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IRON KINGDOMS



FULL METAL FANTASY ROLEPLAYING GAME

URBAN ADVENTURE





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URBAN ADVENTURE

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DANGER, INDUSTRY, AND INTRIGUE

The Iron Kingdoms is a setting rich with possibilities for enterprising adventurers. Heroes may find themselves aboard a massive ironhull, seeking wealth and opportunity on the high seas; they may plumb the ancient and terrible depths of forgotten Orgoth ruins; or they may take part in the warfare on the chaotic battlefields of western Immoren. Perhaps the most intriguing and engaging adventures of the Iron Kingdoms, however, are to be found within its cities. Filled with the wonders of mechanical science and alchemical experimentation amid a teeming diversity of cultures, races, and professions, each city in western Immoren is full of opportunities for those bold enough to seize them. The cities of the Iron Kingdoms are as dangerous as they are wondrous, with perils—and rewards—that are the equal of those to be found in even the darkest wilds.

It is fitting, then, that this first supplement for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game* focuses on these cornerstones of western Immorese culture and industry. Within these pages we'll explore key aspects of city life in the Iron Kingdoms and present a variety of options for urban campaigns. Players will find new careers that run the gamut from the brute power of the Pugilist

to the dark manipulations of the Thamarite Advocate; new rules for unarmed combat that allow characters to pull dirty tricks like throwing dirt in an opponent's face and crushing him in a choking headlock; and new urban equipment ranging from collapsible firearms to noxiously potent alchemical concoctions to laborjack chassis and upgrades. Game Masters, too, will find plenty of urban fun with a detailed overview of the Ordic city of Five Fingers, the infamous Port of Deceit; the exciting full-length urban adventure "Friends in High Places"; and a set of city encounters that can serve as quick one-shot scenarios or seeds for an extended urban campaign.

With this book in hand, you are ready to enter a world of sprawling industry and criminal intrigue, where the innocent and foolhardy are victims of opportunity and only the quick, brave, and resourceful can hope to survive. The cities of the Iron Kingdoms are rife with dark secrets and sinister villains, but just as threats lurk in every shadow-shrouded alley, so too does the promise of wealth and glory.

Welcome to the mean streets of the Iron Kingdoms.

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*Five Fingers: A Concise Guide to the Port of Deceit based on material drawn from *Five Fingers: Port of Deceit*.



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URBAN ADAPTATION

The following chapter presents new careers for each of the non-human races from the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*. These careers

are specifically suited for use in campaigns that take place within one of the many urban areas found across the Iron Kingdoms, but they are equally suited for any campaign.

GUTTERSNIPE

PREREQUISITES: GOBBER

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Lost in the Crowd, Low Breeding, and Perfect Timing Connections: Black Market Military Skills: Choose one: Hand Weapon 1, Pistol 1, Sling 1, Thrown 1, or Unarmed Combat 1 Occupational Skills: Deception 1, Escape Artist 1, Sneak 1, and Streetwise 1
STARTING ASSETS	50 gc
GUTTERSNIPE ABILITIES	Astute, Camouflage, Disease Resistance, Dodger, Find Cover, Flash Thief (p. 10), Hit 'Em Low (p. 10), Language, Lost in the Crowd (p. 11), Low Breeding (p. 11), Perfect Timing (p. 11), Roll With It, Scoping it Out (p. 11)
GUTTERSNIPE CONNECTIONS	Black Market
GUTTERSNIPE MILITARY SKILLS	Hand Weapon 3, Pistol 3, Sling 3, Thrown 3, or Unarmed Combat 3
GUTTERSNIPE OCCUPATIONAL SKILLS	Bribery 4, Deception 4, Disguise 4, Escape Artist 4, General Skills 4, Negotiation 4, Pickpocket 4, Sneak 4, Streetwise 4

Some gobbers manage to eke out a respectable living within the teeming cities of the Iron Kingdoms, but most are destined to live among the dregs of society. Viewed at best as a common nuisance by the other races, urban gobbers often find survival at the end of easily cut purse strings or other petty crime that relies on their diminutive size and lowly status to keep them safe from just retribution.

The guttersnipe hones the gobber's natural talent to move unnoticed amid the hustle and bustle of the city to preternatural levels by combining that talent with the disregard of the other races. A guttersnipe can remain almost invisible to anyone within the urban jungle of the city for as long as he wishes, whether he's relieving the affluent of their fat purses or gathering critical information from conversations thought safe from eavesdroppers. A true guttersnipe knows that information can buy him opportunities amid the seedy underbelly of a city faster than any amount of coin, and the guttersnipe's first objective in any new area is to quickly establish his reputation as a professional in urban espionage.

Playing a Guttersnipe: The Guttersnipe career offers a gobber the chance to become an expert in streetwise espionage thanks to Lost in the Crowd, which allows him to become all but invisible to the eyes of others. Lost in the Crowd gives the Guttersnipe the ability to evade any dangerous situation instantly and thereby guarantee his safety, though sometimes at the expense of the other members of his party.

The Guttersnipe's abilities tend to lead him down one of two occupational paths: the thief and the informer. The former is best suited to the Skilled archetype and secondary careers such as Thief and Cutthroat, highlighting the Guttersnipe's larcenous prowess and his ability to sneak up on a foe. The latter works best with the Intellectual archetype and careers such as Bounty Hunter, Investigator, and Spy, making good use of the Guttersnipe's criminal connections and position as an information broker.



LABOR KORUNE

PREREQUISITES: OGRUN

STARTING ABILITIES, CONNECTIONS, AND SKILLS	<p>Abilities: Iron Will and Low Breeding</p> <p>Connections: Workers Union (Ogrun)</p> <p>Military Skills: Unarmed Combat 1</p> <p>Occupational Skills: Command 1, Craft 1 (choose from Metalworking, Stoneworking, or Carpentry), Negotiation 1, and Streetwise 1</p>
STARTING ASSETS	75 gc
LABOR KORUNE ABILITIES	'Jack Marshal, Battle Plan: Call to Action, Brawler, Drive: Pronto, Gang, Heave Ho (p. 10), Iron Will, Language, Low Breeding (p. 11), Natural Leader, Rallying Cry
LABOR KORUNE CONNECTIONS	Workers Union
LABOR KORUNE MILITARY SKILLS	Unarmed Combat 4, Pistol 2
LABOR KORUNE OCCUPATIONAL SKILLS	Bribery 3, Command 4, Craft 4 (chosen at career selection), Deception 2, Etiquette 2, General Skills 4, Mechanical Engineering 2, Medicine 2, Negotiation 4, Streetwise 4

Although ogrun are certainly at home on the battlefield, most Immorse encounter them more regularly in the shipyards, construction sites, and foundries of Iron Kingdoms cities. There they ply their formidable strength and endurance as heavy laborers, often proving invaluable to their employers. Even when among humans, ogrun remain deeply tied to the values and traditions of their culture's intricate feudal system,

and the bond between *bokur* and *korune* is as respected and desired on the filthy streets of the Iron Kingdoms as it is within the borders of Rhul.

Ogrun strength and endurance is a valuable commodity to many industries, and the labor korune organizes his oath-bound ogrun into a hard-working and dependable labor force available to

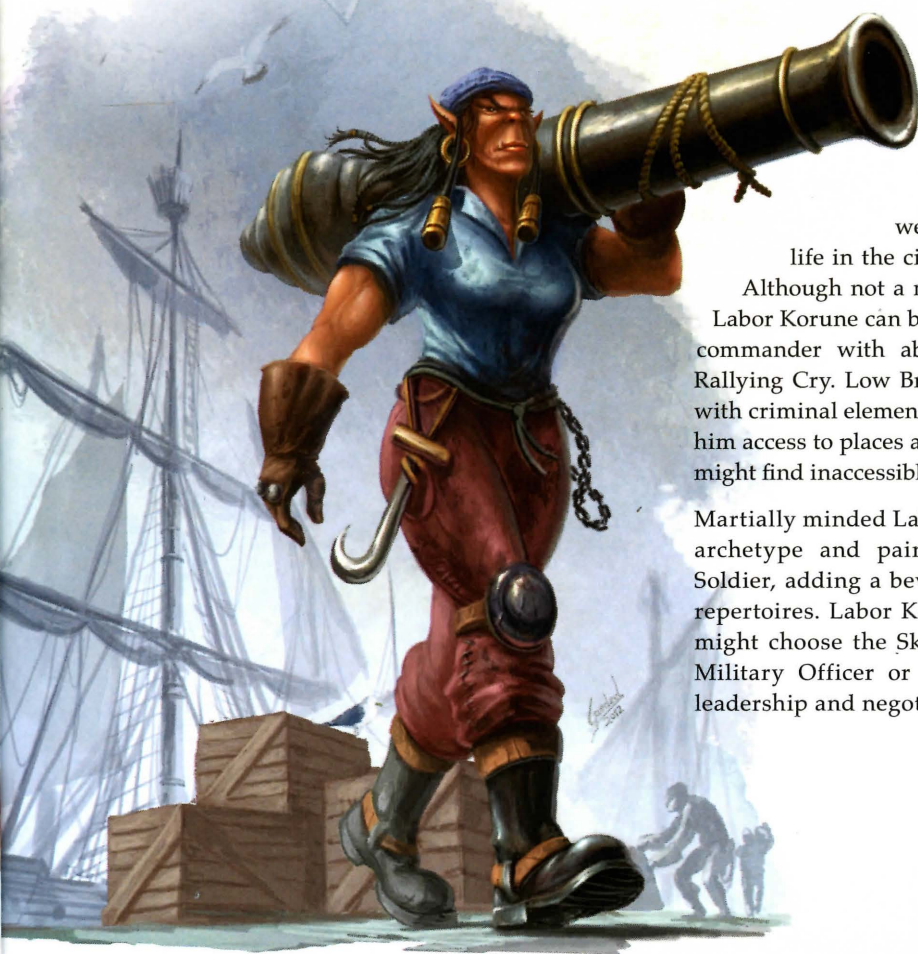
any who can meet the price. By using his extraordinary diplomatic skills, he is adept at negotiating the best deal for his fellow laborers.

