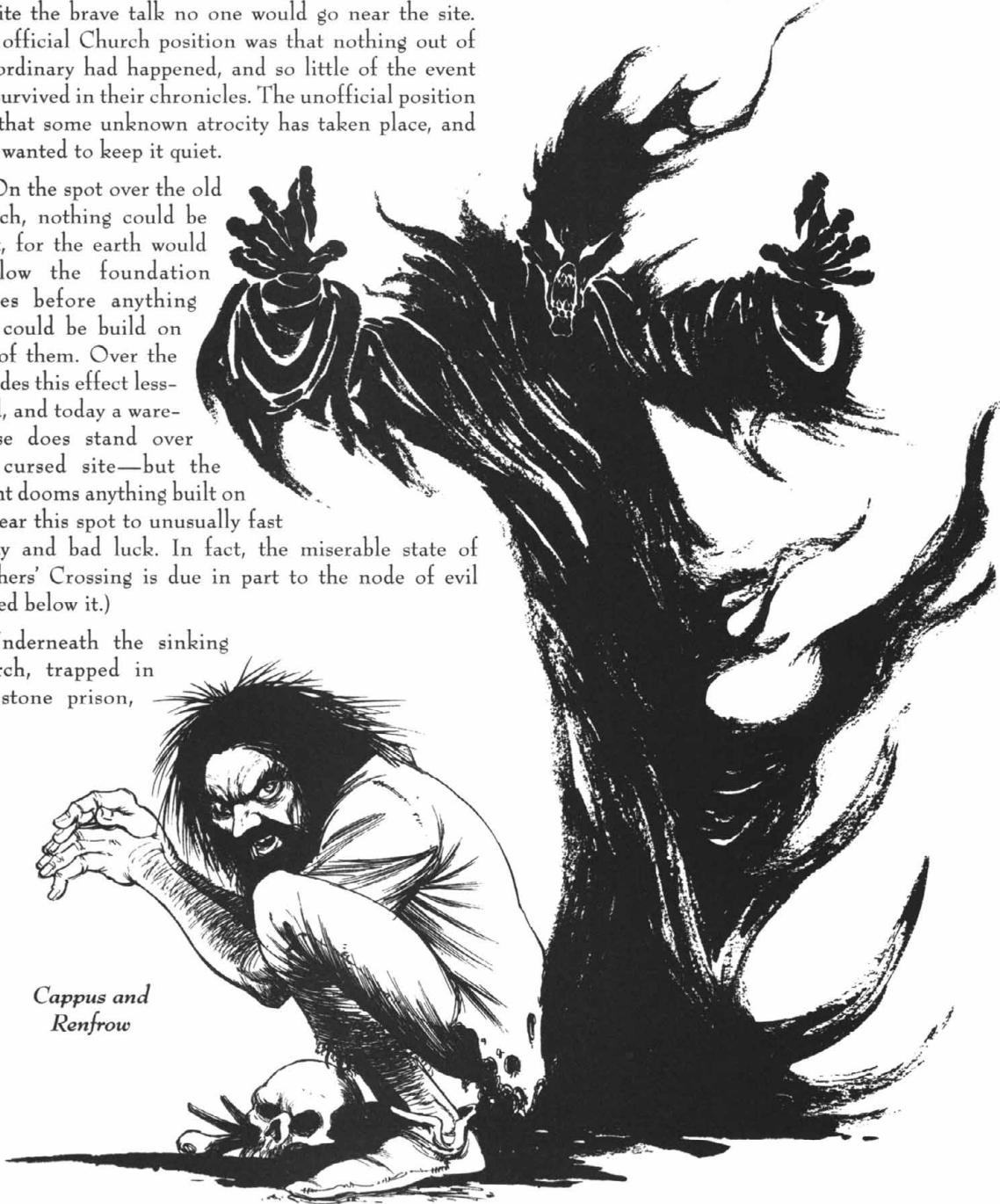
Over the next two weeks, the earth completely swallowed the Church. The dead Prelate was explained away by the Church as a murder victim, but with the building unsafe to enter they could not investigate the crime. Many of the parishioners swore that the sinking was Morrow's doing, that he was erasing some great evil. Others claimed it was a freak occurrence of nature, 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 so little of the event has survived in their chronicles. The unofficial position was that some unknown atrocity has taken place, and they wanted to keep it quiet.

(On the spot over the old church, nothing could be built, 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—but the blight dooms anything built on or near this spot to unusually fast decay and bad luck. In fact, the miserable state of Filchers' Crossing is due in part to the node of evil buried below it.)

Underneath the sinking church, 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 he began to feed on the unconscious form of Liandra. Her flesh and blood sustained his body, for a bit, but with his ghoul-ish act his soul was lost.

Weak from hunger, falling further into madness and hatred, Father Cappus lingered on in the dark for weeks. Eventually he expired,



*Cappus and
Renfrow*

but even then a new horror awaited him. The hateful Father Cappus had become a ghost, doomed to haunt the mausoleum for eternity. And the hunger... there was still always the hunger.

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. The 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 Renfrow's soul, Father Cappus stopped himself, seeing a use for this pathetic creature. And so, a deal was struck... Cappus would spare Renfrow, but Renfrow must bring more people below. And so began their 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 one another, as Cappus would share just enough energy with Renfrow to keep his body alive far longer than would normally have been possible. It didn't 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

Renfrow and Cappus figure that their best bet is to get the boneswarm to kill most of the PCs, leaving one or two for them to take care of personally. If there was some way to capture the party, now that would be ideal; a group of hardy adventurers would see the evil duo eating like kings in the weeks or even months ahead.

While Renfrow and Father Cappus aim to wipe out the PCs as they have everyone else who has visited their lair, they are smart enough to realize that the characters aren't just some punks off the street. The duo will be cunning in their approach. Their strategy is simple—Renfrow will attempt to befriend the PCs, pretending that he is some poor soul that has been trapped down here for weeks, eating rats to survive. He will also pretend to have a terrible limp, which he will explain as the leg injury that has prevented him from climbing out. (Renfrow knows the door above is locked, too, 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.
- ▶ He will talk up the wondrous treasures on the flooded mausoleum level, omitting the bit about the deadly boneswarm.
- ▶ He will try to get the group to split up; if he can get someone by themselves, he and Cappus will finish them off. Renfrow will tell the PCs nearly anything if he can 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 DM 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.

While 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

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looking for Renfrow, who flees into the bell tower. Renfrow climbs the old ladder and cowers in the top of the old tower where the terror can't 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 the man's miserable life.

If the boneswarm heads upstairs while the PCs are there, Renfrow will sense that 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, this is the one place that his evil spirit cannot bear to be—under the gaze of Morrow's image. Consequently, he will try to attack PCs as far from here as possible. If Renfrow ambushes the PCs here, he will immediately flee from this room, so that Cappus can come to his aid.

I. 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:

Before you is a cramped stone room. A narrow ledge made of iron grating runs around the perimeter of the chamber, surrounding 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 a door mounted in them like the one you came through. Each door is closed.

Description: There is a gap in the grating that makes up the ledge, exposing the top of an old rusty ladder. The ladders' 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 & 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 that 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 of DC 20. Those that 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, though.

Tricks & 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 that are 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 will do 5d6 damage to anyone they strike (DMG 89).

2. THE SANCTUARY


This large chamber was once clearly a place of 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 now are 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

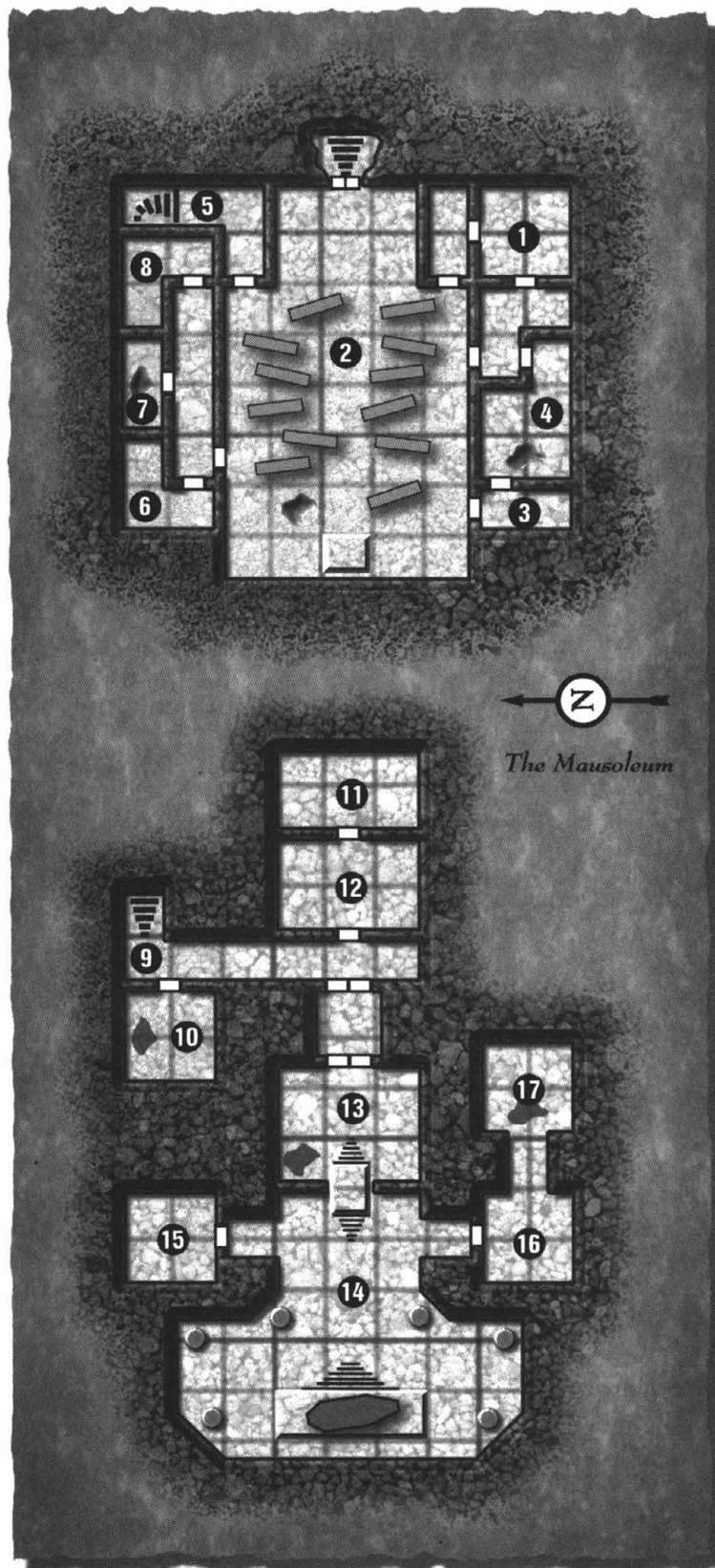
The Cursed Holy Symbol

The Prelate's Curse will come over anyone who wears his holy symbol. 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.

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. They will become incapable of holding their tongue, or of showing mercy in combat. Their basest drives will take them over until they become 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 is one advantage 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. Regardless of Wis score, the victim will have an effective Sense Motive skill of 20 so long as they wear the symbol. The DM should extend this ability to the detection of any deliberate falsehood or lie of omission told in the victim's presence. 

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The Mausoleum

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 plunging a dagger into his own throat. As he fell forward, losing consciousness, he clutched at his scepter off 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 PC making a Knowledge (religion) check of DC 10 will know that the traditional material for Morrow’s holy symbol is gold, and in light of that the black symbol will look quite strange. Dwarves and those with metalworking skills will also know that 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 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 from the damage around Morrow’s eyes water flows; to many it may look as if he is weeping. (The sunken church is surrounded by subterranean waterways of various sizes, which is where Morrow’s tears and the water in the lower level originate from. 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 that the DM introduce Renfrow while the PCs investigate this room, but he can be encountered anywhere on the upper level.

Note that the spirit of Cappus cannot enter the Sanctuary. Even though the church is thoroughly defiled, this is the one place that his evil spirit cannot bear to be. Consequently, he will try to attack

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PCs as far from here as possible. If Renfrow ambushes the PCs here, he will immediately flee from this room, so that 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 (Search 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, he will try to trick 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 will immediately lose their clerical abilities until they are freed from the curse and perform a proper atonement.

The Prelate's scepter is a mundane object of gold and silver. It is worth 500 gp, though the Church of Morrow might pay thrice that to get it back. But what kind of person would try to extort money from a church, anyway?

3. OFFICE

This room looks as if it was once the church office. A large desk sits beneath a shattered window; outside is naught but damp earth. Shelves and bookcases line the walls, but the

books and papers are all 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 words of Morrow have faded, leaving only the passages of Thamar.

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.

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 Cleric of Morrow who returns this book to the authorities should earn a hefty 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, copied only as required for new churches, and treasured by the priest who owns them.

The layout of the Enkheiridion is unique, following 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, at which time 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 have taken measures to correct that.

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4. PRELATE'S QUARTERS

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 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 is 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, which will be tracking the PCs, trying to stay beneath them. The chamber beneath is area 17, a Chamber of Rest (and the lair of the boneswarm).

Treasure: In the bottom drawer of the dresser is a treasure that used to belong to Liandra—a magical silver music box of Elven 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 will play for two minutes, though the operator can re-wind the spring early without stopping the music. The music acts as a *hypnotism* spell cast at the 8th level of ability (PH 215). Listeners can make a save each round (Will DC 20) to shake off the effects, though they will not realize that the box was altering their thinking unless they make a subsequent Wis check of DC 18.

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 is magical, but its enchantment is worthless without the box.)

Engraved on the underside of the box is the maker's name: Teslar of Shyrr.

5. STAIRWAY

Finely crafted stone stairs slope sharply downward, the passageway bending 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 20 feet of travel the PCs will encounter the water level in area 9.

6. KITCHEN

An unidentifiable mess of garbage litters the floor of this room. Another broken window looks out onto the earth that surrounds 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.

7. STOREROOM

More old filth litters 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, though none of it is salvageable.

Tricks & 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 hasn't 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. Locating the stash will take a Search check of DC 26.

8. FATHER CAPPUS' QUARTERS

While 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 that 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 of here 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 that 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 1. 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.

Treasure: There is one magic item in this room, lying in plain sight on the floor. It is a deck of cards that 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) will ensure that its owner wins nearly every game they play with it. While this seems like a great thing, there are two problems with the deck. One, it's easy to get too lucky. That's 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, making 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 that the deck is magical.

9. THE WATER

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

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 of DC 18 reveals a golden holy symbol of Morrow concealed in the broken ceramics (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; he can't bear to look at it anymore.

II. PREPARATION CHAMBER

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.

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 completely fill all of the passageways. 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.

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 that swims 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 the surface. Read more about the boneswarm in Appendix A.

12. CHAPEL

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, which are too thin and delicate to be removed.

Treasure: The hammered gold façade cannot be removed intact, as it is far too frail. 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.

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 Kohlasi, Friend of Corvis and Knight of the Prophet. Six 15-foot tall bronze statues are inside this room (Climb DC 16). Each depicts a noble warrior of the Church, and there is a plaque listing their name, rank and other particulars at their feet (which is of course below the waterline).

Upon Kohlasi's sarcophagus is engraved this, in ancient Caspian:

Here lies the giant Kohlasi, friend of Corvis, slayer of beasts, craftsman and true servant of Morrow.

The stone lid is very heavy, requiring an assisted Str check of 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 Kohlasi has one hand upon its haft.

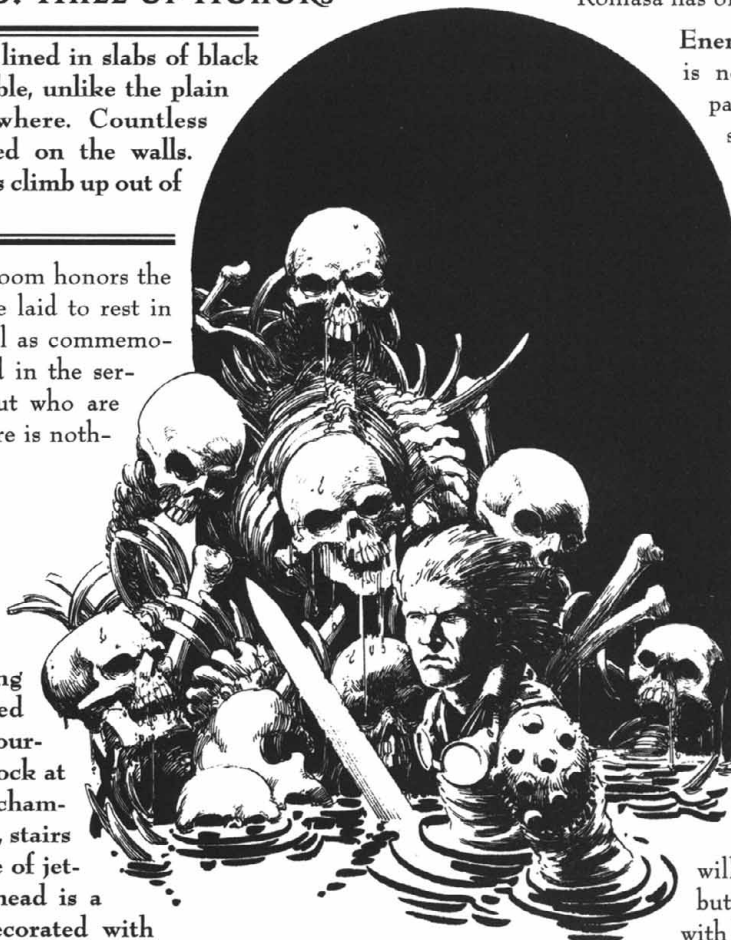
13. HALL OF HONORS

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 who are laid to rest in the mausoleum, as well as commemorating 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

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



Enemies: Kohlasi 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 his body is tampered with, it will arise attempt to crush those that have disturbed him. The poor giant is not really aware of what is going on, as his soul has been delivered to Morrow and protected by ancient ceremonies—but the evil of this place has made his old bones dance.

If the PCs flee this room, Kohlasi will not be able to follow, but they'll have to deal with him sooner or later to get *Duteous* away from him.

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Kohlasi is 20 feet tall. He has the same combat statistics as a gargantuan skeleton (not a huge skeleton, even though he is only 20 feet tall). Instead of using a claw attack, he wields the huge *stonesmasher warhammer* +3 *Duteous*: attack +10, damage 2d10+9 (+6 Str, +3 magic). See MM 165 for the rest of the “gargantuan” skeleton stats.

Consequences: Because of his great size Kohlasi 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 Kohlasi wields is the magnificent weapon *Duteous*, and the prize the PCs were sent here for. Getting it out of the mausoleum might be an adventure in itself though, since it weighs 400 lbs and is 12 feet long.

15. CHAMBER OF REST

Here the water conceals the shapes of four stone coffins set upon pedestals. The walls are also 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 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, nothing more than fragile bones, like the rest of the bodies under the waterline. PCs making a Spot check of DC 20 will see what looks like a wedding ring on her bony finger.

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.

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 the netherworld. However, he still has a mind, and it's just possible that he'll 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 aren't out of the woods yet. Cappus will helplessly go into a berserk rage if his body is damaged or removed from the building. He can't help it,

despite whatever he may have agreed to—but the PCs may at least be able to get his corpse upstairs where it's 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 and in good condition. Due to its age it is worth 1,500 gp. She also wears a silver necklace that accompanies her music box. See area 4.

16. CHAMBER OF REST

Four stout stone coffins are on display in this room, though they are now covered by the ever-present water. 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

The ceiling of this room sports a ragged hole in the thick stone, and the walls are lined with crypts. Four stone coffins lie in disarray on the floor, 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 hasn't 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 DM should remember that the chains hanging from the roof are unreliable and that 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

The Hammer Duteous

The giant's hammer is a huge *stonesmasher warhammer* +3 (damage 2d10+3). Its "stonesmasher" properties give it +5 to strike and damage any earth elemental or other creature made of stone, and it does automatic double damage to such entities. The same enchantments allow it to hit non-living stone at +5 as well, and it automatically does quadruple 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 2. 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 pointed like a pick. The haft is dense wood, shod with never-rusting iron and decorated with platinum studs.

some people to guard the bell tower entrance, for example. It is suggested that the DM 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's wrapped up. The DM 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.

