



# The Steam Spire

## Act One

Compatible

With

v3.5

Rules



An Iron Kingdoms™ adventure in the Five Fingers

For Character Levels 7-9

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## **Special Thanks**

Many people have done unpaid work and donated their skill and effort into making the UIKCG 'fly', and this Steam Spire adventure. For Act One, in order of appearance they are...

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## **Formatting**

For printing purposes, this document is formatted in Letter (US) layout.

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# Players Information Page

## Urban Myths

*“The Orgoth never got within an Argus’ yell of the Fingers. Between the Ordic navy and the cliffs, the city was never in any danger. Simple minded folk tell tales about flying monsters, Orgoth fireballs exploding in the streets, and things coming up through the ground – but if that was true why aren’t we all speaking Orgoth now? Eh?”*

*Anyway, we all have more important things to worry about. Me for instance, I’ve got to worry about how I’m going to get enough money to pay Mazek Craslovini’s boys. The Dark-Argus usually visit my street on the last day of the month, and Morrow help you if you haven’t got enough to pay them.*

*First they act all nice, and offer you credit – with interest. If you’re sucker enough to fall for that then allow me to offer my condolences. A lender, but a borrower never be – that’s my motto. Ha ha!*

*When you really can’t pay they send around some big lads – Orgun! After that hardly anyone needs to be taken to Mazek himself. I don’t care how tough you are, that’s just not healthy...”*

- A shop-keepers’ tale

## Common Knowledge

### Steam technology and the Orgoth

When the Orgoth invaded, hundreds of years ago, there were only a few places strong enough to resist being conquered – and the Five Fingers was one such place.

Protected by the cliffs on which it lived the city was able to wait out the Orgoth, while still eking an existence from the surrounding sea.

The Orgoth did not automatically leave the city unmolested. They tried many times to break the defenses – naval blockades, aerial attacks, magical bombardments, and some more obscure actions only hinted at in the history books.

Time, and the damage wrought by the Orgoth, has destroyed most of the records from that period, including the techniques the locals used to defend themselves.

While steamjacks are uncommon in the `Fingers, there are several sages who claim that steam technology did exist there, and was used against the Orgoth. Some even theorise that it might have been captured Orgoth steam-tech, captured in the `Fingers, that laid the designs for the mighty ‘Colossals’.

### The Craslovini

(See also the UIKCG:Craslovini source material)

Mazek Craslovini runs the ‘Dark-Argus’ gang, and is the third son in the Craslovini family, one of the most powerful criminal organisations in the `Fingers.

Word on the street is that Mazek regularly has his troops watch over his sister, Katrina, who is a scholar with a growing reputation for uncovering rare sites and artifacts.

Katrina is known in the `Fingers for being almost the opposite of her siblings. She honestly cares about the welfare of the people, and uses her unique position to try and make their lot in life better. Sometimes she does charity work and makes donations to poor houses, but she prefers to help out by educating the children and sponsoring trustworthy applicants into apprenticeships.



# Storyteller's Information

(No PC's Allowed)

## Officially' Unofficial

This adventure revolves around Katrina Craslovini's adventure in the tunnels and caves that link two of the islands in the Five Fingers. Until such time as the Five Fingers is 'officially' detailed by Privateer Press these two islands should be referred to as Scarlet Island (where the sailors and pirates frequent) and Doleth Island (haven of merchants, fences, and smugglers). The start of the adventure takes place in the Greasy Kitten tavern on Scarlet Island.

For a description of the Craslovini family see the Iron Kingdoms Yahoogroups site:

[http://groups.yahoo.com/group/Iron\\_Kingdoms/files/Five-Fingers-contributions/](http://groups.yahoo.com/group/Iron_Kingdoms/files/Five-Fingers-contributions/)

**Writer's Note:** Published adventures should not only list the Character Levels required for the party, but also the alignment of its members. Some adventures just don't work well with evil or selfish Characters. This adventure has been designed primarily for good aligned Characters, but also has a 'time-table' to track the progress of Katrina's competitors - so it can be played from that perspective if you wish.

## Your enemies closer...

As stated in the "Craslovini" source info (UIKCG:Craslovini) Mazek Craslovini is a smart customer, and so is his sister Katrina, whom he watches over - even though Katrina dislikes having anything to do with criminal activity.

Mazek should never be drawn into combat – that's not his forte – and if he ever was killed the rest of the Craslovini family would take a terrible vengeance.

Hugo Craslovini has faced the loss of a son on a previous occasion, and has dealt with it by hiring the best killers he could find to kill the kidnappers and bring his son back. If Katrina is captured (as is likely if she encounters the Black Ogrun during this adventure) Hugo will send everyone to look for her, and eventually will hire a full mercenary company to retrieve her and/or kill whoever has hurt her. This is how the Craslovini behave - they aren't in this world to be cannon-fodder for anyone.

Another force to be tracked carefully is 'Gentleman Jules' Lwythian. He is Katrina's nemesis, although the two have never been introduced, and he has decided that the woman is a source of information about potential loot. His plan is to follow Katrina (hiring the PCs if he thinks they are selfish rogues) so use the table provided in **Act Three** to track his progress. He will not attack Katrina unless he knows she has found the diamonds in the abandoned Orgoth outpost.

Katrina's progress is defined loosely here, with many ifs and buts, because she is very open to being persuaded in her course of action by any PCs she believes to be trustworthy and experienced at adventuring. The reference to her in the table is based upon the PCs not accompanying her (and either being with 'Gentleman Jules' or on their own).

## Roads beneath the city

The tunnels Hugo Craslovini had constructed beneath the `Fingers were dug by Gobber engineers that Mezilf (UIKCG:Craslovini) hired for him. While digging the tunnels the Gobbers broke into a natural cavern and were attacked by 'monsters' that dwelt within. Hugo had Kilreas and the Honourguard protect the Gobbers as they repaired the breach with bricks, mortar, and iron. The repairs have never been breached...

Some time ago Katrina ran across one of the original Gobber miners, who had gone slightly insane because of the experience, and he told her how he had ventured in to the cavern before the attack, gone down many paths and passages, and seen the "Steam Spire". Crazy as he was the Gobber managed to draw a picture of the "Steam Spire", and now Katrina plans to put a hole in tunnel repairs so that she can investigate what she believes is evidence that Orgoth were active with steam-tech under the city. Katrina does not know that what the old Gobber saw was actually the "Steam Spear" (his Ordic isn't so good) which can be found in Area 26 (See Act Three). Finding the Steam Spear will mean encountering the Black Ogrun, and may well lead to the capture of the PCs and Katrina.

# The Steam Spire – Act One

## Scene - One

Read this to the Players when everyone is ready to begin playing the adventure. It starts off as a flash-back, so no interaction by the characters is possible until the scene is over.

*“You are still sitting at the table by the door of the Greasy Kitten, long after night has descended, sharing a drink, watching the activity on the street, reminiscing, and making plans for the future. But what you saw out that doorway several hours ago keeps intruding on your thoughts, and you can’t help but go over it in your mind one more time ...*

*\**

*Grimmelstein, the owner and barkeep, had just rung the dinner bell to announce the opening of the kitchen, and it looked like it was going to be another slow evening. The kind with the hint of something exciting, that never actually happens. The people on the street had a weary energy to them, and some wanker was busking a boring old dirge for Coppers.*

*All of a sudden the terrible singing stopped and when you turned to see why, purely out of curiosity, your eyes were greeted by a horde of street urchins waving bits of paper and screaming out “me, me, me” to the alluring figure they walked behind.*

*The leader of this odd troupe was a woman, quite attractive despite the heavy reading-glasses and old tanned leather coat she wore over a shortsword. She was holding up pieces of paper with historical drawings, and lecturing the children about their significance. As she walked she collected more on-lookers, and distributed more bright pictures which made the children’s faces shine.*

*“That’s Katrina, Hugo Craslovini’s daughter,” someone at another table told the rest of the room. “Not like her brothers, that one. Would rather teach people history and rubbish, than rob or extort them... Morrow bless her.”*

*After the troupe moved off you saw that a pair of Dark-Argus was tailing them, wearing their trademark black and scarlet, and filching food from the vendors they passed. The Dark-Argus worked for Mazek Craslovini, and it was a fair bet he’d told them to shadow Katrina for her own protection. After all, if anyone kidnapped Katrina her siblings would be put in a difficult position.*

*Even further behind the mad crowd strode an Ogrun, dressed as a refined gentleman, and a Trollkin wearing wizard’s robes. While the Trollkin talked excitedly about something you couldn’t catch, from under his fancy hat the Ogrun’s dark eyes didn’t miss a beat, and when they came to rest on a man walking to intercept Katrina your eyes immediately went that way as well*

*The man looked non-descript, ordinary, and of little note. He brushed by the lecturing philanthropist as she walked backwards, and if you hadn’t been alerted by the Ogrun you would have missed seeing him lift a money bag from inside Katrina’s coat.*

*Yet as fast as the thief was, Katrina was faster. As she calmly grabbed the man’s wrist while she continued talking to the children, and the thief stopped moving and grimaced in pain.*

*Making another in a string of mistakes, the thief drew a blade and lunged for the spectacled woman, but she stepped nimbly aside and grabbed the hilt of her shortsword. Without fully drawing the weapon she struck the thief on the side of the head with the pommel, and slid the*

*weapon back into place as the man crumpled to the ground unconscious.*

*“Now it was Corvis where the Treaties were signed,” Katrina continued without missing a beat, “but can anyone tell me which human city never fell to the Orgoth?”*

*The children suddenly lost interest in the history lesson and reached forward to try and touch the sword and inspect the fallen man.*

*Before completely losing the children’s attention Katrina brandished a new picture. This one showed a vicious Skorne army charging on Corvis. She yelled out, “This picture and a Copper to the first one who can tell me what these creatures are called?” With their interest recaptured Katrina lead the reinvigorated throng away.*

*The thief lay on the ground and slowly began to stir. As he moaned the two Dark-Argus approached and one of them yanked the man up by his hair and threatened him with dark words that made you blink in surprise at their ferocity. Then he threw the man to the ground and landed several sharp kicks into his body before continuing to walk after Miss Craslovini.*

*After the Dark-Argus had left the Ogrun and the Trollkin approached the groaning thief. The Ogrun rolled his eyes in distaste. “A terribly unlucky soul,” said the well-attired giant in refined Cygnaran.*

*“Luck has nothing to do with it. I think human’s simply have trouble controlling their impulses,” said the Trollkin, picking wax from his ear with a long fingernail.*

*“Yes. Quite,” said the Ogrun, trying to ignore the Trollkin’s scratchings.*

*Without further word the enormous duo stepped over the moaning thief and followed everyone else up the road.*

*\**

*A friendly jostle from one of the serving wenches stirs you from your reverie. While you ponder on what you saw that afternoon she asks, “Something to drink?”*

This point is a good opportunity for the Players to share information on what they know about the Craslovini family, and speculate on what they think happened. Continue when their speculation and chatter start to subside... **Go to Scene – Two**

## **Scene – Two**

*Tonight the mood in the Greasy Kitten is edgy but friendly, like a school of sharks comparing bite sizes, until a burly middle-aged man storms inside. He marches up to a table where Captain Furan of the Rusty Hook, an infamous pirate, is seated with two of his shipmates. The newcomer looks like a craftsman, most likely a carpenter, and he also looks angry and drunk.*

*Without waiting for introductions the carpenter launches a verbal attack. He accuses Captain Furan of sinking the merchant vessel the carpenter’s son worked on.*

*The Rusty Hook crew calmly denies the accusation, obviously hoping the man will go away, but in his drunken, belligerent state the carpenter becomes even more infuriated by their casual dismissal.*

*The crowd in the Kitten draws its breath as the drunk carpenter draws a wicked looking chisel with his burly hand, and Captain Furan reaches for his sword. Everyone can tell that blood is about to be spilt if someone doesn’t do something quickly...*

The carpenter is a Commoner (L3), and is way out of his depth here. The purpose of this scene is to determine how the PC's will be regarded in Five Fingers. Are they law-abiding? Life protecting? Antagonistic? Malicious? Or worse, indifferent?

⇒ If the Players help avert bloodshed, or heal the carpenter when he gets badly hurt, then Katrina Craslovini will hear about this from Grimmelstein and will contact them for her expedition. **Go to Scene – Three**

⇒ If the Players do nothing, or help the Rusty Hook crew, then they will be contacted by 'Gentleman Jules' Lwythian about following Katrina's expedition, and then stealing any treasure she finds. **Go to Scene – Seven**

This encounter relates to the White-blades and the Adventure Hook titled "Cheap Imitation". Cryxian pirates have been sinking merchant ships while disguised as the Sea Snake (the Rusty Hook's other name, when in Blackwater). The Sea Snake/Rusty Hook crew is innocent of the crime (and all others they take credit for), but Captain Furan, Gaunt, and Coves aren't about to let themselves be killed or injured over a case of mistaken identity. They also have their cover identity as pirates to protect, so they can't just walk away without an excuse. See the White-blades source material (UIKCG:WhiteBlades) for stats on the Rusty Hook crew.

### Scene – Three

*Several day's after the incident with the carpenter at the Greasy Kitten you are walking along the streets of Five Fingers when you once again see Katrina Craslovini, only this time she comes right over to you and nods to you by way of introduction.*

*Up close you can see that she has developed a small squint, probably from too much reading and writing. She also has tight, corded muscles around her forearms, and numerous nicks and scars down her neck and backs of her hands, evidence of years of combat training. Today she has her hair tied up in a bun, and is wearing a scholar's blue indoor robes. She looks out of place on Scarlet Island, but doesn't seem to notice or care.*

*"Hello, my name is Katrina. I heard about what you did for that poor man at the Greasy Kitten the other night and was wondering if you were interested in working for me? I'm looking for reliable people to take part in an expedition. If you are interested, do you have any experience in that kind of thing?"*

If the matter of money comes up Katrina is willing to promise the PCs up to 20 Gold up-front, to get their personal gear together, and allow the PC's to keep all non-Orgoth related treasure they come across. If asked about the condition she will explain that she is a scholar writing a Tome on Orgoth culture, and that's all that interests her. Katrina's is a Monk/Advnturing Scholar, and her stats can be found in the Craslovini source material (UIKCG:Craslovini). She will not show the PCs her Gobber map until **Scene Six**

If the Players wish to proceed, Katrina will require good references, which hopefully they can provide...

*Katrina looks pleased by your willingness to join her expedition, but she is also a cautious person. "Do you have anyone who can vouch for you?"*



If the PC's are interested and provide a decent referee Katrina will thank them.

*Katrina writes down the reference in a notebook, using an intriguing mechanical-quill that leaks the occasional drop of ink. "I'll get back to you in a couple of days," she says as she turns to go. "Check with Grimmelstein at the Kitten for a message."*

⇒ Katrina will head back to her library at the Craslovini manor. **Go to Scene - Four**

⇒ If the PCs cannot or will not commit, or provide a reference, then Katrina will express her regrets, bid them farewell and depart as above. **Go to Scene – Seven**

## Scene – Four

*The next day you are going about your business as usual, whatever that is, when a pair of Dark-Argus finds you with a message.*

*"Mazek Craslovini wants to see you in The Scarlet by the end of the day. Don't forget," they growl at you and then leave.*

*You get the feeling that it isn't a threat, but it also isn't negotiable.*

If the Player's ignore this summons Mazek will warn Katrina that she cannot trust the PCs. You should then **go to Scene – Five**. Otherwise...

The Scarlet is a Craslovini owned tavern, a lot sleazier than the Greasy Kitten and with reputation for patron's incurring injuries. When the Players go to The Scarlet read the text below.

*The sign outside The Scarlet is simply a shield painted bright scarlet, but on closer inspection you can see a large "C", as if it has been water-marked into the color.*

*Four Ogrun wearing the scarlet and black of the Dark Argus greet you at the front door and two of them motion for you to follow them inside.*

*You pass several bars and back-rooms with all sorts of strange activities going on inside, legal and illegal, not to mention immoral.*

*The Ogrun usher you into a plush stateroom and stand behind you. Several gaudily dressed warriors rise from their chairs, instinctively reaching for their weapons, until a loud and powerful voice orders them to rest easy.*

*Mazek Craslovini sits behind a massive oak desk, slouching but with eyes alert in a feral manner. His warriors place enough seats for you all in front of his desk, then he motions for you to come forward and be seated. Before you have a chance to get comfortable he speaks, slowly but strongly...*

*"In case you don't know who I am, my name is Mazek Craslovini. I know that my sister has talked to you recently. Can I ask what about?"*

If the PC's decline to respond on the basis of confidentiality Mazek will pretend to be displeased, but will actually be satisfied. His job today is to make sure his sister is in honest, capable, hands. He has a test for the PC's...

*“Katrina goes off on crazy adventures all the time, as if life isn’t interesting enough without looking for trouble, so if you can slow her down I would appreciate it. Steer her away from any and all danger. I’ll pay you very well for this; twice what you are thinking. Could we strike a deal?”*

Assume that Mazek has already made his Sense Motive roll and has a result of 32 (his skill is +12 and he has done his research on the PC’s, effectively “taking-twenty” which the PC’s will not have the luxury of doing if they try Bluff or Diplomacy.

⇒ If the PC’s refuse to deal Mazek will be secretly pleased. If they tell him that they will accept the deal but he catches them Bluffing he will also be secretly pleased – it means that the PCs probably won’t betray her. Also, if they refuse the deal, but this is a Bluff that works, he will be satisfied. He then nods for the Ogrun to escort the PC’s out of The Scarlet and **go to Scene – Six**

⇒ If the PC’s honestly agree to slow Katrina down he will appear happy, but will inform Katrina that she cannot trust them. **Go to Scene – Five**

## **Scene – Five**

This scene is played out if the PCs failed Mazek’s test...

*A few days later a waitress at the Greasy Kitten drops a message off with your drinks.*

*“Thank you for your time the other day but circumstances have changed and I will no longer be requiring assistance. Best of luck for the future. Katrina. P.S. I have heard of a strange beast attacking a village in southern Khador, near the Ordic border. They are looking for adventurers to slay it if you still want to find work.”*

The lead to southern Khador is a ruse to pretend Katrina is not displeased by what she has learned from her brother Mazek. If it gets the PC’s out of Five Fingers so much the better. Go to **Scene – Seven**

## **Scene – Six**

Katrina has decided to work with the PCs and Mazek has said good things about them to her.

*On your next visit to the Kitten the bartender, Grimmelstein, waves you over and hands you a message on expensive looking paper. He also hands you a fine ale - on the house!*

*The message reads as follows:*

*“Looks like everything is ready. My brother said he bumped into you the other day and had a good chat. Meet me at the northern winch on Scarlet Island at nine-bells tonight. Just bring your own gear ready for a long trip. I will supply all the food and provisions. Katrina.”*

Allow the PCs a few hours to get ready. Shops will still be open for them.

Katrina will be waiting at the northern winch tower, she will have enough backpacks for every member in the group. She will tell them to take one each and follow her without talking.

Each backpack contains the following:

One weeks worth of rations

Two days worth of water

120' rope

Four metal oil flasks

One hooded Bullseye-lantern

Katrina has learnt about an access point to Hugo Craslovini's secret tunnels, and will lead them there, to the doorway of a shut-up shop on a rarely used street.

The front door is not trapped or alarmed. However, it looks old and rusty but that's a disguise. It is made of the finest Rhulic materials and craftsmanship. (Cold Iron Door: Hardness 12, Hit Points 66, Break DC – 30/30). The lock can be picked (DC: 20) or magically opened.

*Inside is a simple room with lanterns and oil flasks. There is a rune-covered metal trapdoor in the floor, which also has a brass plaque fixed on top of it showing decorative script.*

If anyone other than Katrina says they read the plaque (give them a few seconds to volunteer) they will activate the Explosive Runes trap on it (6d6 damage to everyone in the room).

One of Gentleman Jule's henchmen will die from reading the script if a PC does not activate the trap first.

The Runes on the trapdoor (not on the plaque), which are easy to see and read, are a Glyph of Warding (Spell Glyph – Monster Summoning III). It summons an Air Elemental (Small) which is charged with a mission to alert Hugo Craslovini if anyone other than Hugo, Havol, Piris, Kilreas, or Mezilf (since he was the one who cast the spell) opens the trapdoor. Even if the Elemental escapes Katrina will want to continue on with the adventure.

After bypassing or overcoming the Glyph, the meat of the adventure begins. Katrina will show them her map (see Appendix) and explain how she got it. Go to **Act Two**.

## Scene - Seven

In this scene 'Gentleman Jules' Lwythian (see Appendix for stats) will approach the PCs. Either they did nothing to help the carpenter the other night at the Greasy Kitten, or Katrina and/or Mazek have decided they can't be trusted.

If Katrina opts not to use the PC's she will hook up with the Ogrun and Trollkin who were tailing her at the start of the adventure. They are old friends who were simply keeping an eye on her while she was out teaching on the streets. Their names are Seamuz and Gregul, and their stats can be found in the Appendix. If the PCs are with Katrina, then Seamuz and Gregul will come looking for them if they take too long (such

as getting captured by the Black Ogrun) – see **Act Three** in the Timetable for their actions.

*You are minding your own business, which is what you do best, when once again you're interrupted. This time it is by a tall black haired man in expensive looking leather armor.*

*“Good day to you, sirs. My name is Julius Lwythian of Llael, but most people call me “Gentleman Jules”. I saw you at the Kitten, during that unfortunate incident with the chisel wielding madman. You kept to yourselves, and I admire that kind of discretion. There’s no place for foolish heroics in this world.*

*I’d like to propose a simply business deal to you, if I may.*

*You may or may not be aware that Katrina Craslovini has a lot of money. With this money she has acquired access to a map showing the location of some Orgoth ruins located nearby. What I propose is to let her do the hard work, simply tag along behind her, and swoop in when the timing is right. Does this sort of work interest you?*



If the Players ignore his offer the adventure ends here. Unless they decide to follow Katrina and/or Jules on their own! If they go to warn Katrina about Jules she will reward them and possibly trust them enough to let them come with her – she may even set a trap for them using Seamus and Gregul, in case they decide to follow her.

If the Players take Gentleman Jules up on the offer he will tell them to meet him outside the Greasy Kitten at nine-bells. He will be waiting there, with his own lanterns and food but no one else’s.

From there he will tail Katrina to the entry to the tunnels (see **Scene – Six** for the description) and give her several hours head start, to clear out most to the traps and monsters.

If the PCs are with him, several hours after Gentleman Jules starts descending his henchmen will follow. (If the PCs are with Katrina, they will be with him from the starts.) See Appendix for stats for his henchmen. They will look for signs from him to ambush the PCs, or just block anyone’s exit from the caves.