Playing a Labor Korune:

The Labor Korune career is well suited to the rough, dangerous life in the cities and towns of the Iron Kingdoms.

Although not a military leader in the usual sense, the Labor Korune can be an imposing and effective battlefield commander with abilities such as Natural Leader and Rallying Cry. Low Breeding lets the Labor Korune mingle with criminal elements as well as the merchant class, giving him access to places an aristocrat or member of high society might find inaccessible.

Martially minded Labor Korunes often choose the Mighty archetype and pair the career with Man-at-Arms or Soldier, adding a bevy of traditional combat arts to their repertoires. Labor Korunes with a more diplomatic slant might choose the Skilled archetype and careers such as Military Officer or even Investigator to increase their leadership and negotiating prowess.



PUGILIST

PREREQUISITES: OGRUN OR TROLLKIN

STARTING ABILITIES AND SKILLS	Abilities: Brawler and Hulking Presence Military Skills: Hand Weapon 1 and Unarmed Combat 1 Occupational Skills: Detection 1, Intimidation 1, and Streetwise 1 Special: A character who chooses Pugilist as one of his two starting careers gains +1 PHY or +1 STR. This adjustment can increase a character's PHY and STR above his racial maximums.
STARTING ASSETS	100 gc
PUGILIST ABILITIES	Brawler (p. 10), Defender, Flying Fists (p. 10), Grappler (p. 10), Head-Butt, Heave-Ho (p. 10), Hulking Presence (p. 11), Rock Solid, Trip (p. 11), Waylay
PUGILIST MILITARY SKILLS	Hand Weapon 3, Unarmed Combat 4
PUGILIST OCCUPATIONAL SKILLS	Bribery 3, Etiquette 3, General Skills 4, Interrogation 2, Intimidation 4, Law 2, Negotiation 3, Seduction 2, Streetwise 4

Certain areas in Iron Kingdom cities are off limits to all but a select few: an exclusive gambling den, a high-priced brothel, or even the notorious lair of vicious street gang. To maintain the sanctity of these dens of iniquity, their owners employ thuggish doormen to keep the riffraff out. None serve this role better than the pugilist. Pugilists are trollkin or ogrun who use their impressive size and toughness to provide crowd control, escort unruly patrons from the premises, or crack skulls at their employers' behest.

Because their employers do not want to attract unwanted attention, pugilists are often forbidden to use lethal force. When a pugilist's sheer physical presence fails to intimidate a troublemaker, he uses his fists to drive home the point. Many a ne'er-do-well has awoken bruised and battered (and stripped of all valuables) after drawing the attention and ire of a pugilist.

Playing a Pugilist: The Pugilist career is defined by the power of his fists, and few other careers can match his barehanded fighting skills. Often, a Pugilist's sheer physical presence is enough to win a fight before it even starts, thanks to Hulking Presence, which allows him to roll an additional die on all PHY intimidation rolls. When physical conflict is assured, Brawler makes every strike count.

Most Pugilists choose the Mighty or Skilled archetype, making excellent use of the extra die of damage on melee attacks or an extra attack each round. A Pugilist looking to increase his martial prowess will likely choose Soldier or Man-at-Arms as secondary careers. A Pugilist with a cooler head who prefers

to attempt peaceful negotiations before the fists fly might choose Bounty Hunter or even Spy for access to better diplomatic skills.

As he gains experience, a Pugilist becomes even more dangerous with unarmed strikes thanks to abilities such as Flying Fists. The Grappler, Headbutt, and Waylay abilities make it even easier for him to subdue his opponents.



SEARFORGE TRADER

PREREQUISITES: DWARF

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Appraise and Counter Offer Connections: Searforge Commission Military Skills: Hand Weapon 1 or Pistol 1 Occupational Skills: Bribery 1, Law 1, and Negotiation 1 Special: A character who chooses Searforge Trader as one of his two starting careers gains 50 gc each month from his business investments.
STARTING ASSETS	150 gc
SEARFORGE TRADER ABILITIES	Always a Deal to be Made (p. 10), Appraise, Conniver, Counter Offer (p. 10), Language, Port of Call, Silver Tongued (p. 11)
SEARFORGE TRADER CONNECTIONS	Searforge Commission
SEARFORGE TRADER MILITARY SKILLS	Hand Weapon 3, Pistol 3
SEARFORGE TRADER OCCUPATIONAL SKILLS	Bribery 4, Command 2, Deception 4, Etiquette 4, General Skills 4, Law 4, Navigation 4, Negotiation 4, Oratory 3, Survival 2

There's always a sale to be made in the Iron Kingdoms, and few are better at the art of negotiation and commerce than the Searforge Traders. These Rhulfolk are in service to Clan Searforge, which maintains a controlling interest in the Rhulic trade of weapons, alloys, and steamjack parts within the Iron Kingdoms. Armed with a keen eye for detail

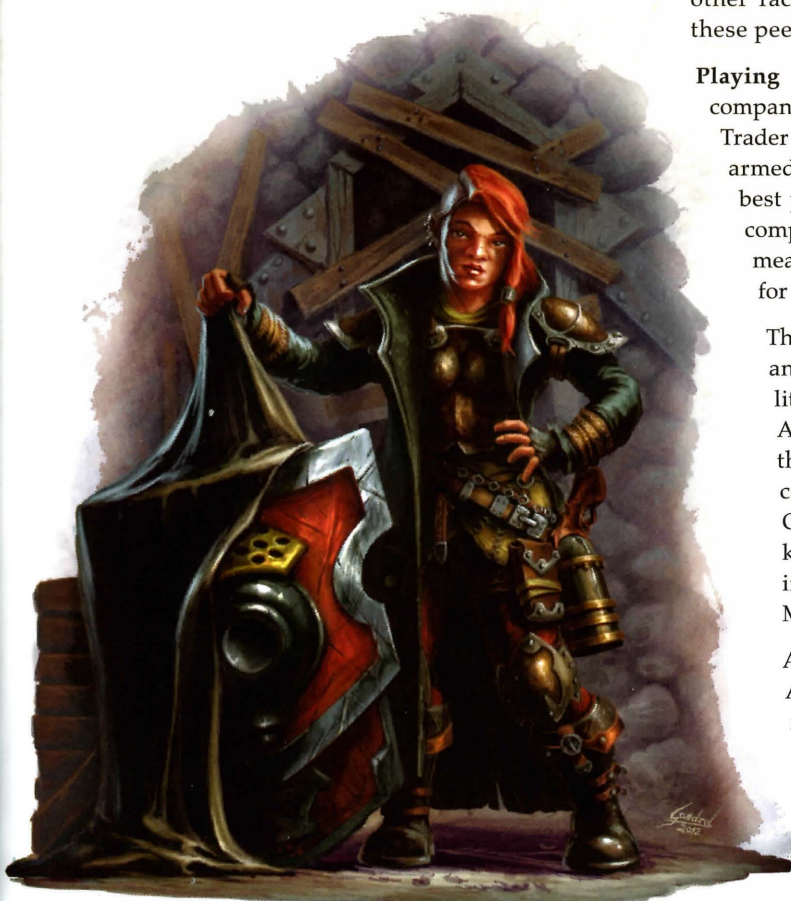
and minds like a steel trap, Searforge Traders are experts at securing the best deal for themselves and their compatriots, whether in purchasing goods or when bargaining for a significantly more profitable mercenary contract.

The powers of the Searforge Traders have taken on an almost mystical quality among the merchant classes of other races, who often find themselves at the mercy of these peerless traders.

Playing a Searforge Trader: No fledgling adventuring company should be without a member with the Searforge Trader career. Unrivaled in the art of negotiation, he is well armed to cut other merchants down to size, attaining the best prices and the highest profits for himself and his compatriots. The Appraise and Counter Offer abilities mean the Searforge Trader comes locked and loaded for mercantile combat.

The life of a Searforge Trader can be a dangerous one, and although he excels at combative negotiations, a little extra skill with actual combat goes a long way. As such, many Searforge Traders pair the career with the Intellectual archetype and a martial secondary career, most commonly Soldier or Military Officer. Other Searforge Traders, looking for more expert knowledge of the mechanika that they so often deal in, might take the Gifted archetype and the Arcane Mechanik career.