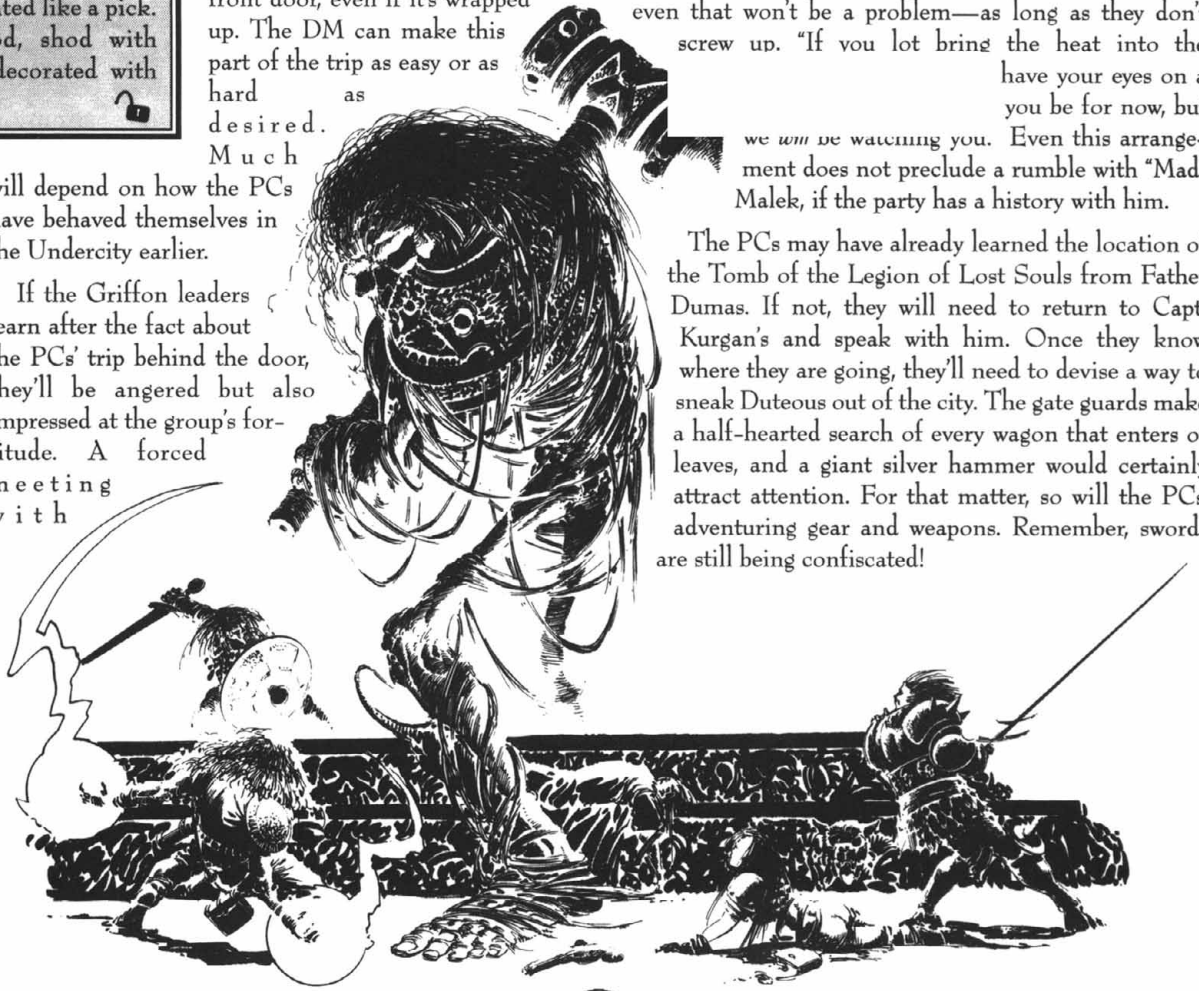
If the Griffon leaders learn after the fact about the PCs' trip behind the door, they'll be angered but also impressed at the group's fortitude. A forced meeting with

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'll be allowed to leave the Undercity and continue their mission. The reason is simple; Ralethorne's influence is bad for business, and if some people are going to try and drive his forces out of town, well, Selar isn't 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 won't build a good relationship with the Griffons, but it is definitely an option. (The PCs will find that the hammer fits in the alternate exit passages, though just barely.)

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 to hide out in, and as mentioned earlier the law almost never comes to this part of town. They'll need to be careful not to attract attention from the Griffons, though if they have an arrangement from Selar even that won't be a problem—as long as they don't screw up. "If you lot bring the heat into the city, 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 Capt. Kurgan's and speak with him. Once they know where they are going, they'll need to devise a way to sneak *Duteous* out of the city. The gate guards make a half-hearted search of every wagon that enters or leaves, 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!



The Witchfire Trilogy



Act II

Wherein the bold adventurers undertake a journey fraught with peril to the shadowy Tomb of Lost Souls to deliver Corvis from the threat of the Skorne.



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've 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; according to their informant from Act I—most likely the good Father Dumas who subsists in hiding in the attic of a waterfront haberdashery, although it may be Alexia or someone else if Dumas is no longer available—the Lost Souls are hidden somewhere in that direction. The rumor indicates that 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—that hails back to the days of the ancient Orgoth Empire, roughly translating as the “Place of Much Dying.” The DM 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 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 foot long, after all, and will be tough to hide as the PCs make their way through Corvis. They are free, of course, to think of other alternatives to conveying the large weapon.

In all likelihood, the PCs will return to Dumas for the rest of the results of his research, which includes 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 that has existed as little more than mythology for the past few centuries. This means it won't be an easy task, but with some shrewd deduction and a bit of luck from the dice, it's one that the PCs should be up to (or else Corvis may be doomed!).

Once they've penetrated into the heart of the mystical tomb, Alexia should arrive in timely fashion—and possibly to offer some aid if some particularly vicious DMs overwhelm the hapless PCs by this point—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's onward unto the final act of the *Witchfire Trilogy*. “Forward March!”

Once More Unto the Breach

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?

- ▶ A gorax? Maybe. That is, if you can find a gifted beastmaster who has one adequately trained. Still, you're going to have to do some heavy convincing—the beast would probably be more interested in eating a PC rather than listening to him jabber—and PCs might possibly have to throw in an enlarge spell or two! See TLN 56 for stats for a gorax. The DM may wish to advance the creature, making it stronger and tougher as per "Advancement," MM 12.
- ▶ Obviously a steamjack is a viable candidate. In an upcoming scene, there is an opportunity to take advantage of this instance, but in case they don't, there are other possible options. They could try renting or buying one. This may be difficult since steamjacks don't come cheap. They could try stealing one, but they had better have a skilled craftsman among them to re-train the machine's cortex to comply with a new handler's directives (Craft: Steamjack Handler DC 15).
- ▶ An easy solution is to beef up the biggest and strongest member of the party. An *enlarge* and *strength* spell cast on a brawny fighter may do the trick, but all spells expire eventually and the enspelled PC may run out of magical "steam" before he can complete the required tasks.

What can carry it?

Even if they do manage to acquire a wielder for Duteous, conveying such a beast or item—at least a

large creature—as well as the hammer, requires an industrial wagon and at least four draft animals. After all, a steamjack alone weighs two tons! This could turn out to be an adventure within 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 utterly aware just what the re-appearance of Vinter Raelthorne means, and they are getting out while the getting's good. The PCs will have a chance to spot a familiar face from TLN in the crowd.

During the day, up and down the docks along the river harbor, it is bustling. 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, bickering with sailors, loading belongings and other wares onto ships, and weepingly attempting to convince loved ones still devoted to their home to accompany them in their flight.



The Corvis
Watch

The Witchfire Trilogy

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 info from him, they may not understand another word. He'll 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 DM should have the players make Spot checks (DC 15) for their characters. 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 didn't play TLN or use Gunner as part of the intro, but the DM should feel free to present the following scene as part of the bustle of the crowd:

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 Ordric draft horses hitched to it; its wares piled high and covered in heavy canvas drapery secured by several chains.

If the PCs left company on good terms with Gunner Wadock, he'll 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 that he's 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'll shake hands and return to fidgeting with the wagon. He'll 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 (or whatever other contact has taken his place in the event he is no longer available) to report that the hammer called Duteous is in their possession, and more importantly to get the rest of the results of his investigation as regards 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.

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. White bristles upon his face and eyes rimmed with dark circles, fatigue is 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 Kohlasa's hammer. Your very presence here instills me with confidence that you have acquired the artifact, yes?"

Father Dumas will await their reply. He may also inquire about the sunken church from Act I, asking

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) that belong 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 caravaner. 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 isn't 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's 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.

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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'll 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 DM may wish to consider an XP award if the PCs decide to turn these things over into the good father's hands permanently.

After roleplaying this bit, Dumas will offer them some wine or water and then say:

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 amidst 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...but you all know as well as I do, there is little time left. The Elder's armies will soon be upon us."

Father Dumas will then pause, and the PCs have a chance to role-play briefly if they wish. He may offer them drinks and, if any look the worse for wear, will apply his healing spells. In fact, depending on the party's condition and numbers, the DM might want to load them up with some other healing magic courtesy of the good Father. Dumas has (at least) 1d4+1 potions of *cure critical wounds* in his possession, which he will gladly offer if the party is in particular need of such.

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 as such:

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 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 DM should read the following aloud:

My niece has disappeared to tend to matters of her own, but 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 design. It reeks of sacrilege. I had hoped to find some other method to fulfilling the vague prophecy but alas, I have found no other means to achieve this... undertaking."

If, for some reason, the PCs are poorly equipped, read the following:

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."

And then a brief farewell:

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 DM—ammunition, firearms, even explosive kegs or magic 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.

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Purpose: This encounter presents the party with some potential allies, but naturally they won't 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 that Gunner Wadock is having more difficulty now than simply a broken wheel. Almost directly across the dock upon one of the wharfs, a group has collected. It's 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.

After your farewells to Phineas, you move down the steps of Captain Kurgan's Goods & Wares to see that the Wadock's wagon hasn't 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, as do 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, although something more important grabs your attention; a handful of Watchmen and a black robed Inquisitor are faced up to Gunner Wadock, and his brother Rorgun looks on from nearby, twisting his hat with nervous hands.

There's 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'll be requisitioned in the name of 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's fully aware of what they're 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 didn't anticipate that the next day she'd 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 25) will reveal that this pretty female Watch guard is biting her lower lip and looking nearly as tense as Gunner and Rorgun.

Thus, the situation at hand is as follows: Gunner and Rorgun Wadock are confronted by six guards (3 Ftr1, 3 Ftr 3), which includes Megan Wadock (Ftr3, Appendix B), led by one Inquisitor (Wiz4), whom of which 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 (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."

They should be in the process of boarding as the PCs approach (assuming they do approach). The chains that were 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 to get involved or not. To add a further element, any PC that succeeds in 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 whether they don't 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's 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. Seemingly as far as she's concerned, blood is thicker than her sense of duty. As one of the guards turns to chase after

Another Wadock?

Megan joined the 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 normalcy. Megan is aware that there is a faction within the Watch that is 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.

...If By Land or By Sea

If one thing can be stressed, the DM should intimate that it's a suicide run to attempt to tackle an overland 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 are insistent on not traveling by boat down the Dragon's Tongue River, their progress is determined by referencing the Hampered Movement table (PH 143) under Obstruction: Heavy. Other impediments are quicksand, carnivores (both animal and vegetable!), brigands (War3), savages (DM's discretion), cane leeches (SOTE 56), gatormen (SOTE 57), swamp gobbers (SOTE 59), swamp shamblers (SOTE 59), swamp squid (SOTE 60), and anything else swampy and nasty the DM can think up!

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, alerting others in the vicinity to trouble. The Inquisitor will avoid all combat, charge the remaining guards to attack, and hightail it. Almost immediately—within two rounds—four to six Watch reinforcements will come into view and begin running toward the scuffle. If the PCs insist staying on the docks slaying Watchmen, eventually more powerful reinforcements will arrive. Lord Lorimer Kex (Wiz10) a 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 DM may wish to roll a few meaningless die 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, making a very big splash.

- Immediately following the steamjack plunge, Gunner and Megan have boarded the steamboat and are firing up the engine. If the PCs involved 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's 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 and glaring (at her uncles) Megan Waddock, one dormant steamjack, and four nervous Ordic steeds (see heavy horse, MM

197). Although this sounds crowded, the boat is a sizeable one 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's even a chance that the scuffle set off several other brawls, and the 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 DM, should keep the Watch from (immediately) boarding a boat and giving chase. Once there's 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.

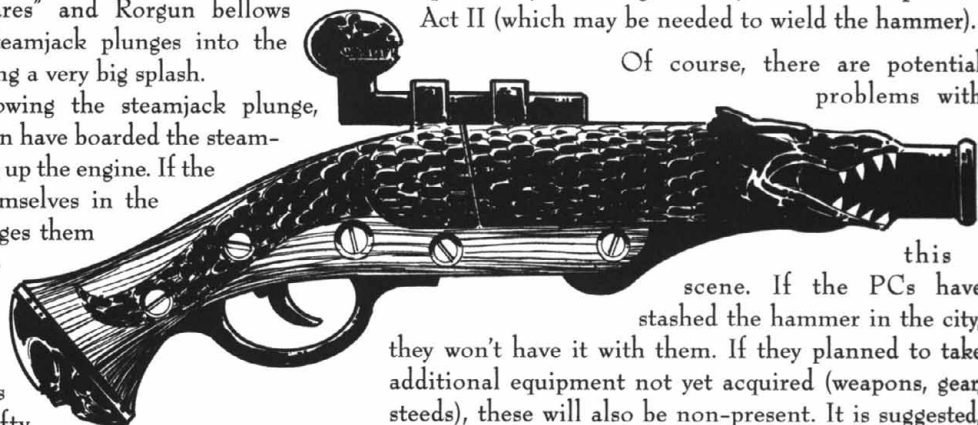
The DM may wish to include an exciting boat chase in the adventure by having the Inquisition pursue the PCs. The Inquisitors have within their control many faster boats that could easily catch the steam barge. They'll only do this if the PCs actions warrant it, if any Watchmen or Inquisitors are killed, for instance.

Some Possible Predicaments

"We didn't plan to beat such a quick retreat!"

The "Scuffle at the Docks" scene was created 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 won't 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 DM think of something creative such as having Gunner know about a secret place to anchor 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 perhaps). Convincing the Wadocks to dally within city limits may take a little doing, however.



Sallying Forth Unto 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 his barge, probably even earlier on, 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 southward toward the mountains as per the directions on the old map given to them by Father Dumas. Read the following aloud:

The Dragon's Tongue—a wide and mighty river that branches off from the Black River and streams quickly westward—bolsters the speed of your barge. Moving along at a fair clip, you consider yourself well off that you're not waist deep in the muck of the quaggy and nefarious moors just to your right and south of Corvis. In fact, as the city fades behind you, the thicker the vegetation of the bogs become.

The PCs can interact with the Wadocks if they haven't 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 they choose to do so, the Wadocks will be all ears, since they despise 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'll 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's time for more action. Read the following:

It's 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-leaved shadowbranches. And 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, as thick clouds obscure the tops. Somewhere within them your destination lies, secreted away, waiting.

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

What They're 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 hiding the steamjack somehow, the brigands will simply do their best to capture the boat for the basic purpose of looting. Maybe they figure that the folks fleeing Corvis have something more to save than just their lives.

Changing Steamjack Handlers

Although military warjacks have more sophisticated security, it isn't 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 (Open Locks DC 36). This panel houses various levers, which are first set to "forget" the previous controller's voice, and then to receive the new one (Craft: Steamjack Handler 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 which point the steamjack will obey the directives of its new handler.

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 (DC 12), which has a Hardness of 10 and 60 hp. 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).

Interesting contraptions, the "tethering-ballistae," shaped like oversized metal crossbows, they launch fluked iron grapnels on a length of chain that the brigands have tethered to a couple of boulders. They will fire high in an attempt to bury the grapnels somewhere into the top of the boat like in the cabin and avoid the 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 are -2 to hit the boat (DC 14) with no modifications (DMG 151). The difficulty is not so much hitting the boat but the chance of the grapnel actually fastening to something fixed. Take into account there's always a chance that 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, 5 hp). 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 DM 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.

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 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.

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 then 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 Craft: Steamjack Handler skill, and guide them gruffly through the re-training process (see callout "Changing Steamjack Control").

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 35 pounds of coal and two 15-

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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...

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 and, shortly, the steamboat drifts out of sight.

As the PCs make their way from the riverbank, the clamoring chug of the steamboat's engine having drifted away on the wind, read the following:

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're headed in the right direction.

The party will be unable to move very quickly until they reach the pass. DMs can refer to PH 142–144 for rules on Movement.

After a bit of trudging along, PCs should roll Knowledge (geography) or Wilderness Lore (DC 15). Success uncovers an old trail that eventually leads to an overgrown stone bridge. The bridge is ancient and spans a broad rivulet that originates 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 of it is a large stone marker covered in vines and ivy, which can be cleared away to reveal carved symbols. They are an ages-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 "that 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.

The ruins of two squarish watchtowers somberly proclaim the opening of Boar Tusk Pass. These towers, once proud and tall, are now husks of collapsed masonry choked with prickly vines. The pass itself ascends through a cleft in the towering rock. It appears to have been divided by the blade of an axe, perhaps 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 DM should consider having the PCs make an easy Listen (DC 10) check 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 that they "are being watched by something." The following day, a successful Spot (DC 15) check will reveal what appear



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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 DM 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 Some humanoids should be spotted following the party. Several rounds later, a band of farrow (Appendix A) ambushes the PCs, leaping out from crevices in the rock walls or up from hiding places in the dusty soil.
- 6 A sudden dust storm (DMG 88) brews up.
- 7 Because of the dry, 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 damage (DMG 89)!



The Spine Of The Dragon



Unto the Barrow Whilst Harried by Farrow

Day Three

Within the twisting pass, the farrow tribe continues to follow the party. They've 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, first from 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 from 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, as 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, as 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

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the third day; it is an area that the pursuing farrow refuse to enter.

Twisted tree trunks and scorched earth portray an eerie backdrop. Closer inspection of the trees reveals that 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.'

Journeying onward, the party eventually happens upon the entrance to the Tomb carved into a cliff within a gorge, of which they are in the bottom. Outside of it is a large husk of some type of old mechanika, somewhat resembling an unusual cannon or telescope, and not far from this lays a petrified corpse and a blasted trunk (which is empty).

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, etched exquisitely in granite. Massive columns resem-



ble twin warriors, 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, an old depiction of the Cygnaran swan. Above that is the celestial sign of Morrow. A dark aperture in the center of the tomb face mars this magnificent work of craftsmanship.

But apart from the tomb, even though it represents all that you are seeking, clearly 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. But then you note the absolute strangeness of the machine, realizing it is in a state of ruin, and you wonder about its true purpose.

That is when you notice one other oddity not far from the machine... a dessicated, mummified corpse.

The hole in the tomb face appears to have been created when the wizard's mechanika device was activated and melted a potion of the stone. It is ringed by now-hardened magma. A Craft: Stonemasonry (or other related) skill check (DC 15) reveals that there also appears to be 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 was once an innovative and arrogant wizard, responsible 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. Of interest, 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 Wizard's Journal

There are a few legible entries in the old journal, which the PCs will be able to read with a Decipher Script check of DC 30.

- ▶ "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 façade 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 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..."

Mechanical Doors

All the trapped doors within the tomb are linked mechanically. 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 massive stone doors in the antechambers have Hardness 8, 60 hp, a Break DC 28 (per DMG 108), and their mechanical locks have a DC 36 for picking purposes. 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.

Translating Caspian

After the first successful translation of the inscriptions in the tomb, it's the DM's option to have the translator get "a grasp" of what's being said. If so, a possible suggestion is lowering the DC by one on each Decipher Script check consecutively after each success.

The ruined mechanika was once an ingenious focusing device of solar energy, basically a primitive energy weapon. It utilized a magnification crystal, now strangely absent—see mention of the soil in the ensuing entry—to harness, store, and then release the sun's rays. The wizard had created hybrid servants by magically blending boars with men (hence the farrow) to tow his device through the ancient Tusk Trail. However, when the moment came for him to employ the device to access the tomb, one can only view the destruction and speculate what must have happened. The blighted landscape attests that it must have been something terrible indeed.

An Unexpected Loner

As the PCs are investigating the area, at some point, a dry wind will cyclone through the gorge, whipping up the dust (both natural and crystal) creating an effect similar to a *glitterdust* spell (PH 209).

Following the duststorm, a figure appears and walks toward them. Resting a custom carbine under one arm, a man lowers his goggles and squints at them: "Damn fools, what are you doing out here without goggles?"

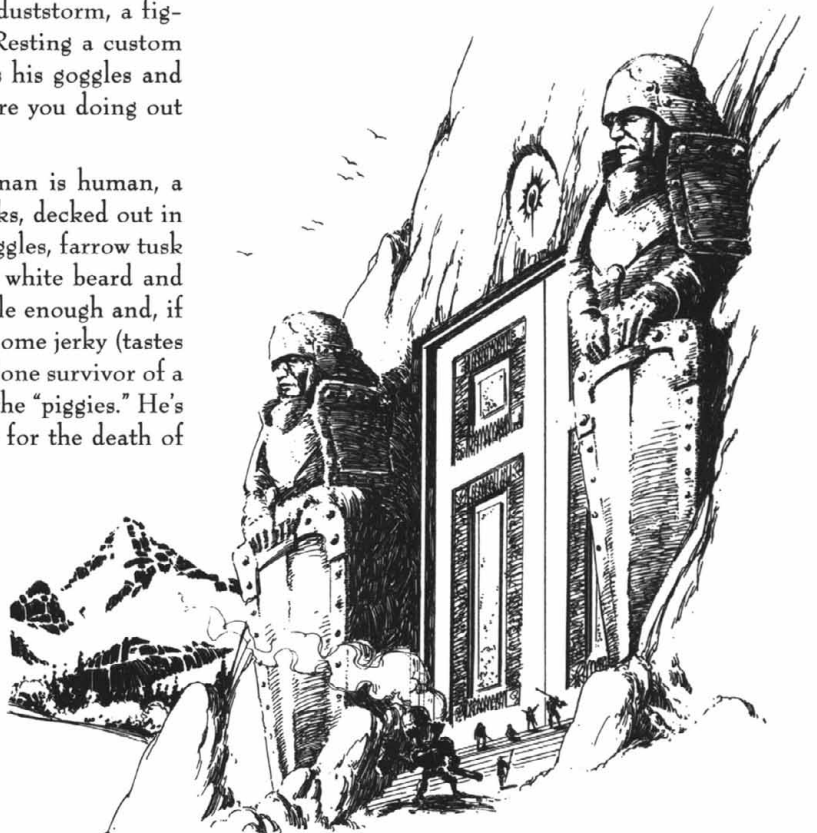
Introducing himself as Seth, the man is human, a loner out here in the wilds of the Peaks, decked out in piecemeal leathers, scavenged gear, goggles, farrow tusk necklaces, charms and furs, a scruffy white beard and thinning white hair. He seems amicable enough and, if the PCs are friendly, he'll offer them some jerky (tastes like bacon!), and explain that he's the lone survivor of a caravan that was long ago assailed by the "piggies." He's lived out here since, "making 'em pay for the death of my dear wife, Ilya, and our daughter" and hasn't seen a human in the time he's been out here—which the PCs can hazard to guess is 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'll take a long drink. It's not quite true that he hasn't 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:

Seth's eyes appraise each of you. The grizzled man seems to make a decision, nods to himself, and then procures a tattered leatherbound 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 an argot of Old Ordic. Seth doesn't claim to understand much of it, if any, and he thinks it probably belonged to the "mummy." A successful Decipher Script check (DC 30) 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'll likely miss out on this important stuff—unless of course they just kill him and take his gear. He's no pushover, though, and hopefully he'll take a few of the bastards down with him!