## Appendices

### 'Gentleman Jules' Lwythian

#### Rogue 10

**Male human (Llaelese) :** CR 10; Size M (6 ft. 1 in. tall); hp 48; Init +3 (+3 dex); Spd 30 ft.; AC 15 (+3 Dex, Leather Armour); Atk +7/+2 melee (Longsword+1 (Human bane +2, +2d6), 1d8+1+1, crit 19-20/x2, *Executioner*); Sneak attack +5d6, Evasion, Trap finding, Trap sense +3, Improved Uncanny dodge (cannot be flanked), Mobility, Blindfight, *Slippery Mind*; AL NN; SV Fort +3, Ref +10, Will +3; Str 13, Dex 14, Con 12, Int 13, Wis 13, Cha 16; age 27; Notable skills: Bluff +15, Diplomacy +14, Spot +12, Move Silently +12, Hide +10, Pick Pockets +16, Read Lips +13; Traits: Professional, Contriving, Indulgent; Languages: Ordic, Cygnaran; Items: Scarab of Protection (4 remaining 'charges'), Potion of *Cure Moderate Wounds*, Potion of *Barkskin* +3

**Henchmen:** 9 x Warriors, 5<sup>th</sup> Level, Atk +6 (+1 STR), Longswords (1d8, +1), AC 16 (Chainmail, Shield). HP: 27 each, Skills: +4 in all class skills, +1 in all cross-class skills

### Seamus

#### Rogue 9

**Male Ogrun (Cygnaran) :** CR 10; Size L (8 ft. 2 in. tall); hp 54; Init +4 (+4 dex); Spd 40 ft.; AC 15 (+4 Dex, -1 Size, Leather Armour, +2 natural); Atk +9/+4 melee (Longsword, 1d8 + 4/crit 19-20/x2), ranged (Double Barrel Military Pistol (Masterwork+1), 2d6/crit 19-20/x3, 80ft), (5x Grenades, 2d10/crit x2); Sneak attack +5d6, Trap finding, Trap sense +3, Evasion, Improved Uncanny dodge (cannot be flanked), Exotic Weapon (smallarms), Point Blank Shot; AL CG; SV Fort +6, Ref +10, Will +4; Str 18, Dex 18, Con 13, Int 15, Wis 12, Cha 16; age 29; Notable skills: Diplomacy +16, Spot +15, Move Silently +14, Hide +14, Intimidate +16, Appraise +14, Craft (smallarms) +13, Craft (cannoneer) +8; Traits: Diplomatic, Charming, Insistent; Languages: Cygnaran, Ordic, Molgur; Items: Potion of *Cure Moderate Wounds*, Potion of *Spider Climb*, *Eyes of Charming*, Card of Illusion (from Deck of Illusion) – Joker.

### Gregul

#### Wizard 9

**Male Trollkin (Ordic) :** CR 10; Size L (7 ft. 4 in. tall); hp 46; Init +1 (+1 dex); Spd 30 ft.; AC 13 (+1 dex, +2 Ring of protection); Atk +7 melee (Staff +1 (thundering), 1d6+1+2, crit x2, *Thunder\* see below*); Scribe Scroll, Spell focus (Evocation), Summon familiar, Spell Mastery, Craft Rod, Darkvision 30ft., Poison resistance 4, Improved healing, Toughness (+4 points); AL CN; SV Fort +5, Ref +4, Will +7; Str 14, Dex 12, Con 18, Int 18, Wis 13, Cha 11; age 25; Notable skills: Spellcraft +17, Concentration +16, Know.(arcana) +15, Listen +15, Spot +12; Traits: Charming, Friendly, Conceited; Languages: Ordic, Khadoran, Cygnaran; Items: Magic staff '*Thunder*' – also functions as a Rod of Metamagic:Maximize, Potion of *Cure Moderate Wounds*, Scroll of *Spider Climb*, Scroll of *Rope Trick*, Scroll of *Locate Creature* (saved for finding Katrina if need be).

**Mastered spells:** Fireball, Gaseous form, Whispering message

## Katrina Craslovini – Scholar and Philanthropist

### Monk 6, Adventuring Scholar 4

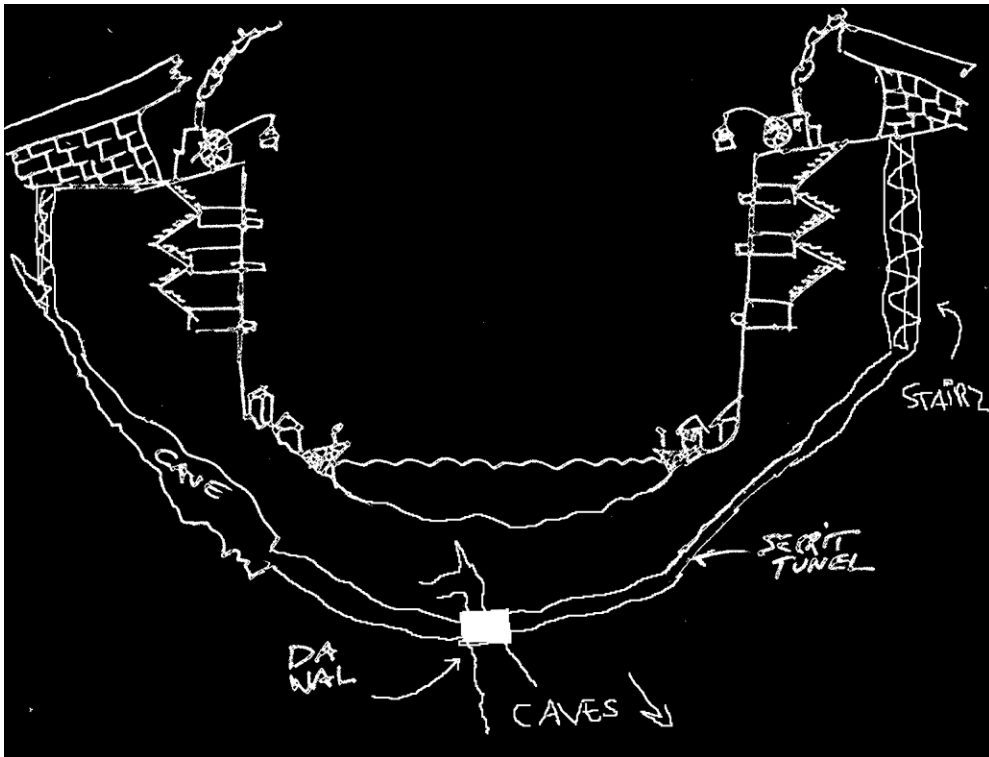
#### Female human (Khadoran)

Size: M (5 ft. 5 in. tall)  
Hp: 43 (Wounds)  
Init: +3 (+3 dex)  
Spd: 40 ft.  
AC: 16 (+3 dex, +2 wis, +1 monk)  
Atk: +8 armed, +6/+6 unarmed  
*Wanderer*  
Shortsword, Masterwork (+9)  
(Ki Focus) 1d6+1, crit 19-20/x2  
Unarmed (+6/+6), 1d8+1/crit 19-20/x2  
Feats: Unarmed attack, Flurry, Dodge, Mobility,  
Exotic weapon (smallarms), Evasion, Ki strike (+1),  
Weapon Finesse (Unarmed) Purity of body,  
Field of Study (Orgoth culture) – Specialist +2/+1,  
Base of operations – the Craslovini manor,  
Against all odds, Adventurers zeal,  
Luck bonus (included in saves)  
AL: NG  
SV: Fort +9, Ref +14, Will +14  
Stats: Str 11, Dex 16, Con 14, Int 13, Wis 15, Cha 15  
Age: 19  
Noted  
Skills: Knowledge Arcana +18, Prof. (Archaeology) +16,  
Climb +14, Spot +13, Gather Info. +11  
Traits: Adventurous, Resourceful, Loyal  
Langs: Khad, Idrian (spoken only), Ordic, Khadoran, Molgur  
Items: Quaal's Feather Tokens – Bird x2, Fan, Whip x2



While in town Katrina acts like a well-educated scholar. She avoids fights (except for training) and lets her reputation and family protect her. She is considerate and compassionate of those in need, but wary of people trying to scam her. Katrina is attracted to honesty and bravery, and impressed by a good education or intellect. Her behaviour towards the PCs will be totally professional, which is what she expects of them as well. If confronted she will use her Feather Tokens to delay aggressors and call for help – which is always only one step behind her. Katrina's friendship with Seamus and Gregul is based on mutual respect earned through adventuring, although she fears that they worry about her too much.

**Katrina's map of the tunnels and the breach in to the caves...**



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# The Steam Spire

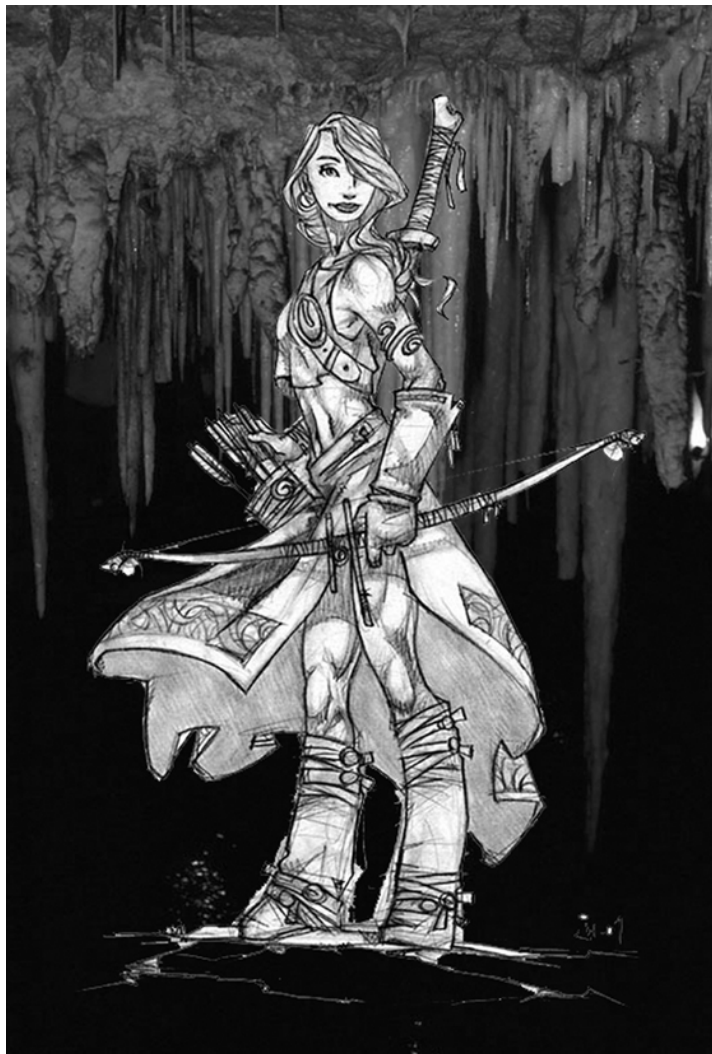
## Act Two

Compatible

With

v3.5

Rules



An Iron Kingdoms™ adventure in the Five Fingers

For Character Levels 7-9

By Patrick Taylor ([patrickjftaylor@yahoo.com](mailto:patrickjftaylor@yahoo.com))

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## **Formatting**

For printing purposes, this document is formatted in Letter (US) layout.

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# ***Storyteller's Information***

**(No PC's Allowed)**

## **How to get Act Two together!**

This Act runs more closely along the lines of a typical dungeon-bash than the other two, with a few 'political' twists thrown in to keep things interesting.

The tunnels dug by the Gobbers for Hugo Craslovini are sound, but rough in construction. The initial descent on each side of the water is by spiral staircase. Whereas Rhulfolk would have carved beautiful steps spirally downward, the Gobbers simply hacked a hole and bolted in enough ironwork to make it safe and efficient. Different methods, same practical result.

The breach in the tunnels, described as 'Da Wal' in the old Gobber's map, will be difficult to put a hole in. The repairs were meant to last a lifetime, and ideally they will only be overcome through ingenuity. Allow magical weapons to be bent or broken on the Wall if they are employed in a brute force manner.

The tunnel breaches the natural cave system, just below the point where an Orgoth 'digging machine' broke into the caves and fell to its demise. The Orgoth explored the area, carving stairs into the rock faces

otherwise not passable on foot. Once inside the caves all the 'staircases' carved into the wall by the Orgoth should be easy to find and use (the stripped lines on the map, the small dotted line is a Bogger staircase).

If the PCs manage to climb upward from the breach (fairly difficult unless they are small enough to use the Bogger's steps) they can approach the old Orgoth fort from above via a direct spiral staircase. The Orgoth never bothered to dig stairs up from where their 'Digger' fell into the natural cave system, so the PCs will have to find their own way.

Note: Once in the natural caves system the environment should provide a standard 15% Cover for anyone stating that they're looking for a place to hide. The cover consists of stalagmites, overhangs, crevasses, etc. NPCs should use this as well.

The first 'layer' in the cave system consists of three caverns containing lakes linked by submerged tunnels. The water is home to several specially adapted Hullgrinders, and more sinister critters, which will harass the PCs in each of the caverns if they get the chance. Mostly these creatures feed on snakes, insects, and reptiles, and the occasional lost Bogger from the other caves.

A group of Boggers and Gobbers who have made a home in the caves have salvaged most of the useable material from the Orgoth fort to establish a village called "Bogtown". They can be negotiated with for food and shamanic healing, otherwise they will defend their home with barrages of rocks and arrows, even destroying their rope-bridge as a last resort. They are used to being attacked by superior foes, and know that being aggressive in their tactics is their best defence.

The Orgoth fort in the first layer of caves was established to mine the raw Diamonds from a vein above it. The fort was abandoned as the Orgoth departed the realm, but they left many traps to spite those who would later try to mine the remaining stones.

The second 'layer' of natural caves is accessed by an Orgoth staircase, which has become haunted by a 'Disembodied'. This ghost was once 'Callius', a priest of Morrow who betrayed a colleague (a wizard called Armond) he was adventuring with. During a struggle the priest fell and his body was swallowed by a fissure, halfway down the passage, less than 90 feet from where the Orgoth dug their stairs. The spirit's ability to harm the living is thus greatly reduced by the distance to the stairs, but the body is almost impossible to find and destroy.

Armond now lives further on in the caves, trapped partly by the spirit of Callius, and partly by his own ex-cohorts (see below).

The natural caves cross paths with a 'wormhole', an ancient path dug by some colossal creature eons ago. The wormhole is so long you could travel weeks before breaching the surface. The creature that made the hole has also left an 'egg' behind, which could be priceless is extracted, but is now guarded by Armond's evil Homunculus familiar and Green Dragon cohort (see below).

Armond's home in the second layer is a bizarre 'pyramid' with it's own miniature living sun, and icons relating to Morrow and Thamar. Armond has not aged while he has been here, which is several hundred years, nor has he needed food or water.

Unfortunately for Armond he used to be True Neutral in alignment, and attracted a Green Dragon (now Adult in size) as a cohort, and a Homunculus as a familiar. After seeing the 'holy station', as he likes to call it, Armond repented of his moderately evil ways and became Neutral Good. His ex-familiar and ex-cohort were released from his service by this act and have since dedicated their lives to killing him. The pair has barred escape from the pyramid room by regularly flying around it terrorising him (while Armond hides inside the steel building at its base). As things go this is a stand-off with no apparent end in sight (or at

least until the Dragon dies of old age – ho hum).

In the final, deepest, darkest, section of natural caves can be found the answer to the 'Steam Spire'. This section is home to a clan of Black Ogrun, who work the natural ores of Caen into evil weapons. They have defended their home from all comers - the bodies of Rhulic mercenaries and Orgoth troops litter the two entrances to the Black Ogrun foundry, and undead skeletons from each race still toil in the foul monster's mines and workshops.

Act Three will be either very short or fairly long, depending on how the PCs cope with the Black Ogrun. The focus of Act Three is that the PCs are captured by the Black Ogrun tribe, chained, and put to work as slaves, trying to escape. Destroying the tribe (and its weird ally) in it's natural element should be impossible for even a high level party of adventurers, and only by learning the Black Ogrun's secrets will the PCs ever escape and discover the reality behind the 'Steam Spire'...

## ***The Steam Spire – Act Two***

Unlike **Act One** this act has a more relaxed structure, and the PCs will have full more control over where they want to go. Be aware that once they reach “the Wall” they will have as much of a clue as Katrina about what to do next, although Katrina will never cede outright leadership of the expedition.

For each location read the notes to see if Katrina knows anything about the contents of the area and what she wants to achieve there (and don’t forget her Legends & Lore skill can uncover significant details), as well as information on how other monsters/groups might interact with the traps and local denizens.

Special actions/information/motives relating only to Katrina are clearly with a:

**K:**

### **The Map**

See the **Appendix** for a cross-sectional map of the caves (note that the Orgoth tunnel does not intersect the Craslovini tunnel, and can be reached via the natural caves). Feel free to make up floor plans yourself after reading each area description, but I don’t believe that they add a lot of value.

### **Area 1**

These are the steam-powered winch towers that raise and lower people on and off the island cliffs. Toll is one silver down and two up, and the service only operates from sunset to sunrise, and not during high winds.

### **Area 2**

This is the entry to the tunnels that the PCs use from Scarlet Island (see **Act One**). It is the only tunnel entrance that Katrina knows about. Note that the Explosive Glyph will have been activated by one of Gentleman Jule’s henchmen, if not done so by a PC. The Glyph of Warding may/may not still be active as well.

### **Area 3**

This is the tunnel entrance/exit on the next island (Doleth Island). It is a similarly locked up and disused looking building to the one in Area 2. Only Hugo, Havol, Piris, Kilreas, and Mezilf know how to defeat the traps (these could be identical to Area 2, or different, at the DMs discretion).

**K :** If Katrina has encountered the Explosive Runes in **Area 2** she’ll watch out for them again.

## Area 4

The exit to the secret tunnel the Cryxian agents use to infiltrate the city. It comes out in locked animal cage/cell in a fighting arena run by Cryxian lackeys. A key is required to exit, and the dozen or so Gorax usually in the cell can only be called off by their handlers.

**K :** Katrina will want to ignore this area.

## Area 5

Built as weapon's platforms for the Five Fingers islanders to defend themselves from the Orgoth attacks ages ago, these areas are now used as 'exclusive retreats' for the wealthy who enjoy a good water view. Hugo Craslovini owns one of the retreats and throws some of the best parties in the Five Fingers there. Stories that Mazek Craslovini has debt defaulters thrown from the windows are only partly exaggerated... he usually has a Wizard handy to cast Feather Fall on them – it's just scare tactics... usually...

## Area 6

The climb up the shaft used by Cryxian agents to get from the arena to their underwater entrance is long and tiring, so they built a half-way room in which to rest. The room is trapped with two Glyphs of

Warding - on the trapdoors both in the floor and the ceiling. Both require a passphrase which must be spoken in Tkra, and are 4d8 Blast (sonic) Glyphs.

The trapdoors both have the words "WARNING – TRAP" painted onto them in Ordic, to stop Cryxian agents accidentally killing themselves. If the lower Glyph is discharged by a person climbing up the shaft from below they must make a separate REF save (DC equals the damage of the Glyph) or fall – perhaps one heck of a long way back down to Area 11, which would be instantly fatal for most people. And don't say you weren't warned!

**K :** Katrina wants to ignore this area.

## Area 7

This is a small fissure in the rock face where the Bat colony flies out at night. It is also home to a nest of four hungry Constrictor Snakes (see below for stats) that survive by snatching Bats as they fly past.

Due to the danger, small size of the cave, and excessive amounts of bat shit lining the floor it has never been investigated and only the tunnel users know it leads to the caves/tunnels.

There is no treasure here (unless you know a good market for guano!).

<b>Constrictor Snakes</b>	Medium Animal
<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	20 ft. (4 squares), climb 20 ft., swim 20 ft.
<b>Armor Class:</b>	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+5
<b>Attack:</b>	Bite +5 melee (1d3+4)
<b>Full Attack:</b>	Bite +5 melee (1d3+4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Constrict 1d3+4, improved grab
<b>Special Qualities:</b>	Scent
<b>Saves:</b>	Fort +4, Ref +6, Will +2
<b>Abilities:</b>	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
<b>Feats:</b>	Alertness, Toughness
<b>Challenge Rating:</b>	2

Constrictor snakes hunt for food but do not attempt to make a meal out of any creature that is too large.

**Combat:** Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

**Constrict (Ex):** On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

**Improved Grab (Ex):** To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**K :** Katrina will suggest a quick investigation of this area.

## Area 8

This is a natural cave the original Gobber miners exploited to cut down on digging requirements. The going is slow at parts, and if walking normally the cave would take three hours to traverse (but see below). The rock walls have a high quartz content and glimmer in torchlight. There is a nest for tens of thousands of Bats here. The nest is full during daylight hours, but empty at night when the Bats fly out a small exit in the cliff wall, in search of fruits. No roll is required to detect the Bats – they smell and make a lot of noise. A Wilderness Lore (DC 20) check will tell you that once awakened the Bats will want to feed, but won't leave during the day – and if unfed for an hour after waking the Bats fall into a deep sleep for several hours.

The only real worry right now is that a Constrictor Snake (from Area 7) has crawled down here looking for Bats to feed on. It will be encountered slithering up the path towards the PCs, about halfway down the slope. If not attacked, it will leave the party alone.





<b>Bats</b>	Diminutive Animal
<b>Hit Dice:</b>	1/4 d8 (1 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	5 ft (1 square), fly 40 ft. (good)
<b>Armor Class:</b>	16 (+4 size, +2 Dex), touch 16, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/-17
<b>Attack:</b>	—
<b>Full Attack:</b>	—
<b>Space/Reach:</b>	1 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blindsense 20 ft., low-light vision
<b>Saves:</b>	Fort +2, Ref +4, Will +2
<b>Abilities:</b>	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
<b>Skills:</b>	Hide +14, Listen +8*, Move Silently +6, Spot +8*
<b>Feats:</b>	Alertness
<b>Environment:</b>	Temperate deserts
<b>Challenge Rating:</b>	1/10

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

**Blindsense (Ex):** A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

**Skills:** \*Bats have +4 racial bonus on Spot and Listen checks. Bonuses are lost if its blindsense is negated

The Bats are only a problem during daylight hours – they are out feeding at night.

Hugo, Havol, and Piris Craslovini, and Kilreas, know the Bat's habits. They traverse the cave during the day by stirring them up and waiting for them to fall asleep, and sometimes they use magical devices of silencing. If he's in a hurry Kilreas uses his Move Silently skill to travel past.

Moving Silently in the cave is not easy (DC 15), and requires a check at the start, middle, and end. If Player's take-ten it will take them four hours to do each section (12 hours to go through in total), rather than the normal 3 hours for the whole lot. Best to travel at night (which it should be fortunately for the PCs on the way in – but not necessarily on the way out!)

If the Bats are roused to flight, or simply at dusk and dawn as they arrive and depart, anyone in the cave has to make a STR (DC 10) roll or be buffeted down the slope, taking 1d6 damage for each point they failed the roll by. While the Bats are all airborne it's almost impossible to move forward at any real rate.

**K :** Katrina will quickly dispatch the Snake – she dislikes them.

## Area 9

This is a storeroom the tunnel users keep stocked with dozens of lanterns, oil, and rations in various stages of repair. There are also a few ordinary weapons and some armour here for emergencies, as well as 220 Gold hidden in one broken lantern (it rattles!)

**K :** Katrina cannot be bothered with this room, and wants to press on.

## Area 10

Some people actually live in houses at the base of the cliffs and fish all day. There are no shops down here, and everyone knows everyone else so there are few criminals who stay in the area. The boat/ferry fee across the water is one silver piece, more to go to a distant island.

## Area 11

This is a semi-submerged cave with access to the sea. The entrance is under water at all times, and only high ranking Cryxian agents know about it. The Whiteblades (UIKCG:Whiteblades) would pay handsomely for knowledge of its existence.