At veteran level, the Searforge Trader can gain Always a Deal to be Made, which makes it that much easier for him to continue negotiations even when things don't go his way initially. When this is combined with Silver Tongued, few will be able to best the Searforge Trader in his chosen form of combat.



SEEKER

PREREQUISITES: IOSAN

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Cover Identity, Language, Team Player, and University Education Connection: Seekers Military Skills: Hand Weapon 1 or Pistol 1 Occupational Skills: Deception 1, Disguise 1, Etiquette 1, Negotiation 1, Lore (any) 1, and Research 1
STARTING ASSETS	100 gc
SEEKER ABILITIES	Advisor, Cover Identity, Instructor (p. 10), Iron Will, Language, Power of Truth (p. 11), Team Leader, Team Player (p. 11), University Education
SEEKER CONNECTIONS	Seekers
SEEKER MILITARY SKILLS	Hand Weapon 2, Pistol 2
SEEKER OCCUPATIONAL SKILLS	Bribery 3, Cryptography 4, Deception 4, Disguise 2, Etiquette 4, General Skills 4, Medicine 2, Navigation 4, Negotiation 4, Oratory 4, Research 4, Streetwise 2, Survival 2

Some Iosans who voluntarily live as exiles from Ios are driven by the goal of rectifying the troubles that plague their people. They believe in finding answers rather than assigning blame or seeking vengeance. The Seekers are members of a minority religious sect and movement who search for a solution to whatever mysterious ailment has afflicted the goddess Scyrah. They retain hope that the other Vanished gods are awaiting rediscovery somewhere beyond Ios' borders. Seekers believe they must engage in active investigation abroad and develop strong alliances with knowledgeable individuals of other races.

A Seeker must have tremendous courage, a flexible mind, and a willingness to work alongside unusual companions. Their search can take them to all corners of western Immoren in the pursuit of unlikely lore, delving into occult matters others might shun. There is no predicting where vital clues might be found, whether in a dank Orgoth ruin, among the libraries of the Sul-Menite theocracy, in secret stashes of the Greylords Covenant, or in the grasp of Cryx's lich lords. Seekers attach themselves to those they hope will bring them closer to useful information. They use coded messages to remain in contact with other members of their sect, who lend their aid to the quest from time to time. Seekers rarely identify themselves as members of the sect and are secretive about their ultimate purpose, but they are otherwise the most knowledgeable and helpful Iosans any outsider will ever meet.

Playing a Seeker: An Iosan with the Seeker career is adept at fitting in to nearly any group and can make great use of this skill to gain allies, contacts, and information. He might not be entirely honest with his companions about his origins and true intentions, but he will work to gain the trust of those in his adventuring party.

Seekers often choose secondary careers that give them further access to the occult lore they search for and provide them with some ability to negotiate the obstacles that invariably appear in their way. Careers that offer access to arcane power are immediately useful to a Seeker, increasing his knowledge of the esoteric and providing him with both solid offensive and defensive capabilities. Seekers with a more investigative slant choose Explorer, Investigator, or Spy as secondary careers, creating a well-rounded gatherer of information with keen social skills and a smattering of combat ability.



URBAN NOMAD

PREREQUISITES: NYSS

STARTING ABILITIES AND SKILLS	Abilities: Adaptable [Urban] Military Skills: Archery 1 and Great Weapon 1 Occupational Skills: Climbing 1, Jumping 1, Sneak 1, and Survival 1 Special: A character who chooses Urban Nomad as one of his two starting careers gains the Preternatural Awareness Skilled archetype benefit (see <i>Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules</i>)
STARTING ASSETS	Nyss Claymore and Nyss Bow
URBAN NOMAD ABILITIES	Adaptable [Urban] (p. 10), Archer (p. 10), Crackshot, Fast Reload, Keen Eyed, Marksman, Night Fighter, Roll With It, Signal Language, Street Survivor (p. 11), Swift Hunter, Targeteer
URBAN NOMAD MILITARY SKILLS	Archery 4, Great Weapon 4, Hand Weapon 3, Unarmed Combat 3
URBAN NOMAD OCCUPATIONAL SKILLS	Bribery 2, Escape Artist 4, General Skills 4, Navigation 2, Sneak 4, Survival 4

Forced to abandon their ancestral home or face a living extinction under the brutal attention of the dragon Everblight, the once-proud shards of the Nyss have been cast adrift in a world that cares little for their plight. With few options available to them, the remaining Nyss sought the relative safety the major cities across western Immoren, doing their best to carve out a new life in an unfamiliar world.

Adapting to their new environment, these Nyss become peerless hunters on the mean streets of the Iron Kingdoms. Applying their traditional skills to survival in the cities, they are adept at both protecting their new territories and marketing their martial skills to the gangs they are often otherwise forced to compete with.

Playing an Urban Nomad: An ally with the Urban Nomad career is a great asset to any adventuring company. Thanks to Adaptable, he can easily negotiate the roof tops and rigging of his urban environment, and when this skill is combined with Preternatural Awareness, the Urban Nomad always gets the drop on his target.

Urban Nomads often choose secondary careers that allow them to more fully immerse themselves in the cities they now call home. A secondary career such as Bounty Hunter, Investigator, or Spy gives the Urban Nomad access to useful skills and abilities that mesh well with his own natural predilections. Other Urban Nomads, who wish to retain some portion of their ancestral heritage, might choose more traditional Nyss careers, bolstering their already impressive combat abilities with Ranger or adding magical prowess with Sorcerer.

As he gains in experience, taking Street Survivor allows the Urban Nomad to use his Survival skill in place of Streetwise, making the character at home in both wild and urban environments. As befits his hunting culture, the Archer, Crackshot, Fast Reload, Marksman, and Targeteer abilities can reflect the Urban Nomad's peerless skill with his ancestral Nyss Bow. His weapon is just as deadly amid the dense forests as it is among the cloistered cities the Urban Nomad calls his hunting ground



NEW ABILITIES

ADAPTABLE [URBAN]

Prerequisite: None

The character is skilled in urban escapes and rooftop chases. In an urban environment, the character can reroll failed Climbing and Jumping rolls. Each failed roll can only be rerolled once as a result of Adaptable [Urban].

ALWAYS A DEAL TO BE MADE

Prerequisite: Negotiation 3

When making a deal that involves the buying or selling of goods or services using the Negotiation skill, the character treats any results worse than "Fail" as "Fail."

ARCHER

Prerequisite: None

The character can forfeit his movement during his turn to make one additional ranged attack with a bow.

BRAWLER

Prerequisite: STR 6

The character is accustomed to turning everyday tools into lethal weapons. When attacking with an improvised melee weapon such as a table leg, hammer, or wrench, the player

can add his Unarmed Combat skill instead of his Hand Weapon skill to the attack roll.

COUNTER OFFER

Prerequisite: Negotiation 1

The character is extremely skilled at negotiations involving the purchasing and selling of goods and services. The character can reroll Negotiation rolls, whether failed or not. A roll can only be rerolled once as a result of Counter Offer.

FLASH THIEF

Prerequisite: Pickpocket 1

The character gains a feat point when he successfully picks a pocket using the Pickpocket skill.

FLYING FISTS

Prerequisite: Unarmed 2

While fighting unarmed or with a weapon in only one hand, the character gains an additional punch unarmed melee attack with his other hand.

GRAPPLER

Prerequisite: Unarmed Combat 3

The character is peerless in the art of physically grappling. An opponent trying to break free of a grapple performed by this character suffers a -2 to the roll. In addition, this character does not suffer the DEF penalty when grappling.



HEAVE HO

Prerequisite: PHY 8, Unarmed Combat 3

Instead of making a normal Unarmed Combat attack, this character can spend a feat point to make a throw attack. A character can only throw a character with a small base.

The attacking character makes an unarmed melee attack roll against his target. If the attack hits, both characters roll a d6 and add their current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If the attacking character's total equals or exceeds the target's, the target character is thrown.

When a character throws another, he chooses a direction for the thrown character to be moved. This direction must be away from the thrower. Measure a distance from the character thrown equal to half the thrower's current STR in inches along the chosen direction to a point on the table. This point is the thrown character's intended point of impact.

The POW of the throw damage roll and any resulting collateral damage rolls is equal to the STR of the thrower.

HIT EM' LOW

Prerequisite: None

When a friendly character hits a living or undead enemy while the enemy is B2B with this character, the enemy character is knocked down.

HULKING PRESENCE

Prerequisite: None

The character's physical presence is enough to make most people think twice about crossing him. The character adds an additional die to Intimidation skill rolls made using his PHY.

INSTRUCTOR

Prerequisite: None

While within 12 feet (2") of this character, friendly characters gain an additional die on occupational skill rolls for skills also possessed by this character. Discard the low die in each roll.

LOST IN THE CROWD

Prerequisite: None

The character is adept at using his diminutive size to disappear into any crowd. The character can spend a feat point while in a crowd to instantly vanish. The player and the Game Master should determine where the character escapes to. Using this ability effectively removes the character from an encounter. Even if he decides to double back, it should take minutes rather than rounds for the character to make his return.