Task: Exploring the Tomb of Lost Souls

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, 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 more the party proceeds, the more evident the damage. Of note and unbeknownst to the party, this is also what gave the underground crypt spiders access to the Tomb.

I. ENTRY CHAMBER - THE VOICE OF MORROW

Shining your light source inside the gaping Shole rent in the tomb face, the first thing you see is a long-dead corpse lying face down in the dust and sand that layers the entire floor of this chamber. Peering about, you observe the walls of the room, adorned in the style of ancient Cygnar. Murals span the entire perimeter of the chamber walls; they depict a great battle, but are now defaced by long and winding cracks. Ensnconced in the far wall is a pair of large doors; upon them is the relief of a wizened old man reading aloud from books, one of which 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 (Decipher Script DC 28): "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 Ascended Primarch Brofar, the holy Archon 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, Enter Yon Perilous Hall and Fear Ye Not."

The corpse is an old and dusty skeleton in tattered robes. The skeleton has a cloth satchel around its shoulder but is empty. If, for any reason, Seth is with the adventurers, he will indicate that 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 didn't make it very far with it. This is indeed the truth. Once, the corpse was a scholar by the name of 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 had simply grabbed his chest and dropped dead. The rest of his cowardly party—retainers mostly—then fled.

A successful Search (DC 12) of the thick dust and sand on the floor will yield an old stoneworker's hammer and 1 to 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, of course, and the complex puzzle lock, involving a series of mechanical tumblers hidden amongst the stonework, has a DC of 38 for any Open Lock checks. Tampering with the lock without first disarming the trap (Disable Device DC 28) triggers a mechanical trap that consists of a large gong concealed in the stone doors. The clamoring din issues from the carving's mouth and reverberates very loudly throughout the solid stone chamber. This has the effect of a *shout* spell cast at 11th level (PH 252). DMs may consider that the noise upsets some large stonework above that was already severely damaged, causing a hail of masonry. PCs should make Reflex saves (DC 18) to



'Twas good fer squashin' them damn devil rats what plagued our mighty halls!

—Onar Delver, regarding his hammer, Ratsmasher

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avoid getting pummeled by falling stone in a range of sizes (DMG 89).

2. FIRST ANTECHAMBER - THE HAND OF MORROW

You stand upon a short stone landing, coated in the same dust as the previous chamber. It is very dark in here. Before you, down roughly a dozen steps, lay 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 that spans 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 (DC 28): "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 mechanical lock (Open Locks DC 36).



Morrow's Ascendants

If the PCs take the time to scrutinize the images on the walls, each of them has the Ascendant's name inscribed below the image and the images themselves are vibrantly painted frescoes that radiate with minor divine magics. The Ascendants are as follows:

Katrena: An imposing muscular woman with long blonde hair, standing in shining armor, 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 some unseen menace.

Ellena: An attractive young woman with short brown hair and tanned skin, an adventurer from the look of her. 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, which is being tossed on the waves of a turbulent storm. His boat is surrounded with an aura of light.

Solovin: 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.

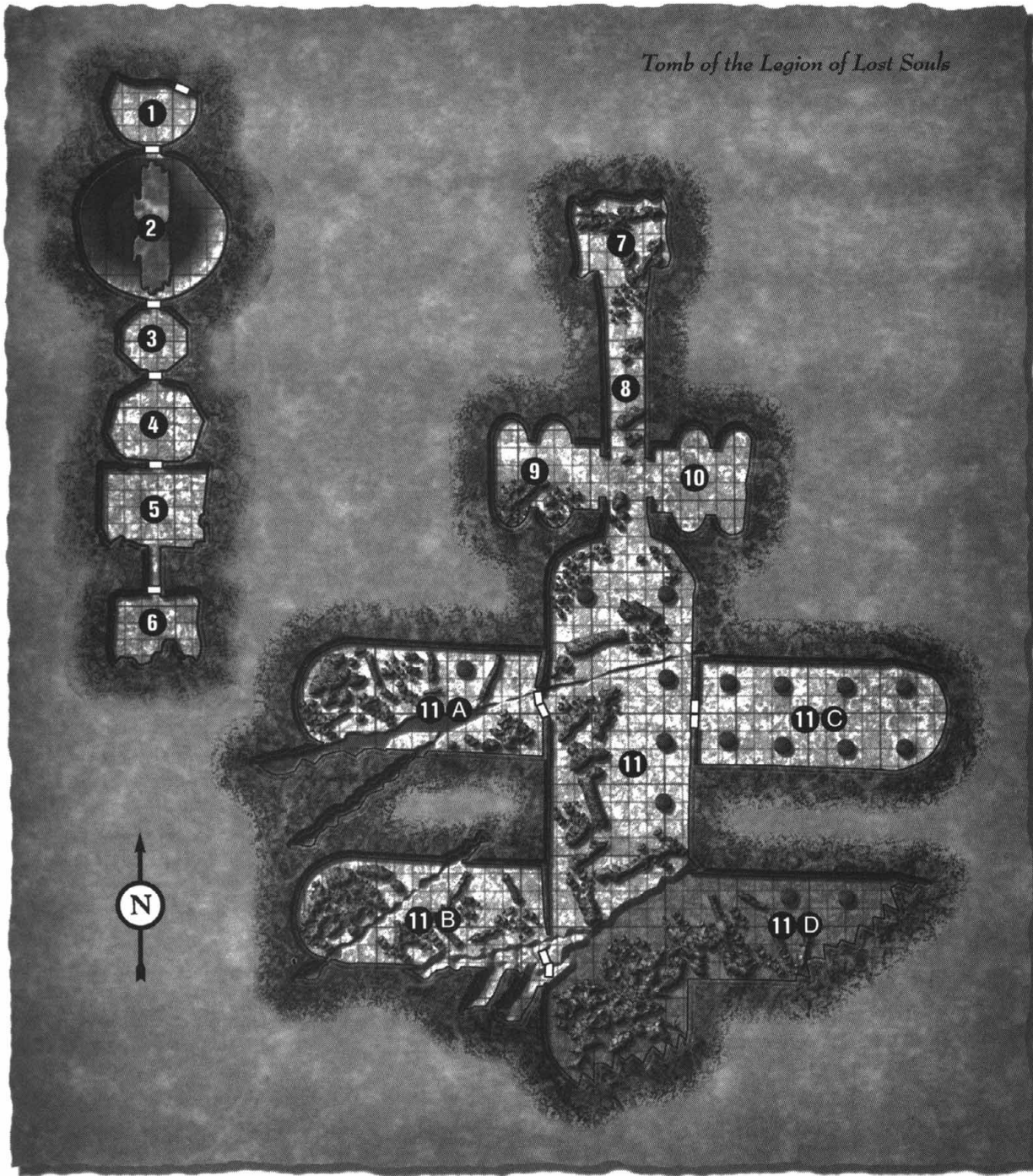
Sambert: This shows the powerfully muscled figure of a man hammering at a piece of metal on an anvil which is inscribed with the symbol of Morrow, his skin almost black with soot, but a golden aura surrounding his head.

Rowan: A ruddy-cheeked, matronly woman of middle age is shown smiling down on a dirty street urchen, affectionately resting a hand on his shoulder.

Corben: A distinguished older man with a groomed beard and wearing the robes of wizardry is shown bowing his head, eyes closed. In one hand is a gilded scroll and, in the other, the Enkheiridion. Behind him is a large closed doorway.

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Tomb of the Legion of Lost Souls



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 in various gold coins. 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, couldn't figure how to pick the lock or how to get back out, and he starved to

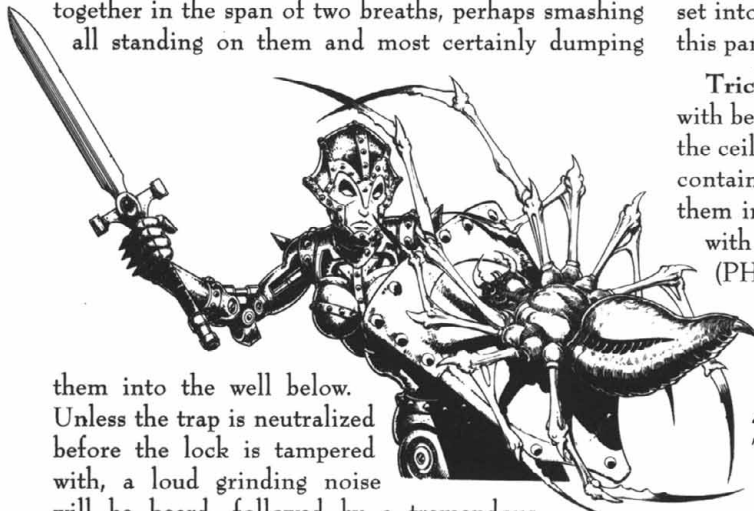
death. This was once Rellin Malvagar, a resident of Corvis 85 years ago, and a thief... but not a great one. His studded leather armor has dry-rotted and falls apart if handled. He also has a masterwork shortsword lying across his lap. The pommel nut of the sword is twisted off and the grip is hollow. Most likely, this is where Rellin kept his thieves tools.

Characters falling into the pit or shining a light into the darkness below may find the remains (Spot DC 15) of another brave adventurer who met his fate in these

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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 +4 keen undead bane longsword.

Tricks & Traps: The trap in this room was damaged in the magical backlash, thus the mechanika of this room no longer functions properly. Originally, activating the trap would have caused 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 the lock is tampered with, 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. PCs must make a Balance skill check (DC 10) to avoid tumbling headlong into the well. The well is 40-foot deep pit, lined with spikes. Falling characters take 4d6 points of damage and those failing a Reflex save (DC 20) may be impaled on 1d4 spikes. The spikes are at +10 melee to hit and do 1d4+4 points of damage per successful hit.

3. SECOND ANTECHAMBER - THE BREATH OF MORROW

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 large enough for a man to fit in, possibly six feet in circumference. Carved around the rim of the basin in Caspian (Decipher Script DC 28) are words that read: "The Breath of Morrow Cleanses Man." The water dripping into the basin comes from an underground spring that runs through

the mountain above. Fortunately, the spring periodically runs dry and, at those times, explorers can pass through this room unmolested. Unfortunately for the PCs, this is not one of those times. The doors opposite the ones they entered have a DC of 36 to pick. The picker will notice that the floor in front of the doors seems slightly damp, as do the doors themselves.

Further investigation also reveals a large crack that runs 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, periodically dripping into the basin below.

Tricks & Traps: If the lock on the doors is fooled with before the trap is disarmed (DC 30), the panel on the ceiling slides open and a precariously balanced tray containing two alchemical pellets is upended, spilling them into the water basin. These pellets, when mixed with water, create an effect akin to a *cloudkill* spell (PH 185). 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.

4. THIRD ANTECHAMBER - THE CHALICE OF MORROW

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, threatening 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, being that the two corpses decomposed in this sealed chamber. An inscription on the wall (DC 28) reads: "Drink Ye from the Chalice of Morrow and be Quenched Evermore." The DM might consider having any lead characters near the door when it opens make a Str check (DC 15) to remain standing during the surge of rushing water.

Inspection of this room reveals drainage holes in the corners that lead to ancient mechanical 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, as the lock is also rusted shut. The door has a Hardness 8 and 120 hp.

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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 Ambrosz Lesjik 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 +3 *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.

Of note, there are no more corpses of adventurers to be found in the tomb, since no one has ever made it farther than poor Ambrosz and Onar did.

Tricks & 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 completely fill the room, drowning all within.

5. FOURTH ANTECHAMBER - THE GAZE OF MORROW

Prominently on the far wall of this smallish 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 has about a half of an inch of standing water in it, 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 (DC 28): "Gaze into the Eye of Morrow and Be Judged."

The surrounding walls depict all of the known Ascendants of Morrow (see callout "The Ascendants of Morrow") that existed at the time of the creation of this tomb. These are more than just mundane carvings, as they contain some divine magic and are rendered in incredible detail and color. Upon scrutinizing them, they appear multi-dimensional and nearly alive!

Tricks & Traps: The whole "gaze" routine is merely a ruse to get intruders to stand for two full rounds—basically 10 to 12 seconds—on a pressure plate on the floor in front of the doors while the mechanical trap powers up. The trap will trip at the end of the two rounds, unless it is detected and disarmed (Search and

Disable Device DC 31). The trap generates a massive electrical charge that is discharged through the gem and jumps to the closest being. It has the effects of *chain lightning*, caster level 11 (PH 182). After the lightning dissipates, the doors (which cannot be picked, but can be busted down) open with a loud creak.

6. THE GATE OF SOULS

The hall ends here at a colossal door. It is worked with a multitude of ancient symbols, many of which are foreign to you, although the symbol of Morrow is prominent. There is also a scene below the symbol of Morrow that depicts 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 (DC 28): "Beyond the Gate of Souls Lies the Eternal Host."

This is a mystical door. The only way it can be got through is by the steamjack and the massive stoneworking hammer, Duteous. Without these items or equivalents, the party will have a problem. The door is sixteen inches of solid stone, 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. The door has a Hardness of 8 and 240 hp. It also, being magical, has the ability to regenerate itself completely after sustaining damage unless a certain amount of damage is dealt to it; the door must take 50 hp of bludgeoning damage in one strike, effectively destroying the enchantment. If the PCs are putting Duteous to the task in the iron grip of a steamjack, it shouldn't take long to reduce the door to rubble.

Maidens & Spiders

The tomb maidens were at rest for most of the time in the tomb until the wizard's contraption rocked it, allowing access to the crypt spiders. 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. The PCs have happened upon one of these now-and-again combats.

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

7. THE HALL OF VIGILANCE

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 that 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'll 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.

Embedded in the upper portion, however, is a three-foot tall lever fixed into the floor. The mechanical gears are rusted and the lever is hard to pull (Str 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 Z) and have time to investigate the area, they will discover several dead and decayed spiders on the floor of the Hall. They've 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'll notice a myriad of webbing just before several large, semi-glowing arachnids leap upon them! 2d6 crypt spiders 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

Something is moving in the darkness of the shall 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 that was on patrol is now embroiled in combat with 2d4 crypt spiders. It's 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 face it sometime.

9. THE WARJACK ANTECHAMBER

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 adorned across their barrel chests, the ancient Cygnaran swan. Six of the steamjacks in the far right corner have fallen. They seem to have toppled over in a domino effect, resting against the wall and each other.

Description: A half-dozen steamjacks are located here. They were made centuries ago for the express purpose of war, hence the name 'warjacks.' Close inspection of these mechanika by the PCs will reveal that they are a bit cruder than today's modern variety. They're also bulkier and fitted with large "axe & hammer" attachments. PCs "in the know" may even be informed that in overall appearance they resemble the original mammoth steamjacks of the ancient Rebellion period.

Off of this hall are the barricaded fuel and conveyance chambers (9A). There are no doors to these chambers, 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

This chamber is lined with rows of wagons, some of them tilted and broken. In the front portion of the chamber is a wide table carved from the very stone surface of the room, the symbol of the legion 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,

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the surviving soldiers placed this treasure within the Tomb. They counted out the proper compensation and placed it within leather pouches, then packed the pouches into chests and loaded them onto wagons. Being a mercenary company, the army held to the merc tradition of entombing their fallen comrades with the appointed disbursement. This was borne of an old superstition that stated if a fallen merc 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 prior to battle rather than afterward.

When the 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, as well as 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, which will require three heavy wagonloads to take out of here.

Consequences: If the PCs decide to stuff their pockets full of booty—they probably won't 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'll berate them but then let them go. As far as she's concerned, they've done most of the work. She will proceed to raising the legion and leading them back to Corvis. It is up to the DM to decide how much to involve the villainous PCs in Act III (if they even return to Corvis!).

II. THE BURIAL HALL

The mechanika husk outside dealt massive damage to this colossal hall. It must have been the terminal point for the contraption's shockwave. The hall is lined with the remnants of more than one row of columns, but very few of these are still intact. The area is littered with fallen pillars and a vast multitude of shattered rock that recedes into the darkness, and the entire hall slants precariously downward. What's more, much of the rock and ceiling is draped with a mass of sticky spider webs.

Description: The Burial Hall is a columnar chamber and two rifts run the width of the hall, literally shearing it apart. The first rift drops the hall five feet, and the rift itself is about 15 inches across and no telling how deep; 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:

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 Dex checks (DC 20) 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, dependent on the DM's wont.

Enemies: There are 2d4+2 crypt spiders in the dropped rear area of the main Burial Hall.

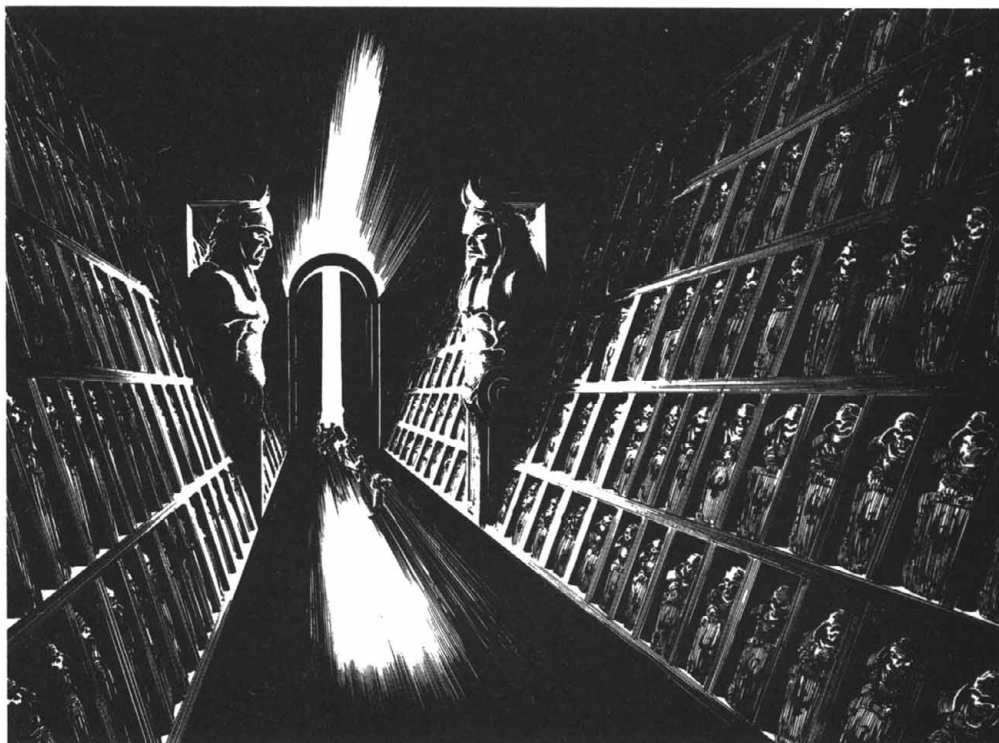
IIA, B & D. CRYPTS I, II & IV

Read the following description for any of areas 11A, 11B, or 11D, depending on which one the PCs choose to enter first:

You can't 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 that lay upon them are devastated—dried out, broken husks, some of them tumbled from their stone catafalques, many of them encased fully or partially in a shroud of webbing. It appears the Legion of Lost Souls has been ruined beyond redemption.

Description: Inside each of these destroyed chambers, 1,200 desiccated husks are sprawled in awkward

positions on the floor or hanging over shifted or overturned stone catafalques. 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 DM may consider handing out bonus experience to any cleric of Morrow who feels 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 (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 amongst the biers and in the webbing above, but a few are in the back of the chamber hunkered over the cadavers, sucking what's 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.

IIC. CRYPT III

After you manage to push the heavy stone door open, you find a welcome sight. This vault has been untouched by the despicable spiders, 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 their varied weapons at their chests. The plaque above this door reads in Caspian (DC 28): IRON WOLF COMPANY, DIVISION XIV, and each of the catafalques housing a soldier bears a stone plaque at the foot, inscribed with their name and 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.

As you are standing there, reflecting on the expedition to this point, you're aware of a sudden presence. You turn to witness Alexia Ciannor walking out of the darkness, toward you. She smirks, saying, "I can't believe you

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actually got into this place. You people just keep impressing me.”

Description: As promised, Alexia has arrived to realize the plan hatched by her uncle and herself. If she doesn't have the Witchfire and it has been held onto by the PCs, she will once more explain that 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 have been untouched by the crypt spiders. She will show remorse for the lost warriors, explaining that their bodies are beyond anything she can do for them. At the appointed time, read the following:

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 witch raises the Witchfire above her head and closes her eyes. Immediately the sword begins to hiss with necromantic force and strands of pale yellow lightning crackle the length of it. Alexia's lips move, a silent incantation upon them. She suddenly 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 grabbing at air... and within moments, some of them sit up, others stand.