To get from the tunnel exit to the ladder leading upwards requires crossing the water, which will draw the attention of the “guard” the Cryxian’s have posted – horrible Mermaid Zombies! How many are here is up to the DM, but two per PC is good.

<b>Mermaid Zombies</b>	Undead, Aquatic
<b>Hit Dice:</b>	1d8+2 (9 hp each)
<b>Initiative:</b>	+1
<b>Speed:</b>	5 ft. (1 square), swim 50 ft.
<b>Armor Class:</b>	14 (+1 Dex, +2 leather, +1 Undead), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+1
<b>Attack:</b>	Trident +2 melee (1d8+1)
<b>Full Attack:</b>	Trident +2 melee (1d8+1)
<b>Space/Reach:</b>	5 ft./5 ft
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +4, Ref +1, Will –1
<b>Abilities:</b>	Str 15, Dex 11, Con –, Int –, Wis 10, Cha 1
<b>Feats:</b>	Toughness
<b>Environment:</b>	Temperate aquatic
<b>Challenge Rating:</b>	1/2
<b>Treasure:</b>	Standard (see below for type)
<b>Alignment:</b>	Evil

The Mermaid Zombies lost their amphibious ability during their creation, and in fact each turn they are out of the water they suffer the effects of a Cure Light Wounds spell (Spell Level 1).

The undead Mermaid treasure is all in the form of collected pearls they have been ordered to gather – the Cryxians pick them up on their way through to use for bribing local officials and similar such activities. They place any pearls they find on the ledge of the water near the ladder.

**K :** Katrina will be interested in this area, until she works out that the undead are not Orgoth related. She doesn't care about Cryxian politics and spies.

## **Area 12**

This is the waterway between the islands. It is brackish, and supports salt and fresh-water life. Think crocodiles and sharks.

## **Area 13**

The tunnel the Gobbers dug for Hugo Craslovini is very roughly hewn and irregular, and propped up at intervals by beams of materials ranging from wood to iron, to stone pillars from other more stable areas of the tunnel system.

## **Area 14**

The Orgoth discovered the cave system when their magical 'Digging Machine' fell into it (and was ruined) during one of their sieges of the `Fingers. The tunnel the machine dug is smooth and rounded, with a flat base. It leads back to an overgrown entrance in the forest outside the `Finger's northern walls. The tunnel is used by the Boggers in Area 16 on occasional trips to the outside, but is otherwise untravellered.

The Orgoth dug a stairwell directly down from the tunnel to their fort in order to shortcut having to travel through the other more southerly caves.

The Boggers have dug 'small sized' hand holds leading up and down this cave, and any small sized creature "Taking-Ten" will make it up automatically.

However, bigger creatures trying to climb (either down, or up to the Orgoth tunnel), cannot use the tiny hand and foot holds, and will have to climb straight up slippery basalt (in the dark) for about 70 feet. This is a DC of 25 at the start, middle and end of the climb up, and a single roll on the climb down, and no "Take-Twenty" can be used (there is no research to be done, it's an unknown quantity to the PCs). Wear a safety line in case you slip!

The Orgoth Digging Machine, which lies at the bottom of the cave it broke into, is destroyed and beyond repair unless it can be transported to a well stocked repair shop. It was powered by magic that departed with the Orgoth, but could be converted to Steamtech power! In appearance it looks like a mechanical "Mole", with flat digging claws out front, and powerful pushing legs behind. It was steered by magical command and so has no "drivers seat" of other passenger seating.



**K :** Katrina will stop to perform a cursory recording of the Digger find – which will take at least an hour, and she will then want to go downward, not upward from here. She will claim the Digger as part of her loot since it is clearly Orgoth in nature.

## Area 15

“Da Wall” is where the Gobber tunnel broke into the natural cavern system during construction. Hugo Craslovini had the breach repaired with several feet of brick, mortar and iron bindings.

The stats for the repaired structure are: Iron-bound wall: Hardness 10, Hit Points 70, Break DC – 30/30.

Obviously the adventure wouldn’t be much fun if it ended here, right? So let your PCs be creative about how they’ll get through the wall, and accept the *clever* ideas.

The wall was designed to stop stupid wandering monsters, not cunning adventurers. If someone wants their character to spend the next few days beating a hole in the wall with a hammer or mace, they’ll end up being ambushed by either Gentleman Jules, or a powerful force sent by the Craslovini.

Bear in mind that the whole wall doesn’t have to come down – just a hole big enough for the largest PC.

Suggested answers to this dilemma are: clever uses of hot/cold spells to crack the wall, judicious use of explosives, summoning rock-eating monsters, finding the ‘keystone’ and removing it so the whole wall falls down, etc, etc, etc. Reward ingenuity.

See the description for Area 14 to for details about the Orgoth Digging Machine that lies smashed at the base of the shaft (and the Gobber sized steps) down from the breach.

**K :** Katrina suggests applying alternating heat/cold spells - if no one else comes up with the idea.

## Area 16 “Bogtown”

A signpost carved out of the rock tells anyone who approaches that this cave is the home of Bogtown, where 700-plus Boggers and Gobbers dwell in harmony and prosperity.

The inhabitants of Bogtown are rightfully proud of their creation. It contains many wonders of engineering and is a fully self-sustaining community.

All the ‘buildings’ are dug out of the rock, and the most important buildings are in the upper roof areas, protected from attack by the rock overhangs.

Notable structures in Bogtown are:

### **Bridge Level**

Rope bridge  
Gatehouse  
Catapult tower

### **First Overhang**

Brewery  
Inn  
2 Blacksmiths  
Apothecary  
Cave-pig and Bug ranch

### **Second Overhang**

Town Centre  
Temple of Duhnia (5 Clerics; CRs 14, 6, 1, 1)  
Wizards Guild (6 Wizards; CRs 9, 7, 5, 3, 1, 1)  
Mushroom gardens

Bogtowners are not used to visitors, repelling them on sight (unless the visitors are other Gobbers or Boggers), and are well versed in the tactics of more powerful enemies.

They know that most powerful beings tend to rely on magic and ranged attacks (invisibility, flying, fireballs, breath-weapons, etc.) so they defend their town using two methods:

Engaging the foe in close combat. Dozens of Boggers swing across the water on ropes hung from the ceiling, landing in the tunnels behind attackers and cutting off their escape. The catapult is used to keep attackers heads down – it is already ranged in on the area of the cave entrance, can be fired once every round (with a full crew), and does 6d6 to EVERYONE in the area. Several stalactites in the roof are actually held there by winches with quick-release levers, and can be triggered from the fort to come flying down at locations that intersect the rope bridge, damaging the bridge but also the people on it (Atk +8, 8d6 piercing damage). Up to 50 Bogger archers can take up defensive positions to pepper anyone flying or otherwise trying to cross. Sacks of finely ground mushroom-flour are also suspended from the ceiling, and released if the Boggers suspect they are being attacked by *Invisible* creatures (see below, Bats), or

The Bogtowners can cut the lowest rope bridge(s) and retreat upwards. The overhangs provide good protection, as do the archers, and resistance will only increase as the good folk of Bogtown are pressed higher upward.

Alert against *Invisible* and/or flying opponents is handled by a small colony of about 1000 domesticated Bats. The animal's Blindsense will alert them to even invisible creatures (although they skill won't know where they are) and several Gobber Wizards and Clerics will be immediately called for to handle the problem with copious amounts of *Glitterdust*, *Invisibility Purge*, and other spells – and don't forget the sacks of mushroom-flour.

<b>Bats</b>	Diminutive Animal
<b>Hit Dice:</b>	1/4 d8 (1 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	5 ft (1 square), fly 40 ft. (good)
<b>Armor Class:</b>	16 (+4 size, +2 Dex), touch 16, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/−17
<b>Attack:</b>	—
<b>Full Attack:</b>	—
<b>Space/Reach:</b>	1 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blindsense 20 ft., low-light vision
<b>Saves:</b>	Fort +2, Ref +4, Will +2
<b>Abilities:</b>	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
<b>Skills:</b>	Hide +14, Listen +8*, Move Silently +6, Spot +8*
<b>Feats:</b>	Alertness
<b>Environment:</b>	Temperate deserts
<b>Challenge Rating:</b>	1/10

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

**Blindsense (Ex):** A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

**Skills:** \*Bats have +4 racial bonus on Spot and Listen checks. These bonuses are lost if its Blindsense is negated

The Mutant Hullgrinders from Area 17 will be drawn to any disturbances in this cave – but they will only become active (lights, biting, etc.) if someone falls into the water.

Ultimately it will be easier to negotiate with the Bogtown Council (mostly Gobbers) if the PCs need anything. With a well organised and massive defense it is likely that the town should be able to kill/capture all but the highest level characters.

If the PCs are belligerent use this encounter to instil in them a modicum of respect for Boggers and Gobbers alike. Take your time to make decisions each round, think of the resources a well stocked town might have, add some Gobber flavour, and let fly.

The Bogtowners can tell the PCs about the Hullgrinders, the Octopus near the “Old fort” (Area 18), and the ‘Ghost’ in the shaft down (Area 20). They have not triggered the Orgoth trap in the fort, but since only humans activate it they don’t know it exists. They may hire out up to a dozen second level warrior/archers to the PCs for 5-25 Gold each (Bargaining skill checks vs. a +13 for the Gobbers).

Most of all have fun with Bogtown, and make it memorable for the Players – maybe they’ll want to come back. If you can think of any more flavour to add please do so. Bogtown could have a full write-up, but it’s not central to this adventure, so this is all it gets!

**K :** Katrina will suggest walking in and offering to negotiate for information. If attacked she will not hold it against the Bogtowners, and will suggest leaving an offering with a note that they want to trade, to see if the Bogtowners accept it (which they probably will).

## Area 17

A wide water filled cave, with no way to walk around (although a highly skilled Dwarven 'Lurker' just might be able to climb around!)

A boat lies on the southern shore. It is old and creaky, and in need of repair before it will float. The hull has iron-straps wrapped around it, which look like they have stopped the hull from being sliced open by razor sharp blades. The current state of the boat is 0 (on the chart below).

The states of health for the boat are:

State	Category	Strength
0	Submerged*	5 Hardness & 0 HP
1	Sinking**	5 Hardness & 1 - 5 HP
2	Afloat	5 Hardness & 6 - 10 HP
3	Seaworthy	5 Hardness & 11 - 15 HP
4	Complete	5 Hardness & 16 - 20 HP

\*Once 'Submerged' the boat must be abandoned

\*\* While 'Sinking' the boat will make no forward progress

**K :** Katrina wants to repair the boat and row cross. She suggests people either tie themselves to the boat, or take off their armour (not a problem for her).

The waters (and the waters of Area 16 and 18) are home to a school of Mutant Seabas... er, Hullgrinders, evolved from a group of the creatures that once when there was a connection to sea. Their mutation is that they are smaller, and have a light-producing stalk that they use to lure prey. Creating the light costs the Hullgrinders valuable energy, so they swim around in the dark mostly. If they sense activity they will activate the light, which will appear like a dim will-o-wisp in the depths.

The movement of the Hullgrinder lights is hypnotic, and anyone watching them from more than a full-round action must save vs. WIL (DC: 20) or suffer a -1 penalty on all actions for each point they failed the roll by. If the lights go away the victim will begin to recover by one point per round. A few rounds of the lights are a prelude to the Hullgrinder's attacking.



<b>Mutant Hullgrinders</b>	Animal, Aquatic
<b>Hit Dice:</b>	6d10+18 (48 hp each)
<b>Initiative:</b>	+3
<b>Speed:</b>	swim 40 ft.
<b>Armor Class:</b>	19 (-1 size +3 Dex, +7 natural)
<b>Base Attack/Grapple:</b>	+14 1 x Ram or 2 x Bite (Melee)
<b>Attack:</b>	Ram 2d8+3, Bite 2d8+3
<b>Full Attack:</b>	Ram 2d8+3, Bite 2d8+3
<b>Space/Reach:</b>	10 ft. by 20 ft. / 10 ft
<b>Special Attacks:</b>	Charge
<b>Special Qualities:</b>	Scent, Blindsight, Improved hearing, Lights (see description)
<b>Saves:</b>	Fort +11, Ref +11, Will +4
<b>Abilities:</b>	Str 25, Dex 16, Con 16, Int 5, Wis 10, Cha 9
<b>Skills:</b>	Hide +4*, Move Silent +7, Listen +15, Inuit direction +12
<b>Environment:</b>	Temperate aquatic
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	Body parts – spines can be made into weapons
<b>Alignment:</b>	Neutral

If frightened away a Hullgrinder will track its prey from a distance, and is intelligent enough to know that their prey probably doesn't realise that all the lakes on this level are inter-connected. PCs could be in for a nasty surprise if the Hullgrinders follow them and wait for them to enter the water elsewhere.

**Question:** How is a bunch of Hullgrinders sitting under your boat going to make an interesting encounter?

**Answer:** When they risk sinking you each round!

Some advice on running this aquatic encounter is to draw up a map of about 300ft. of water. On it place a 1d4 to represent the boat and its level of health (see table above). Each round the boat can go forward move it 10' if one person is rowing, and 15' if two are rowing. Once the boat is 100' into the lake the Hullgrinders will start their light attack, then after two rounds one of them will swim under the boat at start trying to damage it (consider it an automatic hit – 2d8+3 Damage). If a Hullgrinder takes more than 18 HP damage it will swim away and another of the fish will try to sink the boat.

*Mend* spells can repair 1d4 HP of the boat per spell, and *Wood Shape* can seal the hull so that the boat will keep moving no matter how many HP it has (until it is damaged again). Note that at least some amount of repair is necessary to get the boat into the water in the first place.

## Area 18

An abandoned Orgoth fort lies on a small island jutting out into the water of this cave. The PCs can walk along a small peninsula to enter the walls of the fort by the open gatehouse and it's rusty portcullis. The fort is 300 feet in diameter, and the wall goes right around the outside, exactly at water level, and the only entrances are the front and back portcullises – both rusted open.

**K :** Katrina will inspect everything in the area, including the temple. She will venture in unless advised not to by a PC she trusts. If the Dread are released she will try to subdue one to study later.



Upon entering the fort several things should be obvious, that the wall around the buildings is 40 foot high, but has no ramparts for defenders to fire missile weapons from, and the buildings are all decayed and collapsed except for one in the centre – that looks like the temple of some Orgoth diety. The walls of the temple are interesting in that they are made of rough hewn rock (necessary for the trap, see below).

If any Human, Iosan, or Rhulfolk steps foot in or touches anything inside of the temple, which has no doors, they will activate a magical trap. The trap is in effect a Spell Glyph, cast and hidden under the statue to an Orgoth diety in the centre of the room (thus it cannot be accessed without activating it). Written in Orgoth on the statue's base, are the words "Revenge and Death".

**K** : Katrina can read the above Orgoth text.

The Spell Glyph casts *Transmute Rock to Mud*, causing four of the exterior temple walls to turn to mud – releasing four Dread the Orgoth left entombed. The Dread will try to trap intruders in the temple, which does not have a ceiling high enough to keep flying characters out of their range. As a result of this trap the temple itself will register Evil and Undead, and the base of the statue will register Magic.



<b>Dread</b>	Undead
<b>Hit Dice:</b>	8d12 (32 hp each)
<b>Initiative:</b>	-1 (-1 Dex)
<b>Speed:</b>	30 ft.
<b>Armor Class:</b>	24 (-1 Dex, +25 natural)
<b>Base Attack/Grapple:</b>	+8
<b>Attack:</b>	Handblade +8
<b>Damage:</b>	Handblade 1d8+5
<b>Space/Reach:</b>	5 ft. by 5 ft. / 5 ft.
<b>Special Attacks:</b>	-
<b>Special Qualities:</b>	Undead, Darkvision 60', Fear aura, D.R. 5/+1, SR 28
<b>Saves:</b>	Fort +6, Ref +2, Will +5
<b>Abilities:</b>	Str 19, Dex 9, Con -, Int 11, Wis 12, Cha 10
<b>Skills:</b>	Climb +7, Jump +8, Handle Animal +5, Ride +5, Swim +8
<b>Feats:</b>	Alertness, Cleave, Combat reflexes, Power Attack, Weapon Focus (Handblade)
<b>Challenge Rating:</b>	8
<b>Alignment:</b>	Neutral Evil

The Dread will use cunning in pursuit of fleeing characters, and never give up! If the PCs make it back to the surface a Dread showing up with a Handblade through the shower-curtain could be quite shocking!

The northern gatehouse opens directly into the water, and it is only a short trip (30') across to the other side, and a staircase leading up to Area 19. The water here may be narrow but is extremely deep, descending into a fissure with substantial water pressure (1d6 Pressure Damage per round, as well as normal drowning rules.)

A special iron-hulled barge (Hullgrinder proof) is pulled up on the shore by the gate. The Orgoth used it to ferry back and forth across the watery chasm.

Lurking in the deep water at the southern end is a Giant Octopus that moved in several years ago. The creature makes good use of a not well known fact, that Octopi can 'walk' on land if they need to – for short distances, say five rounds, at relatively high speeds for a water dwelling beast!

### **Octopus, Giant**

Large Animal (Aquatic)

**Hit Dice:**

8d8+11 (47 hp)

**Initiative:**

+2

**Speed:**

20 ft. (4 squares), swim 30 ft.

**Armor Class:**

18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

**Base Attack/Grapple:**

+6/+15

**Attack:**

Tentacle +10 melee (1d4+5)

**Full Attack:**

8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)

**Space/Reach:**

10 ft./10 ft. (20 ft. with tentacle)

**Special Attacks:**

Improved grab, constrict

**Special Qualities:**

Ink cloud, jet, low-light vision

**Saves:**

Fort +7, Ref +8, Will +3

**Abilities:**

Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3

**Skills:**

Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13

**Feats:**

Alertness, Skill Focus (Hide), Toughness

**Challenge Rating:**

8

Giant Octopi are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

**Combat :** An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

**Constrict (Ex):** A giant octopus deals 2d8+6 points of damage with a successful grapple check.

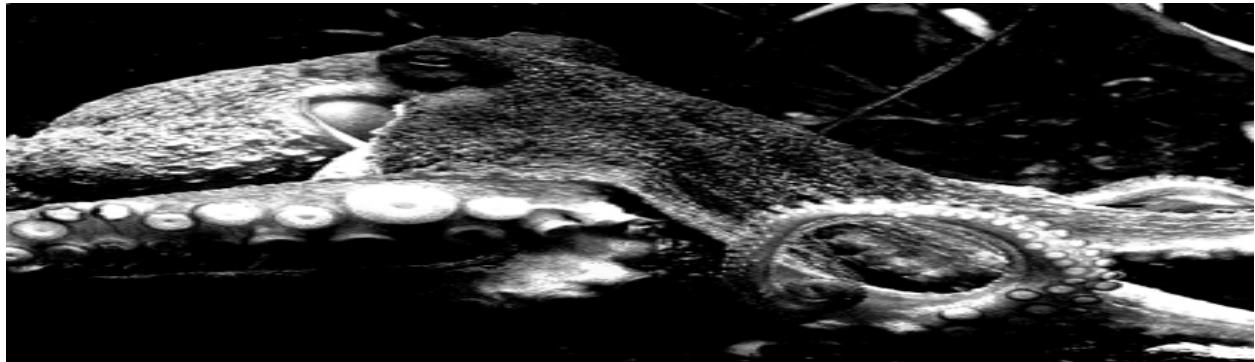
**Improved Grab (Ex):** To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Ink Cloud (Ex):** A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It

must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Skills:** A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



If the Octopus can make a successful Hide (+12) v. Spot roll against someone trying to climb into a boat, it will get a single free sneak attack (with +2 circumstance modifier) to strike with a tentacle, and then use its Improved Grab feat to get a free Grapple. After (rolling initiative) it will try to drag the victim into the water (Opposed STR rolls) and then watch them sink and die before eating them.

## Area 19

These are the quartz fissures the Orgoth mined for diamonds. They still carry significant wealth, and when Gentleman Jules finds them he will seek to ultimately keep them for himself (i.e. kill, or get killed, any PCs or henchmen with him before he returns to the surface). For purposes of this adventure it is only possible for the PCs to extract 20-200GP worth of raw diamonds before proper mining tools to extract the remaining diamonds (500-5000GP worth – but the Craslovini will want a cut in this!)

**K :** Katrina will acknowledge that the Diamonds are the PCs loot, but she will be more interested in the rusted Orgoth tools left in the dust.

## Area 20

The shaft descending to the ‘second layer’ of caves is where the evil Cleric Callius was killed when he tried to throw his adventuring partner, the Wizard Armond, over the edge (to keep the Orgoth diamonds for himself). Callius has since become one of the Disembodied. These creatures can only travel about a hundred foot from their dead remains – which are lodged in a fissure half way down the shaft, almost impossible to find and destroy. Because the shaft is ninety foot across at this point the Disembodied has only a limited window of opportunity to attack a person (about 10ft.). Anyone descending the carved staircase here can move quickly enough to bypass most of the monster’s attack (1 round), but anyone walking/climbing back up would be an easy victim (three rounds of attacks moving normally). This monster is now one of the obstacles keeping Armond in **Area 22**.

<b>Disembodied - Callius</b>	Undead
<b>Hit Dice:</b>	12d12 (92 hp.)
<b>Initiative:</b>	+5 (+1 Dex, +4 Improved Initiative)
<b>Speed:</b>	30 ft. fly (perfect)
<b>Armor Class:</b>	13 (+1 Dex, +2 deflection)
<b>Base Attack/Grapple:</b>	+4
<b>Attack:</b>	Incorporal touch +4 melee, or 2 Claws (+4 melee)
<b>Damage:</b>	Energy drain, or Claw 1d8 v. Ethereal
<b>Space/Reach:</b>	5 ft. by 5 ft. / 5 ft.
<b>Special Attacks:</b>	Energy Drain, Spell like abilities
<b>Special Qualities:</b>	Undead, Darkvision 60', Incorporal, Damage Reduction 10/+1, +4 Turn resistance, Rejuvenation
<b>Saves:</b>	Fort +2, Ref +3, Will +8
<b>Abilities:</b>	Str -, Dex 13, Con -, Int 12, Wis 16, Cha 15
<b>Skills:</b>	Diplomacy +11, Intimidate +11, Know. (Arcana) +7, Listen +9, Sense Motive +12, Spot +9
<b>Feats:</b>	Alertness, Flyby, Improved Initiative
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	Ancient gold Holy Symbol of Morrow with body (500 Gold)
<b>Alignment:</b>	Lawful Evil

Play this encounter as much more than a straight-forward combat.

Callius will approach and talk to the PCs before they try to climb down, appearing in the form of a bloodied smashed human skull, wanting to 'eat a little of their souls as payment for safe passage down and back up the shaft' (starting at 1 Class Level, but can be bargained down to 1d8 Hit Points – each, and it's an ugly experience). He will threaten to devour their souls if they try to get past without payment.

Of course once the PCs have gone down the shaft Callius will completely renegotiate the deal! He will demand that the PCs bring him the bound body of Armond (**Area 22**) if they want safe passage back out! A task for evil characters only!

If 'Gentleman Jules' reaches this area he will be safe from Energy Drains due to his Scarab of Protection

**K** : Katrina knows what a Disembodied is and will suggest looking for the body – although it may be at the bottom of the shaft. As expedition leader she will volunteer her life essence, to try and persuade the PCs to volunteer theirs.