LOW BREEDING

Prerequisite: None

The character was born among the dregs of society and carries none of the fancy airs of privileged folks. The character suffers -2 on Etiquette rolls when dealing with high society. On the other hand, his complete lack of breeding gains him an element of trust when dealing with the seedy underbelly of the city. The character gains +2 to skill rolls relating to social dealings with the lower classes.

PERFECT TIMING

Prerequisite: None

The character is automatically missed by attacks made by friendly characters.

POWER OF TRUTH

Prerequisite: INT 6

Provided the character only tells the truth during an encounter, his social rolls are automatically boosted. If the character tells a lie, he loses this ability for the rest of the encounter.

SCOPING IT OUT

Prerequisite: Detection 3

The character can spend 1 feat point to use this ability any time during his turn. When he does so, friendly characters in his command range gain one quick action during their turns for one round that can only be used to take cover.

SILVER TONGUED

Prerequisite: Deception 2, Negotiation 2

When this character enters negotiations, the opposing party always considers him trustworthy.

STREET SURVIVOR

Prerequisite: None

This character can use the Survival skill in place of Streetwise skill rolls in an urban environment.

TEAM PLAYER

Prerequisite: None

This character can join any adventuring company regardless of the qualifications of the adventuring company. He gains all of the benefits of that company. His cover story is that good.

TRIP

Prerequisite: None

When resolving a kick unarmed melee attack, on a critical hit the target is knocked down.

URBAN GEAR

The cities of the Iron Kingdoms are excellent places to acquire new and unusual equipment. City-dwellers often need special gear, from the thieves who prowl the rooftops to the city watch who attempt to keep order in the streets to the back-alley doctor hoping to save an urchin's life. What follows is a selection of gear found and manufactured in urban environments in the Iron Kingdoms. Some items are fairly rare and might be difficult to find outside of specific industries and occupations.

In addition to standard gear, this section presents a selection of alchemical items. In cities across western Immoren, alchemical items are used in a wide array of urban applications, from treating the injured to dispersing unruly mobs. In addition, the criminal underworld makes use of alchemical compounds, elixirs, and potions in all manner of illegal endeavors.

MELEE WEAPONS

BLAST SHIELD

Cost: 45 gc

Skill: Shield

Attack Modifier: -1

POW: 1

Description: This massive reinforced shield is designed to blunt the force of explosive blasts. Though sometimes used by the security forces of the cities of the Iron Kingdoms, the blast shield is most often found on the battlefields of western Immoren.

Special Rules: A character must have at least STR 6 to use this weapon.

A character armed with a shield gains +1 ARM for each level of the Shield skill he has against attacks originating in his front arc. This bonus is not cumulative with additional shields.

A character armed with a blast shield suffers -2 DEF.

A character armed with a blast shield does not suffer blast damage origination in his front arc.



Blast Shield

CLOCKWORK INJECTOR

Cost: 50 gc

Skill: Hand Weapon

Attack Modifier: -2

POW: —

Description: The clockwork injector is a complex device consisting of a fragile tube terminating in a maw of sharp needles with four vials mounted on a gear-driven carousel. The wielder simply selects one of the vials and the device swiftly rotates the correct vial into position. The clockwork

injector is far from a serviceable weapon, but it can quickly deliver a number of alchemical solutions.

Special Rules: Do not make damage rolls to resolve attacks made with this weapon. A living character hit by this weapon automatically suffers 1 damage point. This weapon cannot damage non-living characters.

When a living character is damaged by this weapon, he is injected with the contents of the vial selected on the injector. If the vial is empty, nothing happens.

Each vial can be loaded with one dose of an injectable alchemical substance. Changing a vial or rotating a fresh vial into use after an injection requires a quick action.

Before a vial can be reloaded, the entire mechanism must be broken down and thoroughly cleaned, a process requiring at least thirty minutes. Reloading a vial takes five minutes of careful labor.



Clockwork
Injector

RANGED WEAPONS

PISTOL, COLLAPSIBLE

Cost: 45 gc

Ammo: 1 (light round)

Effective Range: 42 feet (7')

Extreme Range: 210 feet (35')

Skill: Pistol

Attack Modifier: -1

POW: 10

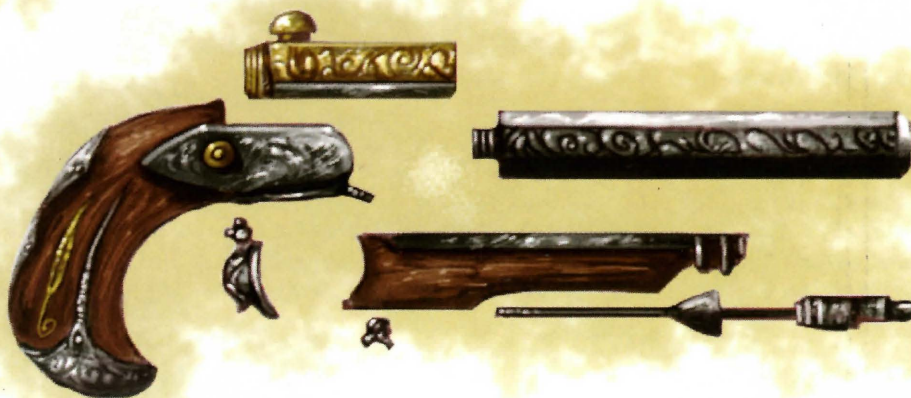
AOE: —

Description: There is always a demand for concealable weaponry, particularly in urban environments where it is unwise to carry a firearm openly. This demand has been answered in a number of ways, among them a collapsible pistol and rifle developed by Blackfeather Ironworks of Orven. Originally advertised as a "useful accessory for the discreet gentleman," this weapon is most often used by mercenaries, spies, and thugs who value the pistol's covert nature. The pistol's construction allows it to be easily broken down to a few components for ease of concealment.

Special Rules: The collapsible pistol is easy to hide completely from casual inspection, though the components are easily identified if discovered.

Assembling a collapsible pistol requires a full action for a character with the Craft (Gunsmithing) skill or three full actions for a character without the skill. The pistol must be assembled before it can be fired.

It costs 2 gc for blasting power, bullets, and casings for five light rounds.



Pistol, Collapsible

RIFLE, COLLAPSIBLE**Cost:** 115 gc**Ammo:** 1 (heavy round)**Effective Range:** 60 feet (10")**Extreme Range:** 300 feet (50")**Skill:** Rifle**Attack Modifier:** -1**POW:** 11**AOE:** —

Description: The collapsible rifle was developed by Blackfeather Ironworks to provide an easily concealed, quality weapon. The rifle's construction allows it to be easily broken down to a few components for ease of concealment. These weapons are most often carried in custom-fitting cases.

Special Rules: The collapsible rifle is easy to completely hide from casual inspection, though the components are easily identified if discovered.

Assembling a collapsible rifle requires a full action for a character with the Craft (Gunsmithing) skill, or three full actions for a character without the skill. The rifle must be assembled before it can be fired.

It costs 3 gc for blasting power, bullets, and casings for five heavy rounds.

This weapon requires two hands.

EQUIPMENT**DISGUISE KIT****Cost:** 30 gc

Description: This is a wooden chest or box featuring a number of small drawers, a folding mirror, and a portable lamp cunningly built into its construction. Within the box are all manner of tools needed to alter one's appearance, from facial powders and rouges to an array of colored oils and fake wigs. Small items of reversible clothing, pens that can paint convincing tattoos, various styles of facial hair that can be glued in place, and pads to round out one's jowls are merely a few of the disguise kit's contents.

Special Rules: A character using a disguise kit gains a +2 bonus to a Disguise skill roll. A disguise kit can be used only five times before it runs out of supplies and must be replaced.

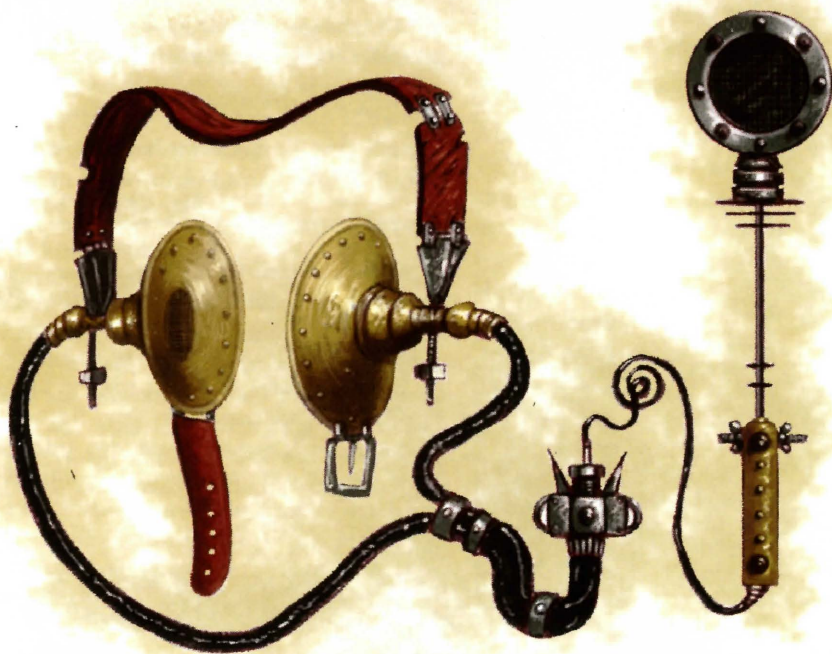
EAVESDROPPER**Cost:** 200 gc

Description: An eavesdropper appears as a somewhat bulky device worn over both ears that is connected to a listening wand that conducts distant sounds to the wearer's ears. When pressed against a barrier, the wand can transmit sounds clearly from the other side, making this device very useful for city-dwelling spies and adventurers. When active, a faint hum surrounds the device and the listening wand has a noticeable vibration.