Alexia lowers the Witchfire, the lightning that once danced across the blade, now simply a minor sparkle.

Before you all, the Legion of Lost Souls—eye sockets now aglow like twin green flames—stands at attention.

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. The first order of business is they wish to be salaried from their treasure stores, collecting past earnings, before marching from the tomb. The PCs should lead them to the treasury for this and must dole out the payment. The DM may wish to have Alexia suggest this if the PCs are entirely oblivious.

After they collect their due, the soldiers in charge of the steamjacks—called 'jack marshals—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 (7). Officers seem to be giving silent orders and the evacuation of the tomb, although it takes time (especially to haul out the warjacks and their conveyances), will be orderly and precise. 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.

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 of it. 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 bannerman at the head. The assembled host then awaits directions from the PCs and Alexia, all of which 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 DM 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 need be 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



Act III

Wherein the fate of a Kingdom is decided



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's still plenty of work left to do though!

Act Summary: This Act will keep the party on their toes. The 10,000 Skorne are about to enter Corvis and lock it down, in preparation for the arrival of a Cygnar invasion force. 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.

Before the Legion enters Corvis, the PCs must secure the North Gate, so that the enemy-controlled cannons are neutralized. Afterwards, they should also take out a couple of lookout posts within the city, to further conceal the Legion's movement. 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 thousands. And as if all that wasn't 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 DM 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 3 events can be modified to fit the DM's needs.

Encounter: Captain Helstrom

Timing: This should be the first plot-driven encounter of Act 3, though a clever party might want to address the city defense issue before they leave in Act 2. In this case the DM 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, Capt. Helstrom will meet them 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 Capt. Helstrom about the matter earlier in the adventure, he will advise them and offer whatever other help he can. It's even possible that 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.

As you march onwards, you notice a small puff of dust on the road ahead. After a moment you can see a lone horseman, riding towards you at top speed.

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Assuming the PCs allow the rider to approach, he will soon be revealed as Capt. Helstrom. If the PCs try to scare the rider away or attack him, the Captain will attempt to identify himself as best as he can. Once Capt. Helstrom has joined the group, he'll warn them about the danger that awaits them at Corvis.

Capt. Helstrom looks around, stunned at the sight of the Legion. "Gods above," he exclaims, "I hope we've done the right thing." He turns to you and continues on. "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 cannon on the walls would destroy an army before it could enter the city. We'll need to 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 3. During this scene it would be helpful to have the Corvis map from TLN 9 handy. (If you don't have TLN, you can download a map from privateerpress.com.)

Q: How are the gates guarded?

A: Each gate has at least six heavy weapons overlooking the road.

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 men?

A: Raelthorne is overconfident. He knows no Cygnaran forces can reach him for weeks yet, and he is even sowing lies to further slow and confuse the defenders of Cygnar. His men are beginning to practise with the cannon, but fortunately the city is not well defended yet.

Q: How can we secure the 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: Each man is well-armed and armored, though they are not elite. Most of them are cannons, 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.



Captain Helstrom

Scouting Parties

Capt. Helstrom has been an excellent undercover agent so far, but he doesn't know everything Raelthorne is up to. In fact there are a handful of scouts roving the land around Corvis, and it is possible that 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 or Skorne party, at the DM'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's even possible that human scouts will be undercover, posing as peasants or other travelers. The PCs should be made to feel as if they can't 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 might meet.

Any civilian that sees the army is probably already fleeing Corvis, and it is unlikely that they will return to the city that the spooky undead Legion is marching towards. Nonetheless, there is still plenty of opportunity for the DM to make things harder for the party, if desired.

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... and he thinks he has weeks yet before any enemy can approach. Fort Falk is the closest Cygnaran outpost, and they will only now be starting to march to us.

Q: How much time do we have?

A: Only a few hours. I believe the Skorne are on the march to Corvis already. It is imperative that your Legion enters the city before the Skorne can secure it.

Q: When we get into the city, what do we do?

A: Head towards the 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, 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 South

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—but 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 South 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 that nothing is going on, and collecting intelligence from the handful of men I have left in positions of power. I have heard that 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.

Raelthorne the Elder has not been sending Rout 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 towards Corvis.

When Helstrom has gone the PCs will need to plan their 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.

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.

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 penetrating your very bones.

A few moments of peace follow, but the guns of Corvis fire again. This time, the cannoners have selected another type of shell. There is a blinding flash in the air, a crackling sound, and the suddenly the damp fields short of the farm-

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Vahn Oberen



house 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 of DC 12 will be needed to keep control of any steed that is 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 their own dark magics. 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'll need to get through the gate guards again. As always 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 that some of the PCs will be known to the authorities by reputation and description. This will make passing through the gates much 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 is also guarded by a basic steamjack (Appendix A), pressed into military service. These steamjacks are only fired up about 25% of the time—coal isn't 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 of DC 14 will be able to 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, sort of, so he'll be on the lookout for a group that matches their description. Helstrom's silver ring will assure him that 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 out an assault on the North Gate defenders. Mudd knows all about the layout and staffing of the gate area, and he'll sketch maps for the PCs if asked. He's 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, allowing 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.

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While Lt. Mudd and the PCs scheme, the DM can liven things up by having a pair of Inquisitors walk in. These two men will know Mudd by name as 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. It is here where most of the gate defenders can be found.

Once the gate is secured and the Legion has entered the city, Alexia will lead them towards 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 happen outside 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 1-4 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 chosen to seek him out.

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 that an average of one Watchman per hour will visit this place for various reasons (and Lt. Mudd will know this). If the PCs clean the whole place out, they will need to deal with these visitors, who will raise the alarm themselves if they see blood trails or other obvious signs of trouble.

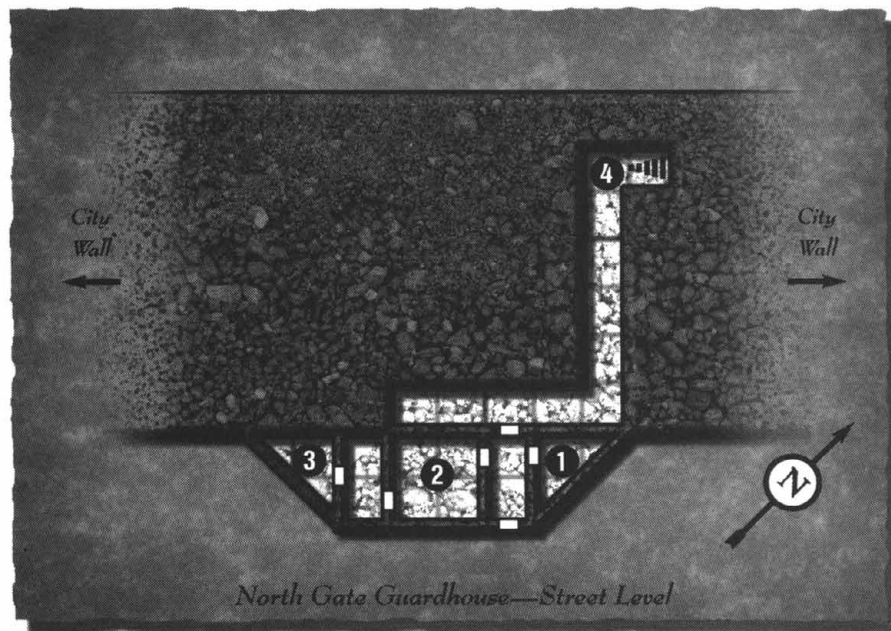
I. THE INQUISITOR'S OFFICE

A massive desk takes up the far corner of this stuffy office. A burly man in heavy armor sits at the desk, 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.

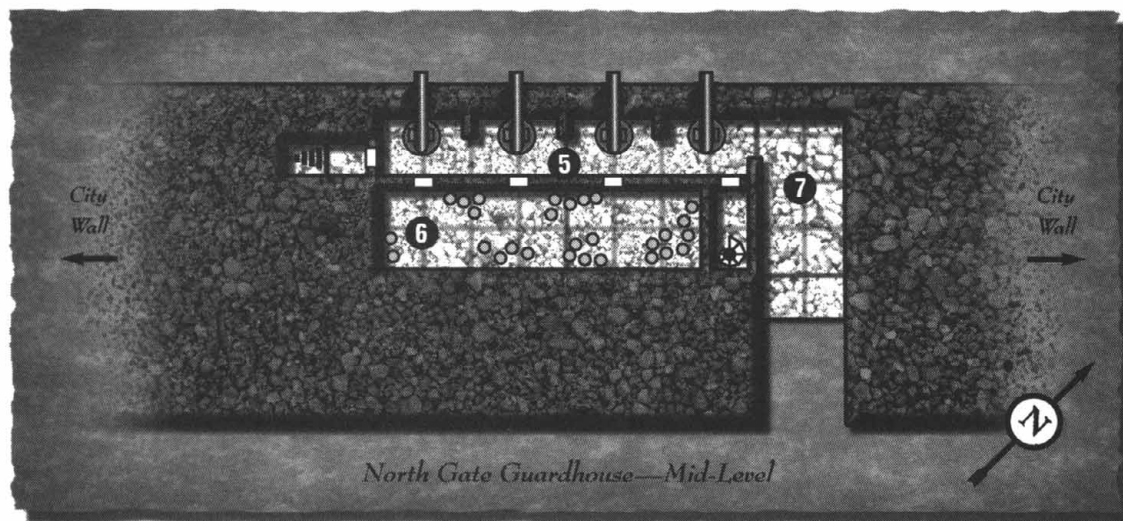
Description: This corner office is where the station commander does his paperwork. Currently, it is occupied by one of Raelthorne's Inquisitors, who is supposed to be overseeing North Gate security. Depending on how quietly the PCs got into the guardhouse, the Inquisitor will either be doing paperwork when the PCs enter the office, or he will hear them scuffling with the guards and come see what is going on. He may even be lured out of his office by Lt. Mudd; the PCs can do any number of things in this situation, so the DM may need to alter the written descriptions throughout this part of the adventure.

Enemies: Overseer Hrothar, Ftr5, is the commander of this station. When he realizes that 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 can't 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.



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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

Several men in 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 cosmos. If television had been invented, they’d be watching one.

Enemies: There are four guards. Each is a War3. Two are extremely loyal to the new regime, while two are not, and are faking it so they don’t get themselves or their families killed. How exactly the two fakers act is up to the DM: 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.

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

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.

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 DM 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 book, the PCs are seeking out and assaulting some important positions, and there’s no reason that these places wouldn’t be stocked with tough guys.

Secondly, the DM can increase the number of Inquisition spellcasters the PCs meet. Those would be wizards with an occasional cleric of Thamar in the mix—no sorcerers, remember? (Clerics of Thamar will be loosely disguised and will try to draw as little attention to themselves as possible.) 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. Don’t let the PCs get complacent if the invaders know their faces! Keep them on edge.

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4. STAIRS

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

Before you is a large room with a high ceiling, as if you were in some pocket carved out of the massive wall that surrounds Corvis. To your left there 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 two walls that separate 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 (Humans War2, hp 9, 11; DMG 39. Skorne hp 22, 23; Appendix A). (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 cannoner's craft. Each human has a loaded military pistol. (Military Pistol: 2d6 piercing, reload 1S/DC8, crit 19–20/x3, range 80 ft., 5 lb. See privateerpress.com for a free firearms rules download.) As earlier, 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.

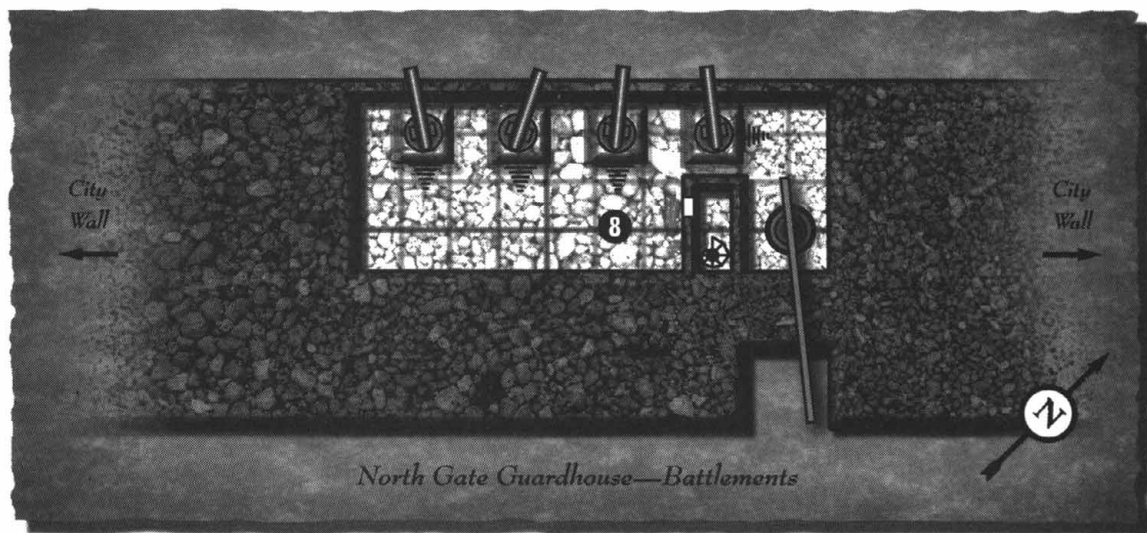
Consequences: Again, if the alarm flare is launched reinforcements will arrive within minutes. See area 8.

Treasure: The military pistols have a market value of about 600 gp each. Each man carrying a pistol has four extra charges for it (worth about 10 gp each). The cannoners also carry a key that opens the doors to the powder magazine (area 6) and the ammo caches upstairs in area 8.

6. POWDER MAGAZINE

As you swing open the heavy iron door, a strong peppery smell assaults you. Its meaning is clear to anyone with combat experience—blasting powder, and a lot of it. The darkness within the room is suddenly punctuated by a flash of light as 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."



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Description: The powder room has three doors. The doors are normally locked (Open Locks DC 24 to open, or take a key off a cannoneer). 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's 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 forced to train the enemy in his craft, which he did begrudgingly. His life was only spared because of his immense skill.

Hlar isn't unhappy to see someone contesting Raelthorne the Elder'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 to be good men.)

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 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'll be killed too.

A stockpile explosion will also destroy the spiral staircase that leads 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 won't be able to do much else, though they can use the cranes to escape or hoist up reinforcements and supplies.

Treasure: The ammo stockpile is worth many thousands of gp, but the loot

is bulky. The cannonballs (there are 250 here) weigh about 12 lbs each (therefore, 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. A charge that is set on fire will explode in 1d10+5 seconds, doing 8d6 fire damage to anything it is in contact with; damage is reduced by 2d6 for each five feet of distance, Ref save of 16 for half damage. A cannon blasting charge also has a 5% chance of exploding for every 1 hp of physical damage that it takes. (Remember, gunpowder in the Iron Kingdoms is actually a combination of two alchemical creations that explode on contact. Each compound is flammable as well, but the biggest 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 round shot; the can is shredded when fired, turning the cannon into a giant shotgun). These won't 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 (3d10 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 of 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 circle with flaming goo that is the equivalent of alchemist's fire (PH 113).

It's quite likely that 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 that they are held responsible for any misuse of the ordinance. It would be very easy to injure or kill innocent civilians if the weapons were misused.

7. LOADING PLATFORM

A large set of double doors stands open. Beyond is a large chamber, 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 cannon 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 that no Watchmen care for). There is nothing of interest in this room.

8. UPPER CANNON BAY

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 also a huge crane, its arm extended over the city-side dropoff. 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 (Open Locks DC 24, or take a key off any cannoneer).

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 of DC 16 to figure it out.


The Cannons

There is no room for a complete treatment of cannon rules here, but here are some basics.

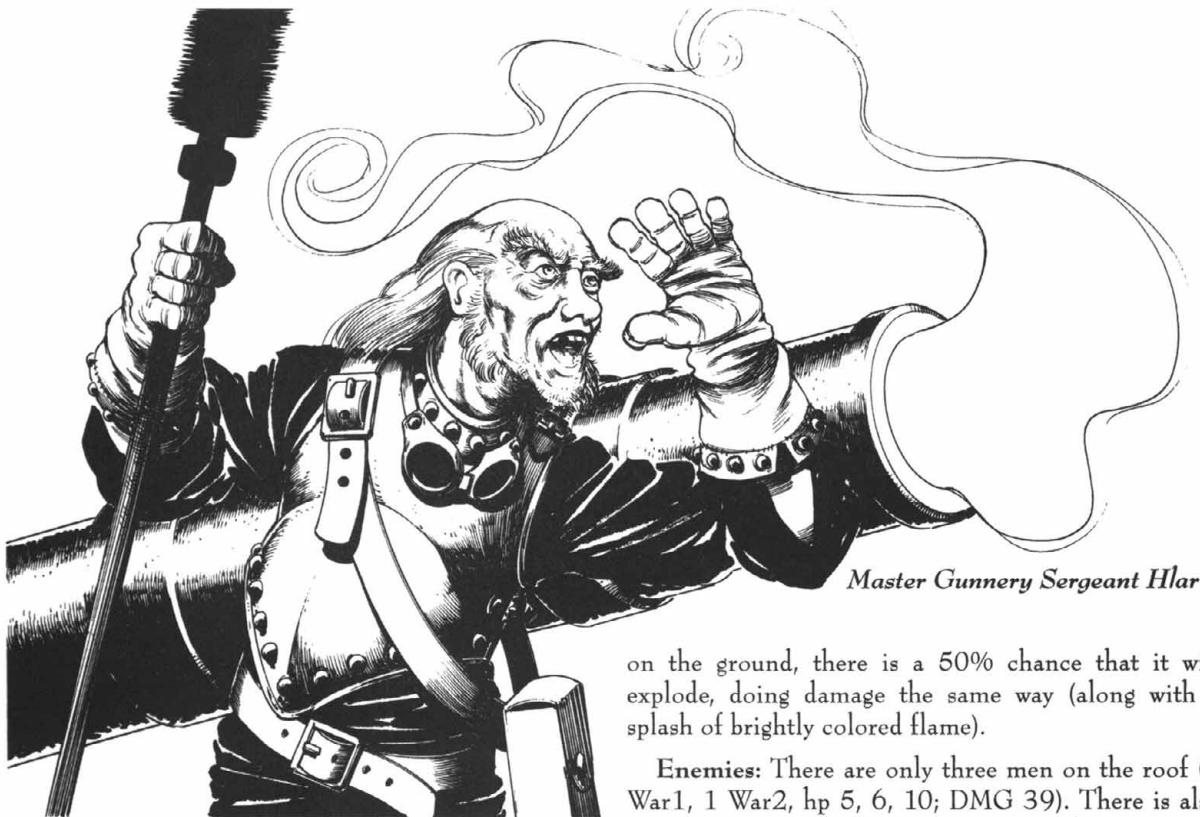
12-pound gun (AKA "twelve pounder"): Medium-sized breech-loading cannon, useful in many combat roles. 10 feet long, barrel weight 2500 lbs, weight with carriage 3000 lbs. 15,000 gp, reload 10F/DC12 (crew of four). Other stats depend on the type of ammo used. (Yes, that's one full minute to reload.) Most cannons have a threat range of 19-20 and a triple damage multiplier.

- ▶ **Solid Shot:** Used for battering walls and punching into dense ranks of enemies. Range increment 450 ft., damage 4d12 piercing. Cannonball can easily carry through four ranks of men, doing 1d12 damage less for each man it hits.
- ▶ **Explosive shell:** Clockwork timer determines where the shell explodes. Range increment 300 ft., damage 3d10 piercing (shrapnel radius 20 ft., crit 20/x2), Ref save DC 16 for half damage.

- ▶ **Incendiary shell:** Uses a clockwork timer as above. Range increment 300 ft., damage as alchemist's fire (PH 113), damage radius 20 ft.
- ▶ **Canister:** Close-range antipersonnel ammunition. Useless past 1800 ft. Deadly at close range. Range increment 180 ft., damage 4d12, shot radius of effect starts at three feet and expands three feet for every range increment; damage decreases with range increments as follows: 4d12, 3d12, 2d12, 1d12 and 1d8 for the rest of the range increments.

In case it isn't 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 that these guns are bigger than historical 12-pounders. Hey, it's like Texas—everything's a bit bigger!) 

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Master Gunnery Sergeant Hlar

(It takes 10 men 60 minutes to hoist a 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, though 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 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 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. Just as in an IK firearm, the two powders explode upon contact with one another, and the flare itself is then launched about 200 feet into the air. If a flare is dropped into the tube backwards, it won’t go off, but the clay will break and the tube will need to be dismounted and cleaned (two minutes, Disable Device DC 18 or Craft (cannoneer) 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 doing 1d6 damage to anyone within five feet (Ref save DC 16 for half damage). If a flare is thrown

on the ground, there is a 50% chance that it will explode, doing damage the same way (along with a splash of brightly colored flame).

Enemies: There are only three men on the roof (2 War1, 1 War2, hp 5, 6, 10; DMG 39). There is also one Skorne Warrior here (hp 22; Appendix A).

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 PCs 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 Ftr5 named Garwood will arrive in 10 minutes, along with 2 Ftr1 crooked Watchman flunkies.