## Area 21

Eons ago a colossal creature burrowed its way under the land and left a tunnel behind. That its path crossed a future holy site of the Twins is pure coincidence... or is it? The creature (of a sort long since extinct) laid an 'egg' at **Area 27**.

The tunnel made by the creature is oval shaped and fairly smooth, and runs in up and down waves. The two openings of this tunnel to the surface are in the middle of a desert in the Skorne land (totally filled in by sand now), and somewhere in the Rhul Mountains. The later entrance was how the Rhulic warriors who fell prey to the Black Ogrun came to be here (see **Areas 24 & 25**).

## Area 22 – The Trials of Morrow and Thamar

To complete their ascension the twins, Morrow and Thamar, had to overcome many trials. Exactly what test they faced in this Pyramid shaped structure is unclear.

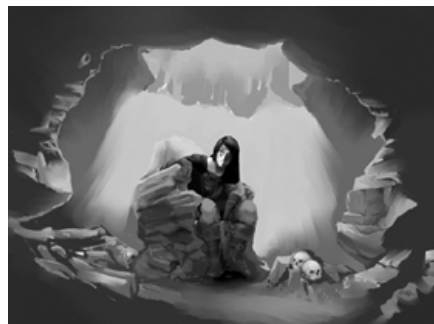
The pyramid is over two hundred feet high and has walls of stone that are each carved from a single slab. Suspended just below the ceiling is a bright burning globe as hot as a tiny star, and in the centre at the base is a ‘building’ made of thick steel and with a single iris/doorway. The door is mechanically locked (Open Locks, DC: 45). The words “Caen to Eternity” are written in Caspian above the doorway, and they will automatically open to any Human who speaks the words.

**K :** The pyramid does not fit the verbal description Katrina has for the ‘Steam Spire’, and while she will admit it is interesting, she will want to keep going.

Inside the steel building are walls that are illuminated by tens of thousands of tiny red and green blinking specs of light, stuck behind thin slices of glass that can be depressed. Depressing a glass button causes the relevant coloured light to shine, and be held active for several minutes.

Apart from the ‘sun’ globe and steel building the only other thing of note in the room is Armond. The human Wizard became stuck here after finding the Pyramid, converting to Morrow, and being turned upon by his former Homunculus Familiar, Armondini, and his Cohort, Zigurt the Green Dragon. When Ziggurt’s breath weapon destroyed Armond’s spellbook the Wizard tried to escape the caves, but he was attacked in his weakened state by the spirit of Callius and he lost several levels.

Armond only survived by learning how to open the door to the steel room – which has proven impervious to Zigurt’s breath weapon.



Armond has learnt the button/combination for the steel room lights that causes the floating ‘sun’ to emit a sharp fork of electricity (200’ range to closest target only, 7d6 Damage). This can only be activated once per hour, but Armondini and Zigurt are yet to work this out, and they flee the room if they are attacked with it. No other special combinations are achievable without a decade of study.

Luckily Armond has *Mastered* three spells, *Light*, *Non-detection*, and *Magic Missile*. Equally luckily he has not aged a day the whole 500 years he has remained in the Pyramid room. Armond has spent the last half-millennium in quiet meditation of Morrow, and recalling the past, which has kept him from going insane. Unbeknownst even to himself, Armond is now only one step away from ‘Ascension’. All that is required of him to Ascend now is that he give his life to save another person (become a martyr). What sphere he would become an Ascendant of depends on the circumstances at the time.

When Armond first encounters the PCs he will be unnervingly calm at seeing potential rescuers. He will speak in Caspian, and only divert to Cygnaran if told that others have trouble understanding him. He will

warn PCs about Armondini and Zigurt, and their fort in Area 23, and he will also tell the tale of the magical egg he found in Area 27. He can state that he has seen and heard strange creatures in the shafts going down (to Area 25 – the Black Ogrun and their creepy ally). He now no longer has any desire to leave the Pyramid room, but will do so to help the PCs if he finds out they are in danger (**Act Three**).

**K :** When hearing about the magic egg Katrina will want to investigate. As for dealing with the fort she will suggest *Invisibility* as a way of getting past it.

### Area 23 (The Dragon-blighted Fort)

Armondini and Zigurt have enslaved a tribe of Devourer-Worshipping Boggers to construct (a now blighted) fort to block the passage, so that they might protect the magic egg in the tunnel (**Area 27**). Once they have completed their self-appointed mission to kill Armond they will take the egg to the surface to be hatched.

There are about 60 Boggers in the fort, most carrying some kind of disease. The walls only provide a basic defence (3' walls, 30% Concealment for Small sized creatures, 15% for Medium, 5% for Large).

A Spider Swarm crawls the ceilings (sometimes snatching a Bogger) and their webs will alert them to any flying/crawling creatures trying to get past.

<b>Spider Swarm</b>	Diminutive Vermin (Swarm)
<b>Hit Dice:</b>	2d8 (9 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	20 ft. (4 squares), climb 20 ft.
<b>Armor Class:</b>	17 (+4 size, +3 Dex), touch 17, flat-footed 14
<b>Base Attack/Grapple:</b>	+1/—
<b>Attack:</b>	Swarm (1d6 plus poison)
<b>Full Attack:</b>	Swarm (1d6 plus poison)
<b>Space/Reach:</b>	10 ft./0 ft.
<b>Special Attacks:</b>	Distraction, poison
<b>Special Qualities:</b>	Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
<b>Saves:</b>	Fort +3, Ref +3, Will +0
<b>Abilities:</b>	Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2
<b>Skills:</b>	Climb +11, Listen +4, Spot +4
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
<b>Challenge Rating:</b>	1
<b>Alignment:</b>	Always neutral

**Combat :** A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

**Distraction (Ex):** Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Poison (Ex):** Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

**Skills:** A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

If the forts suspects it is under attack by *Invisible* creatures (such as the Spiders getting agitated, people dropping dead for no reason, you know... the usual signs) then Zigurt will take to the sky and lay down a massive acid-cloud with his Breath Weapon, killing indiscriminately – Adventurers and Boggars alike (and maybe a sniff or two hitting Armondini).

If he can see his attackers Armondini will use his wand of *Evard's Black Tentacles* and then Wand of *Polymorph Other* (into a worm!)

At random intervals Armondini and Zigurt ride out to check that Armond is not trying to escape his prison. Typically they become infuriated when he hides in the 'steel building' (in Area 22) and lay down a Breath Weapon attack (to no effect). If Armond zaps them with a fork of electricity they fly off howling to lick their wounds and try again later. The cunning pair has tried to lure Armond out of the Pyramid room many times, but he is way too cautious and content where he is, nearer to Morrow.

It is very unlikely that the PCs will have the ability to destroy Zigurt (who will flee if severely threatened – although he will not leave the tunnels for fear of being discovered and eaten by a bigger dragon!) but they don't have to. The pair will not leave their vigil, or risk letting anything else get close to the magic egg, not even evil PCs (sharing's caring, and evil creatures don't!)

**K :** Katrina will want to run away if the party takes serious damage. She won't think of any better ways to get past the fort.

## Area 24

The grave of Rhulic Warriors lies at the bottom of this shaft. They were an expedition from Rhul (where the gigantic tunnel begins) that tried to enter the Black Ogrun caves. All that remains now is bones, and rusted armour and weapons. A few skeletons are missing, raised as undead to serve in the Black Ogrun workshops and mines.

The Orgoth never dug a staircase down this far, after they lost a patrol of their own to the Ogrun, so normal climbing rules apply for this shaft (but read **Area 25** before proceeding).

## Area 25 – The caves of the Black Ogrun

Make sure you read this section thoroughly before allowing the PCs to enter. The Black Ogrun traps are complex and well constructed.

These caves are pivotal to the adventure. They are the home of the 'Steam Spire', such as it is, and they are likely to be the place where the PCs are captured, enslaved, and forced to escape from before they acquire Blood-Steel-Madness.

A cleric of the Devourer-Wrym, named 'Dyn', is the leader of the clan of Black Ogrun than toils here making their cursed weapons. The clan consists of 12 members in total, and each is a brutal warrior in their own right. Most are advanced in level, as shown below:

Member	Level	Name	Clan Role
1	Cleric 12	Dyn	Priest - Spiritual and Secular Leader
2	HD 12	Tor	Master Smith
3	HD 11	Tur	Chief Weaponsmith
4	HD 10	Sin	Chief Armorer
5	Sorcerer 9	Zan	Sorcerer
6	HD 8	Rul	Chief Miner
7	Ranger 8	Sle	Scout/thief
8	HD 7	Ers	Assistant Weaponsmith
9	HD 6	Pik	Assistant Armorer
10	Cleric 5	Dem	Assistand Priest
11	HD 5	Wip	Slaver/Torturer
12	Adept 5	Zin	Assitant Sorcerer

The Black Ogrun use their magic and knowledge of the caves to keep track on anyone that enters. They have probably been aware of the PCs at least since they climbed down the shaft at Area 20, and will be ready to trap them if they climb down either or both of the shafts to their caves.

#### A Dreadful Ally

The ‘Ogrun have a wildcard up their sleeve - a Totem Hunter (HD: 15) named “Xalshaal” has temporarily allied itself with the clan, and moved into the caves while they work to make it a set of weapons the Hunter deems worthy of being wielded. Only Dyn communicates with the alien creature, and the rest of the Ogrun both fear and respect it.

Initially the Totem Hunter will help the Ogrun to capture any wayward PCs, although its motives might change over time if persuaded in another direction (see **Act Three**).

### The Black Ogrun’s Trap

The Ogrun will split up if they have to trap both shafts. Although as a DM you will probably have to improvise (just as the Ogrun would do), stick to this order of action if you think the Ogrun would think it would work:

As the PCs are climbing (or flying) down the shaft to the Ogrun caves, Dyn will cast *Wall of Stone* to block their escape (or Zan can cast *Web*)

The Ogrun will engage the PCs on a two-per-person basis, with one hanging back and reserving a ‘Fierce Gaze’ attack which it will employ so it’s buddy can Grapple and disarm the victim unopposed.

If necessary the whole pack will close in and melee with their Blood-iron weapons. Skilled fighters will be *Webed* and Grappled, while weak ones will be subdued unconscious.

The Totem Hunter will track and bring down anyone fleeing or straggling (Don’t forget that people fleeing can only go past Zigurt and Armondini, head for the Pyramid, try to get past Callius the Deceased, or ran away up the tunnel!) The Totem Hunter is a flawless tracker and quick mover in the darkness, and should have little trouble – it also has its powerful spells!



Assume that the Ogrun have been aware of the presence of the PCs since they entered the lower level - the joining of the two upward shafts into the Black Ogrun caves amplify sound – like a pair of bat’s ears! (See the map in **Act Three**). Once the PCs have gotten close Dyn is able to track them with *Clairaudience/clairvoyance/Detection* spells, or Xalshaal can act as a scout.

The two most effective courses of action for PCs investigating the shaft and caves below are:

- A) Send in a scout, invisible, and backed up with huge amounts of magic.
- B) Charge in fully powered up for a fight

Option A) is easy to deal with – The scout will see a dozen ‘floating lights’ that turn out to be Black Ogrun eyes – and suffer almost a dozen *Fierce gaze* attacks. Too easy. Dyn can block any potential escape by using *Stone shape* spells – which are also good against *Gaseous forms*.

Option B) is even simpler because the PCs may be powered up, but they will have no idea what to expect. The Black Ogrun will spring their trap in the entry chamber to their cave (see **Act Three**) and should have a round of surprise! Dyn will block the retreat, and all the monsters will get *Fierce gaze* attacks. After that the Black Ogrun with Guisarmes will Trip opponents (with extra reach) and allow everyone else to get attacks of opportunity. Easier.

**IMPORTANT** The best way for the Black Ogrun to deal with Invisible attackers is to cast a *Spell Glyph* of *Glitterdust* on a string of non-descript rocks (virtually impossible to spot, DC: 40+), forming a warded area. The *Glyphs* are primed to go off when any non-Black Ogrun breaches the ward. When employing this tactic the Ogrun all wear goggles to protect themselves from the dust.

The whole trap should be handled in as creepy fashion as possible. The PCs will never get a clear look at their attackers – except for their cursed glowing eyes!

**K :** Katrina will be probably be first down this shaft. If not, and she sees the PCs get captured she will try to rescue them but be caught.

Once a victim is captured, gagged, blindfolded and bound Dyn will use *Detect Magic* to determine if they are spellcasters (Dyn and Zan are also good at spotting them using normal means). All spellcasters will be bound, and gagged with facemasks that only permit breathing and difficult eating. Once all spells have been exhausted from them (by Intimidation (Torture) – see below) they will be unmasked, but never allowed to rest long enough to regain any spells!

### **Black Torture**

This consists of allowing a spellcaster to cast a low level spell (Dyn and Zan will be present to *Counterspell* higher spells if required) until they deplete their magical energy. If a PC refuses to cast a spell, claiming they are out of energy, they will be Tortured. Wip has an Intimidate(Torture) Skill of +12 (and a +2 Bluff synergy). His DC is 10+Character Level. If he succeeds in his Torture the character in question will relent in agony and cast a random spell in the hope of stopping the Torture. If Wip makes three Intimidate (Torture) rolls in a row and the victim does not cast another spell (either because he fails the Torture roll, or the victim has run out of spells) he will judge them as having drained all their power. They will be unmasked, but put on a rigorous work schedule with no time to sleep.

Bad news - after each torture a person must make a FORT save or lose one point of either DEX, CON, or CHA (random) – this can be regained much later with rest (after the adventure). Wip makes sadistic use of burning coals, fiery irons, hacksaws, and pliers!

### What if...

If even some of the PCs are captured proceed to **Act Three**. If they escape somehow, and are not tracked down by the Totem Hunter, or avoid the Black Ogrun cave all together, then you can ignore Act Three and just play out what else is left to do. Alternatively the PCs may decide to come back to the caves at a later date – which is fine as well.

Since they have yet to find any evidence of something that could be described by a Gobber as a ‘Steam Spire’ Katrina will insist on exploring every last nook and cranny. She should not ‘drive’ the PCs down to the Black Ogrun, but she will want to climb down (unless strongly advised not to by a trusted PC). If they realise Katrina has been captured the PCs can explore where their loyalties lies (and their fear of the Craslovini begins). See **Act Three** for the stats of the Black Ogrun.

### Area 26

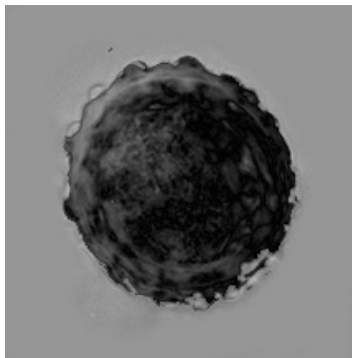
At the bottom of this shaft lie the remains of an Orgoth force that tried to defeat the Black Ogrun. As with Area 24 there is no staircase carved here. Ensure that you about Area 25 before proceeding.

**K :** Katrina will be very interested in inspecting the Orgoth remains, which will get her easily ambushed by the Black Ogrun.

### Area 27

This is the magical egg left behind by some unimaginable creature eons ago. Apart from being magic, it appears to be made of semi-precious stones fused together. An Appraisal (DC 15) check will reveal that the value of this item on the market cannot even begin to be gauged. Some buyers might just want it for the gems, while some would swap a small kingdom for it intact! Moving such a huge item to the surface would be a logistical nightmare – perhaps even requiring SteamJacks, and a long walk back to Rhul.

**K :** After finding the egg Katrina will acknowledge that it isn’t Orgoth, but will volunteer to research it for the PCs free of charge. She will want to return later to try and remove it.



## Appendix

### Armond

#### Wizard 6 (was 13)

Male human (Cygnaran) : CR 6 (1 - No Spellbook); Size M (5 ft. 10 in. tall); hp 21; Init +0; Spd 30 ft.; AC 12 (+2 Ring of protection); Atk +3 (No weapons); Scribe Scroll, Summon familiar, Improved Familiar, Spell Mastery, Dodge; AL NG; SV Fort +2, Ref +2, Will +5; Str 11, Dex 10, Con 12, Int 17, Wis 16, Cha 13; age 500+ (23 years physical age); Notable skills: Leadership +12, Animal empathy +12; Spot +12, Concentration +11, Decipher Script +11, Sense Motive +11; Traits: Calm, Compassionate, Stubborn; Languages: Cygnaran, Caspian, Ordic; Items: Ring of Protection +2, Major circlet of *Searing Light* (200ft. 5d6 Damage)

**Mastered spells:** Light, Non-detection, Magic missile

### Armondini

#### Homunculus 13

Construct: CR 13; Size Tiny (1 ft. 3 in. tall); hp 36; Init +6 (+2 dex, +4 Improved Initiative); Spd 20 ft. Fly 50ft. (good); AC 19 (+9 Natural); Atk +3 melee (Bite, 1d4-1 + poison (DC 11, sleep for one minute, then 5d6 minutes)); Spell Resistance +6, Construct Type (immune to mind influencing spells, poison, disease, critical hits, non-lethal damage, energy drain, or massive damage), Improved Initiative; AL NE; SV Fort +3, Ref +5, Will +7; Str 8, Dex 15, Con -, Int 11, Wis 12, Cha 7; age 500+; Notable skills: Hide +18, Listen +5, Spot +9; Traits: Vengeful, Scheming; Languages: Cygnaran; Items: Wand of *Polymorph Other* (Range 210ft. 13<sup>th</sup> Level, 14 charges), Wand of *Evards's Black Tentacles* (Range 210ft. 13<sup>th</sup> Level, 12 Charges)

### Zigurt

#### Dragon, Green (Adult)

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Adult	H	20d12+100 (230 hp.)	27	10	21	16	17	16	+20/+36	+26	+17	+12	+15	12d6 (25)	23

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	27 (-2 size, +19 natural), touch 8, flat-footed 27	<i>Suggestion</i>	5th	21

**Combat :** Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly—it enjoys evoking terror. Sometimes the dragon elects to control a humanoid creature through intimidation and *suggestion*. Green dragons especially like to question adventurers to learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby.

**Breath Weapon (Su):** A green dragon has one type of breath weapon, a cone of corrosive (acid) gas.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Spell-Like Abilities:** 3/day—*suggestion* (adult or older)

**Skills:** Bluff +17, Hide +14, and Move Silently +13

**Dragon blight:** See *Monsternomicon* for details

## Katrina Craslovini – Explorer and Adventurer

### Monk 6, Adventuring Scholar 4

#### Female human (Khadoran)

Size: M (5 ft. 5 in. tall)  
Hp: 43 (Wounds)  
Init: +3 (+3 dex)  
Spd: 40 ft.  
AC: 18 (+3 dex, +2 wis, +1 monk, +2 ring of protection)  
Atk: +8 armed, +6/+6 unarmed

#### Wanderer

Shortsword, Masterwork (+9)  
(Ki Focus) 1d6+1, crit 19-20/x2

Unarmed (+6/+6), 1d8+1/crit 19-20/x2

#### Bietrsung (Bittersprung)

Khardic-Shortbow+2 (+13),  
(Frost) 1d6+2+1+1d6/crit x3, 70ft.,  
Empathic, Neutral - Int 12, Wis 10, Cha 12  
120' Darkvision, Spot +10  
Cure Mod. Wounds (3/day)

Feats: Unarmed attack, Stunning fist, Flurry, Dodge,  
Mobility, Exotic weapon (smallarms), Evasion,  
Ki strike, Weapon Finesse (Unarmed) Purity of body,  
Field of Study (Orgoth culture) – Specialist +2/+1,  
Base of operations – the Craslovini manor,  
Against all odds, Adventurers zeal,  
Luck bonus (included in saves)

AL: NG

SV: Fort +9, Ref +14, Will +14

Stats: Str 12, Dex 16, Con 14, Int 13, Wis 15, Cha 15

Age: 19

Noted

Skills: Knowledge Arcana +18, Prof. (Archaeology) +16,

Climb +14, Spot +13 (+23 *Bietrsung*) Gather Info. +11

Traits: Adventurous, Resourceful, Loyal

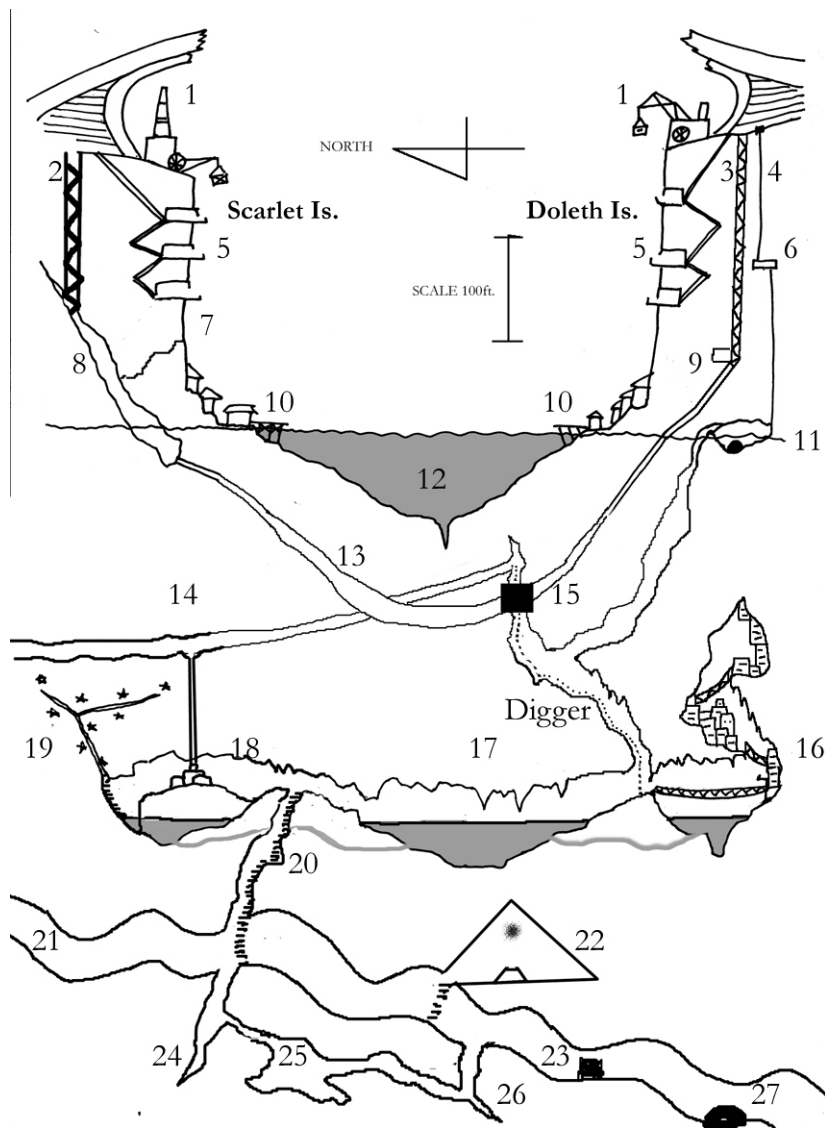
Langs: Khad, Idrian (spoken only), Ordic, Khadoran, Molgur

Items: Peripat of Health (against diseases), Keen-edge (oil) x2



When adventuring Katrina likes to keep danger at good Shortbow distance! She will not allow anyone else to touch *Bietrsung*, which she won in an unarmed fighting contest with a Khardic Horse Lord. She prides herself on being a good leader, self-sacrificing if required, as long as 'everyone makes it out alive'. When faced with overly-cautious adventuring partners she becomes bored, and almost reckless in an effort to spur them on. Katrina has spent a lot of time learning other languages, and is always open to negotiation instead of conflict.