Special Rules: The eavesdropper provides a +2 bonus to hearing-based Detection rolls and doubles the distance at which sounds can normally be heard. A character using an eavesdropper can listen to sounds normally on the other side of a door. At the Game Master's discretion, modifiers from other sounds, background noise, or intervening barriers might apply.



Rifle, Collapsible



Eavesdropper

FORGERY KIT

Cost: 40 gc

Description: This is a bulky leather satchel that features one side made of stiff, boiled leather to serve as an impromptu writing surface. The kit contains tools highly efficacious for the creation of forged documents. Some of the items provided by this kit include a selection of graded inks, an adjustable pen, a mold for making stamps and seals, scraping blades to cut away existing text, and a packet of papers of varying sizes, textures, and thickness.

Special Rules: A character using a forgery kit gains a +2 bonus to a Forgery skill roll. A forgery kit can be used only ten times before it runs out of supplies and must be replaced.

SPIDER HARNESS

Cost: 30 gc

Description: A device constructed to aid climbers, the spider harness consists of a clever arrangement of gears, pulleys, and straps that is worn upon the climber's torso. The spider harness, when used in conjunction with rope, makes ascending and descending much easier to accomplish. Certain urban thieves (sometimes called "second-story men"), mountaineers, and explorers make great use of spider harnesses.

Special Rules: Characters wearing a spider harness gain a +2 bonus to Climbing rolls but suffer -1 DEF. Putting on or taking off a spider harness requires one full action.

SURGEON'S SUITE

Cost: 500+ gc

Description: A full surgeon's suite includes a powerful operating lantern, an operating table complete with restraints, and an array of surgical tools, supplies, and everything else necessary to treat nearly any type of wound, disease, or injury.

Special Rules: A character with the Medicine skill using a surgeon's suite gains +3 to his Medicine skill rolls.

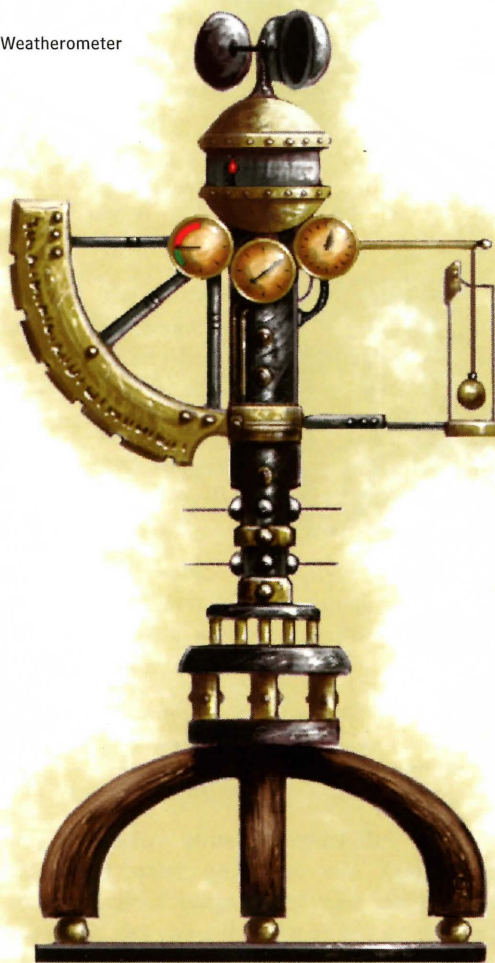
WEATHEROMETER

Cost: 40 gc

Description: A weatherometer uses advances made by the Royal College of Cygnar to chart general information about weather conditions and even make predictions about the weather for short periods of time. The weatherometer is a construction of wood and metal that includes a number of small, clever devices to measure various effects, including the speed and direction of the wind, precipitation, air pressure, and temperature. Portable weatherometers are cherished by adventurers, sailors, and merchants. According to rumor, the Royal College is currently investigating a mechanika version of the device to acquire more detailed information over a larger area.

Special Rules: It takes ten minutes to set up and take a variety of readings from the weatherometer. A character appraised of these readings gains +2 to his Sailing and Survival rolls for the next four hours.

Weatherometer



ALCHEMY

Most alchemical items can be purchased at apothecaries, which are a common fixture throughout cities in the Iron Kingdoms. However, the ready-made alchemical items sold at these apothecaries are of the most common variety, and rare or dangerous items can be harder to find. That said, most apothecaries have a thriving trade in alchemical components, and characters with the necessary skills can buy just about any alchemical ingredient needed.

FEAR GAS

Cost: 42 gc per vial

Description: Often used to disperse unruly crowds, fear gas releases a sinister fog that causes primal terror in those who breathe its vapors.

Special Rules: Vials of fear gas can be used as improvised thrown weapons, but due to the inaccuracy of thrown glassware and the low cost of reliable housings, fear gas grenades are the preferred delivery method for the substance.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of arcane extract, 1 unit of arcane minerals, 1 unit of organic oil

Total Material Cost: 14 gc

Alchemical Formula: Brewing fear gas requires an alchemy lab and four hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one vial of fear gas. If the roll fails, the process fails and all ingredients are lost—but not before the alchemist gets a whiff of his own gas and must make a Willpower roll against Terror [14].

FEAR GAS GRENADES

Fear gas is most often used in alchemical grenades (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*). Fear gas grenades are AOE 5 and cause no damage. The weapon's AOE is a gas effect that remains in play for one round. A living character hit by the AOE or entering the AOE must make a Willpower roll against Terror [14]. Fear gas grenades cost 52 gc.

FIREBANE SALVE

Cost: 36 gc per application

Description: Firebane salve is a heavy, foul-smelling ointment that helps protect against the effects of fire when applied to skin, clothing, and other materials. Creatures and items treated with firebane salve are much more difficult to set aflame and burn at a slower rate. The cities of Western Immoren sometimes suffer outbreaks of dangerous fires within their walls, and the invention of alchemical firebane has helped to manage such disasters.

Special Rules: A single application of firebane salve can cover a single character of normal human size or up to three feet of material. A character or item treated by an application of firebane salve gains +3 ARM against the fire damage type. An application of firebane salve lasts for three hours.

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemical waste (liquid), 2 units of arcane extract

Total Material Cost: 12 gc

Alchemical Formula: Brewing an application of firebane salve requires an alchemy lab and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one application of firebane salve. If the roll fails, he creates one unit of alchemical waste (liquid).

INVISIBLE INK

Cost: 27 gc per ink jar and reagent

Description: Favored by spies, diplomats, and criminal conspiracies, countless variations of invisible ink are produced by the alchemists of the Iron Kingdoms. Though they generally require a light touch to ensure no telltale impression is left on the page, most alchemical invisible inks fade into invisibility ten minutes after the message is composed. An application of reagent, produced at the same time as the ink, can be brushed across the page to make the message reappear. Each ink has a particular reagent and the reagent of one invisible ink will not work with another.

Special Rules: A single jar of ink contains enough ink to compose roughly a one page letter. The ink comes with enough reagent to make roughly the same visible.

An alchemist without a reagent can attempt to make the ink visible through a combination of alchemical experimentation and testing. After two hours of work requiring an alchemical lab and the expenditure of 1 unit of alchemical waste (crystal), the alchemist makes an INT + Alchemy roll against a target number of 18. If the roll succeeds, the message becomes visible. If the roll fails, the ink is destroyed and never becomes legible by any means.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of mutagenic acid

Total Material Cost: 9 gc

Alchemical Formula: Brewing invisible ink requires an alchemy lab and one hour of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates a jar of invisible ink and enough reagent to make the ink visible. If the roll fails, he creates one unit of alchemical waste (liquid).

NIGHT'S BLACK

Cost: 30 gc per application

Description: Night's black is a thick, dull black ointment designed to be applied to skin, clothes, and equipment. Though difficult to wash out or otherwise clean, the substance aids the wearer in blending into darkness.

Special Rules: A character coated in an application of night's black gains +2 to his Sneak rolls. An application of night's black lasts for one hour.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical waste (liquid), 1 unit of mutagenic acid, 1 unit of organic oil

Total Material Cost: 10 gc

Alchemical Formula: Brewing night's black requires an alchemy lab and one hour of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one application of night's black. If the roll fails, the ingredients are wasted.





PERSUASION ELIXIR

Cost: 36 gc per dose

Description: Persuasion elixir places the victim into a highly suggestible state, making him much more responsive to interrogation and coercion. The elixir must be either injected into a target's bloodstream or ingested (often surreptitiously added to a victim's food or drink).