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

Of Cannonballs & Brass Monkeys

The brass tray that cannonballs are stacked on is called a “monkey,” for some strange reason only known to cannoners. 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. (We wouldn’t make this up.) In the Iron Kingdoms, this expression is known to be of Dwarven origin, as it gets quite frosty in Rhul. What is not known is where the Dwarves learned about monkeys...

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it through the gate anyway, but a fight with Watchmen and Inquisitors will certainly develop and slow them down.

It is also possible that 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.

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, 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 the warriors 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 doesn't 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.)

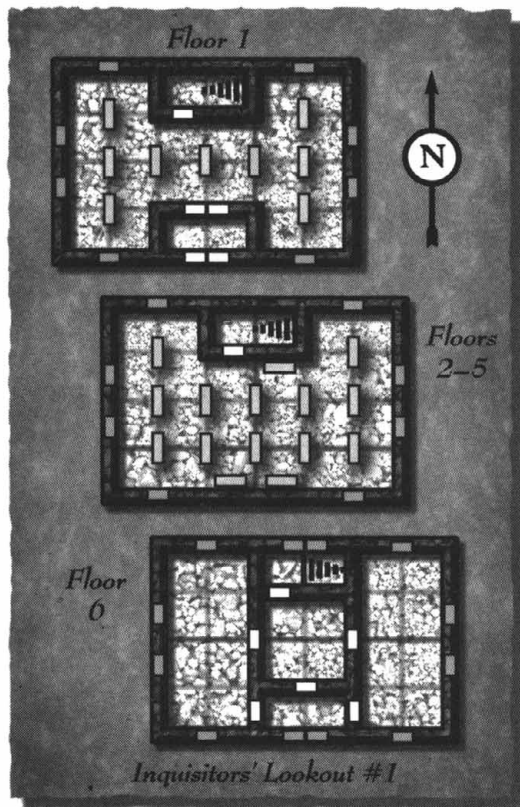
Lookout Point 1

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.

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 that this building is also home to the office of "Bursh & Bursh, Barristers," and "Greater Cygnar Import & Export."

An eye has been painted on the front door with black paint—an indication that the new regime has claimed this building. The rightful owners probably haven't been allowed inside in 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 Wiz3 and a male Rog3), keeping an eye on things around them with spyglasses (3x magnification, 6 lbs, 600 gp). They also have military rifles (1200 gp, damage 2d8 piercing, reload 2S/DC12, crit 19-20/x3, range 200 ft., 15 lb., see privateerpress.com for more rules) 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 (near marker #8, TLN 9, or visit our web site for a download). 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.

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 10x20 foot platform with four-foot sides (no map provided—wing it!). On it are two more Inquisitors, both male (Ftr2 and Rog2). They both have spyglasses and 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 that the cannons at the South Bridge (AKA 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 this situation and leave the battle to deal with it. The DM can easily ensure that the party returns in time for the finale with Alexia and Oberen—the battle can linger on as

long as the DM needs.

- ▶ 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.

Purpose: This task sets up the PCs' final confrontation with the cowardly and evil Mayor Borloch.

Over the last week or so, Oberen and 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, (Aristocrat 8) is a friend and confidant of King Leto Raelthorne. Another, Admiral Fhreel (War6/Expert 9) is a Cygnaran naval officer, knowledgeable about the marine defenses of Caspia. Lastly, there is an important civilian, Tarl Schenk (Expert 9)—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 that 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 DM has some flexibility in the timing of this task.

Paging Mr. Hathcock, Mr. Carlos Hathcock...

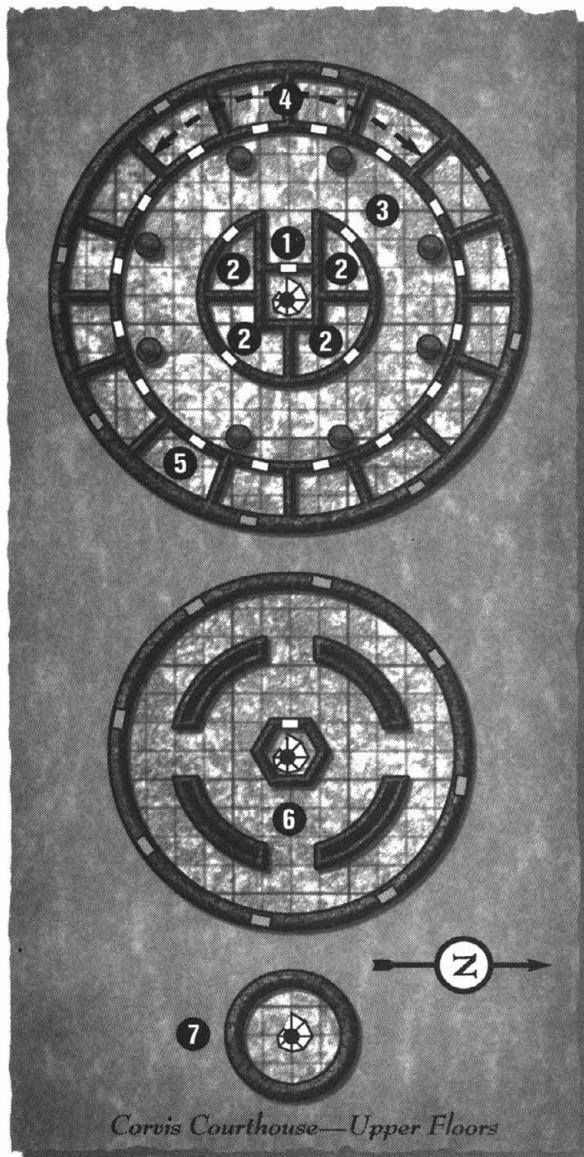
The PCs may get the bright idea to find their own perch and take out the lookouts with rifle fire. It's not a bad idea, so let them pursue it if they want. Knowledge (local) and Climb checks can be made to find a good location to shoot from. (A silence spell would certainly be handy for the snipers!) If anyone wants to knock out the portable flare launcher, it has an AC of 12, and one hit from a rifle will destroy it—assuming the PCs have a high enough perch to see it. If they don't find a great spot to shoot from, they will probably only see the lookouts' upper bodies. (See PH 133 for rules on concealment.)

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 3 of SOTE—anything the DM wants to cook up is fine as long as it leads to a dramatic and very 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.

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 (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... Capt. 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 that someone was seriously contesting Raelthorne'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 Mr. 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 volun-

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teer, but he will choose Officer Bokar (Ftr 2), who is also armed with a longsword and a military pistol. Bokar is scratched and beat up, but hasn't 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-parkin' Watchmen (Ftr2). 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 DM will have to improvise—but Lt. Jonas is positive that the bad guys are upstairs. Floors two and three have the same floorplan as floor four, if the PCs want to explore them. There won't 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 that the building has been obviously ransacked should help to keep things moving, because the rogues in the party won't be rifling every desk looking for loot. Floor four is where the fun starts, and fun is positively maximized on floor six.

I. STAIRWELL

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

This spacious office holds an elegant desk, matching chairs and several pieces of cheap institutional art.

Description: These are offices for magistrates and other city officials, though 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, consisting 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

A wide marble-floored hallway encircles this floor. The outside wall is lined with doors. An occasional bronze statue graces 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, refer to the Dex checks related to flagstone floors on DMG 107. (One of the statues in the hallway is of Mayor Borloch. He didn't waste any time getting that done, did he?)

Enemies: There are five men (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, they will attack, trying 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

This room is clearly some other kind of office, though 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 4, Magistrate Bencher's office.

Enemies: If the PCs approach an office that is 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 1, and they want to use the key taken from the lair of the tunnel terror in SOTE, 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" (Search DC 12).

The Inquisition goons didn't find the magistrate's floor safe, which the PCs may locate under a floor tile with the Cygnaran swan on it (Search DC 22). The safe has an *arcane lock* upon it, as well as a splendid conven-

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tional 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, 20 large and elegant Elven platinum coins (worth 50 gp each), and the dead magistrate's most prized possession, a *ring of lies*. Three times a day, the ring's wearer can invoke the ability to *discern lies* as a 4th level cleric. Once per day, the wearer can freely speak lies for one round, and these lies cannot be detected by magical means. The ring of lies is worth 22,000 gp.

6. LAW LIBRARY

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, as 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 Ftr2's, 1 Rog3 and 1 Wiz2. They will do their best to kill the PCs or drive them back down the stairs.

Tricks & Traps: A bookcase can be pushed over with a Str check of DC 26. Because the bookcases are wide, three characters can participate in the effort. Anyone caught under a falling bookcase will take 2d6 damage and be pinned down. A Ref save of DC 18 will halve the damage and allow the victim to avoid being trapped. (The bookcases are not close enough together to fall like dominoes.)

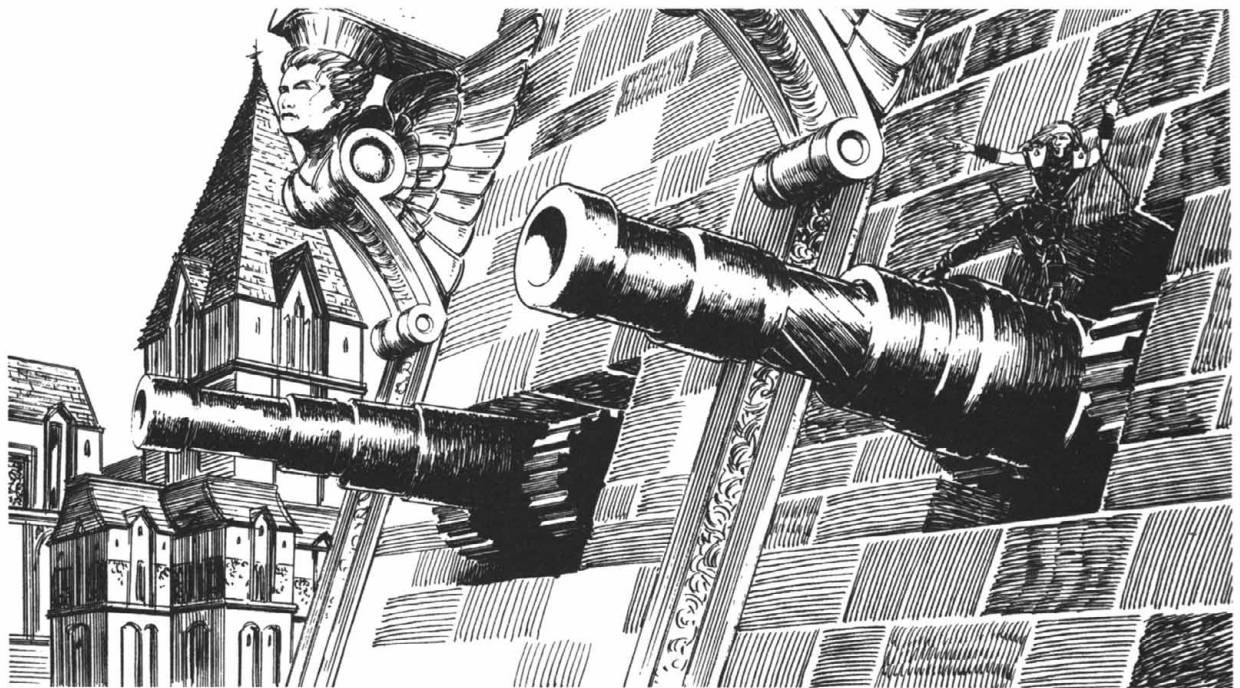
Consequences: When the PCs have killed two of the four enemies, the last two will retreat up to area 7. If the PCs bypass this level entirely, all of the enemies will follow them up to area 7, making for an interesting standoff.

Treasure: You want to steal from a library? That's *low*. But a PC knowledgeable about rare books will find one legal tome worth 100 gp with each Search check of DC 24, to a maximum of 10 books.

7. OBSERVATION DECK

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'd care for innocent blood on your



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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 a total of three men here, each will be holding one of the tied-up prisoners in front of him as a shield, and each will have gun (small or military pistol) to the 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. Borloch truly knows little about what has really been going on. He has no idea what Raelthorne's exact plans are, but he may confirm that Oberen clued him in to the Corvis Coven and suggested that framing them would be a good idea. Borloch may be the Mayor now, but he has been a pawn all along.

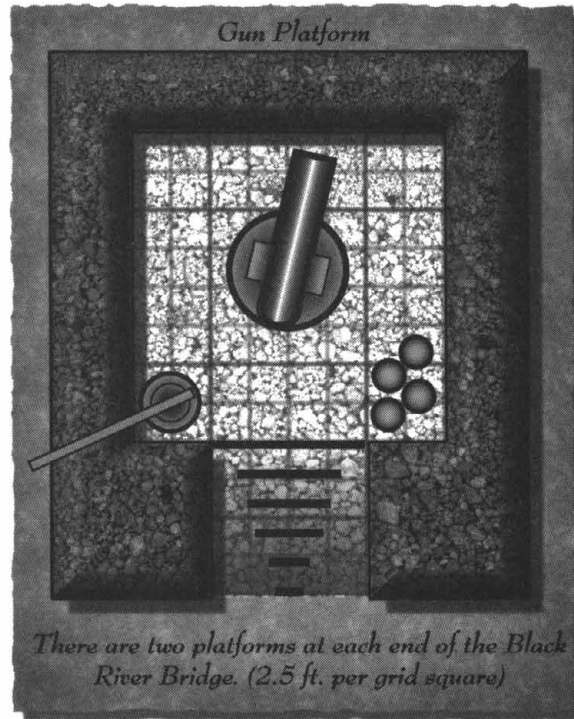
Enemies: Borloch has a couple of men with him here at all times (Ftr3 and Wiz3). Depending on how the fights on the two floors below have gone, he may have even more when the PCs finally get here. It is also possible that Inquisitors from the floors below will be sneaking up the staircase to surround the party.

Consequences: Borloch is ruthless and utterly evil. He will demand that 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 towards 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 won't do it himself... not because he doesn't have the guts, but because he doesn't want to lose his human shield, Lady Hattentop!) Once the Admiral is dead, Borloch will indicate that Lady Hattentop dies next if he doesn't start getting some satisfaction.

If anyone makes a threatening move or begins to cast a spell, Borloch and Co. 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 (see rules for cover PH 132). 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 alive. There's 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 (AKA South Bridge).

Purpose: The PCs must disable the river defense cannons so that the enemy can't turn them around and fire into the Legion.

Four cannon 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 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, causing 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

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bridge to attack the east bank gun emplacements. Or, 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, a high point of the battle. The DM 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 touched off.

The Gun Platforms

There are four cannons at the South 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 (War2), and a 1 in 4 chance of one Inquisitor (Ftr, Rog or Wiz 3) stopping by for inspection. If the city is on high alert, the guns will be pointing backwards towards 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 then a crew of four gunners.

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 that takes 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 the ones at the North Gate. Double all the range increments and add two dice to all the damage values listed on page 70. Increase the damage radius of the explosive shell to 30 feet as well. The reload time will increase to 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.

Target: North Bridge

The northwestern gun emplacement at the Black River Bridge (AKA South Bridge) is about one and a half miles from the narrow North Bridge—the one Capt. 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 to make the shot. Sgt. Hlar can make this happen if he is asked. (Take a look at the map—misses will plunge into the Black River and not into the city, luckily making this plan possible. There is still the possibility of collateral damage, but that's a call the PCs will have to make.)

The range is about 8000 feet. With solid shot (damage 6d12, range increment 900 feet for this huge cannon) that comes to a to-hit penalty of -14. Sgt. Hlar



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has a ranged attack BAB of +14, and the bridge is AC 10. The aged stonework bridge has a hardness of 6 (not 8, since the stone isn't solid, but built with old, crumbling mortar), and it will take only 100 hp of damage to collapse part of the bridge. On average, that will be about three hits.

If the PCs run out of ammo, or if their cannon is somehow destroyed, they will need to find some other 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. They could also try to bottle it up with some loyal Watchmen, or even civilians who want to fight.

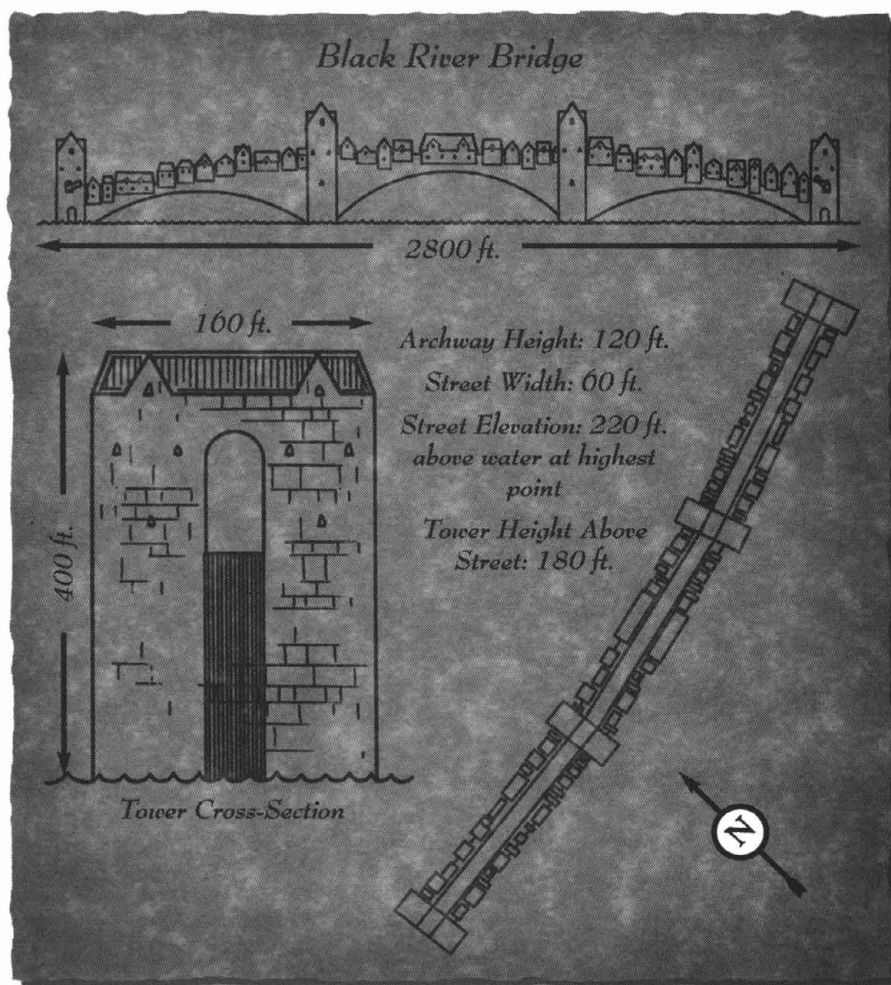
If the PCs open fire on the North Bridge, they may wonder if they will be attacked from its own gun emplacements. Sgt. Hlar will put them at ease. "Them're just 12-pounders, like up'n the wall. Can't touch us. Can make mebbe half the range, an' only with an old codger like me directin' 'em."

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 South Bridge. At the same time, the Skorne army is setting foot on the east side of the bridge; as soon as they learned that 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 heard of Corvis.

Purpose: It had to happen eventually, you know!

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, commanding 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 quickly start cleaning house. And don't 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 arise 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, amplifying the blade's necromantic abilities in ways even its designers couldn't have anticipated.

The Skorne army consists of primarily of Skorne warriors, with some warhounds, low-level battle-clerics

Where are Vinter Raelthorne's Stats?

Raelthorne the Elder's stats are not provided. This is quite intentional. Frankly, he is ridiculously powerful, and the PCs aren't supposed to seriously engage him in melee combat. The DM can easily fake it with stats for a Ftr20 from DMG 53. The Exile's blade "Kingslayer" is a special weapon, but for the purposes of this encounter it can be treated as a +5 greatsword.

When everything blows over, Raelthorne will be gone and apparently dead. Perhaps he vanished after a well-placed cannon volley, or he fell of the bridge after taking a bullet from the PCs. Of course, an individual that evil, motivated and skilled won't be defeated so easily. Raelthorne will be back to menace Cygnar again... the *Witchfire Trilogy* is just the beginning. The Iron Kingdoms are going to war.

and wizards. The PCs aren't 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, though they should realize that they will not be *directly* changing the course of events for 10,000 enemies. The DM 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 that 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-regent, 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 Raelthorne if they can reach them. They shouldn't be stopped from trying, but Raelthorne the Elder (Ftr20... at least) is the most dangerous man in the city... the PCs aren't going to be able to take him out, especially with Oberen backing him up. Raelthorne is a warrior of tremendous strength, incredible speed and unearthly constitution. Let the PCs cross swords with he and Oberen for a bit if they want, because that kind of personal contact really builds up the adversarial relationship that powers the story. Raelthorne will call them "insolent whelps" and other supervillain insults as he metes out blows with Kingslayer. Use the Legion's undead soldiers as cannon fodder to keep Raelthorne and Oberen from focusing on the PCs and wiping them out, but the ultimate outcome of the fight can't be in question; the PCs will get slaughtered if they try and finish off the Exile. Hopefully they will be smart enough to retreat once they get a bloody nose.

If PCs need to be saved from themselves, they can be carried away from Raelthorne and Oberen by the tide of battle, or separated by an errant cannon blast. This encounter is intended to simply heighten the tension between the party and Raelthorne the Elder; the PCs have a destiny with the Exile, but it is not to be resolved today.

Assuming that the Skorne army is defeated, Raelthorne 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 be the victim of a cannon, vanishing in a cloud of smoke and dust. Yes, the PCs can even mete out this "final" blow. In fact, that would be ideal! Regardless of how things happen, Raelthorne's body will not be found. Is this cheating? A bit. But when you become a Ftr20 and the king of your own realm you'll be able to get away with quite a bit too. DMs should not fret about Raelthorne, 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; there's also Mayor Borloch to deal with, if that hasn't happened yet.