## Cross-Sectional Map of the Tunnels and Caves



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# The Steam Spire

## Act Three

Compatible

With

v3.5

Rules



An Iron Kingdoms™ adventure in the Five Fingers

For Character Levels 7-9

By Patrick Taylor ([patrickjftaylor@yahoo.com](mailto:patrickjftaylor@yahoo.com))

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For printing purposes, this document is formatted in Letter (US) layout.



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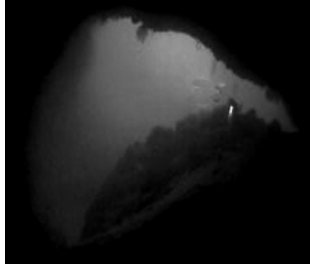
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# Storyteller's Information

(No PC's Allowed)

## Time to Act tough!

First of all - it should be clear that the only way the Black Ogrun caves can be thoroughly investigated is in chains! While it's possible that the PCs might kill the Black Ogrun when they first meet - that's almost impossible - and the powerful and alien presence of 'Xalshaal' the Totem Hunter should prevent this.

What happens when PCs get captured? Should the time continue on in a round-by-round fashion, where the PCs believe they can escape at any second if they just roll well enough on the dice? Or should the DM simply say "several months pass, and then one day the guard falls asleep. What do you do?" Sure both options will work, but as a designer I don't want this adventure I worked so hard on to just fizz out like that! And neither should you or your Players!

Therefore **Act Three** will run somewhat like the screenplay of a movie – time will speed up for the boring bits, become agonisingly slow for the juicy bits - and it will be well scripted with cool dialogue (Doesn't sound like many films I've seen - Ha!)

The PCs will be in your hands, and at your mercy, so be tough – but don't make life a misery for them. There should be some sense of reward for overcoming adversity.

Here's a rundown of how it should play out:

- 1) **Scene setting** – some set-scenes to establish the mood.
- 2) **Calming down** – describe the caves and give PCs the chance to settle in. None of the *obvious* ways will work.
- 3) **Testing times** – a series of set encounters for the Players to roll-play through, fail, succeed, and build their characters further.
- 4) **Helsinki syndrome** – not as weird as it sounds (check your history!) The PCs will start to pick up new skills from the Black Ogrun, and discover the 'Steam Spire'.
- 5) **Escape velocity** – several options for escape will become apparent.
- 6) **Escape!** – the escape itself.
- 7) **Explanations?** – if/when the PCs escape the Craslovini family will be very curious about everything they've seen. They'd better hope they'd become good friends with Katrina before now!!
- 8) **Epilogue: Revenge** – the dream of every captive, and a dish best served cold from a Military Rifle!

During all this time the world outside will not be standing still. In the Appendix of the adventure is a Timetable of the activities of other would-be thieves and rescuers.

Most of all the DM will have to concentrate on instilling a tone of dread. The PC's lives will be in Black Ogrun hands, and those hands will barely hesitate to turn a living slave into an undead worker (the undead just aren't as fast, clever, or versatile as slaves). I suggest running this Act in a single sitting, and take a break between this and Act Two.

## Further explanation...

Designing an enjoyable ‘jail-break’ adventure has proven to be difficult.

The traditional methods of running something like this usually include dumping the PCs in a locked room with a map of the area, taking it round-by-round, assuming all the obvious ploys will work... yuk!

A real jail-break story takes months (if not years) - and the longer the wait for escape the more rewarding is the freedom!

However, as DM you can’t simply lock the PCs away and say something like “Several years pass, until one day...”

The Players would howl blue murder and claim that they had a hundred fool-proof methods of escape and that you were ‘cheating’ them!

Experience shows that if the Players can see that something is happening, that maybe a light is appearing at the end of the tunnel (even an on-coming Steam-Eng) they will be prepared to see where the ride takes them...

Which brings us to an old chestnut called the ‘Tunnel of Fun’, or ToF. This concept is essentially an adventure where no-matter-what the PCs do they cannot change the script. I hate that, and so should every good, creative DM.

So, where is the happy medium?

Realistically ‘captives’ of any kind do have to suffer through the ToF due to the very nature of their captivity, but this should break down as they learn to work the system, and start gathering resources to escape. This is cool. This is how this adventure should be run.

Start off in ToF fashion – read them the scene setting texts, give them their limited options. Be strict, and ignore constant demands to have escape plans thoroughly

investigated. Xalshaal should be good for this – he is completely alien to the PCs and he wants to see how they fare in captivity. Let him be your ace-in-the-hole!

Try to wait until the ‘Testing Times’ section has been resolved until adding free-flowing elements into the game.

The Players should sense a change in the pace of the game the second you throw them the map of the caves. After all, this is what they’re used to.

If they want to start mapping before then tell them that it’s no use. They are chained and kept in separate caves, don’t know where they are, and don’t have a good idea how they got there. No PC would be able to draw a map any bigger than the single cave they are in. They are also under constant surveillance; at least until the ‘Helsinki Syndrome’ scenes have been completed.

By the way, ‘Morrow help you’ if you’ve allowed Psionics into your Iron Kingdoms game! You’ll have to think of some way of nullifying them – may I suggest a heavy lead-lined helmet with a magic lock on it?

Good luck in running **Act 3** of the ‘Steam Spire’. I strongly expect that your Players are going to love it. Just make sure you at least skim the whole thing before you begin playing.

Here is another tip - **make sure that you work out which PC will slave for which Ogrun before starting (ensure the numbers tally up!) and which will be Xalshaal’s future designated-target.**

Cheers, and good luck,

Patrick Taylor (designer, writer, etc.)

# The Steam Spire – Act Three

## Scene Setting

For this Act to flow smoothly, here are a few scene setters to let the PCs know what they can expect...

*The Black Ogrun that launched an ambush in the tunnel were brutal in the way they captured and stripped you of the ability to escape. The way they worked was methodical, and you realised with horrifying clarity that this was nothing new for the Black Ogrun, you are simply the next in a line of hundreds, maybe thousands of slaves that had crossed their path, and they knew exactly what to do.*

*The spell-casters suffered the worst – gagged with bizarre helmets that twisted their mouths until they couldn't speak, and tortured until exhausted of all magical ability. The eyes of the Black Ogrun burned red with delight during this time.*

*Your armour, weapons, equipment, everything... was taken away and haven't seen it since, then all of you were chained, separated, and put to work on back-breaking tasks.*

*The Black Ogrun now work you till you drop, give you a mouthful of water and handful of insects to eat, and they don't let you rest long enough to recover your energy.*

*It seems less than an hour before you are woken once again by whip across the back!*

For each location read the notes to see if Katrina knows anything about the contents of the area and what she wants to achieve there (and don't forget her Legends & Lore skill can uncover significant details), as well as information on how other monsters/groups might interact with the traps and local denizens.

Special actions/information/motives relating only to Katrina are clearly with a:

**K :**

## Facts about being a Black Ogrun captive...

At this point you should relate a few facts to the Players, namely :

### Spell Casters

Clerics (and similar) will not be released from their verbal-spell-preventing masks, since they can regain spells any time – treat the masks the same as the chains they are in (below) for removing.

### Equipment gone!

The PCs are now missing ALL weapons (including hidden/concealed weapons), armour, rings, necklaces, periapts, circlets, equipment, magic items, etc. They have been 'shaken' down by the Priest Dyn and the Sorcerer Zan, and even casually inspected by Xalshaal. If a Player insists that they have an item the Black

Ogrun can't find or remove, simply have the Totem Hunter 'sniff' them over and casually find/remove the offending item(s) – the Players won't know what these freaky creatures are capable of!

### Life in chains

The leg/arm chains the PCs are in perform several functions – they reduce AC by –2, half normal movement, reduce Initiative by –2, and impose a –2 penalty on all rolls. In addition Concentration checks will be required if the PCs ever get the chance to cast a spell/spell-like effect (DC:15). The chains are superior to Masterwork items, and require an Open Locks (DC: 25 – with an appropriate tool!), or Break (DC: 35), or the key to remove. (The key-holder is Wip, and he enjoys teasing slaves by dangling the keys before their exhausted eyes, or daring them to pick them up while he stands over them with an axe ready to chop off the offending hand!)

### Old acquaintances

Any Allies/Cohorts/Familiars are assumed to be destroyed (by Xalshaal if no one else). All sentient magic items will be taken beyond contact, or destroyed (See 'Helsinki syndrome – Dyn's slave'). Use your judgement as a DM on the best choice of action for the Black Ogrun.

### Hit points as currency

The conditions the Black Ogrun keep the party in are appalling. Conditions are so bad that HIT POINTS WILL NOT RECOVER, and all new slaves begin fatigued - as if carrying a wound equal to 1/4 of their normal Hit points (see Katrina's stats in the Appendix for an example). If a PC proves troublesome the Black Ogrun will wound them (losing HP) and subdue them (Subdual damage WILL recover), there after leaving them easy to subdue. Really troublesome PCs will be turned in to undead workers! There will be chances to regain Hit points during the adventure, and they will become a 'currency' the PCs will want to build up before they try to escape.



## Continue setting the scene...

*To make this nightmare even worse, the creatures you toil alongside are all undead. Fallen Rhulfolk and Orgoth who once challenged these monsters now serve them forever. It forces you to realize that eternal slavery in death is only one angry look away – and the benefits for the Black Ogrun of having a living slave, as opposed to an undead worker, have their limits.*

*On several occasions you have accidentally looked into the empty eye sockets of one of the undead, and you swear you have seen them flinch when a Black Ogrun walks by.*

*Maybe there is no release, not even in death?*

Even the undead workers are closely watched by the Black Ogrun. Not because they might rebel, but because they sometimes have access to tools that the Ogrun don't want the living workers to get their hands on.

## Chosing slaves...

*You quickly lose track of time – you know you haven't been down here long, but it could be days or weeks, you just can't tell! However, you slowly begin to sense a rhythm to the activity of the caves.*

*The biggest of the Black Ogrun is called 'Dyn' by the others, and revered as a priest of some wicked god. Dyn leads the Ogrun, and they defer to him on many occasions. He is attended by 'Dem', a quiet, smaller Ogrun who prepares most of Dyn's rituals.*

*After Dyn the next most important is a monster called Tor. His only job is to think up all the new weapon and armour designs. He frequently comes to blows (big earth-shaking blows) with the other Black Ogrun over his design concepts, and he always wins these 'discussions'.*

*Next comes 'Tur' whose only job is to forge colossal, terrifying weapons. Finished weapons are taken out of your sight and stored who-knows-where. If only get your hands on one of them ...*

*Tur is served by a smaller Black Ogrun called 'Ers', who is treated with contempt by Tur, but he doesn't seem to mind or show offence. But when Tur is away Ers takes out his frustration on who or whatever is standing by, undead and slave alike!*

*Forth is charge is the one the others call 'Sin', who oversees the making of armour pieces, which seems to put him below Tor and Tur on the social scale, but he is no less mean and poor treating of his workers.*

*The assistant in the armory is a Black Ogrun named 'Pik', although the others rarely use his name. Pik is quiet and brooding, not prone to acts of frustration, but you have seen the torture implements he is crafting in his spare time and they fill you with terror!*

At this point the Black Ogrun will pick out one PCs to each work with Tur and Sin.

Tur will claim the Character with the highest CON - but not Fighters/Monks or Wizards/Sorcerers – think Rogues and War-Bards. He will grip them by the jaw, inspect their teeth and eyes, shove their hand into burning coals to see how they react (1d6 HP damage).

Sin has to accept the second-best Character as a slave, and does only a cursory examination (checking the eyes for problems, and the hands for calluses).

Both the chosen PCs will be chained in the smithy and armour, as chosen by Tur and Sin.

*Sorcery is the forte of a Black Ogrun named 'Zan', and he is as accomplished a spell-caster as you have seen anywhere. The cave dwellers make extensive use of his talent.*

*Despite Zan's insane snicker and primitive spell components, you sense a dark intellect at work behind his blood red eyes. At times he seems to rival Dyn for influence in the caves, until the larger Ogrun backhands the sorcerer viciously and threatens him with an unholy symbol. Then Zan acts chastened, and kowtows to Dyn, but you've seen the hatred that remains in his glare.*

*The smallest Ogrun in the caves is 'Zin', and he is also Zan's apprentice. Zan is careful not to teach the lesser fiend anything, so Zin compensates for this by stealing spell components and practicing while Zan is not around.*

*His grasp of spell casting seems shaky at best – until he uses your body to test his understanding of the 'Shocking grasp' spell...*

Zan will select one (or more?) PC spell-caster to be his slave. He will pull out one of their fingernails, rip out some hair, and show the PC a 'voodoo' doll he has of them (it is fake – he can't use such magic!) The PC will then be chained in Zan's den, and used for cleaning up messes and testing potions on.

*The sourest in nature of all the Black Ogrun is the one called 'Rul', whose skin is scarred and pitted from years of toiling in the ore mines that feed the dark smithy's.*

*Rul carries a whip at all times, and uses it on slave and undead alive, even if the slave belongs to one of the other Ogrun.*

*He inspects every load that comes from the mines, and counts every tool used – twice. He does not even trust his undead workers, and checks them with equal vigor. Many of them have one leg replaced by a wooden peg, a penalty they appear to have suffered before becoming skeletons.*

*A set of manacles is set into the wall at the entrance to the mines, and the rock behind them is caked with blood. You shudder as you wonder what behavior Rul considers enough to whip someone to death!*

**K:** *You saw Rul take Katrina off to work in the mines. The monster glared at her until she looked away, but then whipped her for not meeting his gaze. Then he thrust a pick into her hands and shoved her down one of the tunnels. Katrina hauled up a load of ore in good measure, sparing her from the whip.*

Rul is after Fighter/Monk types (and burly Bards and Clerics) to work the mines. He has the hardest 'schedule' of all the Ogrun, and pushes his slaves and undead workers hard. When he inspects/chooses PC(s) he will place an incredibly heavy rock in their arms to see how long they can hold it – he will whip them if they refuse (1d6 HP damage, per refusal -> until they become undead!). If they fail to hold the rock for long enough (STR check, DC 10) he will also whip them once. If they pass the test he grins and gives them a heavy mining Pick to work with (unwieldy, -2 to Atk).

Miners are directed to walk up and down separate mine shafts, carrying their tools unsupervised. If a PC fails to bring up a load of ore in appropriate time Rul will chain up everyone, then call for Dyn, Zan, and at least one of the other Ogrun, and go investigate. The penalty for slacking-off as a first offence is the loss of a leg – replaced by a stump (normal movement is reduced by half, and all DEX modifiers are one less than normal). The penalty for a second offence is being turned into an undead worker!

*One of the Black Ogrun seems to come and go as he pleases. This one seems more naturally inquisitive than the rest, and he wears trinkets that could be found in any shop in the `Fingers, and a few Orgoth and Rhulic relics as well.*

*This monster's name is 'Sle', and while accorded little respect by the others, Dyn is always quick to demand a report from him every time he appears.*

*Last but by no means least, is the Black Ogrun called 'Wip'. Wip keeps the keys to every one of the chains you wear, and he wears them tightly bound around his neck like a necklace. He never has to unchain anyone, but he enjoys flaunting the keys before your eyes.*

*He is in all respects the most malicious of all the Ogrun, and he delights in tormenting slaves – by causing trouble or work for you, taking to you with a whip for no reason, or simply throwing sharp rocks as you trudge by.*

Neither Sle nor Wip have slaves of their own. One PC having not already been chosen as a slave (if there are any left) will be taken up by Dyn. He hauls them off by the hair, chains them to the blood stained shrine he worships at, and crudely extracts a pint of blood (3 HP damage), leaving them to patch themselves up.

The rest of the unassigned slaves will be taken by Rul to work in the mines, in separate shafts so they cannot talk, and with the 'rock test' of endurance before they begin.

Hopefully every PC should be assigned as a slave now. Note that if you do not spell-casters, or say fighters, someone will have to serve as a slave in each capacity anyway (unless there are very few people in the party).

Katrina should end up in the mines no matter what.

This completes the scene-setting component. There has been very little chance for the Players to do anything pro-active, but this will change soon.



## Calming Down

Their capture, en-slaving, and mistreatment have probably left the PCs in a state of shock. It's not something they're used to – having the tables turned so dangerously against them.

While they get used to working out how well they can function with their chains on, and what opportunities for escape might present themselves, read them the following passage...

*Once you have been assigned your work as a slave you begin to get a better grip on what the Ogrun are doing down here.*

*The caves appear to be old. Extremely old. Ancient. In some places the dust is inches deep, and the slag from the ore smelter has rusted itself into lumps as big as a man!*

*You have seen only two entries into the caves, which at times the Ogrun will gather around as if preparing another ambush, only to walk away disappointed that some new prey was unwilling to venture down into their lair. They are cunning creatures, and seem to have conceived of every possible way you might escape – and already foiled it!*

*Sometimes you see another creature moving through the caves. This being is alien to everything you know. It walks upright like a man, and is as tall as an Ogrun. Its teeth are filed into razor sharp points, and it looks feral, wearing nothing but a loincloth most of the time - apparently it's a male! The Black Ogrun avoid talking to it, except for Dyn, who calls it 'Xalshaal'.*

*From time to time the creature Xalshaal looks your way and you swear that it is more intelligent than the Ogrun seem to give it credit for – far more intelligent. On occasion the creature has nodded its head at you, but you have been unable to comprehend the meaning of this.*

*You look around for a way to escape when you can muster the energy, which isn't often. You toil endlessly in the caves, alongside monsters and undead, hoping your friends are having better luck ...*

## What you now see is...

The PCs can now make a set of rolls to determine what they have found out. Each PC rolls differently and cannot make use of the information the others know (tell them separately if you think this would be a good idea).

## Looking...

The first roll is **Spot** (synergy w/t **Escape craft**), each result also tells you the results less than it:

Roll	Result
< 10	You cannot make out anything useful in the shadows and flicker of the fires.
11 – 15	The Ogrun use the teeth of humans as some kind currency, which Rul likes to hoard. All the undead have had their teeth ripped out, which could be your fate one day.
16 – 20	The Ogrun called Sle occasionally wears different mundane items you carried down here. Your equipment is not disposed of, the Ogrun are keeping it hidden somewhere.
21 – 25+	While the Ogrun never appear to sleep, you have seen them actually fall in a catatonic state while standing up, even while working!

## Listening...

The second roll is **Listen** (synergy w/t **Escape craft**), each result also tells you the results less than it:

Roll	Result
< 10	All you can make out is the sound of the hammers at the forges, and picks down the mines.
11 – 15	Creatures occasionally walk past the shafts leading up, which magnify sound ten fold. It was no wonder the Ogrun heard you up there!
16 – 20	The creature Xalshaal and Dyn argue frequently in Molgur, about the amount of time it is taking to craft Xalshaal a set of weapons.
21 – 25+	Once every so often your hear what you swear is a small steam engine starting up (DM: This is Dyn trying to figure out how the ‘Steam Spear’ works.)

Remind the Players that everything they have just learned is theirs alone, and should not be shared with the other Players. Their Characters are still being kept apart and watched vigilantly.

If anyone decides to attack an Ogrun while it is ‘catatonic’ they will discover that the creatures can actually dodge in their sleep! And then they’ll wake up and immediately take revenge on their attackers. The good news is that being attacked is about the only thing they will respond to.

This ‘sleep’ period is very short – about 15 minutes – and is a form of mediation to the Devourer Wyrms that restores their energy.



## Testing Times

Just like the movie 'The Shawshank Redemption', the PCs are going to have to crawl through a river of sh\*t before they escape! The tests they will face are specific to the Ogrun they are slaving for. Remember that Tor has no slaves/workers, and Rul may have many. Balance who gets what scene(s).

### Testing Times - Dyn's slave

*Dyn often sacrifices small creatures on his dark altar, most of them insects or rodents. Each time you have observed that it somehow restores his energy... and you badly need energy yourself!*

*A few hours ago an unwary Bogger climbed down the shaft to the cave and the Ogrun were there to catch it. After torturing the poor creature they appeared to kill it, and then dumped the mangled body near the altar you are chained to.*

*When the Bogger's shattered body stirred you realized that it wasn't dead. It was too far gone to escape, but if you put it on the altar and ended its life, the god of the altar might give you some of its energy!*

*What do you do?*

This encounter has to be handled with the utmost care and sensitivity. I would suggest toning it down (maybe just cutting and bleeding the Bogger is enough?) if you, as the DM, think that is appropriate for your group. Remember they trust you as DM not to be offensive and keep their best wishes in mind. Don't abuse that trust!

The results of sacrificing the Bogger can vary – and I will leave it up to each DM how they want to handle this. At 'worst' nothing will happen, and at 'best' the PC will regain some lost HP or stats (or a spell) BUT also have a connection with the Devourer Wyrms (like a mark on their soul) that cannot easily be erased!

### Testing Times - Tur's slave

*Tur finishes making a fine black bastard-sword, which you did a good job of keeping the forge a constant heat for, and he rewards you for by not hurting you today. Unfortunately his apprentice, Ers, miss-casts the pommel piece and Tur scalds him with burning coals for the mistake.*

*Later on Tur takes the sword away to show it to Tor, leaving you with the angry Ers.*

*Seeking an outlet for his frustrations Ers picks up a coal with some pliers and tortures you for a while (1d6 HP damage) – until Tur comes back.*

*When Tur sees that Ers has tortured you without his permission, he goes berserk!*

*Tur pins Ers down on the floor and gestures for you to take one of the irons out of the fire and teach the smaller Ogrun a lesson. Do you take your revenge?*

This is not a chance to escape, just to see what the PC is made of. The Player in question probably never imagined that this scenario could occur, so give them a minute. If they hesitate too long Tur will just push them out of the way and use a burning iron himself. Ers will hold a grudge whatever happens!

## Testing Times - Sin's slave

*After a grueling shift of work, stoking the fires and carrying huge iron ingots into the armory, Sin rewards you with a handful of beetles and cultivated fungus for dinner.*

*The jar of insects the Black Ogrun use to carry around slave food has been momentarily put down by the forge and forgotten about.*

*If you are quick enough you might be able to grab a few extra handfuls of nourishment, but you have no way of knowing if this will leave any of the other slaves to do hungry or not.*

*Do you grab the extra food while you can?*

If the PC takes extra food they will recover somewhat - 1/8<sup>th</sup> of their Hit points.

However if Zan has a slave (see below) they will suffer from the hunger and from then on have their Hit points reduced by a further 1/4<sup>th</sup> of their total.

## Testing Times - Zan's slave

**If the slave working for Sin stole some extra food (see above) read this text...**

*Zan works you until you are ready to drop, cleaning and preparing foul ingredients for his spells, and more than ever you are looking forward to a break. Unfortunately, when it comes the jar of insects and grubs is empty and you miss out today. The shock to your weary body is punishing...*

Hit points will be further reduced by 1/4<sup>th</sup> of their total.