Special Rules: If a character ingests the elixir, it takes effect in d6+5 minutes. If the elixir otherwise enters a character's bloodstream, the effects are instantaneous.

When the elixir takes effect, the character must make a PHY roll against a target number of 15. If he succeeds, nothing happens at first. Roll again after another three minutes. If the character succeeds three times in a row, the elixir loses its potency without taking effect. If the character fails any one of these rolls, he suffers -3 to social rolls for the next d3+1 hours.

Brewing Requirements: Alchemy, Medicine

Ingredients: 1 unit of alchemical stone, 1 unit of organic toxin, 2 units of organic acid

Total Material Cost: 12 gc

Alchemical Formula: Brewing a dose of persuasion elixir requires an alchemy lab and four hours of labor spent combining, cooking, and stabilizing the ingredients. At the

end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one dose of persuasion elixir. If the roll fails, he creates one unit of alchemical waste (liquid).

RESTORATIVE OINTMENT

Cost: 12 gc per application

Description: Salves and ointments can be applied to the skin to aid a living creature in recovery from heat and chemical burns.

Special Rules: An application of restorative ointment applied to a character who suffered corrosion or fire damage in the last encounter immediately regains 1 additional vitality point following a short rest after the encounter. A character can be affected by restorative ointment only once per day.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of heavy minerals, 1 unit of organic oil

Total Material Cost: 4 gc

Alchemical Formula: Brewing an application of restorative ointment requires an alchemy lab and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one application of restorative ointment. If the roll fails, he creates one unit of alchemical waste (liquid).

REVITALIZER TONIC

Cost: 18 gc per dose

Description: This tonic is highly recommended for anyone suffering from fatigue, light-headedness, or any of a wide variety of sicknesses. The revitalizer tonic restores energy, increases awareness, and removed battles drowsiness. Generally sold in small, square, green-glass bottles, the revitalizer tonic has a pale amber color and a sweet taste similar to that of black licorice. The tonic is slightly thinner than water, and if left uncorked it evaporates within six hours.

Special Rules: A character imbibing revitalizer tonic gains a +2 bonus to Detection rolls for four hours. In addition, drinking a dose of revitalizer tonic reduces a character's need for sleep by four hours, therefore needing four hours of sleep in order to function normally the next day. A character can be affected only once by revitalizer tonic in a twenty-four hour period.

Brewing Requirements: Alchemy, Medicine

Ingredients: 2 units of heavy metals, 2 units of organic oil

Total Material Cost: 6 gc

Alchemical Formula: Brewing a dose of revitalizer tonic requires an alchemy lab and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one dose of revitalizer tonic. If the roll fails, he creates one unit of alchemical waste (liquid).

ROUSING VAPORS

Cost: 9 gc per vial

Description: Proven to awaken extraordinarily deep sleepers, rousing vapors can return a man to awareness in an instant. Rousing vapors are sold in vials that when broken release a small amount of alchemical vapor. This vapor awakens a sleeping or unconscious subject upon inhalation.

Special Rules: Inhaling the rousing vapors instantly awakens a naturally sleeping or knocked out living character.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of mineral acid

Total Material Cost: 3 gc

Alchemical Formula: Brewing a vial of rousing vapors requires an alchemy lab and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one vial of rousing vapors. If the roll fails, the ingredients are lost.

TARNISH

Cost: 6 gc per application

Description: Tarnish is an alchemical solution used by thieves to harmlessly tarnish and otherwise lightly corrode the surface of metal to make new objects appear old and dirty. Rather than applying an attractive patina, the tarnishing solution makes metal appear pitted, stained, and dirty with grease. With the application of pure alcohol, the substance can be completely removed with a cloth in mere moments.

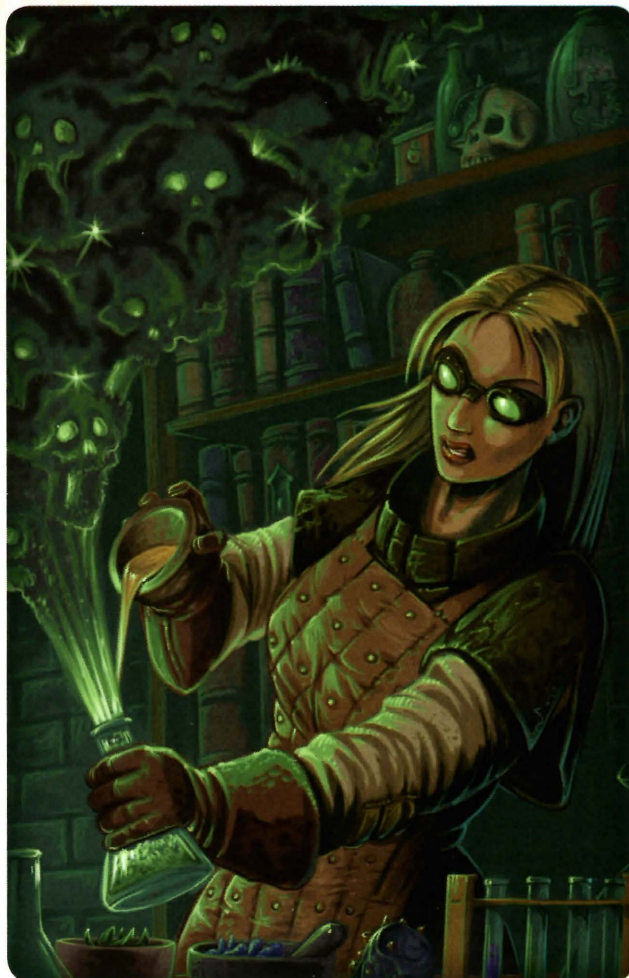
Special Rules: A single application of tarnish is enough to give most hand-held objects a complete coating of the substance.

Brewing Requirements: Alchemy

Ingredients: 1 unit of alchemical stone, 1 unit of organic oil

Total Material Cost: 2 gc

Alchemical Formula: Brewing an application of tarnish requires an alchemy lab and one hour of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 12. If the roll succeeds, the character creates one application of tarnish. If the roll fails, he creates one unit of alchemical waste (liquid).



URBAN COMBAT

A fight is rarely decided by one swing of a sword or a single shot from a pistol. Combat is a fluid dance of give and take in which participants attempt to find any weaknesses in their opponents' stance, armor, or technique and exploit them to the fullest. Often winning a fight comes down to creative use of weapons and the environment—and if things get desperate, even a few underhanded tricks. The rules that follow offer players and Game Masters ways to add detail to combat in the Iron Kingdoms, providing a framework for non-standard attacks and improvised weapons.

The techniques explored here are designed to add depth and variety to unarmed attacks. These rules can be used to expand the options of character concepts that focus on unarmed or improvised fighting, or applied in combination with the improvised weapons rules to create armaments and tactics for an urban street gang. When pulled together, these concepts give Game Masters a workable rules set for a wide variety of urban combat situations.

A character can use any technique he has the prerequisites to perform.

ARMED TECHNIQUES

The following techniques are designed for use with various melee weapons. To attempt these techniques, a character must be armed with the specific type of weapon described.

FEINT

Skill Prerequisite: Unarmed Combat 2

Description: A character with the proper degree of skill can attempt to mislead his opponent with a false attack to put him off balance and make it easier to hit that opponent with follow-up attacks.

Special Rules: A character can spend 1 feat point to make a feint attack while armed with a one-handed weapon or great weapon. He makes an attack roll using PRW + Unarmed Combat. If the attack hits, the target takes no damage but suffers -2 DEF for one round.

A character with Unarmed Combat 3 or more can advance 1" after a successful feint attack roll.

HAFT STRIKE (HALBERD OR SPEAR)

Skill Prerequisite: Great Weapon 2

Description: A character using a halberd or spear two-handed can use the blunt end of the weapon's shaft to attempt to push his opponent backward.

Special Rules: A character armed with a halberd or spear can spend 1 feat point to make a haft strike against a character with an equal-sized or smaller base. If the attack hits, the target suffers a damage roll with a POW equal to the attacking character's current STR and is pushed 1" directly away from the attacking character.

HALF-SWORD (CASPIAN BATTLEBLADE OR GREAT SWORD)

Skill Prerequisite: Great Weapon 2

Description: Half-sword is a fighting technique in which one hand is kept on the hilt of the sword and the other holds the blade. The technique gives the swordsman more control over his weapon, but more important, it allows the use of a large sword in tight areas such as a hallway or small tunnel.

Special Rules: The half-sword technique requires both hands. A character using this technique gains +1 to his attack rolls with the weapon but suffers a -2 penalty to damage rolls. A weapon loses Reach while resolving a half-sword attack.

PISTOL WHIPS, POMMEL BASHES, AND STOCK STRIKES

Skill Prerequisite: Hand Weapon 2

Description: A character can use the pommel of his sword, butt of his pistol, or stock of his rifle to attempt to knock an opponent unconscious.

Special Rules: A character can spend 1 feat point to make a pistol whip, pommel bash, or stock strike attack. If the attack hits, the target suffers a damage roll with a POW equal to the attacker's STR.