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 DM 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 this should be the highlight of the Battle of Corvis (as this will come to be known).

The fight between the Legion and the Skorne will take a while—hours, certainly—but so long as Alexia keeps the sword the outcome isn't much in doubt. The PCs should be able to get their licks in, getting up to the front line if they like, and then retreating as they wish. They 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 DM will have to improvise for a bit, but when there seems to be a lull, the PCs should see the Skorne War Beast approaching.

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, 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 crumbling masonry behind

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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 cannon continue to fire, shells ripping 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 isn't put down, it could conceivably turn the tide of the battle by smashing Alexia's troops into dust (or bloody smears if they are fresh recruits).

The intention 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 be always involved in such pivotal events.

If the PCs have control of a cannon with ammunition, they can attack the beast, which will put them 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 DM 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 powder magazine in the cannon cupola, and if the powder went up the explosion would shower half of Corvis in beast chunks.

The beast's flanks are covered in chains (hardness 10, 75 hp) that secure the armored cupola to its back. This makes it relatively easy to get a grappling hook to stick (Rope Use 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 Locks DC 16, but +2–4 DC for the beast's violent motion).

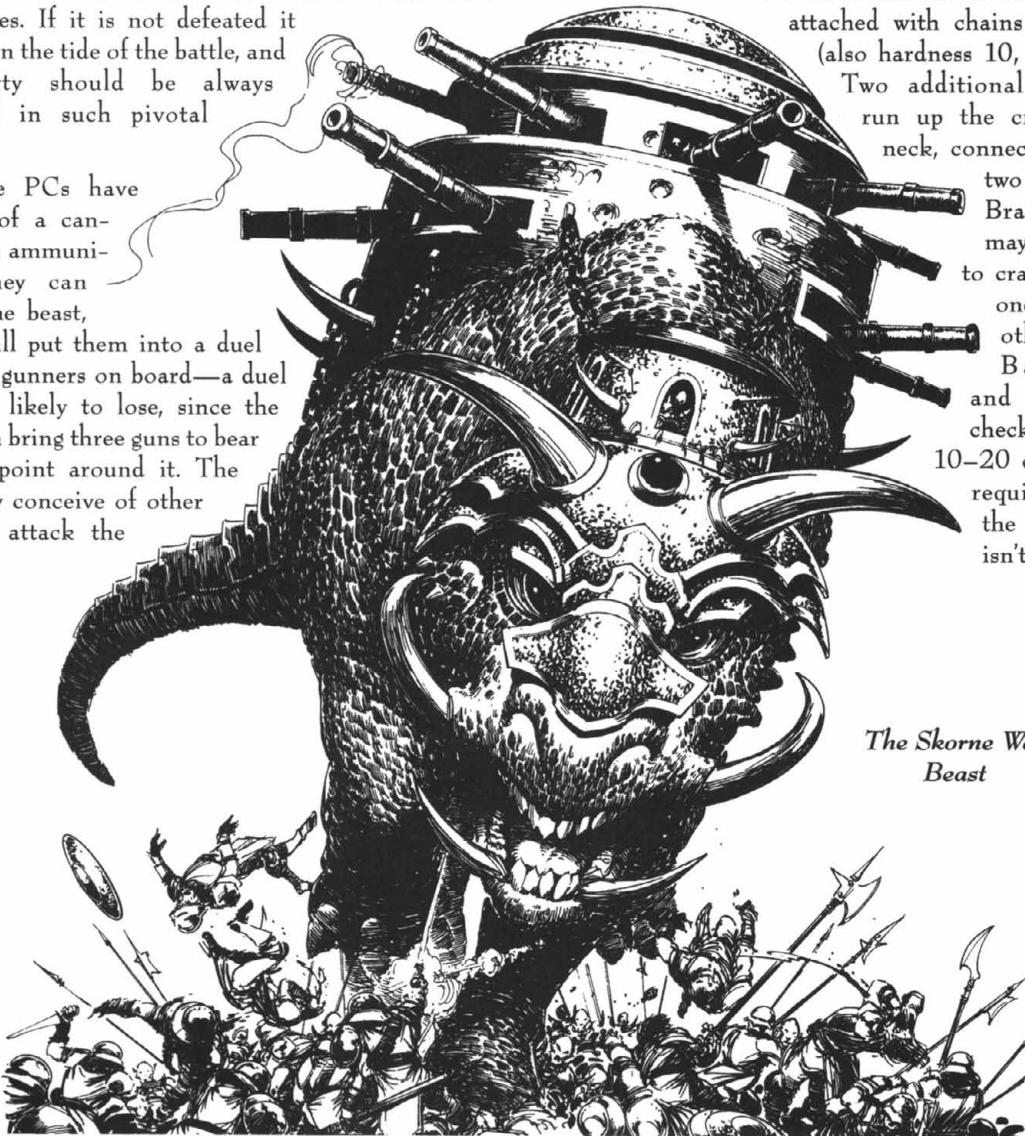
The head has the driver's turret attached with chains as well (also hardness 10, 75 hp).

Two additional chains run up the creature's neck, connecting the

two turrets.

Brave PCs may be able to crawl from one to the other, but

Balance and Str checks of DC 10–20 could be required if the creature isn't moving



*The Skorne War
Beast*



smoothly. Climbers may also come under pistol fire from the one Skorne gunner with a good view of the creature's neck. (Use the Cygnaran Military Pistol stats for the gunner's sidearm.) The hatch on the back of the driver's turret is not locked—because come on, who would be crazy enough to climb up there?

The Climb DC for all the turret surfaces is 20 but there is a DC penalty of 2–4, as above. The turret is metal, but there are enough seams and chains and gun ports to provide hand and footholds.

I. TURRET, UPPER LEVEL

The hatch swings open revealing a dimly lit round metal room, full of choking smoke. Six very surprised Skorne gunners look up at you through their smoked-glass goggles.

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, which can be assumed to do the same damage as a Cygnaran military pistol.

The center of the 20 foot diameter room has a ladder heading down. The ladder is surrounded by six wooden crates, bolted to the floor. Each large crate has enough powder and ammunition for 20 shots.

Enemies: There are six Skorne gunners here. Each has the same stats as a Skorne Warrior, except that they have only one hit dice, no armor and a dagger. (hp 11 each, AC 11, attack 1 dagger + 5, damage 1d4+4, SV Fort +2, Ref +5, Will +1)

Tricks & Traps: There is a lot of cannon blasting powder in this room. If those 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 isn't small (say a flask of oil or bigger) the powder will go up in 1d20+20 seconds. Anyone firing a weapon into the powder 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 powder goes up the war beast will be killed, as will anyone in area 1 or 2. Anyone outside the turret will take 4d6 damage (Ref save 16 for half damage) and be thrown off the beast (no save possible). Falling damage from this height is 4d6.

Treasure: Anyone who manages to get out of this room with treasure should e-mail us. We'd love to hear that story! But if you must know the Skorne pistol is worth 1200 gp for its rarity. Each Skorne powder charge is worth 200 gp, but only five can be sold before there's no more interest. The powder is incompatible with human weapons and is only valuable for research.

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2. TURRET, LOWER LEVEL

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's much like the upper level. It's a lot more likely that PCs will be climbing on the outside of the turret, chucking fiery things inside through the gun ports, hoping to ignite the Skorne powder.

Enemies, etc: See area 1.

3. DRIVER'S CUPOLA

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 (area 1). 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 Ref save of DC 20 will fall down. Anyone outside on the beast's head or neck will fall off if they fail the save (falling damage 4d6), while 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 DM can use the beast's explosive demise as a way to take Raelthorne out of the picture too, but if things don't work out that way another exit can be devised. When the PCs have resolved the situation with the beast, the DM 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 3, though it is possible that the encounter with Mayor Borloch will follow it in some campaigns. The DM should set Alexia's showdown sometime after the Skorne war beast is dealt with.

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, but no elaborate setup is required. The stage is simply set as follows:

- ▶ Raelthorne seems to have been defeated; he's out of the picture for now. The PCs should be feeling pretty good about that!
- ▶ 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 far 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 abandon him, fleeing at the sight of Alexia, the Legionnaires and their own undead comrades.
- ▶ Alexia and Oberen begin to fight on the bridge, surrounded by a circle of Legionnaires. Any Skorne that stick around are quickly dealt with by the undead troops.

The outcome really isn't in doubt unless the PCs try to prevent Alexia from killing Oberen; if that happens, well, the DM should just play along. Alexia has been saving herself for this, but Oberen is looking a little ragged already. He's 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*. (Oberen: 25 hp remaining, AC12, Init +2, atk dagger +9/+12 (dagger +3), damage 1d4+3, spells remaining up to the DM, but *haste*, *fireball*, *improved invisibility* and *wall of force* suggested. See Appendix B for all his stats.)

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.

Raising the Witchfire over her head, Alexia replaces both hands on its ebony hilt and strikes downward, spearing Oberen. The wiz-

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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 there were other options, Dumas will learn of it and his opinion of the party will change dramatically.

ard 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, sinking it further into her enemy, sliding 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-smearred face... her mission is complete at last.

Oberen falls unceremoniously to the ground, his wizard's staff clattering on the cobblestones. Alexia puts a boot on his chest and tugs the Witchfire free, stepping away from the spreading pool of blood.

So it's over... right? Nope. Alexia will now begin a short ritual designed to destroy the Witchfire. She'll 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's been working on the ritual since she recovered the Witchfire, knowing that eventually this day would come. Luckily for her, the Witchfire was designed to be relatively easy for its attuned wielder to destroy—its designers apparently saw its destructive potential as a horrible weapon of last resort. Alexia merely had to attune herself to the blade and deduce the correct magical sequence to unravel its enchantments—not a simple task, but one she was able to manage in the past weeks.

The ritual takes two minutes. The first minute doesn't even really look suspicious, though a Spellcraft check of DC 26 will let an observer realize that Alexia is casting some kind of enchantment of weakness or unmaking. It is in the second minute that things begin to look a little sketchy, leaving the PCs little time to act.

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, her voice mingling with the peculiar droning coming from the blade. A careful observer (Spot DC 20) will see that the Witchfire seems to be vibrating like a tuning fork. At the one-minute mark, the scene develops:

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, 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 ping-pong and snapping sounds.

Alexia has unraveled most of the enchantments that bind the sorceries to the blade. The ancient containment spells are now on the verge of failing explosively, and a Spellcraft check of DC 22 will inform an observer that something very dramatic 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 surprised (PH 120) because she is concentrating on the ritual. Nonetheless, she will fight them with whatever she has left (about 75% of her hp and spells, unless the DM 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 that Alexia will be killed by the PCs, but hopefully they have built enough of a relationship with her that they will try to subdue her rather than slay her. If it becomes clear to Alexia that the PCs have the upper hand, she will give up, collapsing in tears, rather than fighting to her own death. She's stubborn, selfish and a little crazy, but she is not stupid.

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The Big Bang

If Alexia succeeds in destroying the Witchfire, a wave of blackness will explode from the remnants of the sword, rolling outwards for 20 miles in every direction. A permanent *unhallow* spells 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, no save possible. Any undead already in this area do not suffer from the negative energy damage, and they will remain animated as below.

Within the 20-mile zone blighted by the sword's energies all corpses will arise and will remain animated as zombies and skeletons (depending on their freshness) for seven days. The Legion and their risen Skorne enemies will also remain animated for this period of time. Every risen creature will also have +2 turn resistance (MM 10). The risen will mill about, attacking the living where they find them, but they are not intelligent and they will not form plans and armies.

The 5–7 shards of the Witchfire can be made into powerful necromantic weapons if collected, though naturally they will be nowhere near the potency of the original. Each shard would be worth 10,000 gp to the right buyer.

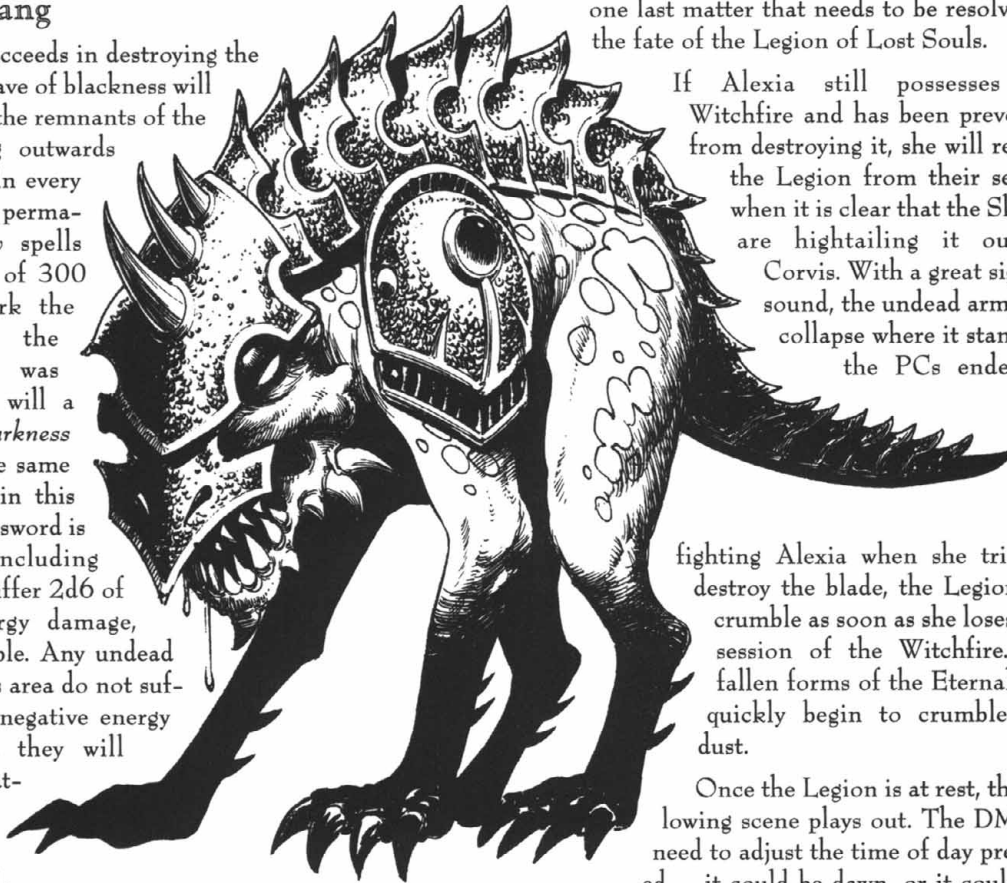
If Alexia is prevented from completing the spell of unmaking, the Witchfire will soon shed its coat of ice and recover. The spells that grant its power will snap back into place within one minute. The blade can be removed from the stone it is embedded in with an assisted Str check of DC 22. Pay heed to the blade's powers though, it will still be dangerous for the PCs to handle without protection!

A Matter of Some Debate

Provided that the Witchfire was not destroyed, plunging the land into darkness and despair, there is

one last matter that needs to be resolved... the fate of the Legion of Lost Souls.

If Alexia still possesses the Witchfire and has been prevented from destroying it, she will release the Legion from their service when it is clear that the Skorne are hightailing it out of Corvis. With a great sighing sound, the undead army will collapse where it stands. If the PCs ended up



Free dog to good home

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 Eternals will quickly begin to crumble into dust.

Once the Legion is at rest, the following scene plays out. The DM 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, as it's more cinematic!

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 Raelthorne's rule and in today's battle. Ancient buildings have been smashed by cannon, 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 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 wounded by stray weapons fire or collapsing stonework. People begin to form groups, silent-

ly, instinctively gathering 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, 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, illuminating the scene in warm light. At the 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 robbed man stoops down and picks something up from the bloody cobblestones. As he stands, you see that 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, concealing 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 that it was a divine visitation, 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. The cleric's holy symbol will gain two special enchantments. First, all attempts to turn undead will gain a +1 bonus. Second, the cleric will be able to use the symbol to cast *aid* once per day. These benefits are not transferable if the holy symbol is given to another.

Oberen's Staff

Vahn Oberen's staff is a unique and powerful magic item. Alexia does not care to have it, and in fact she'll cast a disapproving gaze on any PCs who show an interest in it.

The staff has many properties. First, due to its articulated blades, it functions as a *quarterstaff* +3 doing either blunt or slashing damage. Second, anyone hit by the staff must make a Fort save of DC 18 or be staggered (PH 135) for 1d4 rounds. Third, the crystal on top will produce *light* on command. Fourth, the staff is a *teleport* enhancer; familiarity ranks are adjusted upwards by one when the wielder casts *teleport*, and all mishaps are re-rolled (PH 264). Fifth and finally, the staff can produce *magic missiles* once per day as a 9th level wizard (5 missiles, 1d4+1). The different functions are selected by rotating the weapon's haft, which clicks into several positions (Spot DC 18). The magic weapon and staggering attack ability are always "on." The staff is worth 50,000 gp

Though it is valuable, someone would have to be crazy to want it, since it belonged to one of recent history's most evil villains. Anyone who carries the Head Inquisitor's staff around is going to attract trouble.

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. Possibly, the PCs have prevented Alexia from destroying the Witchfire as well. If everything has worked out, the PCs will be heroes of the people, and when the official military contingent from Fort Falk arrives the commander 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 allegiance to the Crown. Taking the King up on his offer will require a trip to Caspia, but what better reason to head south?

If the PCs can return the Witchfire to Father Dumas, he will see that it is interred in hallowed ground deep beneath the soon-to-be-rebuilt cathedral. Capt. Helstrom will offer the characters officer's jobs in the city Watch, if they want them.

Alexia still wants to destroy the Witchfire to finish off Oberen, but if she didn't get away with the first time she will reluctantly agree to have the black blade 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 somewhat, and she will have second thoughts about breaking the blade.

If the PCs insist on taking the blade to Caspia so that the Church elders can deal with it, Alexia will accompany them. If Alexia gets a chance to disappear with the blade, she will probably take it. If she does choose to flee with it, it may become her personal cross to bear... too deadly to get rid of, and too dangerous to destroy. She'll 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's possible that 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's how things go down, Alexia (if alive) will give the PCs a pass *this* time, so that she doesn't have to fight them in front of her uncle... but she will remember all of the PCs, and if their paths cross again the gloves will come off.

In either case, once her affairs with the Witchfire are concluded, Alexia will make herself scarce. There is part of her that feels badly about what she's done, and she also needs some time alone to learn to deal with the souls that she has captured inside her. She may even devote her energies to fixing that situation, sending the souls of her mother and the others on to eternal rest.

And 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.

And finally, here are some adventure hooks for DMs who want to continue their adventures in the Iron Kingdoms.

- ▶ The local Church of Morrow may wish to visit the old mausoleum and undo the evil that defiles 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, since they have dealt with the Undercity and the mausoleum already.
- ▶ Since most of the city's elders were killed in SOTE, there are city council spots open, and an election is coming up. There's also an opening for Mayor of Corvis... perhaps some of the PCs will wish to turn from swordplay to politics.
- ▶ If the PCs recovered the book of names from the mausoleum in Act 1, 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 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 also possible that Duteous will be re-interred in the mausoleum, if the Church decides to rid it of the evil that infests it.

- ▶ If the PCs still have lots of explosive charges or cannonballs ("liberated" in Act 3), 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 that requires 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 Greater 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.
- ▶ If the Witchfire was not destroyed, the PCs may attempt to take the blade someplace far, far away in order to destroy it more safely. Father Dumas will not like this plan; he thinks the best place for the Witchfire is locked away under his Church, or in the care of the Church elders in Caspia.

Knights of Cygnar

Being indoctrinated into the Knights of Cygnar is mostly a formality—it's 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, though they are not really members of the armed forces and can't be called into active duty. (It's 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 emerald signet ring or stamped letter of station to prove their identity. Visiting Knights are usually treated to the best chow and quarters that the base has to offer, and they can even hitch rides on military ships if there's room.

Appendix A: Creatures



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, which it 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 a couple of 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, though 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 their 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 7.0; Large Undead (Aquatic); HD 10d12; hp 65; Init +7 (+3 Dex, +4 Improved Initiative) or +2 (-2 Dex, +4 Improved Initiative); Spd 10 ft (can't run), swim 20 ft; AC 16 (-1 Size, +3 Dex, +4 Natural Armor) or 11 (-1 Size, -2 Dex, +4 Natural Armor); Atk 1 Bite +9; 1 Slam +4 (Bite 1d8+5; Slam 2d4+5); Face/Reach 5 ft x 5 ft/10 ft; SA improved grab; SQ Immunities (undead), lifesense 60 ft., limited regeneration (30 hp), +2 turn resistance; AL CE; SV Fort +3, Ref +6, Will +10; Str 20, Dex 16, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Hide +11, Move Silently +10, Swim +20 (+8 racial bonus); Improved Initiative.

Improved Grab (Ex): See MM 8.

Immunities (undead): See MM 6.

Lifesense (Su): The creature has the perfect ability to sense all living things on its plane of existence within the listed range. No physical material can block this sense. Essentially, it is blindsight for living targets only, and it cannot be blocked by mundane means.

Limited Regeneration (Ex): The creature can retreat to its lair and use materials stashed there to heal itself. It takes 2 minutes per hp healed in this manner. When the "supplies" are exhausted, the creature may not regenerate until it has gained more.

Turn Resistance (Ex): See MM 10.

Treasure: Standard, hidden in the creature's lair or carried among its own bones.

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 morass.