**(Otherwise) read the text below...**

*Zan often experiments with spells he is not yet ready to control, using you as his guinea pig, and if things go wrong he blames you and beats and starves you out of spite.*

*You are already pushed to the limit when he tries to cast a 'Dominate' spell on you. The spell fails, but to save a beating you cleverly play along and pretend to be Dominated.*

*However, Zan decides to have some fun... He marches you to where another slave is working, (**Roll a random PC – not Katrina**) and orders you to whip them.*

*Will you still pretend to be Dominated and hurt your friend, or will you suffer Zan's wrath alone?*

Whipping another PC will cause them 1d6 Hit points of damage. (Ignore STR bonuses in this case)

1d6+3 is the damage that Zan will inflict on his slave if he thinks the spell has failed!

## Testing Times - Rul's slave(s)

*You are toiling to bring up ore from the mines, which is perhaps the most grueling and dangerous work you have ever undertaken. The threat of cave-in is constant, and you quickly learn to listen for the telltale groaning in the rocks.*

*At the end of one shift you notice that your teeth are becoming loose in your jaw from malnutrition and stress. Rul sees you inspecting your teeth and becomes very interested.*

*He offers you an extra meal if you will pull one out and give them to him. He wants them but apparently will not take them by force.*

*Are you going to start pulling out your teeth for a badly needed extra handful of insects and grubs?*

If the PC pulls out at least two teeth and willingly gives them to Rul he will give them an extra meal and they will recover somewhat – 1/4<sup>th</sup> of their Hit points. However they will permanently lose 1 point of CHA. Read on...

### Katrina caved-in!

Assuming that Katrina is still alive, and working in the mines, read on for more fun...

*Sometimes in the mines it is as quiet as a grave, like right now, the moment when you are about to start filling up another cart with ore.*

*Then the ground shifts underneath you, and before you hear that dreadful groaning of timbers you know what is coming next.*

*Cave-in!*

*You run screaming back to the top of the tunnel as dust and rocks start to cascade down on your head.*

*Bursting into the main cave you see Katrina about to do the same thing – but then a large rock lands on her trailing leg-chains and she falls flat on her face.*

*As she rises up a smaller rock hits her on the head and she appears to almost lose consciousness.*

*Rul stands back, not seeming to care what happens one way or the other, and you know that if you don't risk your own life, Katrina will be buried alive!*

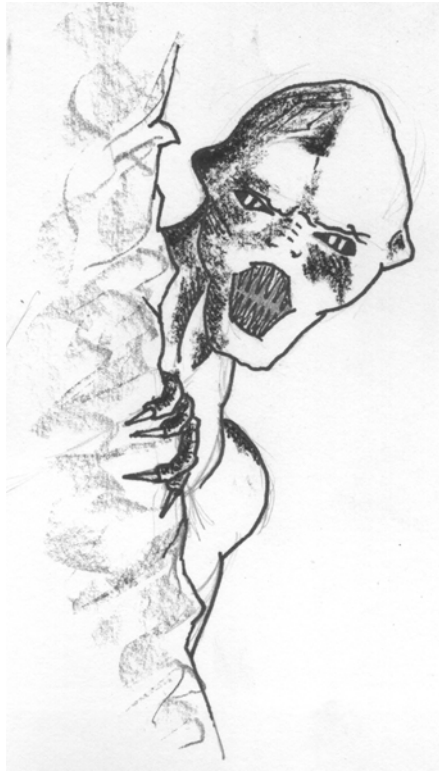
If the PC tries to save Katrina they must make a DEX check (DC: 20) and suffer 1 Hit point of damage from falling rocks for each point they fail by (or they can try a Tumble check, at DC: 15).

To drag Katrina out will require a STR check (DC: 25), also with 1 Hit point of damage for each point failed by (not Tumble allowed).

Keep track of both the PCs and Katrina's Hit points – Katrina will take (15 + PC-STR-check-failure) Hit points of damage from all this.

If Katrina is killed the end of the adventure could be quite lethal for the PCs. If she is rescued from the cave in she will from then on she will consider the PC(s) strong allies and friends.

## Testing Times – Xalshaal’s Test (A pre-determined PC)



*You are toiling away when for a brief moment you are without any Ogrun watching over you. Taking a quick breather you are startled by a ‘hiss’ from the shadows, and the creature Xalshaal steps out of the darkness and starts circling you.*

*In one large hand it clutches the shredded body of a man, wearing the uniform of the Five Fingers city guard. Ripping off the head, it discards the body, casually throwing it into one of the furnaces.*

*The weird creature hold’s the dead man’s head up and compares it to yours. Turning its attention fully towards you it asks a question, in stilted words, with an odd accent – ‘Give you sword. You kill Ogrun?’*

*With that it holds up Black Ogrun blade to the firelight, a wicked looking weapon, of exceptional craftsmanship.*

*‘Yes, No?’ is all it asks.*

This is the Totem Hunter’s test – it wants to know if the PC is brave enough to try and kill a Black Ogrun. If the PC says ‘yes’ the Hunter will help them escape further down the track – because it wants to hunt them as part of a Totem Hunt! Right now it will simply say ‘*Later*’, and walk away.

Any other answer (such as ‘No’, or trying to negotiate) will get the PC ignored by the Hunter from then on.

If you are going to use Xalshaal as one possible means of escape later it is important that you run this scene for one (and maybe more if necessary) of the PCs.

## Helsinki Syndrome

After the PCs have suffered mercilessly under the cruel hands of their captors, the Black Ogrun relax somewhat in terms of what they allow their slaves to see (but not in terms of security).

Read the text for each person assigned as a slave to the relevant Ogrun...

### Helsinki Syndrome - Dyn's slave – THE STEAM SPIRE

*When it seems that you have been in the caves so long that you are becoming part of the furniture, so to speak, the Ogrun begin to regard you less with contempt, and more like just another useful tool lying around to be used.*

*You are taking a quick break one shift, trying to clean your drinking water by filtering it through what is left of the rags you now wear, when you hear the sound of a small steam-engine, and crackling fire, coming from Dyn's private cave. A few moments later Dyn walks out, carrying an amazing device, the likes of which you have never seen before.*

*It is a steam-powered contraption of some sort, and magical you guess by its fine and unmarked appearance. It has a small boiler at one end of a wooden shaft, and gears and a wicked looking spear point at the other end.*

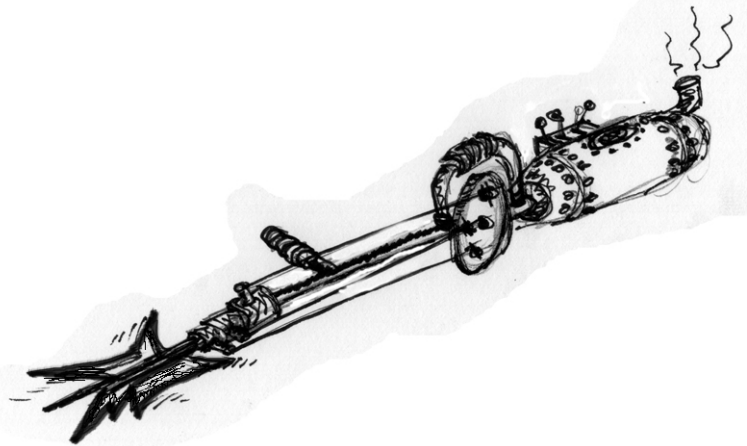
*Dyn fiddles absent-mindedly with some kind of control levers, and the device starts and stops in fits, which puzzles the Black Ogrun.*

*He notices you watching him, and brings the device over for you to see more clearly. It has Orgoth writing on the haft, which Dyn points at and says the words, "Steam Spear" so you can understand.*

**STEAM SPEAR!!!**

*Holy Morrow! Is this what that the old Gobber miner was trying to explain to Katrina? Could this thing actually be the so-called "Steam Spire?"*

*Dyn has observed you to act intelligently before, and he points the control levers as if to ask whether you know how the device works.*



at

The PC can make a Craft (Steamjack) or Profession (Steam-tech), or similar, to see if they can guess how to make the Steam Spear function (DC: 10). At the moment it is simply short of water in the combustion chamber! This PC might be able to convince Dyn to show it to another PC (Diplomacy, DC: 10).

Dyn will NOT let a PC touch the weapon, but if the spear is started up read the following...

*Despite its obvious age the Steam Spear roars to life as if it had only been built yesterday. Steam hisses from the combustion chamber, turning a wheel mechanism that pushes and pulls a lever running down the*

*haft, to the blade at the end. The point of the spear punches in and out through the air faster than your eye can follow.*

*Dyn roars with delight and brandishes the weapon gleefully. Several of the other Ogrun quickly poke their heads around the corner to see what is happening, then disappear in amusement!*

*After a few minutes the Steam Spear comes to a halt, out of water again, but Dyn looks satisfied and roughly slaps you on the back of the head for your help. He then tosses you the spent weapon and motions for you to walk ahead of him, towards the chamber of Tor, the master-smith, which you have never seen into before.*

*Tor's personal quarters are spartan, and the most interesting sight is that of a huge iron chest against one wall. Tor is here drawing his blueprints. The master-smith takes a key out of his mouth, where it has been hiding under his tongue, and puts it into the lock. While turning the lock he depresses a regular looking bolt on the side chest, deactivating a trap of some kind, and then lifts the lid.*

*Inside the chest you see a huge array of weapons and items, including all your gear. Strangely any magic items in the chest now look to be mundane, ordinary objects, and as you place the Steam Spear into the chest it too appears to lose its magical qualities.*

The Stats for the Steam Spear are:

*Steam Spear*

Multi-bladed Longspear+1 (Two-handed)

(Steam-powered\*, Mighty cleaving, Vorpal\*\*)

3d6+1, crit 20/x2

\*Requires fresh coal and water every 15 rounds.

\*Requires a Craft (Steamjack) or equivalent check to operate (DC 10).

\*\*The Vorpal effect is gained from the multiple cycling blades employed

Dyn and Tor watch the PC carefully, so unless they want to risk their life on a Pick Pockets attempt, they are then marched back to the alter and secured there once more.

The chest is enormous weighs over half a tonne, and is made of Blood-Iron. While anything is placed inside the chest it is temporarily in an anti-magic field (*Greater Dispel-Magic*). Opening the chest without the key and finding the secret bolt to press is almost impossible (DMs can make up their own ridiculously high DC). Failing to press the secret bolt activates a mechanical trap, and a section of the roof above the chest gives way and 4d10 Damage worth of rocks fall on the person below (Save for half).

Only the PCs and Katrina's *magical* items are here (everything else has been destroyed, even Masterworks!)



## Helsinki Syndrome - Tur's slave

*After toiling for Morrow-knows-how-long at the weapon-smithing forge of Tur, you have become accustomed to the work, if not the suffering and starvation.*

Ask the PC to make an INT check (DC: 10).

### If they fail the INT check read this...

*You have failed to grasp how Dyn makes his unholy weapons, and he has noticed this, but instead of keeping on beating you he puts you to work on menial but arduous tasks. Over time you build up your endurance doing this work, if not your health.*

Having failed the INT check, the PC gains the Endurance feat, if they don't already have it, or +2 CON if they do.

### If they pass the INT check read this...

*Tur has noticed your ability to learn, and has begun to treat you as if you were a pet. One shift, when he has finished all the weapons he set out to make, Tur doesn't let you rest. Instead he gives you a lump of freshly smelted iron and sits down beside you, motioning for you to copy him.*

*Together you heat and hammer iron, Tur working on a two-handed monstrosity, while you work on a Short-sword. When the blades are done Tur takes a small scalpel and cuts his palm, bleeding into a bowl. He then passes you the scalpel and another bowl.*

Does the PC cut themselves? If so read on (and if not Tur gets very angry)...

*Heating the blades until they are blue-hot, Tur bellows out for the small Zin, the sorcerer's apprentice, to come into the foundry.*

*Zin casts a black-magic spell on the blood in Tur's bowl. He protests at doing the same for the blood in your bowl until Tur insists, slapping him hard until he agrees.*

*Once your blood has also been enchanted Tur pours his over the Two-handed sword, and suddenly grimaces in pain, clutching at his heart, his black skin almost turning white. Slowly the pain drains from his face, then looks expectantly at you, roughly urging you to copy him.*

Assuming the PC (reluctantly) pours his blood over the Short-sword, read this...

*As your blood touches the burning steel you feel a pain unlike anything you have every known before go shoot across your chest and into your heart. You choke as your eyes water and your breath stops, and you pitch forward into unconsciousness.*

*After a while you wake up, chained up to the forge again. You see Tur nod to himself that you will live, and then you see...no, you feel... the blade with your blood in it near-by. You hear a noise in your ears, like a thin wailing or singing, but as Tur carries the blade away the sound recedes.*

*You can still ‘feel’ the blade even though you can no longer see it, then the connection drops, as if something slammed shut on it.*

*Over time Tur takes to treating you less harshly, but you never fully recover from what forging the blade did to you, but you feel that having it back would somehow restore you.*

From this experience the PC losses 1 CON point permanently, and gains +10 points to either Craft or Profession (Weapon making/Metal-smithing) from this ordeal.

The Short-sword the PC created is a unique magical weapon, evil and sentient, but still a part of them. If regained by its creator it has the following properties (for all others it is simply cursed Blood-Iron):

*Yet to be named Blood-Iron Weapon*  
Shortsword+2,  
(Flaming, Flaming burst) 1d6+1d6+2, crit 19-20/x2 +1d10 (fire)  
Empathic, Neutral Evil - Int 12, Wis 12, Cha 10  
60' Darkvision/hearing, Intimidate +10  
Cast Darkness (3/day)

The Short-sword is now stored in Tor's magical chest, out of reach (including Empathic links - see Helsinki syndrome – Dyn's slave (above)).

## **Helsinki Syndrome - Sin's slave**

*You have slaved by the bellows of Sin's forge for so long that your skin has taken on a dark tinge, and the bright firelight no longer hurts your eyes. There has been much work going on, but in your weakened state you are barely able to follow it.*

Ask the PC to make an INT check (DC: 10).

### **If they fail the INT check read this...**

*You barely struggle through the days, concentrating on keeping your strength up and not making mistakes Over time you build up your stamina doing this work, and feel yourself become more accustomed to hard labor.*

Having failed the INT check the PC gains the Endurance feat, if they don't already have it, or +2 CON if they do.

### **If they pass the INT check read this...**

*Sin has noticed your ability to concentrate. It seems that he hopes that you might reduce his workload, so he demonstrates for you how he fashions the armour.*

*The morbid 'Pik' does not seem pleased by your new found favor in his master's eyes, but Sin puts a terror of retribution so great into him that he leaves you alone from them on.*

*In truth it looks to you like Sin does not really enjoy his work, or position in the clan, and once you ease his workload he becomes slightly complacent and you are able to steal and hide a small scrap of metal that given enough time you could to fashion into a lock-pick or small blade.*

After this experience the PC gains +10 points in either Craft or Profession (Armourer) OR they can take the “Stronghammer Smith” Feat, even if they are not an Ogrun! (See Lock & Load – Ogrun.)

The metal scrap the PC has can be used as a weapon (1d3 damage), or slowly crafted into a lock-pick.

**Note** – If the PC has Open Locks as a skill they will eventually be able to effectively “take twenty” and open their locks. They might also be able to get the lock-pick to another PC who can use it.

**Note** – Since this should be the only way the PCs will get something they can use as a lock-pick, another PC will need to be ‘transferred’ here to do some work for Sin in this scene.

## **Helsinki Syndrome - Zan’s slave (this scene SHOULD be played)**

*Zan is always frantic, trying to learn new magic or plunging into one aspect of study or another, and it keeps you tirelessly cleaning up after him.*

*One shift, you have no idea of the date, Dyn the Black Ogrun leader pays a visit to Zan and they talk in conspiratorial tones, and then Zan sets you to work spotlessly cleaning several ingots of freshly smelted iron and a heavy brass bowl for a ritual.*

*A few hours later Dyn, Tor, Tur, Sin, and Zan - all the chief Black Ogrun – drag in a bound and screaming Ogrun. The creature wears the black-and-scarlet armour of the Dark-Argus, and you remember seeing it guarding Mazek Craslovini once. It is confused and terrified by what is happening to it, and even recoils when it sees you, so you can only believe that you’re in pretty bad shape!*

*The bigger Black Ogrun wrestle it down and tie it to the ground, then kneel around its prone body.*

*Zan brings a magical tome from his quarters, and has you hold it as he reads from it. You catch the writing as he flicks the pages, reading backwards. The earliest writing is Caspian, then it quickly changes to Orgoth in what looks like ancient script, and the last writing is in iconography you’ve never seen before – with images of a giant all-consuming snake of some kind. The Devourer-Wyrm!*

*As Zan reads, dances, and gestures, the other Black Ogrun chant in their own mysterious tongue!*

*This goes on for nearly an hour, until suddenly Zan stops and blasts the iron ingots in the brass bowl with magical fire. The iron melts and the bowl becomes scalding hot, but Dyn picks it up nonetheless. Zan moves next to him and cuts him with a ceremonial blade, and some of his blood mixes into the iron.*

*This process is repeated until all the Black Ogrun have added their blood, and then Dyn and Tur hold their victim’s mouth open as Tor and Sin pour the molten mixture down its throat. The captured Ogrun thrashes and convulses, and it takes all four Ogrun to stop it breaking loose in anger.*

*Suddenly the rage subsides. You see its skin turn black, and a red light start to glow from its eyes. The others release it and stand back. It stretches out, as if yawning, then slowly and shakily rises to its feet. It is smaller than the others, and apparently younger. Dyn steps up and places both his hands on the creature’s shoulders, and looks it straight in the eyes.*

*‘Rax’, says Dyn, nodding.*

*‘Rax’, says the newborn Black Ogrun, in agreement.*

*Dyn then grabs Rax by the mouth and inspects his teeth, much like he did when he captured you. But instead of enslaving Rax he points him towards the mines and says, “Need more iron”.*

*Nodding in understanding Rax picks up a whip and lumbers away to become Rul’s assistant in the mines.*

If the PC spoils the ceremony they will be sent to Rul who will cut off one of their legs, and then send them back on a stump!

Otherwise, see the Appendix for stats for Rax, once he is created. The PC will gain +4 to Spellcraft from watching the ritual, and now know how to create Black Ogrun! It requires the Tome of Black Ogrun Making, an Ogrun victim, and Black Ogrun blood.

## **Helsinki Syndrome - Rul's slave(s)**

*The arrival of a new Black Ogrun, Rax, has the workers in the mine doing double-time. As a new recruit it seems that he is keen to impress Rul with how much ore he can have dug out. Oddly enough he wears the armour of a Dark-Argus warrior, and you can't imagine how he got it.*

*During one shift Rax is personally overseeing your digging in one of the tunnels. He is more keen to motivate you with the whip, but far less skilled at wielding it in the confined tunnels.*

*As you struggle to push up the hundredth cartload for the shift, Rax walks behind you growling menacingly.*

*All of a sudden you hear a grinding sound, also from behind you, and you know what that means. A cave in!*

*As you turn to run you notice that Rax is standing still, listening. It seem that he doesn't know what the noise means. You could enlighten him, but then why should you?*

## **If the PC saves Rax...**

If the PC saves Rax and drags him out he will be grateful, in a Black Ogrun kind of way, and refrain from whipping the PC from then on. He will leave the PC to clear out the mess and shore up the ceiling.

*Rax appreciates your help and leaves you to clear up and put in more support beams while he goes to 'motivate' someone else. Rul sometimes inspects the tunnel to make sure you are still busy and that it will be ready to work in again soon.*

*While you are clearing up you discover a small crack in the walls, which opens into a hole in a tunnel – probably at the bottom of one of the shafts you climbed down into the Ogrun's caves. The crack is only as big as your head for the moment, and you quickly cover it with a rock.*

*You know that if you tried to escape right now you'd probably be caught climbing up the shaft, if not sooner, but it may be useful in the future.*

*More importantly there are many skeletons resting at the bottom of the shaft, and you might be able to steal some teeth from their bones!*

The teeth are a 'reward' for saving Rax from being killed (even if he is a Black Ogrun!). They can be swapped with Rul or another Black Ogrun for food and water. If any single PC gives him too many teeth (say more than 12) he will get suspicious and search them!

There are a maximum of 35 teeth that can be recovered. If the Black Ogrun think that they belong to a PC and have been extracted willingly they will swap them for favors. 1 tooth = enough food to restore 1 Hit point of damage.

### **If the PC lets Rax be crushed...**

If the PC lets Rax be killed by the cave-in Rul will come running to investigate the noise. The PC will be ordered to start digging a new tunnel and the old one will be sealed off as a 'shrine'. The good news is that there is one less Black Ogrun to worry about now!

*In his confusion and distress at losing one of his own, you realize that your mining pick was blown half way out of the tunnel and is now hidden under a layer of dust. Rul seems believe that it is buried inside, and as the last of the dust settles you see it disappear from all knowledge but your own.*

### **Helsinki Syndrome – The PC who encountered Xalshaal in 'Testing Times'**

This scene is only relevant if the PC told Xalshaal 'Yes' to the question 'Give you sword, you kill Ogrun?' in the earlier scene.

*The strange creature, Xalshaal, continues to lurk around you fairly often now that you agreed to its proposal. It likes to observe you working, but it says nothing and you cannot understand its motives at all. For such a huge creature it moves with supernatural grace, and often you don't even hear it approach. At one point when you think you might be getting used to its presence the creature lets loose with a terrific howl that send s a shiver down your spine.*

The PC should make a WIL check to resist the *fear* of Xalshaal's 'Cry of the Hunter' special ability...

### **If the PC fails the WIL check...**

*Xalshaal sees you cower and shiver when it wails, which somehow disappoints it. It begins to stalk away from you again, but changes it's mind and hides a small dagger where you can find it in a crevice, and then skulks off.*

### **If the PC succeeds in the WIL check...**

*When you withstand Xalshaal's piercing cry the monster hops up and down in glee, obviously excited about something. Slinking silently up to you to takes a small metal object from a pouch around its loincloth and hands it to you.*

*To your astonishment it is the master-key to your chains, all your chains. Morrow-knows how the creature got it!*

*With a cunning snicker Xalshaal backs away, but before it leaves it hides a small dagger where you can find it in a crevice.*

*It whispers a parting word of advice as it stalks away. 'Patience...'*

The key unlocks ALL the slave chains. The dagger is non-magically enhanced (+2 to strike ONLY) – made from a Hullgrinder spine.

## Escape Velocity

Now that they have learnt more about the caves and the Ogrun, and have hopefully discovered the ‘Steam Spear’, the real job of escaping can begin. Here are several scenes, not for any particular PC – so pick them based on how much the PCs have already been able to accomplish – share the role-playing around!

**IMPORTANT** – by this time ALL the PCs will have learnt to speak **Molgur**, if they couldn’t already.

### Escape Velocity – Visit to the surface (Random PC)

This scene with the ‘Rusty Hook’ crew (see the Iron Kingdoms Yahoo group site: [http://groups.yahoo.com/group/Iron\\_Kingdoms/files/Five-Fingers-contributions/](http://groups.yahoo.com/group/Iron_Kingdoms/files/Five-Fingers-contributions/)) is set in **Area 11** on the full map, which can be found in the Appendix to **Act Two**.