A living target damaged by a pistol whip, pommel bash, or stock strike attack has a chance to be knocked out. If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 7. If the target succeeds, he stays conscious. If he fails, he is knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

UNARMED TECHNIQUES

The following techniques are designed for use with the Unarmed Combat skill. They represent a list of maneuvers and techniques that can be used to subdue or even incapacitate an opponent. Although certainly effective, most of these techniques fall into the category of "dirty fighting" and are generally considered unsporting in the extreme.

EYE GOUGE

Skill Prerequisite: Unarmed Combat 2

Description: A character can strike his opponent in the eye to disorient and cause pain.

Special Rules: A character can spend 1 feat point to make an eye gouge unarmed melee attack against a character with an equal-sized or smaller base. The attacker suffers a -2 penalty to the attack roll. If the attack hits, the target suffers a damage roll with a POW equal to the attacker's STR. A living target damaged by an eye gouge attack suffers -2 to his attack rolls for one round. Characters wearing eye coverings, such as goggles, are not affected by this attack.

A character damaged by an eye gouge attack made by a character with Unarmed Combat 3 or more also suffers -2 DEF for one round.

When a character is incapacitated by an eye gouge, the result is automatically a lost eye on the Injury Table (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

FOOT STOMP

Skill Prerequisite: Unarmed Combat 2

Description: A character can slam his boot into his opponent's instep, partially disabling the foe's ability to move.

Special Rules: A character can spend 1 feat point to make a foot stomp unarmed combat attack against a character with an equal-sized or smaller base. The attacker suffers a -2 penalty to the attack roll. If the attack hits, the target suffers a damage roll with a POW equal to the attacker's STR. Add +1 to the damage roll if the attacker is wearing mechanik's boots. A living target damaged by a foot stomp suffers -1 SPD for one round.

GROIN KICK

Skill Prerequisite: Unarmed Combat 2

Description: The character delivers a swift, painful kick to his opponent's nether regions.

Special Rules: A character can spend 1 feat point to make a groin kick unarmed combat attack against a character with an equal-sized or smaller base. The attacker suffers a -2 penalty to the attack roll. If the attack hits, the target suffers a damage roll with a POW equal to the attacker's current STR. Add +1 to



the damage roll if the attacker is wearing mechanik's boots. A living target damaged by a groin kick is knocked down.

THROAT PUNCH

Skill Prerequisite: Unarmed Combat 2

Description: The character drives his fist into his opponent's windpipe.

Special Rules: A character can spend 1 feat point to make a throat punch unarmed combat attack against a character with an equal-sized or smaller base. The attacker suffers a -2 penalty to the attack roll. If the attack hits, the target

suffers a damage roll with a POW equal to the attacker's current STR. A living target damaged by a throat punch attack has his command range reduced to 0 for one round.

When a character is incapacitated by a throat punch, the result on the Injury Table is automatically spitting blood (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

WHEN GRAPPLING

Grappling goes well beyond simply grabbing hold of an opponent. Once you've got him in your grasp, then what? The following techniques give characters a number of options when dealing with a grappled foe, ranging from a simple hip toss to turning an opponent's weapon around on him.

CHOKEHOLD

Skill Prerequisite: Unarmed Combat 3

Description: A chokehold is a way to end a fight quickly without needing to kill an opponent. A character performing a chokehold maneuvers himself behind someone he has

already grappled and attempts to wrap his arms around the victim's neck to restrict the flow of air. The attacker must be careful that he does not let the victim slip out of his grasp during the process.

Special Rules: While grappling an opponent, the attacker can spend 1 feat point to maneuver the character he is grappling into a chokehold. If the grappling character can maintain the hold for three additional rounds, the character he is holding is automatically knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

FISH-HOOK

Skill Prerequisite: Unarmed Combat 2

Description: Fish-hooking is a way to use pain to take control of an opponent. The attacker hooks a finger into his target's mouth and pulls.

Special Rules: While grappling an opponent, the attacker can spend 1 feat point to maneuver the character he is grappling into a fish-hook. After fish-hooking his opponent, as long as the grapple is maintained, the character being grappled suffers a damage roll with POW equal to the attacker's STR at the end of each of the grappled character's turns.

FLOORING

Skill Prerequisite: Unarmed Combat 3

Description: By using this technique, a character attempts to knock down another character he has already grappled by wrestling him to the ground.

Special Rules: While grappling an opponent with an equal-sized or smaller base, the attacker can spend 1 feat point to attempt to take his opponent to the ground. Both characters then immediately make a contested STR roll. If the grappled character wins, he breaks free of the grapple. If the attacker wins, both the attacking character and the grappled character are knocked down and remain grappled.

HIP TOSS

Skill Prerequisite: Unarmed Combat 3

Description: When using this technique, a character attempts to knock down another character he has already grappled while remaining standing.

Special Rules: While grappling an opponent with an equal-sized or smaller base, the attacker can spend 1 feat point to hip toss his opponent. Both characters then immediately make a contested STR roll. If the grappled character wins, he breaks free of the grapple. If the attacker wins, the grappled character is thrown.



The thrown character is pushed 1" directly away from the attacker, is knocked down, and suffers a damage roll with a POW equal to the attacker's STR.

WEAPON REVERSAL

Skill Prerequisite: Unarmed Combat 3

Description: When using this technique, a character attempts to turn a grappled opponent's pistol or hand weapon against him.

Special Rules: While grappling an opponent with an equal-sized or smaller base, the attacker can spend 1 feat point to reverse his opponent's weapon. Both characters then immediately make a contested STR roll. If the grappled character wins, he breaks free of the grapple. If the attacker wins, the grappled character is automatically hit by the reversed weapon and suffers a damage roll as if the attacker was armed with the weapon.

IMPROVISED WEAPONS

Although most combatants in the Iron Kingdoms arm themselves with weapons purpose-built for battle, sometimes necessity and desperation forces characters to grab anything at hand for defense. From stools and broken bottles to heavy lengths of chain, Iron Kingdoms cities are filled with objects that can be used as weapons in a pinch. What follows is by no means an exhaustive list of possible improvised weapons, but it gives Game Masters and players a good starting point.

MELEE

BOTTLE

Cost: —

Skill: Hand Weapon

Attack Modifier: -1

POW: 1

Description: With the advances of industrialization came proliferation of litter in the larger cities of the Iron Kingdoms. Discarded bottles are a common sight in the alleys of western Immoren and in the hands of anyone looking for a simple, easily obtained weapon.

Special Rules: The POW of a bottle is 0 against any character with an armor bonus of +6 or more.

On a critical hit, a living target damaged by a bottle attack has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 7. If the target succeeds, he stays conscious. If he fails, he is knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

A bottle typically breaks after an initial blow, conveniently turning it into a broken bottle improvised weapon.

BROKEN BOTTLE

Cost: —

Skill: Hand Weapon

Attack Modifier: -2

POW: 1

Description: Broken bottles can inflict vicious and bloody wounds in their own right.

Special Rules: The POW of a broken bottle is 0 against any character with an armor bonus of +6 or more.

CHAIN

Cost: 1 gc per 5-foot of length

Skill: Great Weapon

Attack Modifier: -2

POW: 1 (one-handed), 3 (two-handed)

Description: Lengths of chain can be easily found in the industrialized parts of the Iron Kingdoms. A chain's ability to circumvent an opponent's shield or knock him down make it a popular weapon with street gangs that commonly tangle with the city watch.

Special Rules: A character must have at least STR 5 to use this weapon in one hand.

A chain is a Reach weapon.

Attacks from a chain ignore ARM bonuses from bucklers and shields.

A character can spend 1 feat point to make a trip attack instead of a normal attack with a chain. If the trip attack hits a target with an equal-sized or smaller base, the target is knocked down instead of suffering damage.

LARGE OBJECT, IMPROVISED

Cost: —

Skill: Great Weapon

Attack Modifier: -3

POW: 3+

Description: An improvised large object is any object of substantial size intended to deliver blunt trauma. These weapons take many forms, from bar stools to railroad ties.

Special Rules: On a critical hit, a living target damaged by a large object attack has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 7. If the target succeeds, he stays conscious. If he fails, he is knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

At the Game Master's discretion, the weapon could be destroyed after a successful attack. It might become completely unusable or become an improvised small object.

SAP

Cost: 2 gc

Skill: Hand Weapon

Attack Modifier: -2

POW: 0

Description: A sap is a weapon specifically designed to knock an enemy unconscious. The simplest sap is a small leather sack or cloth bag filled with lead shot, coins, or even sand. Although virtually useless in real combat, the sap excels at delivering a knockout blow to an unsuspecting target.

Special Rules: A living target damaged by a sap has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 7. If the target succeeds, he stays conscious. If he fails, he is knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

A character making a back strike attack with a sap gains an extra die on the damage roll. A target damaged by a back strike attack with the sap must make a PHY roll against a target number equal to the attacking character's STR + 9 to remain conscious.

SMALL OBJECT, IMPROVISED

Cost: —

Skill: Hand Weapon

Attack Modifier: -2

POW: 2

Description: An improvised small object is any object used with the intent of delivering trauma. These weapons take many forms, from a broken table leg to a length of metal pipe.