Crypt Spider: CR 3; Medium-size vermin; HD 2d8+2; Init +3 (+3 Dex); Spd 40 ft., climb 20ft.; AC 14 (+3 Dex, +1 natural); Atk bite +4 melee (1d8+2); SA Acid; SQ Vermin; AL Always N; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 12, Int -, Wis 11, Cha 3.

Skills & Feats: Climb +12, Hide +9, Jump +8, Move Silently +4, Spot +12

Acid Spray: Once per day, a crypt spider can evacuate its acid bladder in a narrow jet from its mouth. This attack does 2d10 points of damage to one target in a 5 ft. radius directly in front of the spider. A successful Reflex save (DC 18) halves the damage. They only do this if cornered or sorely pressed.

Farrow

The farrow are a monstrous hybrid. They wield primitive weaponry but do not hesitate to use more sophisticated weapons gained from a successful ambush. Sometimes called "boar-men" or simply "the swine" by the uneducated, the farrow are a 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-size humanoid (farrow); HD 2d8+6; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +6 Natural Armor); Atk Gore +1 melee (1d8+1); or greatclub +1 melee (1d10+1); or shortbow +1 ranged (1d6); SQ Scent; AL Usually N; SV Fort +6, Ref +1, Will +0; Str 12, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

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

The Ghost (Father Cappus)

The intense hatred that brewed 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 that Renfrow lures below, and keeps his henchman alive by sharing in their life energy.

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) but he can direct Renfrow to help him as needed.

The Father's ghost is slightly different than the textbook definition—he 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 that Father Cappus will agree to go along with this, 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 DM to explore.

Lastly, Father Cappus has the ability to produce *darkness* 3x per day.

Ghost of Father Cappus: CR 7.0; Medium-size Undead; HD 5d12; hp 32; Init +5 (+1 Dex, +4 Improved Initiative); Spd 0 ft, fly 30 ft (perfect); AC 14 (+3 deflection, +1 Dex) or 11 (+1 Dex); Atk Incorporal Touch +5 (Corrupting Touch 1d4+3); SA Corrupting

Stat blocks only—no names or descriptions. You know the drill.

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Touch, Frightful Moan, Manifestation, Mantle of Darkness, Telekinesis; SQ Immunities (undead), Darkvision 60 ft., Corpse Vulnerability, Rejuvenation, +4 Turn Resistance; AL CE; SV Fort +4, Ref +2, Will +9; Str 16, Dex 12, Con -, Int 14, Wis 17, Cha 14.

Skills and Feats: Hide +7, Intimidate +12, Knowledge, Religion +10, Listen +11, Search +12, Spot +11 ; Blind-Fight, Improved Initiative, Iron Will.

Corrupting Touch (Su), Frightful Moan (Su), Manifestation (Su): See MM 212.

Mantle of Darkness (Su): Father Cappus can produce *darkness* 3x/day.

Telekinesis (Su): See MM 213.

Immunities (undead): See MM 6.

Corpse Vulnerability (Su): Only if the ghost's corpse is totally destroyed (fire, acid, etc.) will the spirit's Rejuvenation be thwarted. **Rejuvenation (Su):** Father Cappus' form will rejuvenate in 1d4 hours. See MM 213.

Turn Resistance (Ex): See MM 10.

Legionnaire, Undead

The undead legionnaires retain a semblance of their personality from their former lives, their ancient psyches having steeped into their very bones. Three hundred plus years ago, these tireless warriors were once members of the fabled mercenary company ironically called the Eternals. Upon their deaths, legend states that 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.

Undead Legionnaire: CR 1; Medium-size undead; HD 3d12; Init +1 (+1 Dex); Spd 30 ft.; AC 18 (+1 Dex, +2 natural, +4 scale armor, +1 small shield); Atk longsword +3 melee (1d8+2); SQ undead, immunities, +2 turn resistance; AL Usually N; SV Fort +1, Ref +2, Will +4; Str 15, Dex 12, Con -, Int 6, Wis 12, Cha 13.

Skills & Feats: Climb +6, Hide +5, Listen +6, Move Silently +5, Search +5, Spot +6, Use Rope +5, Blind-Fight.

Saqu

Saqu are fifteen-foot tall semi-flightless predatory birds. These avians will eat nearly anything smaller than themselves that they are able to catch. A saqu will often perch on high cliff faces or hide amongst tall foliage whilst looking for food, then swoop down upon its prey, pinning it to the ground and snapping at it with its powerful beak. Their diet has been known to include men as well as beasts.

Saqu: CR 4; Large animal; HD 5d8+15; Init +1 (+1 Dex); Spd 30 ft., fly 60 ft. (average); AC 14 (-1 size, +1 Dex, +4 natural); Atk Bite +5 melee (2d6+4), 2 claws +0 melee (2d8+4); SA Ravage; AL Always N; SV Fort +7, Ref +5, Will +3; Str 18, Dex 13, Con 16, Int 2, Wis 14, Cha 6.

Skills & Feats: Listen +9, Spot +9

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. 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, as the prey is now pinned under one 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.

Skorne War Beast

These huge dinosaur-like creatures are used as massive living weapons platforms by the Skorne. They are capable of carrying a dozen or more cannons on their back, and their ability to trample and swallow enemies makes them that much more dangerous. The beasts are trained and surgically modified so that they can be controlled by a driver, who sits in an armored cabin on top of the head.

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 that comes near it. Usually, the beasts are used to trample enemy soldiers, and they are capable of swiftly moving cannons into range of desirable targets.

Once the beast has lost 75% of its hit points, there is a 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 War Beast: CR 9; Gargantuan Beast; HD 20d10+100; hp 210; Init +0; Spd 40 ft.; AC 14 (-4 Size, +8 Natural Armor); Atk 1 Bite +23 (Bite 6d8+12); Face/Reach 20 ft x 20 ft/20 ft; SA Improved Grab, Swallow Whole, Trample; SQ Low-light vision, Darkvision 60 ft., Tough Hide +2; AL N; SV Fort +18, Refl +12, Will +7; Str 35, Dex 10, Con 20, Int 2, Wis 12, Cha 10. **Skills and Feats:** Listen +5, Spot +5. Improved Grab (Ex): Once the beast has grabbed someone in its teeth, it can try to swallow them. See MM9.

Swallow Whole (Ex): Anyone swallowed by the beast will take 10d6 damage per round, no save. See MM 9.

Trample (Ex): Damage 2d12+12; Save DC 32. See MM 9.

Tough Hide +2 (Ex): The creature's skin is so thick that it can shrug off 2 hp of damage from each attack. Tough Hide is akin to a hardness value on an inanimate object.

Skorne Warhound

These beasts hail from the Bloodstone Marches and are often 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 they are ordered to. 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. They will even disengage from an enemy in order to come to their master's aid, if they can perceive that 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 by 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

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Skorne Warhound: CR 3; Medium-size Beast; HD 3d10+15; hp 31; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 Natural Armor); Atk 1 Bite +5 (Bite 1d6+3); SA Improved Grab; SQ Low-light vision, Darkvision 60 ft., Scent; AL N; SV Fort +10, Refl +5, Will +2; Str 16, Dex 14, Con 20, Int 2, Wis 12, Cha 10.

Skills and Feats: Jump +5, Listen +5; no Feats.

Skorne Warrior

The Skorne are a mysterious race that live 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.

Skorne are tall and pale, with angular features. Most are bald, and tattoos that denote rank and social status are common. They are stronger than the average human, but they have no other unusual abilities. (The DM should freely adjust the stats below if an extra-tough or interesting Skorne is needed for the adventure!)

Skorne Warrior: CR 2; Medium-size Humanoid (Skorne); HD 4d8+4; hp 22; Init +1 (+1 Dex); Spd 30 ft.; AC 18 (+8 Splint Mail & Shield (lg, steel)); Atk 1 Longsword +7 (Longsword 1d8+4); SA none; SQ Darkvision 60'; AL N; SV Fort +2, Refl +5, Will +1; Str 19, Dex 12, Con 13, Int 11, Wis 10, Cha 8; Advancement Range: By class; Climate/Terrain: Warm Desert; Organization: N/A.

Skills and Feats: Listen +4, Search +2, Spot +3; Power Attack.

Treasure: None

Steamjack, Archaic (Archaic Warjack)

These mechanika are throwbacks of the modern steamjack to a time when olden kingdoms spent vast amounts of coin to employ the hulking machines on the battlefield. The cost alone caused this phase to be short-lived. Many kingdoms poured enormous amounts of resources into the construction of just a few warjacks and eventually the constructs were discontinued. Effective as they were, kingdoms still lost the war effort by going broke in trying to churn out the machines. Many warjacks found their way on the opposite side of the field from the ones who made them or, like in the case of the Legion of Lost Souls, adopted into merc armies during the Free Companies Movement.

Steamjack (Archaic Warjack): CR 9; Large construct; HD 16d10; Init -2 (-1 Dex, -1 size); Spd 15 ft. (can't run); AC 28 (-1 size, -1 Dex, +20 natural); Atk huge greataxe or huge greathammer +17 melee (2d8+10); SQ construct, steamjack abilities, damage reduction 10/+1; AL Always N; SV Fort +3, Ref +0, Will +3; Str 24, Dex 9, Con: —, Int —, Wis 11, Cha 1

Steamjack, Basic

Steamjacks are advanced mechanika constructs. A steam engine provides their motive power, but they are given awareness by sophisticated wizardry. The human Kingdom of Cygnar originally developed the technology for warfare over two 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 site throughout the Iron Kingdoms, especially in industrial centers like the city of Corvis.

Steamjack (Basic): CR 9; Large construct; HD 14d10; Init -2 (-1 Dex, -1 Size); Spd 20 ft. (can't run); AC 25 (-1 size, -2 Dex, +18 natural); Atk slam +18 melee (2d10+8); SQ construct, steamjack

abilities, damage reduction 10/+1; AL always N; SV Fort +3, Ref +1, Will +3; Str 27, Dex 7, Con: —, Int —, Wis 11, Cha 1

Tomb Maiden

Tomb maidens resemble nine-foot tall human females composed of iron and guard their dead charges unwaveringly. They fight to protect their charges with absolute vigilance, often wielding enormous halberds, but occasionally employing other large weaponry. Mechanically primitive, these constructs are intellectually on the same level as a steamjack.

Tomb Maiden: CR 6; Large construct; HD 10d10; Init +0; Spd 30 ft. (can't run); AC 26 (-1 size, +17 natural); Atk Huge halberd +13/+8 melee (2d8+10); SQ Construct, damage reduction 10/+1; AL Always N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 10, Con —, Int —, Wis 11, Cha 1.

Appendix B: Characters



Borloch, Ulfass

At the beginning of the *Witchfire Trilogy*, Magistrate Borloch sat on the city council and was second only to the Mayor in power. By the middle of Book II, he, Raelthorne and Oberen have taken over Corvis. In Book III, he is the mayor of Corvis, but he's in truth nothing more than Oberen's pawn.

Borloch is a thoroughly vile man. He blackmailed the Corvis Coven into doing his evil bidding, so that his personal power would increase by their labors. When the Coven had outlived its usefulness to him, he had them framed and executed. Even this was set up by Vahn Oberen—the whole story can be found in *The Longest Night*.

Ulfass Borloch, male Rog6: CR6; Size M (5 ft., 5 in. tall); HD 6d6; hp 28 (Toughness x2); Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather +1); Atk dagger +4 (+4 Base), +7 ranged (+4 Base, +3 Dex); Damage dagger 1d4; SV Fort +2 (+2 Base), Ref +8 (+5 Base, +3 Dex), Will +3 (+2 Base, +1 Wis); AL NE; Str 10 (+0), Dex 16 (+3), Con 11 (+0), Int 14 (+2), Wis 12 (+1), Cha 8 (-1).

Special Attacks: Sneak attack +3d6.

Languages Spoken: Cygnaran

Skills & Feats: Appraise +9 (+7 Rank, +2 Int), Bluff +8 (+9 Rank, -1 Cha), Decipher Script +5 (+3 Rank, +2 Int), Diplomacy +8 (+9 Rank, -1 Cha), Forgery +8 (+6 rank, +2 Int), Gather Information +8 (+9 Rank, -1 Cha), Innuendo +7 (+8 Rank, -1 Cha), Intimidate +8 (+9 Rank, -1 Cha), Knowledge (local) +6 (+4 Rank, +2 Int), Listen +4 (+3 Rank, +1 Wis), Move Silently +5 (+2 Rank, +3 Dex), Profession (Barrister) +5 (+3 Rank, +2 Int), Ride +4 (+1 Rank, +3 Dex), Sense Motive +6 (+5 Rank, +1 Wis), Spot +3 (+2 Rank, +1 Wis); Dodge, Leadership, Toughness x2.

Possessions: Guns, knives, gems, you name it... Borloch has a great deal of wealth. He can also procure magic items if needed. It's good to be the Mayor, even if you are a weak-willed pawn in a greater scheme.

Ciannor, Alexia

Seventeen-year-old Alexia is Father Dumas' niece. Her mother, the Father's wife's sister, was the leader of the Corvis Coven, and was executed a decade ago with the rest of the witches. Alexia inherited

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her mother's magical abilities and has become a powerful sorceress. In fact, she is a prodigy, having 10th level skill at a young age. Currently, she is playing host to the souls of her mother and the other four coveners, and this has further enhanced her magic abilities, particularly where the Witchfire is concerned.

Alexia is motivated by a desire for revenge—on Oberen, who framed the coven. Unfortunately for Alexia, the PCs have thwarted her plans, and by the end of Part II she is thought to be dead. She returns in Part III, making an unlikely ally for the PCs—but her quest for vengeance will put Corvis in jeopardy once again!

Alexia Ciannor, female human Sor10: CR 10; Size M (5 ft., 7 in. tall); hp 31; Spd 30 ft.; AC 10; Atk dagger +5 (+5 Base), small pistol +5 (+5 Base); Damage 1d4 dagger, 2d4 small pistol; SV Fort +4 (+3 Base, +1 Con), Ref +3 (+3 Base), Will +8 (+7 Base, +1 Wis); AL N; Str 9 (-1), Dex 10 (+0), Con 12 (+1), Int 14 (+2), Wis 12 (+1), Cha 17 (+3).

Languages Spoken: Cygnaran, Caspian

Skills & Feats: Alchemy +8 (+6 Rank, +2 Int), Concentration +12 (+11 Rank, +1 Con), Gather Information +5 (+2 Rank, +3 Cha), Knowledge (arcana) +12 (+10 Rank, +2 Int), Ride +5 (+5 Rank), Sry +3 (+1 Rank, +2 Int), Spellcraft +12 (+10 Rank, +2 Int), Swim +4 (+5 Rank, -1 Str), Wilderness Lore +2 (+1 Rank, +1 Wis). Combat Casting, Craft Wondrous Item, Maximize Spell, Still Spell, Silent Spell.

Sorcerer Spells Known (6/7/7/1/5/3): 0th—*Dancing Lights, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Mending, Ray of Frost, Read Magic.* 1st—*Charm Person, Color Spray, Magic Missile, Mount, Shield.* 2nd—*Blindness/Deafness, Invisibility, Knock, Leomund's Trap.* 3rd—*Blink, Fly, Lightning Bolt.* 4th—*Arcane Eye, Polymorph Other.* 5th—*Animate Dead.* Alexia also knows more powerful necromantic spells, some of her own design, some learned from ancient texts. She prefers not to kill anyone unless they *really* deserve it.

Possessions: Aside from the Witchfire, some magical research notes (concealed in Corvis) and a purloined pistol, Alexia has very little.

Dumas, Pandor

High Priest 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 as tough as Khador steel. The community likes and respects the Father, who has an excellent reputation in Corvis. Normally Father Dumas carries no weapons or armor. If he needs to do combat he will fetch his shield +1, heavy mace +1 and splint mail +1, for AC 20.

Father Pandor Dumas, male human Clr7: CR 7; Size M (5 ft., 9 in. tall); HD 7d8+7; hp 39; Spd 30 ft.; AC 10; Atk heavy mace +6 melee (+5 Base, +1 heavy mace +1); Damage heavy mace 1d8+2; SV Fort +6 (+5 Base, +1 Con), Ref +2 (+2 Base), Will +8 (+5 Base, +3 Wis); AL LG; Str 12 (+1), Dex 11 (+0), Con 13 (+1), Int 12 (+1), Wis 16 (+3), Cha 15 (+3).

Languages Spoken: Cygnaran, Caspian.

Skills & Feats: Concentration +6 (+5 Rank, +1 Con), Diplomacy +4 (+1 Rank, +3 Cha), Heal +7 (+4 Rank, +3 Wis), Knowledge (Arcana) +4 (+3 Rank, +1 Int), Knowledge (Local) +4 (+3 Rank, +1 Int), Sry +3 (+2 Rank, +1 Int), Spellcraft +6 (+5 Rank, +1 Int). Combat Casting, Extra Turning x2, Spell Penetration.

Cleric Domains: Good, Healing

Cleric Spells Known (6/5+1/4+1/3+1/1+1): 0th—*Detect Magic, Guidance, Light, Mending, Read Magic, Virtue.* 1st—*Comprehend Languages, Detect Evil, Entropic Shield, Protection from Evil, Remove Fear, Sanctuary.* 2nd—*Aid, Consecrate, Enthral, Hold Person, Zone of Truth.* 3rd—*Cure Serious Wounds, Dispel Magic, Prayer, Water Walk.* 4th—*Holy Smite, Restoration.*

Possessions: Father Dumas' only items of note are his shield +1, heavy mace +1 and splint mail +1. He 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 cannoners in Corvis. 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.

Sgt. Hlar, male human War3/Exp8: CR 9; Size M (5 ft., 5 in. tall); HD 3d8+6 + 8d6+16; hp 86; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 19 (+4 Dex, +5 breastplate); Attack shortsword +12/+7 (+9 Base, +3 Str), or military pistol +13/+8 (+9 Base, +4 Dex); damage shortsword 1d6+3, military pistol 2d8; SV Fort +7 (+5 Base, +2 Con), Ref +7 (+3 Base, +4 Dex), Will +7 (+7 Base); AL LG; Str 16 (+3), Dex 18 (+4), Con 14 (+2), Int 14 (+2), Wis 11 (+0), Cha 10 (+0).

Languages Spoken: Cygnaran, Rhulic (spoken only).

Skills and feats: Craft (cannoneer) +15 (+11 Rank, +2 Int, +2 Skill Focus), Craft (small arms) +13 (+11 Rank, +2 Int), Hide +9 (+5 Rank, +4 Dex), Knowledge (firearms) +12 (+8 Rank, +2 Int, +2 Skill Focus), Knowledge (firearms) +15 (+11 Rank, +2 Int, +2 Focus), Listen +2 (+2 Rank), Move silently +7 (+3 Rank, +4 Dex), Open lock +13 (+9 Rank, +4 Dex), Ride +10 (+6 Rank, +4 Dex), Sense motive +11 (+11 Rank), Spot +0, Swim +13 (+10 Rank, +3 Str); Exotic weapon proficiency (small arms), Exotic weapon proficiency (cannon), Improved initiative, Skill focus (craft (cannoneer)), Skill focus (knowledge (firearms)).

Possessions: His uniform, his military pistol, and his cannons... his beloved cannons!

Helstrom, Julian

Captain Helstrom is a respected officer in the Watch, and his name is well known among merchants and criminals alike. He used to be in the royal army, but retired and joined the Watch in Corvis. The Captain is also a secret agent of King Raelthorne the Younger, though no one in Corvis is aware of this yet.

Captain Julian Helstrom, male human Ftr9: CR 9; Size M (5 ft., 7 in. tall); HD 9d10+9; hp 62; Spd 20 ft.; AC 17 (+2 Dex, +5 breastplate); Attack longsword +13/+8 (+9 Base, +3 Str, +1 masterwork weapon) melee, or military pistol +11/+6 (+9 Base, +2 Dex) ranged; Damage longsword 1d8+4, military pistol 2d6; SV Fort +7 (+6 Base, +1 Con), Ref +5 (+3 Base, +2 Dex), Will +5 (+3 Base, +2 Wis); AL LN; Str 16 (+3), Dex 14 (+2), Con 13 (+1), Int 12 (+1), Wis 13 (+2), Cha 15 (+3).

Languages Spoken: Cygnaran, Khadoran.

Skills and Feats: Climb +5 (+2 Rank, +3 Str), Concentration +5 (+4 Rank, +1 Con), Forgery +6 (+6 Rank), Handle animal +10 (+10 Rank), Hide +2 (+2 Dex), Listen +2 (+2 Wis), Move silently +2 (+2 Dex), Open lock +4 (+2 Rank, +2 Dex), Spot +2 (+2 Wis), Swim +4 (+1 Rank, +3 Str), Wilderness lore +6 (+4 Rank, +2 Wis); Blind-fight, Combat Reflexes, Dodge, Endurance, Improved Critical (longsword), Improved Disarm, Leadership, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: Captain Helstrom possesses a masterwork longsword, which he carried as an army officer. He still uses his Cygnar military armor and pistol as well. All of his gear is kept in perfect condition. The Captain also has a few thousand gp worth of gems and coins from his adventures split between his home and the Bank of Cygnar.

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.

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Lieutenant Mudd works in the northwest part of Corvis. Lately he has drawn duty at the North Gate, which suits him 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's handy with blade and gun as well. Unfortunately Mudd isn't 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; he 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'll be sure to take any opportunity he can to make a quick buck, though he won't 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—that includes assisting the PCs—but he won't 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.