*At one stage of their labors the Black Ogrun start packing up the weapons they have crafted and loading up a contingent of skeletons to make a journey. When one of the undead bearers slips and is plunged to the bottom of the cave entrance shaft, you are drafted to take up its load and leave, under the watchful eyes of Dyn, Tor, Zin, and the resourceful Sle.*

*You march towards the surface, using Dyn’s clerical ability to ward away monsters, and Zin’s spells. At various points you see the dead bodies of Dark Argus in the caves – maybe someone is looking for you?*

*Nearing the surface you climb a shaft that takes you into a watery cave, where you can hear waves crashing, and the sweet smell of salt-air, almost forgotten.*

*Undead creatures guard the waters of the cave, but are commanded away by Dyn’s unholy symbol. You cross the water to a rock shelf and prepare to walk outside, through an underwater exit. Dyn casts a spell on you to stop you drowning and grabs your arm and drags you after him.*

*The whole group marches along the sea floor, carrying its load, until it is outside, under the waves on a moonless night. You then drag the cargo up the sea slope and onto a rocky platform, far below the hustle and bustle of the Five Fingers, and out of sight.*

*You wait, until a small vessel appears in the dark, the “Rusty Hook”. It is the boat of Captain Furan, whom you ran into some time ago in the Greasy Kitten.*

*The captain and crew stand uneasily on the deck, and are accompanied by an enchanting tall woman in black robes.*

*‘You didn’t tell me your customers were Black Ogrun!’ Furan exclaims to the woman. ‘Never mind the undead!’*

*‘Stillness,’ the woman commands. ‘Are ye servants of Cryx, or no?’ The captain backs down from a confrontation, and the crew starts loading the cargo.*

*As you hand them your burden you realize that you look terrible, and they probably think you are one of the undead, until a whisper from one of the crewmen asks you, ‘Do you want to be rescued?’*

If the PC responds Sle will overhear and punished them (1d6 Damage), but the ‘Whiteblades’ will have some idea of where they are. Rescuing Katrina Craslovini and stopping the Black Ogrun supplying Cryx is a priority for them –and they may now take part in the rescue operations (see below). The PC will be marched back to the caves after the ship has gone.

## Escape Velocity – The Cave Layout (Random PC)

*Due to the natural attrition of undead workers, eventually one of the human slaves, you, is given the task of carrying the food around to the other slaves. This is the first time one of you has seen the entire layout of the caves, and has been able to pass on news to each of you.*

*However, what exactly exists in each room is still a mystery, and even food carrying slaves are not allowed in the Black Ogrun's own quarters.*

**K:** *Katrina is still working in the mines, and despite looking haggard and far from attractive, her spirit is unbowed. 'We're all still getting out alive,' was the first and last thing she said to you when you delivered her food. 'My family will come for me, just don't get yourself killed before then.'*

If the PCs have worked out that the Ogrun sleep standing up, even while working (see 'Calming Down'), the food-bearer can use this opportunity to do a quick search of each Ogrun's personal cave.

You may hand out the Map of the Black Ogrun Caves now.

If the PC can make a Hide check versus (Spot – 10) for each Ogrun, they can sneak into that Ogrun's room and make Search checks. Interesting items are noted below. If they are caught in one of the rooms they will be whipped twice (1d6 Damage). If caught twice another PC will deliver the food instead.

Cave's Owner	Search Roll DC	Items found
Dyn	9 15 25	Unholy Symbol of Devourer Wyrms Potion of <i>Owls Wisdom</i> Potion of <i>Cure Serious Wounds</i>
Tor	-	The giant iron chest (see Helsinki – Dyn's slave)
Tur	-	All the finished Blood-Iron weapons
Sin	- 23	All the finished Blood-Iron armour A magical <i>Shield of Blinding</i>
Zan	14 26	The Tome of Making Black Ogrun A Potion of <i>Darkvision</i>
Rul	- 17	Large Blood-Iron statue of the Devourer Wyrms (its obvious!) A jar of hoarded Human teeth (53 teeth – tradeable?)
Sle	13 28	A poster of Reward for finding Katrina Craslovini Boots of Winterlands (50%) OR Boots of Ios(Elf)kind (50%)
Ers	28	Disguised Fighting Net (looks like a hammock!)
Pik	26	Disguised Tower Shield (looks like a table-top!)
Dem	27	Potion of Cure Moderate Wounds
Wip	31	A spare Master-key!
Zin	32	Scroll of <i>Transmute Rock to Mud</i>

Rax, if alive has no items accumulated yet. The lesser Ogrun's items are harder to find because they are not supposed to have them, and they hide the goods from their masters! Let the PCs compare notes and make plans about how they might now escape.

See the Black Ogrun's stats in the Appendix if you are unsure about what an item is doing here.

## Escape Velocity – The Martyr (random PC, and also the 'food-bearer')

Armond, the Wizard trapped in contemplation in the Pyramid of Ascension (**Area 22**), kept track of the PCs after they parted ways (assuming he is still alive, if not, forget this scene). Also, only run this scene if the PCs have definitely met and talked to him.

Armond heard the screams and fighting when the PCs were captured, and since then has observed the shaft down to the Ogrun's cave. It may be that he saw he 'expedition' carrying the weapons depart and return (see above). It may be that he is a loony, or even that he believes that Morrow himself has told him to act.

Either way, he has decided to do whatever he can to help the PCs.

*You are woken from the short fitful slumber allowed to you by the sometimes-heard rustle of Black Ogrun donning armour and preparing an ambush.*

*The monsters gather by one of the shaft entrances, as Dyn and Zan track the new presence using spells. You see the mysterious Xalshaal slip away, perhaps up the other shaft to block any escape.*

*When Dyn gives the signal the Black Ogrun move into hiding, melting away into the rock and becoming silent. Even after all this time around them you still could not say for sure or not if they were there.*

*Softly at first you hear someone climbing down, sandaled feet that are slow and steady, accompanied by an unflickering magic light.*

*Alighting onto the landing you see... Armond, appearing remarkably clam and relaxed.*

*The Ogrun emerge to attack him, but he stops them in their tracks with a single word, 'Friends'.*

*This is no spell, but the Ogrun are too amazed to know what to do next. This is not the usual sword-wielding invader they are used to dealing with.*

*'My name is Armond,' says the newcomer.*

Armond will wave to the PC(s). He may be able to have a few words with him before Dyn cuts them off.

*Dyn gathers his wits and roars, 'Your life is finished now stupid man. It belongs to us now. Come slave.'*

*'I did not come here to be anyone's slave,' replies Armond. 'I came to help those in need,' he says, gesturing towards you.*

*'You are not alone?' inquires the wily Dyn.*

*'I am never alone.'*

*'NO games,' yells Dyn. 'Answer me!'*

*'Morrow is always with me,' says Armond. 'So I am never alone.'*

*Dyn smirks and grins at the other Ogrun, who snicker in turn. 'So you come here all on your own, Human, to save these fools?'*

*"I have come here, and I will leave here. But you should go," Armond states with conviction.*

*Dyn is silent for a moment, then explodes in a fury you have never seen before...*

*'ORGOTH COME... AND WE STILL HERE'*



*'RHULISH COME...AND WE STILL HERE'*

*'NOW HUMANS COME... AND WE STILL HERE... WE ALWAYS BE HERE'*

*With that the fierce Ogrun lifts his dark sword and kills Armond in a single blow!*

*The young Wizard's body falls the floor. Satisfied, Dyn starts casting the spell to raise the body as one of the undead, but is stopped as a bright light begins to shine outward from the fallen form.*

*A shimmering, ghostly image of Armond rises from the corpse, ascending, hands held before it in prayer to Morrow. The Black Ogrun cannot bear the sight, and fall back with blood coming from their eyes. Some of them bump into you in their haste to escape.*

Even an untrained person can try to Pick Pockets (DC: 10) to lift one particular object from one of the Ogrun and hide it. They will only have a short while to do this, until the light fades and things become as before.

*When the image has passed, and the light has faded, the Black Ogrun return to cautiously poke at the robes of the fallen martyr, Armond. The body is missing, only wisps of smoke linger in the Wizardly vestments - which Dyn angrily kicks into a corner of the cave. Under Dyn's orders the Black Ogrun slowly and warily return to what they were doing before the strange arrival.*

If a PC inspects Armond's robes they will find a something – his *Major Circlet of Searing Light* (currently with a *Non-detection* spell running on it). They will also find the spell components for most common Wizard spells of 5<sup>th</sup> level or below.

The Church of Morrow, will honour those who have seen the Ascension as witnesses to Armond, Ascendant of the Martyrs. However, if they bear witness to what they have seen they will be persecuted by just about every other sect, cult, and religion. But that is another story...

## **Escape Velocity – Old Friends (Tur's slave)**

*One day, while Tur is dragging you along on a chore, a Trollkin and an Ogrun climb warily down into the cave, and are met as usual by the Black Ogrun war party, although they are not immediately attacked.*

*You recognize them as the pair who were following Katrina Craslovini through the streets the first time you saw her. They cautiously introduce themselves to the Black Ogrun, as Gregul the Trollkin Sorcerer, and Seamus the Ogrun Thief.*

*Although initially hostile, the Black Ogrun listen as the Trollkin explains that he wants to buy Blood-Iron weapons.*

*After some bartering Tur and you go to collect some weapons for the Trollkin to inspect. You personally take the weapons up to the Trollkin wizard, Gregul, and for a moment you and he are forgotten as Seamus distracts the others with a gory tale of how he once slaughtered a whole village of humans.*

Gregul will wait for the PC to speak, since he doesn't want to blow his cover. He will be interested in knowing that Katrina is still alive, and promises to return for her.

*With the formalities out of the way Gregul the Trollkin promises to return with enough gold for the chosen weapons as soon as he has reached the surface.*

*You see Dyn sneak a sideways glance at Seamus the Ogrun, and then to Zan, who nods back softly.*

*‘Strangers can’t come and go as they like,’ says Dyn. ‘We guarantee you safe passage back here, but your friend stays as our honored guest. As one good Ogrun does for another.’*

*Seamus reluctantly agrees to this, unaware that Dyn is probably going to turn him into a Black Ogrun as soon as Gregul has gone. You can stay silent... or try and warn him?*

Any outburst about Seamus being turned into a Black Ogrun will get the PC in a lot of trouble.

The PC will be unchained and Zan will *Polymorph* them (as many goes as it takes) into an ‘Animal (Hyena)’ – they will be sent to work in the mines – and chained to a cart for hauling ore! On the bright side they will be working with Katrina now – although she doesn’t like Hyenas much! Ha!

If warned, Seamus and Gregal will cautiously back away, vowing to return with Gold soon. The Black Ogrun’s desire to sell their cursed weapons will allow the pair to go – this time...

If he isn’t warned Seamus will be turned into a Black Ogrun, also working for Rul, and with the same stats as Rax.

## ***Escape!***

The forces that have been looking for Katrina Craslovini have finally worked out where she has been taken. Many of the Mazek's Dark-Argus lost their lives searching the caves, until he finally went to his father, Hugo, and admitted that he has been unable to protect his sister.

Hugo then sent his 'Adopted' into the caves, as well as Katrina's brother Silth (but NOT 'Priest'), and they have cleared out all of the first level of caves, although they left 'Bogtown' alone, after Mezilf questioned the Council that runs the place (if the PCs left it standing?)

They know something really powerful lives at the bottom of the Black Ogrun shafts, but they also know about Zigurt and Armondini, and have been unsure of which way to progress, since wasting their resources on the wrong opponent could mean losing everything.

Several options may have presented themselves to finally guide the Craslovini to the Black Ogrun. As the DM you have final say in what happened, but suggestions are:

The Whiteblades recognised the PC in the Black Ogrun expedition.

The spirit of Armond visited Hugo and told him where his daughter was.

Xalshaal visited Hugo one night and told him the same (if he wants the PCs to escape).

Gregal and Seamus have reported what they've seen, reluctantly asking Hugo's help

## **Armed for War – 'The Vrostwulfen'**

Hugo has never been a man of half measures. As soon as he learnt of the fate of his favourite child he contacted a well-known Kossite mercenary unit and bought their assistance. The mercenary band is 'The Vrostwulfen', lead by the Warcaster-Kommander Vasily Vrost.

**Warmachine: Prime™** - In Warmachine: Prime™ terms the mercenary unit is about 2000 points strong, and can field the following: Warcaster Vrost, Journeyman Warcaster Wulf, 5 Destroyer Warjacks, 5 Juggernaut Warjacks, 2 Marauder Warjacks, 8 Widowmakers, 3 Grim Reavers, 4 Man-o-war squads, 5 Manhunters, and 12 Battle Mechanik squads.

**Iron Kingdoms (d20)** – In d20 terms the mercenaries also hire out small-scale units of Warriors and Steamjacks. This is what Hugo has hired.

The Vrostwulfen now have 12 Warriors on Hugo's retainer, as well as 4 Mechaniks and 2 Steamjacks.

The Warriors are not very high level (average 4<sup>th</sup>), but are all kitted with Full-Plate armour and shields, and a wide array of melee and missile weapons. Every sixth man is at least a 4<sup>th</sup>-level Sergeant-Cleric. Every 12<sup>th</sup> man is a 6<sup>th</sup>-level Kommander-Warbard. This is exactly the group Hugo has hired.

All of the Steamjacks are geared for combat and are deployed via a special use of magic. Each Steamjack is fitted with several *Spell Glyphs* in internal compartments, which when activated will *Reduce* the Steamjack to half its height and 1/10<sup>th</sup> of its normal weight. This allows two mechaniks to carry each

Steamjack into difficult to reach areas. There is even one *Enlarge* spell in *Glyph* form, to bring the Steamjack back up to combat size as soon as it reaches its target location.

Stats for the Vrostwulfen aren't necessary, as combat during the escape will be more cinematic than tabletop. If you want to run their combat round by round please do so, using the Warrior stats from the DMG!

## Blow-by-blow (Kind of...)

As DM you will have to decide on exactly how the Craslovini organise their rescue mission. My advice would be to send Seamus and Gregul in with diversionary magics – if they have made an appearance so far in the adventure (it's too late to just chuck them in at the end if the PCs don't know them!)

Follow up with Mezilf and Meryn supporting the Vrostwulfen Warriors (with *Fear* removing spells, and *Levitate* and *Spiderclimb* spells) while Kilreas and the Honorguard safeguard the Vrostwulfen Mechaniks as they bring their Steamjacks on-line.

## Xalshaal

The Totem Hunter has grown tired of waiting for the Black Ogrun to craft its weapons, and is now only interested in avoiding combat and/or helping its designated PC target to escape. It should only appear in specific cinematic sequences, avoiding the main fighting with ease.

## A nasty surprise!

Rul is the Ogrun who has hoarded all the human teeth, and he's actually been doing it for a good reason. For every tooth he has - start with his 53 saved teeth, plus one for each one a PC has given him (their own or not) – he is able to create a Human Warrior Skeleton, and arm it with weapons and armour!

He creates these Skeletal Warriors by casting the teeth into his statue of the Devourer Wyrms. The statue will make rumbling sounds and disgorges one full-grown skeleton per tooth fed to. There should be at least 53 skeletons appearing when the Ogrun come under serious attack! If Rul has been injured or killed prior to this battle one of the other high level Black Ogrun will use the teeth in his place.

Like the Vrostwulfen, these skeletons are here for the cinematic backdrop they will provide fighting the Vrostwulfen. Again, if you want to run their combat round by round please do so, but make up your own stats!

The skeleton workers that toil with the PCs will also be directed to fight, and there are now about 20 of them left (mostly in the mines). These are the one's the PCs will primarily encounter.

## How to run the Battle

Read the Cinematic scene - 'Contact!'

Tell the PCs that it looks as if the caves are under attack from a large force. They are all ordered to stay put, and are each guarded by 1-2 Skeletons with primitive tools as weapons. Ask each PC what they are going to do...

Run them each in chunks of time bigger than single melee rounds (unless they are in combat!), at least until they can all get together.

Sure enough they will probably want to go get their weapons and magic back. This could mean that they will need to kill Tor to get his key (and maybe Wip as well, to get another set of chain-keys). Tor and Wip should both be found in Tor's chambers, hurriedly searching the chest for a useful item (maybe let them use the items to fight the PCs, maybe not?) Katrina will want to grab the Steam Spear at this point, her whole reason for the expedition.

Read the cinematic scene 'Ebb and Flow'

At this point the PCs and Katrina will want to simply escape – they can try for the breach in the mines into one of the shafts, or you can go to the scene 'Xalshaal's Game'. Otherwise the PCs face a long hard slog of fighting past the Skeletal Warriors and Black Ogrun!

### **Cinematic Scene – 'Contact' (Any random PC)**

*Your master has had you busier than normal the last few shifts. It appears the Black Ogrun are gearing up to send out another trading expedition.*

*(If Seamus and Gregul are involved): Seamus and Gregul have returned with chests of gold, which you think is fairly unwise on their part, and are taking possession of their weapons even now – when several of the chests explode and release clouds of dense smoke into the air.*

*(Continue, and if Seamus and Gregul aren't present): Suddenly firepots tumble down the exit shafts and explode, releasing smoke that hides figures that float and fly down the shaft and into the caves.*

*The sudden arrivals are all human warriors, Kossites from the look of their thick moustaches and black hair, and they are heavily protected, wearing Full-Plate armour and shields, with a white Wolfs-head as their mercenary insignia.*

*The Black Ogrun respond by ordering the nearest skeleton workers to attack, while they gather weapons and order all the slaves to remain put – to be guarded and watched over by the skeletons they have toiled beside for so long.*

*A pitched battle for the caves is starting to form, and as the Ogrun rush the attackers you see even more people descending down the shaft, and strange floating miniature Steamjacks. Then your vision is blocked by the smoke and the skeletons that start to crowd around you. You remain cut off from your would be rescuers, but not helpless!*

### **Cinematic Scene – 'Ebb and Flow'**

*The battle for the caves has swung back and forwards several times. The 'Wolfshead' mercenaries have taken a pounding but, along with a dozen or so monks who have turned up, they have protected several mechaniks who restored the miniature Steamjacks to their full size and sent them into combat.*

*Once the Steamjacks were fighting the Ogrun started losing, Sle and Ers were quickly dispatched, and Sin was forced to slink away wounded. It appeared that the Ogrun might have to retreat, until Rul vanished into his room - from which over fifty Skeletal Warriors poured out and equipped themselves with the finished Blood-Iron weapons and armour!*

*The tide has turned, and now almost half the Wolf-warriors have been killed, and one Steamjack is badly*

*damaged. It looks as if the Black Ogrun have the upper hand again, and maybe escape will prove the better part of valor.*

### **Cinematic Scene – ‘Xalshaal’s Game’**

*With the Black Ogrun gaining the advantage on the one side, cutting you off from rescue, and with nowhere to run to, things look grim. That is until the strange and fell Xalshaal arrives unexpectedly. It casually smashes several skeletons that had been approaching to attack you, and then beckons for you to come close... and stand in a Teleportation Circle it has drawn on the ground.*

Assuming the PCs do as Xalshaal requests...

*...Xalshaal and the cave vanish in a flash of light, and you find yourself standing at the top of the exit/entry shaft, next to several astonished Ordic men and women, recognizable as members of the Craslovini family, and their unique retainers.*

*The order to pull back is issued down the shaft, and the surviving Wolfs-head mercenaries, monks, and one Steamjack are retrieved. It seems the Ogrun are licking their wounds, because they have not chosen to follow!*

The end text for this scene can also be used if the PCs escape out the breach in the mine. The main point is that they will run into the Craslovini, their most likely rescuers.

Katrina has not forgotten her only reason for being down here, and if another PC has the Steam Spear she will ask for it, under the terms of their agreement about treasure allocation (she gets the Orgoth stuff). Her family will back her up when they see that this is important to her!

## Explanations?

*The Craslovini and their supporters help you make it back to the surface without too much trouble. You can see that they have already ordered repairs to the breach you made in their ‘wall’ – only this time they are installing a gigantic lockable iron door, and guard posts. It looks like they want to come back later!*

*You are escorted, and carried if need be, directly to the Craslovini manor and given the first real food you have had in Morrow-knows-how-long. Hugo Craslovini is quite insistent on helping you to recover.*

*Although the food makes you sick at first, it is far richer than you are used to, you can already feel your strength returning.*

*You are given rooms and servants are sent to bath and clean you, and cut your hair. Your old clothes are taken away to be burned, and your equipment to be cleared and restored.*

*After the bath you are given new clothes and escorted to a drawing room where Hugo is waiting for you, along with his Trollkin and Gobber retainers, whom he addresses as Kilreas and Mezilf. Also here is one of the younger Craslovini brothers.*

*Although you are keen to get some sleep – and your equipment has not yet been returned to you – it looks like Hugo has a few urgent questions.*

See the Timetable in the Appendix for a rough estimate of how long the PCs have been captive – which is around 4 weeks, although it would seem much, much longer to them!

The ‘younger Craslovini brother mentioned is Silth (UIKCG:Craslovini).

## Okay... so the PCs thought they were safe did they?

If the PCs have let themselves be lead along – as would be reasonable right now - Hugo will have taken advantage of their weakened state and his duties of hospitality to separate them from their weapons (not again!). **He is quite ready to have them killed for everything they have seen.**

The questioning is polite, but firm. Read the questions below and record the score for each answer. Tally the final result to determine how Hugo weighs his choice. Note that Hugo and Kilreas are using their substantial Sense Motive skills to detect lies – and any lie that is caught is worth 2 points:

## Hugo's questions

Question 1: *My son Mazek said you wouldn't agree to divert Katrina away from trouble, is this true?*

Possible answers: Yes (+1 points), No (+2 points)

Question 2: *Tell me, what did you find at the old Orgoth fort?*

Possible answers: Diamonds (+2 points), Only undead (+1 point), What Orgoth fort? (+1 points)

Question 3: *Did you ever do anything to harm my daughter while on the expedition?*

Possible answers: Yes, but she deserved it (+4 points), No (+1 point)

Question 4: *Did you ever wield a cursed Blood-Iron weapon while in the caves?*

Possible answers: Yes (+2 points), No (+0 points)

Question 5: *If I ask, will you to never tell anyone else about how you got into the caves?*

Possible answers: Yes (+4 points), Maybe (+1 point), No (+0 points)

Question 6: *Do you think Katrina regards you all as good friends, after what you've been through?*

Possible answers: Yes (-2 points), No (+2 points)

## Hugo's response

Tally up the points from the answers to all the questions, then check Hugo's response on the table below:

Less than 2	Hugo thinks the PCs are quite dense and sends them on your way after resting, with a warning never to go down the tunnels again!
From 2 to 7	Hugo wants the PCs beholden to the family in one way or another. It is likely that he will hold their lives over Katrina's head to make her do what he thinks is best for her – to join the family business - go to 'Katrina's Choice', below.
8 or more	Hugo has the PCs escorted to their rooms, and the Dark-Argus and 'Scarlet Faction' (including Silth and 'Priest') are sent to kill them in their sleep. If they escape they will be hunted as far as fifty miles from Five Fingers.



## Katrina's Choice

*After the polite questions are over Hugo snaps his fingers and half a dozen Dark-Argus warriors enter the room and stand behind you.*

*'You may not realize it,' says Hugo, 'but since you know about the secret tunnels you are something of a threat to my family, and I cannot tolerate that... However, having your lives spared may bring me the greater profit. Will you wait here while I go to seek some advice.' It is not a question.*

*Hugo leaves you waiting, tired and weary. Several hours pass...*

(Unless the PCs take the initiative, so to speak)

*...and dawn is starting to break.*

*Just before the fifth hour chimes, and you are almost dead on your feet, a tear stained Katrina enters the room and stands before you, clutching her hands.*

*'I have struck a deal with my father,' says Katrina. 'In exchange for certain 'concessions' I will give up my studies at Corvis University and enter the family business. I will save us all from long goodbyes, and simply wish you more luck than I have had. Farewell.'*

*After Katrina departs, Hugo comes back into the room and tells you it is time to go.*

*His servants and retainers escort you to the main doors of the manor and out into the garden. A wagon is pulled around from the back of the house, carrying your equipment, and a bag of gold and jewels for each of you. (50 Ordic Gold pieces, and 12 cut red rubies worth 500 Gold each).*

*Kilreas, the Trollkin bodyguard and monk, is the only one who escorts you past the guards at the front gate.*

*'We'll be in touch,' is all he says, shutting the gate, and walking back into the pre-dawn mist.*

In a nutshell Katrina has agreed to join the family business, because Hugo has told her that this is the only condition on which he will spare the PCs lives.

Of course if the PCs aren't on friendly terms with Katrina – she will (reluctantly) let them go to their own fate!

There are many ways for every adventure to end... but this ending works very well. Not only does it set the PCs up to do future work for the Craslovini – maybe extracting the Diamonds, Orgoth Digger, or the mysterious 'Egg' – but it also has a nice feel to it. Hope you enjoyed!

## ***Epilogue: Revenge***

If the PCs don't hold a grudge against the Black Ogrun then you weren't hard enough on them as slaves (Ha!). This Epilogue does not need to be played, it can be taken up when the PCs are more powerful, or you can just gloss over the results as you see fit...

*Life is starting to return to a semblance of normality, and the fireplace in the Greasy Kitten no longer makes you start and look behind your back each time it sparks!*

*It was an evening like this, not very long ago, when Captain Furan and the crew of the 'Rusty Hook' ran afoul of that drunken carpenter, and as chance would have it they are in port again.*

*Captain Furan orders you a round of drinks, which Grimmelstein grudgingly brings over to you. 'These are from him,' says the barkeep, motioning to the pirate Captain. 'But Morrow knows why!'*

*After a moment Captain Furan wanders casually over to your table, and raises a toast to your health.*

*'Everyone in the Fingers knows you've been through some kind of hell. Here's to your recovery,' he says with a roguish glint in his eyes.*

*The rest of the patrons give a cheer and also drink a toast, allowing the Captain to sit beside you unnoticed.*

*'Ya know, the priests say that 'tis lesser men that waste their time on revenge. But most of 'em have never been outside their churches.'*

*'How about you? Ever think about paying a return visit to anyone I know? You see... I have to pick up a cargo of swords on the next full-dark... black swords, and a little bird tells me you might be interested in knowing where?'*

If the PCs are interested in extracting a few lumps from the latest Black Ogrun expedition to the surface then you can map out and play it however you wish.

The Ogrun are smarting from the escape/rescue mission – and have hedged most of their resources on a large expedition.

In the expedition will be Dyn, (Tor, if he's still alive), Tur, Zan, Ers, Wip, and Sle. Most of the other Black Ogrun fell in battle, and they are also short of undead workers (the Skeletal Warriors don't last longer than a single fight – they're not workers).

Have the 'Rusty Hook' meet them at the usual Rocky Platform, and the PCs can make whatever arrangements they want. If they can destroy the Black Ogrun out in the open the spoils of their cave will be for the taking!

**IMPORTANT** - Don't forget Xalshaal in all of this. He'll be waiting for his designated-target PC to gain a few more levels, so that the Hunt will be really interesting (He should have progressed to HD:18 by then!)

# Appendices

## The Black Ogrun

### Dyn (Priest/Leader)

#### Cleric 12 (Domain: Evil)

Black Ogrun: CR 13; Size L (9 ft. 5 in. tall); hp 91; Init +1; Spd 20 ft.; AC 16 (+1 dex, +5 Chainmail); Atk +11/+6; melee (Great Axe+2, 1d12+4, crit 20/x3, *Hacker*); Fierce gaze, Rebuke undead, Combat casting, Metamagic - Maximize spell, Spell Focus (Ench.); AL NE; SV Fort +8, Ref +4, Will +8; Str 14, Dex 12, Con 16, Int 15, Wis 16, Cha 16; age Very old; Notable skills: Leadership +4, Craft (Weaponsmith) +9, Concentration +11, Hide +16, Know. (Religion) +10, Spellcraft +8, Spot +13, Intimidate +15; Traits: Evil, Clever, Paranoid; Languages: Molgur, Tkra; Items: Potion of *Owls Wisdom*, Potion of *Cure Serious Wounds*

**Clerical spells:** 0 – 6, 1<sup>st</sup> – 5+1, 2<sup>nd</sup> – 4+1, 3<sup>rd</sup> – 4+1, 4<sup>th</sup> – 3+1, 5<sup>th</sup> – 3+1, 6<sup>th</sup> – 2+1

### Tor (Master Smith)

#### HD 12d8+30

Black Ogrun: CR 13; Size L (9 ft. 4 in. tall); hp 119; Init +1; Spd 20 ft.; AC 18 (+1 dex, +7 Chainmail+2); Atk +14; melee (Guisarme, 2d4+5, crit 20/x3, plus Trip); Fierce gaze; AL NE; SV Fort +11, Ref +4, Will +2; Str 20, Dex 12, Con 16, Int 11, Wis 10, Cha 15; age Very old; Notable skills: Craft (Weaponsmith) +19, Hide +17, Spot +14, Search +14, Intimidate +12; Traits: Evil, Egotistical, Morbid; Languages: Molgur, Tkra; Items: On occasion various items taken from the PCs, but mostly nothing.

### Tur (Weapons Master)

#### HD 11d8+27

Black Ogrun: CR 12; Size L (9 ft. 2 in. tall); hp 101; Init +2; Spd 20 ft.; AC 17 (+2 dex, +5 Chainmail); Atk +13; melee (Guisarme, 2d4+4, crit 20/x3, plus Trip); Fierce gaze; AL NE; SV Fort +10, Ref +4, Will +2; Str 19, Dex 15, Con 17, Int 12, Wis 11, Cha 13; age Very old; Notable skills: Craft (Weaponsmith) +17, Hide +16, Spot +18, Search +7, Intimidate +9; Traits: Evil, Clever, Inquisitive; Languages: Molgur, Tkra; Items: None

### Sin (Armourer)

#### HD 10d8+24

Black Ogrun: CR 11; Size L (9 ft. 3 in. tall); hp 97; Init +1; Spd 20 ft.; AC 19 (+1 dex, +8 Half-plate+1); Atk +12; melee (Blood-Iron Greatsword, 2d6+5, crit 19-20/x2); Fierce gaze; AL NE; SV Fort +10, Ref +3, Will +2; Str 21, Dex 12, Con 16, Int 13, Wis 12, Cha 13; age Very old; Notable skills: Craft (Armourer) +18, Hide +15, Spot +13, Search +14, Intimidate +9; Traits: Evil, Frustrated, Bored; Languages: Molgur, Tkra; Items: *Shield of blinding* (not normally carried)

### Zan (Sorcerer)

#### Sorcerer 9

Black Ogrun: CR 10; Size L (9 ft. 1 in. tall); hp 46; Init +1; Spd 20 ft.; AC 14 (+3 dex, +1 Ring of Protection); Atk +4; melee (Shortspear, 1d8+4, crit 20/x3); Fierce gaze, Summon Familiar, Combat casting, Metamagic – Quick spell, Craft Magic Armour and Weapons; AL NE; SV Fort +8, Ref +6, Will +6; Str 20, Dex 16, Con 16, Int 14, Wis 11, Cha 18; age Very old; Notable skills: Craft (Weaponsmith) +9, Concentration +16, Hide +14, Know. (Arcana) +12, Spellcraft +11, Intimidate +11, Search +11; Traits: Evil, Twisted, Insane; Languages: Molgur, Tkra; Items: *Tome of Making Black Ogrun*, Potion of *Darkvision* (neither is normally carried).

**Sorcerer spells per day** (various known, some learnt quickened): 0 – 12, 1<sup>st</sup> – 9, 2<sup>nd</sup> – 8, 3<sup>rd</sup> – 7, 4<sup>th</sup> – 6

### Rul (Miner)

#### HD 8d8+18

Black Ogrun: CR 9; Size L (8 ft. 5 in. tall); hp 61; Init +1; Spd 20 ft.; AC 17 (+2 dex, +5 Chainmail); Atk +11; melee (Blood-Iron Greatsword, 2d6+5, crit 19-20/x2); Fierce gaze; AL NE; SV Fort +10, Ref +4, Will +4; Str 20, Dex 14, Con 16, Int 11, Wis 16, Cha 12; age Very old; Notable skills: Craft (Armourer) +9, Craft (Mining) +11, Hide +14, Spot +7, Search +9, Intimidate +10; Traits: Evil, Paranoid, Insecure; Languages: Molgur, Tkra; Items: None carried

**Sle (Scout/Thief)****Ranger (Scout) 8**

Black Ogrun: CR 9; Size L (7 ft. 4 in. tall); hp 82; Init +7; Spd 20 ft.; AC 18 (+3 dex, +5 Chainmail); Atk +13/+8; melee (Guisarme, 2d4+5(+7), crit 20/x3, plus Trip); ranged (Khardic Composite Shortbow, 1d6+5(+7), crit 20/x3); Fierce gaze, Fav.Enemy (Humans +2), Alertness, Improved Disarm, Improved Trip, Improved Initiative; AL NE; SV Fort +10, Ref +5, Will +2; Str 20, Dex 16, Con 16, Int 14, Wis 11, Cha 18; age Very old; Notable skills: Climb +12, Intuit direction +11, Hide +14, Listen +8, Move Silent+11, Spot +8, Search +11, Wilderness +6; Traits: Evil, Reckless, Curious; Languages: Molgur, Tkra, Ordic; Items: *Boots of the Winterlands*, and *Boots of Ios(Elf)kind* – either pair is worn, depending on the weather!

**Ers (Assistant Weaponsmith)****HD 7d8+15**

Black Ogrun: CR 8; Size L (8 ft. 4 in. tall); hp 57; Init +1; Spd 20 ft.; AC 16 (+1 dex, +5 Chainmail); Atk +9; melee (Guisarme, 2d4+4, crit 20/x3, plus Trip); Fierce gaze; AL NE; SV Fort +9, Ref +3, Will +2; Str 20, Dex 13, Con 16, Int 12, Wis 10, Cha 8; age Very old; Notable skills: Craft (Weaponsmith) +13, Hide +13, Spot +12, Search +15, Intimidate +10; Traits: Evil, Vindictive, Petty; Languages: Molgur, Tkra; Items: None

**Pik (Assistant Armourer)****HD 6d8+15**

Black Ogrun: CR 7; Size L (8 ft. 2 in. tall); hp 47; Init +1; Spd 20 ft.; AC 18 (+1 dex, +7 Half-plate); Atk +8; melee (Blood-Iron Greatsword, 2d6+5, crit 19-20/x2); Fierce gaze; AL NE; SV Fort +8, Ref +2, Will +1; Str 20, Dex 13, Con 16, Int 12, Wis 10, Cha 8; age Very old; Notable skills: Craft (Armourer) +12, Intimidate +11, Spot +12, Search +11; Traits: Evil, Creative, Ambitious; Languages: Molgur, Tkra; Items: None

**Dem (Assistant Priest)****Cleric 5 (Domain: Evil)**

Black Ogrun: CR 6; Size L (7 ft. 9 in. tall); hp 45; Init +1; Spd 20 ft.; AC 16 (+1 dex, +5 Chainmail); Atk +7; melee (Great Axe, 1d12+3, crit 20/x3); Fierce gaze, Rebuke undead, Combat casting, Spell Focus (Ench.); AL NE; SV Fort +7, Ref +2, Will +6; Str 18, Dex 12, Con 16, Int 10, Wis 15, Cha 12; age Very old; Notable skills: Craft (Weaponsmith) +7, Concentration +5, Hide +6, Know. (Religion) +4, Spellcraft +3, Spot +14, Intimidate +10; Traits: Evil, Dull, Lazy; Languages: Molgur, Tkra; Items: Potion of Cure Moderate Wounds

**Clerical spells:** 0 – 5, 1<sup>st</sup> – 3+1, 2<sup>nd</sup> – 2+1, 3<sup>rd</sup> – 1+1

**Wip (Slaver)****HD 5d8+15**

Black Ogrun: CR 6; Size L (8 ft. 7 in. tall); hp 36; Init +1; Spd 20 ft.; AC 16 (+1 dex, +5 Chainmail); Atk +7; melee (Blood-Iron Greatsword, 2d6+5, crit 19-20/x2); Fierce gaze; AL NE; SV Fort +7, Ref +2, Will +1; Str 20, Dex 13, Con 16, Int 12, Wis 10, Cha 8; age Very old; Notable skills: Craft (Weaponsmith) +9, Hide +9, Spot +3, Search +5, Intimidate +9; Traits: Evil, Creative, Ambitious; Languages: Molgur, Tkra; Items: None

**Zin (Sorcerer's apprentice)****Adept 5**

Black Ogrun: CR 6; Size L (7 ft. 3 in. tall); hp 31; Init +1; Spd 20 ft.; AC 11 (+1 dex); Atk +2; melee (Shortspear, 1d8+4, crit 20/x3); Fierce gaze, Summon Familiar, Combat casting, Metamagic – Quick spell; AL NE; SV Fort +5, Ref +2, Will +6; Str 20, Dex 12, Con 16, Int 11, Wis 14, Cha 9; age Very old; Notable skills: Craft (Weaponsmith) +9, Concentration +16, Hide +4, Know. (Arcana) +2, Spellcraft +3, Intimidate +9, Search +4; Traits: Evil, Stupid, Vengeful; Languages: Molgur; Items: Scroll of *Transmute Rock to Mud* (not normally carried)

**Adept spells per day** (various known, some learnt quickened): 0 – 3, 1<sup>st</sup> – 2, 2<sup>nd</sup> – 1

**Rax (New Slaver)****HD 4d8+12**

Black Ogrun: CR 5; Size L (7 ft. 3 in. tall); hp 32; Init +1; Spd 20 ft.; AC 16 (+1 dex, +5 Chainmail); Atk +6; melee (Blood-Iron Greatsword, 2d6+4, crit 19-20/x2); Fierce gaze; AL NE; SV Fort +6, Ref +2, Will +1; Str 19, Dex 13, Con 16, Int 12, Wis 10, Cha 8; age Newborn; Notable skills: Craft (Weaponsmith) +7, Spot +2, Search +2, Intimidate +3; Traits: Evil, Naïve, Foolish; Languages: Molgur; Items: None

## The Timetable – by Location

Format = (w)eeek number/(d)ay number. Eg. w0d3 = first week, day 3, of the expedition.

	Area 2 Scarlet Entrance	Area 15 The Wall	Area 11 Water Cave	Area 14 Second Staircase	Area 16 Bogtown	Area 17 Lake	Area 18 Orgoth Fort	Area 21 Ancient Tunnel	Area 22 Twin's Pyramid	Area 25 Ogrun Caves	Area 3 Doleth Entrance
Katrina's expedition	w0d1 (*1)	w0d1	w0d2	w0d2	w0d1 (*2)	w0d2	w0d2	w0d3	w0d3	w0d4	-
Gentleman Jules	w0d1 (*3)	w0d2					w0d2				
Gentleman Jules' Henchmen	w0d2 (*4)	w0d3					w0d3				
The Dark Argus	w1d2 (*5)	w1d2	w1d3	w2d4	w1d6	w2d1	w2d2	w2d5			w2d7
Ogrun Expedition			w3d1			w3d1		w3d1		w3d1	
Seamus & Gregul	w2d4 (*6)	w2d4	w2d5	w3d5	w2d6	w2d7	w3d1	w3d2	w3d3	w3d4	w3d7
The Vrostwulfen	w3d5 (*7)	w3d6			w3d7	w4d1	w4d2	w4d3		w4d4	
Sle (Scouting)	(*8)	w3d4			w2d1		w2d1	w1d5			

### Notes

- \*1 This is the expedition, as it would move if the PCs were not part of it.
- \*2 If the PCs are not with Katrina she will make some friendly contacts and stay the night at Bogtown.
- \*3 Assuming Gentleman Jules is following the PCs. After finding the Orgoth Diamonds he will stay put and start trying to mine them (with little luck), until the Vrostwulfen route him from the area (w5d1), perhaps killing him. If the PCs are with him they will have to leave his company in order to follow Katrina.
- \*4 If they are following Gentleman Jules & the PCs. Otherwise they are with Gentleman Jules to start.
- \*5 After Mazek determines what his sister did, he gives her one week to return before sending his Dark-Argus to find her. They will suffer badly in the caves (Kidnapped by Xalshaal, and driven off the Orgoth fort by Gentleman Jules and his henchmen.
- \*6 They obtained information on Katrina's disappearance from the Dark Argus who returned from the caves and conducted their own search. On the way out they can take the Secondary Staircase from the Orgoth fort (avoiding Gentleman Jules), and missing the Vrostwulfen. They will tell Hugo what they've learnt on around w4d3.
- \*7 Although Mazek informed Hugo of Katrina's failure to return on about w3d1, the Vrostwulfen will take some time to assemble and prepare their SteamJacks, and once in the caves they will not move very quickly.
- \*8 Sle's scouting trips are all direct trips to check out specific areas. He likes to spy on Bogtown (and sometimes kidnap wandering Boggars).

If these times mismatch, because the PCs have done something crazy (like camp out for a whole month in Bogtown) you will have to think on your feet and change things accordingly. Improvise. Overcome. Adapt.

## Katrina Craslovini – Captive and Escapee

### Monk 6, Adventuring Scholar 4

Female human (Khadoran)

Size: M (5 ft. 5 in. tall)

Hp: 43 (Wounds) 11 - fatigue

Init: +1 (+3 dex, -2 chains)

Spd: 40 ft.

AC: 14 (+3 dex, +2 wis, +1 monk, -2 chains)

Atk: +8 armed, +6/+6 unarmed

Unarmed (+6/+6), 1d8+1/crit 19-20/x2

Chains (+7), 1d4/crit x2

Feats: Unarmed attack, Flurry, Dodge. Mobility,  
Exotic weapon (smallarms), Evasion, Ki strike,  
Weapon Finesse (Unarmed) Purity of body,  
Field of Study (Orgoth culture) – Specialist +2/+1,  
Base of operations – the Craslovini manor,  
Against all odds, Adventurers zeal,  
Luck bonus (included in saves)

AL: NG

SV: Fort +9, Ref +14, Will +14

Stats: Str 11, Dex 16, Con 14, Int 13, Wis 15, Cha 15

Age: 19

Noted

Skills: Knowledge Arcana +18, Prof. (Archaeology) +16,  
Climb +14, Spot +13 (+23 *Bietrsung*), Gather Info.  
+11

Traits: Adventurous, Resourceful, Loyal

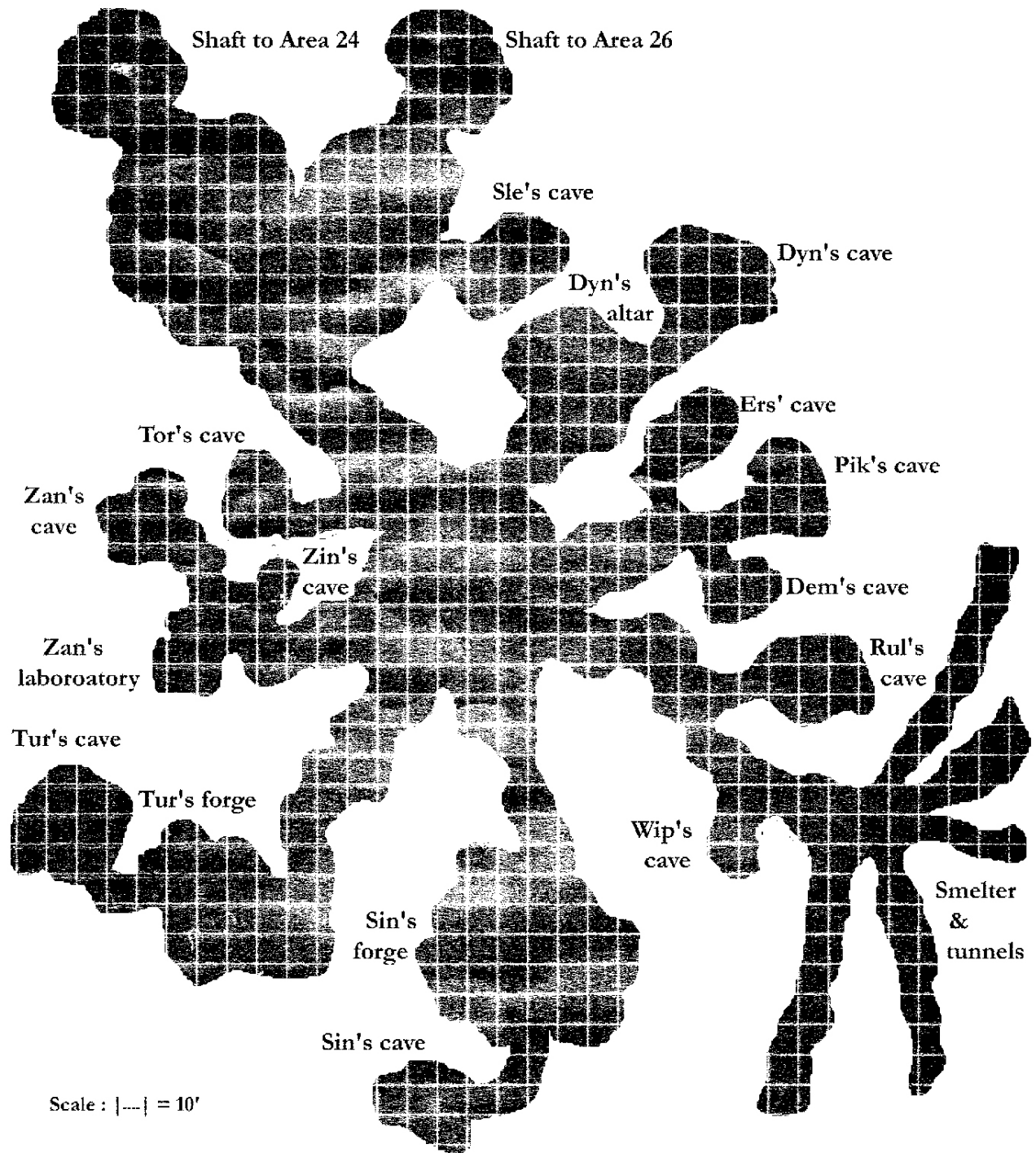
Langs: Khad, Idrian (spoken only), Ordic, Khadoran, Molgur

Items: None carried

If captured by the Black Ogrun Katrina will try to never appear defeated. She will suffer through any torture inflicted on her stoically – calling on all her training as a Monk to cope with the pain and suffering. She will do anything and everything to help out the PCs if they are suffering, and cling to her motto “everyone gets out alive”. In secret Katrina will try to plot a way to escape, trying to enlist the help of any PCs she can talk to. If she can escape alone Katrina will sell-out to her family, offering to join their crime syndicate, if they will give her the resources to stage a rescue of anyone still held captive.



## The Black Ogrun Caves



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