Lt. Harcourt Mudd, male human Ftr6: CR 6; Size M (6 ft., 3 in. tall); HD 6d10+18; hp 55; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 breastplate); Attack longsword +8/+3 (+6 Base, +2 Str, +1 weapon focus), or military pistol +7/+2 (+6 Base, +1 Dex); damage longsword 1d8+4, military pistol 2d8; SV Fort +8 (+5 Base, +3 Con), Ref +3 (+2 Base, +1 Dex), Will +3 (+2 Base, +1 Wis); AL LG; Str 15 (+2), Dex 12 (+1), Con 16 (+3), Int 12 (+1), Wis 13 (+1), Cha 12 (+1).

Languages Spoken: Cygnaran.

Skills and feats: Climb +11 (+9 Rank, +2 Str), Craft (small arms) +8 (+7 Rank, +1 Int), Handle animal +2 (+1 Rank, +1 Cha), Hide +1 (+1 Dex), Listen +1 (+1 Wis), Move silently +1 (+1 Dex), Ride +5 (+4 Rank, +1 Dex), Search +4 (+3 Rank, +1 Int), Spot +1 (+1 Wis), Swim +10 (+8 Rank, +2 Str), Wilderness lore +1.5 (+0.5 Rank, +1 Wis); Blind-fight, Exotic Weapon Proficiency (small arms), Leadership, Mounted combat, Power attack, Quick draw, Weapon focus (sword, long), Weapon specialization (sword, long).

Possessions: Arms and armor, and a potted plant named “Spenser” on the windowsill at home. 6 pistol charges.

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. The magic blade Witchfire transferred some power from each covener into him.

Vahn Oberen, male human Wiz12: CR 12; Size M (5 ft., 9 in. tall); HD 12d4+24; hp 49; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (Dex +2, ring of protection +2); Atk dagger +9/+4 (+6 Base, +1 dagger +3) melee, or dagger +11/+6 (+6 Base, +2 Dex, +1 dagger +3) ranged; Damage dagger 1d4+3; SV Fort +6 (+4 Base, +2 Con), Ref +6 (+4 Base, +2 Dex), Will +10 (+8 Base, +2 Wis); AL NE; Str 11 (+0), Dex 15 (+2), Con 14 (+2), Int 18 (+4), Wis 14 (+2), Cha 13 (+1).

Languages Spoken: Cygnaran, Caspian, Orgoth, Molgur

Skills and Feats: Alchemy +8 (+4 Rank, +4 Int), Concentration +9 (+7 Rank, +2 Con), Gather information +16 (+15 Rank, +1 Cha), Hide +7 (+5 Rank, +2 Dex), Knowledge (arcana) +17 (+13 Rank, +4 Int), Knowledge (local) +14 (+10 Rank, +4 Int), Listen +3 (+1 Rank, +2 Wis), Move silently +2 (+2 Dex), Scry +18 (+14 Rank, +4 Int), Spellcraft +13 (+9 Rank, +4 Int), Spot +2 (+2 Wis); Combat Casting, Extend Spell, Forge Ring, Maximize Spell, Scribe Scroll, Silent Spell, Spell Mastery (*Change Self, Charm Person, Dispel Magic*), Spell Penetration, Still Spell.

Wizard Spells Known (4/5/5/5/4/3/2): 0th—*Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead,*

Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance. 1st—*Animate Rope, Change Self, Charm Person, Chill Touch, Feather Fall, Identify, Shield, Shocking Grasp, Silent Image.* 2nd—*Knock, Leomund's Trap, Levitate, Mirror Image, See Invisibility.* 3rd—*Dispel Magic, Fireball, Fly, Haste, Protection from Elements, Slow.* 4th—*Charm Monster, Dimension Door, Fire Shield, Improved Invisibility, Polymorph Self, Rainbow Pattern, Summon Monster IV.* 5th—*Animate Dead, Cloudkill, Dominate Person, Hold Monster, Nightmare, Wall of Force, Wall of Iron, Wall of Stone.* 6th—*Chain Lightning, Flesh to Stone, Summon Monster VI.*

Possessions: Oberen carries his staff (page 86) and a dagger +3 of mysterious origin. The weapon sheds light at his command, and it may have other abilities as well. He also has a ring of protection +2. Should he ever need money, he has access to a great deal of it. C'mon, he's Head Inquisitor!

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 that Father Cappus steals, but despite this he is not a true supernatural being himself. He is cunning, vicious and evil... he also has developed an unnatural appetite for human flesh over the centuries. (The pineal gland is his favorite, if you must know.)

Renfrow, male human Rog5: CR 5; Size M (5 ft., 11 in. tall); HD 5d6+5; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather); Attack dagger +3 (+3 Base), or small pistol +7 (+3 Base, +3 Dex, +1 magic); damage dagger 1d4 + poison, small pistol 2d4+1; SQ Darkvision 60 ft., Light Sensitive, Turnable (Su), +2 Turn Resistance; SV Fort +2 (+1 Base, +1 Con), Ref +7 (+4 Base, +3 Dex), Will +4 (+1 Base, +3 Wis); AL CE; Str 11 (+0), Dex 17 (+3), Con 13 (+1), Int 16 (+3), Wis 16 (+3), Cha 12 (+1).

Languages Spoken: Cygnaran, Caspian.

Skills and Feats: Balance +9 (+6 Rank, +3 Dex), Bluff +4 (+3 Rank, +1 Cha), Climb +7 (+7 Rank), Escape artist +9 (+6 Rank, +3 Dex), Forgery +11 (+8 Rank, +3 Int), Hide +6 (+3 Rank, +3 Dex), Intimidate +9 (+8 Rank, +1 Cha), Listen +9 (+6 Rank, +3 Wis), Move silently +11 (+8 Rank, +3 Dex), Open lock +11 (+8 Rank, +3 Dex), Pick pocket +9 (+6 Rank, +3 Dex), Ride +5 (+2 Rank, +3 Dex), Spot +10 (+7 Rank, +3 Wis), Swim +10 (+8 Rank, +2 Focus), Tumble +11 (+8 Rank, +3 Dex); Exotic Weapon Proficiency (small arms), Improved Initiative, Skill focus (swim).

Darkvision (Ex): Over the centuries Renfrow has adapted to the darkness, and he no longer needs light to see, my preciousss.

Light Sensitive (Ex): Renfrow will be at -2 to initiative and to-hit in light stronger than torchlight, such as a Daylight spell.

Turnable (Su): Renfrow, steeped in evil and stolen life-energy, is susceptible to a cleric's ability to turn or rebuke undead.

Turn Resistance (Ex): See MM 10.

Possessions: When the PCs meet Renfrow, he will have concealed on his person the magical pistol “Lady Luck” and five charges. The Lady is an infamous weapon in the underworld and collector's circles. Lady Luck operates as a +1 small pistol (2d4+1 piercing, 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 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 is still remembered by firearms aficionados and duelists. The gun's deadly reputation draws gunfighters to its wielder like a moth to a flame, and he who owns it would be wise to keep it concealed for this reason.

Note that there are few standards for ammunition in the Iron Kingdoms, and the Lady's owner will need to have ammunition spe-

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cially made for her—this may make it hard to keep her reappearance a secret. (Visit privateerpress.com for a free download on firearms rules, or check SOTE 63.)

Renfrow also has leather armor and 2 poisoned daggers, both taken from victims. (Poison save DC 16, Initial damage 1d6 Str/Secondary damage 1d6 Str). Renfrow has enough poison for 4 more applications (worth 200 gp per dose).

Selar

Selar is a powerful officer in the Griffon gang that controls the eastern part of the city. She is a 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, though her ancestry is a very open secret in the underworld. No one talks about it though; Selar has a very bad temper and doesn't 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 that fools like Malek will eventually bring heat down on the Griffons or embroil them in another costly gang war. Selar won't move openly against Malek, but if she has the opportunity to set him up or take him out without getting her hands dirty she'll take it. She will also take any opportunity to sabotage Raelthorne's rule of the city, so long as she can do so with no risk to her organization. "All these Inquisition fools are bad for business."

Selar, female half-elf Rog11: CR 11; Size M (5 ft., 2 in. tall); HD 11d6+44; hp 82; Init +4 (+4 Dex); Spd 30 ft.; AC 19 (+4 Dex, +5 leather +3); Attack rapier +10/+5 (+8 Base, +1 Str, +1 magic), or small pistol +12/+7 (+8 Base, +4 Dex); damage rapier 1d6+2, small pistol 2d4; SV Fort +4 (+3 Base, +1 Con), Ref +13 (+7 Base, +4 Dex, +2 Lightning reflexes), Will +5 (+3 Base, +2 Wis); AL CN; Str 12 (+1), Dex 18 (+4), Con 18 (+1), Int 14 (+2), Wis 14 (+2), Cha 10 (+0).

Languages Spoken: Cygnaran, Shyrr (spoken only)

Skills and Feats: Appraise +12 (+10 Rank, +2 Int), Balance +9 (+5 Rank, +4 Dex), Climb +15 (+14 Rank, +1 Str), Craft (small arms) +10 (+8 Rank, +2 Int) Craft (weaponsmithing) +8 (+6 Rank, +2 Int), Diplomacy +8 (+8 Rank), Hide +14 (+10 Rank, +4 Dex), Intuit direction +3 (+1 Rank, +2 Wis), Listen +16 (+11 Rank, +2 Wis, +1 Racial, +2 Alertness), Move silently +14 (+10 Rank, +4 Dex), Open lock +17 (+13 Rank, +4 Dex), Pick pocket +18 (+14 Rank, +4 Dex), Search +6 (+3 Rank, +2 Int, +1 Racial), Spot +9 (+4 Rank, +2 Wis, +1 Racial, +2 Alertness), Swim +2 (+1 Rank, +1 Str), Use magic device +11 (+11 Rank), Use rope +17 (+13 Rank, +4 Dex); Dodge, Exotic Weapon Proficiency (small arms), Expertise, Lightning reflexes.

Possessions: leather +3, rapier +1, small pistol and 10 charges. (The armor and weapon 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 a bank account with 2,500 gp.

Seth

Seth was once a caravaner 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 of the '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 Ftr9: CR 9; Size M (5 ft., 10 in. tall); HD

9d10+9; hp 56; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 hide armor); Attack +10/+5 melee (short sword 1d6+1, dagger 1d4+1) or +11/+6 ranged (military rifle 2d8, dagger 1d4+1); SV Fort +7, Ref +5, Will +4; AL NG; Str 13, Dex 14, Con 13, Int 9, Wis 13, Cha 8.

Languages Spoken: Cygnaran.

Skills and Feats: Alchemy +1, Craft (Small Arms) +4, Hide +2, Listen +3, Move Silently +2, Ride +14, Spot +3, Wilderness Lore +1.5; Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility, Mounted Archery, Mounted Combat, Quick Draw, Trample, Exotic Weapon Proficiency (Small Arms)

Equipment: Military rifle, 10 rifle charges, piecemeal leather and furs (functions as hide armor), short sword, two daggers. Seth's rifle has a scope, which reduces the range increment penalty from -2 to -1.

Tully

Old Tully is a fixture of the Griffon-controlled Undercity in Filchers' Crossing. He's 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 human Exp8: CR 7; Size M (5 ft., 6 in. tall); HD 8d6-8; hp 26; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack knife +4/-1 (+6 Base, -2 Str), or small pistol +8/+3 (+6 Base, +2 Dex); damage knife 1d2-2 (sad, eh?), small pistol 2d4; SV Fort +1 (+2 Base, -1 Con), Ref +4 (+2 Base, +2 Dex), Will +6 (+6 Base); AL LN; Str 7 (-2), Dex 15 (+2), Con 9 (-1), Int 15 (+2), Wis 11 (+0), Cha 12 (+1).

Languages Spoken: Cygnaran, Rhulic (spoken only).

Skills and Feats: Appraise +15 (+11 Rank, +2 Int, +2 Focus), Bluff +1.5 (+0.5 Rank, +1 Cha), Craft (jeweler) +12 (+8 Rank, +2 Int, +2 Focus), Craft (small arms) +4 (+2 Rank, +2 Int), Diplomacy +3.5 (+0.5 Rank, +1 Cha, +2 Focus), Disable device +4.5 (+2.5 Rank, +2 Int), Hide +4 (+2 Rank, +2 Dex), Intuit direction +9 (+9 Rank), Knowledge (local) +12 (+10 Rank, +2 Int), Listen +6 (+6 Rank), Move silently +7 (+5 Rank, +2 Dex), Ride +6 (+4 Rank, +2 Dex), Search +13 (+11 Rank, +2 Int), Spot +5 (+5 Rank), Swim +2.5 (+2.5 Rank, -2 Str, +2 Focus), Use magic device +3.5 (+2.5 Rank, +1 Cha); Exotic Weapon Proficiency (small arms), Skill focus (Craft (jeweler)), Skill focus (Appraise), Skill focus (diplomacy).

Possessions: Tully's shop probably has 10,000 gp worth of gear in it. Technically, most of it is owned by the Griffons, but Tully doesn't really want for anything due to his connections. Tully is armed with a small pistol, but he hasn't even 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.

Wadock, Gunner

Gunner Wadock is a caravaner on the Fellig-Corvis trade route. He's a tough little man who often doffs his hat from his balding pate to smite his employees. Gunner was the former employer of the PCs if they played the standard intro of TLN.

Gunner Wadock, male human Ftr3: CR 3; Size M (5 ft., 7 in. tall); HD 3d10+3; hp 28; Init +0; Spd 30 ft.; AC 13 (+2 leather, +1 Dex); Attack +4 melee (1d8+1 longsword), or +4 ranged; SV Fort +4, Ref +2, Will +2; AL LN; Str 13, Dex 12, Con 13, Int 12, Wis 13, Cha 15.

Languages Spoken: Cygnaran, Khadoran.

Skills and Feats: Bluff +4, Gather Information +3, Handle Animal +4, Ride +3, Swim +2, Knowledge (Local) +4, Appraise +4; Blind-Fight, Combat Reflexes, Endurance, Expertise, Toughness.

Equipment: Longsword, leather armor

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 it is his sword that Megan now wields. His valiance, however, could not save him from meeting his fate at the end of a Gertens' blade.

Megan Wadock, female human Ftr3: CR 3; Size M (5 ft., 8 in. tall); HD 3d10+3; hp 22; Init +4 (improved initiative); Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Attack +0 melee (sap 1d6+1), +4 melee (club 1d6+1), +5 melee (masterwork longsword 1d8+1), or +3 ranged; SV Fort +4, Ref +1, Will +1; AL LN; Str 13, Dex 11, Con 13, Int 15, Wis 10, Cha 11.

Languages Spoken: Cygnaran.

Skills and Feats: Climb +7, Gather Information +1, Handle Animal +6, Heal +0.5, Intimidate +2, Knowledge (Law) +8, Ride +6; Combat Reflexes, Endurance, Improved Disarm, Improved Initiative, Quick Draw.

Equipment: Chain shirt, small shield, sap, club, masterwork longsword

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's had a lot more time on the highways of the Kingdoms than his little brother and doesn't hesitate to rub it in at every turn. He always has his longblade at his hip and his trusty pistol tucked in his belt and his axe is usually within reach also.

Rorgun Wadock, male human Ftr4: CR 4; Size M (6 ft., 2 in. tall); HD 4d10+8; hp 36; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Attack +8 melee (longsword 1d8+3 or battleaxe 1d8+3), or +7 ranged (small pistol 2d4); SV Fort +6, Ref +3, Will +1; AL CN; Str 17, Dex 15, Con 15, Int 11, Wis 10, Cha 12.

Languages Spoken: Cygnaran.

Skills and Feats: Craft (Small Arms) +3, Craft (Steamjack Handler) +8, Hide +2, Knowledge (Local) +2, Move Silently +2, Ride +6, Swim +7; Blind-Fight, Improved Initiative, Exotic Weapon Proficiency (Small Arms), Weapon Focus (small pistol), Weapon Focus (battleaxe), Weapon Focus (longsword).

Equipment: Longsword, battleaxe, small pistol, 12 pistol charges, leather armor

Equipment List in the way of armor and non-weapons (PH 104 & 108), or anything else similar to the list below.

Child's Spring (2 gp): "Similar to the spring found in the spring-blade, 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 (9 gp): Functions as a club, easily concealed. 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 Ladder w/ Leather Case (7 gp): Seven-foot ladder collapses down to a 11/2"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): Functions as cure light wounds, level 1 (PH 190), although each jar of ointment contains 3 applications. Sticky when first applied, it is immediately soothing and activates while it dries, which is not as quick as a potion (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 who fail to make a Fortitude save (DC 18) experience severe vertigo for 1d4 turns. If the victim attempts to perform any action after failing their save, they must make a successful Dex check (DC 18) for every action or suffer a -4. He has 6 breakable vials of this alchemical powder in stock, each good for one use. "One whiff o' this powder an' fuhgitaboutit."

Earrings o' Fire (50 gp): The two chemicals mixed create a fiery reaction. Creatures within a 5' radius must succeed at Reflexes saves (DC 15) or be dazzled (-1 penalty on attack rolls) and deafened for one round. They will also be burned for 1d4 points of 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 that when ya crush the two t'gether, it creates quite the flash 'n bang."

Linament of Insulation (300 gp): Functions as protection from elements (electricity) (like spell of same name, PH 240). 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'll 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 in a fair pace!"

Folding Knife (2 gp): Functions as a dagger, easily concealed. Contains two folding blades. May be unrecognizable as a weapon to those easily fooled. "Heard tha' boys down at the 'Star call 'em 'pock-

Appendix C: Kurgan's Goods & Wares



The haberdashery owned by Phineas Kurgan is stacked ceiling high with rubbish and secondhand goods. A lot of his wares is simply junk, but Kurgan does have several useful items in stock. Some of the more interesting ones are listed below along with the asking price, any useful descriptions, and Kurgan's comments regarding the item. The DM may also wish to throw in some other random items from the PH

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et-knives", but I don't know 'bout that. Guess ya can keep 'em in yer pocket without piercin' yer vitals, so..."

Goggles (3 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, 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. 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 amethyst gems. 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 ointment seems to contain little iron shavings. When applied to an edged weapon, this increases the sharpness of the weapon, adding +1 to damage, for 1d4+1 successful hits with the weapon or until the salve is washed off. The jar contains 3 applications. He 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 extree good."

Springblade (3 gp): Functions as a dagger, easily concealed. 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."

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."

Appendix D: Languages



Here are detailed the languages of the Iron Kingdoms. More detailed explanations, including full rules for dialects, will appear in the *Guide to the Iron Kingdoms* (Q1 2002).

Cygnaran [Status: Living—Alphabet: Caspian]

Spoken by: Humans of Cygnar; trade language of the Iron Kingdoms
Dialects: Swampie (3): River & swamp folk. Imeran (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: Khardic]

Spoken by: Humans of Khador
Dialects: Menh-Khador (2): Menoth-worshipping barbarian tribes

Llaeese [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, ogres, gobbers
Dialects: Molgur-Trul (2): Troll-kin. Molgur-Og (3): Ogres. Gobberish (4): Gobbers.

Ordic [Status: Living—Alphabet: Caspian]

Spoken by: Humans of Ord
Dialects: No common dialects

Rhulic [Status: Living—Alphabet: Rhulic & Rhul-Runic]

Spoken by: Dwarves of Rhul
Dialects: "Miner Rhulic" (1): Dwarven miners in other kingdoms
Notes: Complex—This language requires 2 slots 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 slots for spoken proficiency, and 3 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 terminology has 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

Khard [Status: Dead—Alphabet: Khardic]

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.

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. Firstly, it indicates the maximum DC penalty a listener who is unfamiliar with the dialect can incur to a comprehension-related task. Secondly, 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 at one point per week. When it is reduced to zero, the character has acclimated to the dialect.

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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

Appendix E: The Witchfire



The Witchfire is a tremendously powerful artifact. It is a potent anti-spellcaster weapon, and it is capable of raising the dead. It is also dangerous; low-level characters that handle it may be injured.

- ▶ The Witchfire is a +2 greatsword, +5 versus spellcasters (both arcane and divine).
- ▶ *Detect evil* will report an overwhelmingly evil aura.
- ▶ Any character below 10th level that wields the blade will incur four negative levels. Good characters of any level will incur an additional two negative levels. Negative levels are not permanent but are in effect as long as the blade is wielded. They cannot be overcome by any means, including *restoration*.
- ▶ If any spellcaster of less than 10th level touches the blade, they will be drained of 20 XP per round. If the PC makes a Will save of DC 14, they will realize that something is wrong and they will feel compelled to drop the Witchfire. If a PC loses 100 XP, they take one point of temporary Str damage (no save) and a Fort save of DC 16 is required 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, 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, though

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 (TLN 59).
- ▶ Undead that are raised by the blade will be 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 radius of the Witchfire's ability to raise the dead is 50 yards if no one wields the blade. If a 10th level caster wields it, the radius is 100 yards. At 15th level, 200 yards. At 20th level, 400 yards. And beyond 20th level, it gets *really* nasty. In this adventure, Alexia has some extra spellcaster souls within her, so her effective level for this purpose is off the scale. When she carries the Witchfire, she's in control of the undead for about one mile around her.
- ▶ The Witchfire grants its wielder the death domain as if he were a cleric of 20th level.
- ▶ If one knows the proper technique and is an arcane caster of at least level 10, the Witchfire can be destroyed with a two-minute ritual. The results of this are detailed on page 85 under "The Big Bang."
- ▶ The blade's wielder becomes attuned to it after one week, and can sense its presence within one-half mile, regardless of stone or metal shielding.
- ▶ Lastly, the Witchfire cannot be detected by any sort of divinatory magic.





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