Special Rules: At the Game Master's discretion, the weapon might be destroyed after a successful attack.

RAILROAD SPIKE

Cost: 1 gc

Skill: Hand Weapon

Attack Modifier: -2

POW: 1

Description: The growth of railroads has made the railroad spike a common item throughout much of the Iron Kingdoms.

Though they are not as easy to use or as effective as a dagger, they are far easier to obtain. For many urban gang members, a railroad spike is their first weapon.

Special Rules: None.

RANGED

HANDFUL OF DIRT

Cost: —

Ammo: —

Effective Range: 6 feet (1')

Extreme Range: —

Skill: Thrown Weapon

Attack Modifier: -2

POW: —

AOE: —

Description: This is simply a handful of dirt picked up off of the ground. It is thrown into the eyes of an opponent to partially blind him. Though not considered an honorable move, the technique is used by pragmatic fighters to gain an advantage during a fight.

Special Rules: Picking up a handful of dirt requires a quick action.

A handful of dirt ranged attack does not suffer the engaged or target in melee penalties.

This attack causes no damage. A living character hit by an attack with this weapon suffers -1 DEF and -1 to his attack rolls for one round. Characters wearing eye coverings, such as goggles, are not affected by this attack.

LARGE THROWN OBJECT

Cost: —

Ammo: —

Effective Range: 18 feet (3')

Extreme Range: —

Skill: Thrown Weapon

Attack Modifier: -3

POW: 3+

AOE: —

Description: Any large object a character can heft can be thrown.

Special Rules: Picking the object up requires a quick action.

Add the thrower's STR to the POW of the damage roll.

On a critical hit, a living target damaged by a large object attack has a chance to be knocked out by the attack. If the

target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 7. If the target succeeds, he stays conscious. If he fails, he is knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

MASSIVE THROWN OBJECT

Cost: —

Ammo: —

Effective Range: 18 feet (3")

Extreme Range: —

Skill: Thrown Weapon

Attack Modifier: -3

POW: 5+

AOE: —

Description: Incredibly powerful characters can make a ranged weapon out of virtually any object, whether a barrel, an anvil from a blacksmith's shop, or a small cart parked on the street.

Special Rules: It requires Huge Stature and STR 7 or more to throw a huge object. Picking the object up requires a quick action.

Add the thrower's STR to the POW of the damage roll.

On a critical hit, a living target damaged by a massive object attack has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 7. If the target succeeds, he stays conscious. If he fails, he is knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

SMALL THROWN OBJECT, BLUNT

Cost: —

Ammo: 1

Effective Range: 36 feet (6")

Extreme Range: —

Skill: Thrown Weapon

Attack Modifier: -2

POW: 0

AOE: —

Description: Small objects found in any environment make easily available thrown weapons.

Special Rules: Picking the object up requires a quick action.

Add the thrower's STR to the POW of the damage roll.

On a critical hit, a living target damaged by a small blunt

object has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 5. If the target succeeds, he stays conscious. If he fails, he is knocked out (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

SMALL THROWN OBJECT, SHARP

Cost: —

Ammo: 1

Effective Range: 36 feet (6")

Extreme Range: —

Skill: Thrown Weapon

Attack Modifier: -2

POW: 1

AOE: —

Description: This is sharp object, commonly a circular saw blade or large nail, that can be easily lifted and thrown.

Special Rules: Picking the object up requires a quick action.

Add the thrower's STR to the POW of the damage roll.



URBAN LABORJACKS

Nations of the Iron Kingdoms have long relied on laborjacks to assist them in various types of industry, and a number of chassis have been purpose-built and outfitted with gear for specific roles. These 'jacks and the equipment with which they are commonly fitted are found in wrecking yards, in foundries, and even on the decks of mighty whaling vessels.

CHASSIS AND EQUIPMENT

Similar to the way the armies of the Iron Kingdoms approach their warjacks as integrated weapon systems, the various industries of thriving Iron Kingdoms' cities see their laborjacks as suites of valuable tools and capabilities. More often than not, equipment is designed for use with the most common light and heavy laborjack chassis, the Forager and the Docker respectively. Other chassis fill more specialized roles.

The following "equipment builds" use the standard types of laborjack chassis but feature specific equipment and upgrades that make them ideal for a specific industrial use.

RULES

The following attributes define different steamjack chassis in the game.

Cost: This is the cost of the cost of the chassis in Cygnaran gold crowns.

Description: This is a description of the chassis.

Height/Weight: The chassis' technical specs.

Fuel Load/Burn Usage: This describes the chassis' standard fuel load and burn rate.

Initial Service Date: This is the date the chassis first entered service.

Original Chassis Design: This is the original manufacturer or designer of the chassis.

Stock Cortex: This is the cortex that comes stock with the steamjack chassis. The cost of this cortex is included in the cost of the chassis. It is assumed that the cortex has been wiped and has no lingering personality at the time of purchase. The cortex can be replaced, but the original personality of the steamjack will be lost as a result. For cortex descriptions, see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*.

Stats: These are the chassis' stats. The steamjack's INT and PER are determined by its cortex. The stats listed below assume a stock cortex.

Special Rules: These are the special rules that apply to the chassis. The stats listed below assume a stock cortex.

Damage Grid: This is the chassis' damage grid.



Artificer Heavy Laborjack Chassis

COST: 4,750 GC (WITH STOCK FERRUM-GRADE CORTEX); 3,750 GC (CHASSIS ONLY)

DESCRIPTION: THE ARTIFICER IS A MASSIVE AND STURDY LABORJACK DESIGNED FOR HEAVY INDUSTRIAL WORK. ITS ARMS ARE REINFORCED, ALLOWING IT TO USE TOOLS AND OTHER EQUIPMENT TOO LARGE AND CUMBERSOME FOR EVEN OTHER HEAVY LABORJACK CHASSIS. DESIGNED BY ROHANNOR STEAMWORKS IN BERCK, THE ARTIFICER COMES IN TWO VARIATIONS, THE RIVETER AND THE WELDER.

HEIGHT/WEIGHT: 11'8" / 7 TONS

FUEL BURN/LOAD USAGE: 550 LBS / 4.5 HRS GENERAL, 40 MINS COMBAT

INITIAL SERVICE DATE: 587 AR

ORIGINAL CHASSIS DESIGN: ROHANNOR STEAMWORKS

STOCK CORTEX: FERRUM-GRADE

PHY	12
STR	12
SPD	3
AGL	3
PRW	2
POI	2
INT	1
PER	1
Initiative	6
MAT	2
RAT	2
DEF	7
ARM	17

DAMAGE GRID

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

Special Rules: Initiative is rolled only in the case of an uncontrolled steamjack; otherwise the 'jack activates on its controller's initiative.

Initiative MAT, RAT, and DEF assume a stock ferrum-grade cortex.

ARTIFICER LABORJACK

The Artificer comes stock with a pair of industrial arm mounts that both greatly enhance its strength and allow for the easy swapping of various tools, limbs, and attachments. The Artificer also comes with a pair of fist attachments. Other tool attachments can be purchased separately.

INDUSTRIAL ARM MOUNT (HEAVY STEAMJACK ONLY)

Cost: 500 gc (pair)

Description: The industrial arm is a heavily reinforced limb that enhances a steamjack's strength and carrying capacity. It is designed to work with a variety of tool and limb attachments. The arms include venting and hydraulics to power an assortment of possible tools.

Special Rules: The exact special rules of the industrial arm mount depend on the limbs or tools attached to the arm. Attaching or replacing a limb outside of combat takes twenty minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

A steamjack with a pair of industrial arm mounts gains +1 STR.

Mounting an industrial arm mount on a steamjack chassis requires the mechanic to remove the steamjack's old arm and replace it with the arm mount (see "Removing or Replacing Arms" in the *Steamjacks* section of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*). Mounting an industrial arm mount on a heavy steamjack chassis other than an Artificer chassis takes double the normal amount of time and increases the target number to 16. A character who wishes to have an industrial arm mount integrated into a heavy steamjack chassis other than an Artificer must pay double the normal rate.

Replacing an Artificer's arm system with an industrial arm mount costs an additional 60 gc unless the character does the job himself. Having an arm system replaced with a industrial arm mount on a chassis other than an Artificer chassis costs an additional 120 gc.

**FIST ATTACHMENT
(INDUSTRIAL ARM MOUNT ATTACHMENT)**

Cost: Included with industrial arm mounts

Description: Fist attachments are fully functional steamjack fists designed to be attached to an industrial arm mount.

Special Rules: Fist attachments function as steamjack fist melee weapons (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

RIVETER LABORJACK

The Riveter comes stock with a pair of industrial arm mounts. The Riveter is generally equipped with a steam riveter attachment and a hydraulic clamp attachment. Riveters are commonly found in military ship foundries, where they are instrumental in the construction of ironhulls and other modern vessels.

STEAM RIVETER ATTACHMENT (INDUSTRIAL ARM MOUNT ATTACHMENT)

Cost: 200 gc

Type: Melee

Location: Arm

Attack Modifier: -1

POW: 12

Description: This is an industrial rivet gun designed to be attached to an industrial arm mount. It uses steam pressure from the laborjack's boiler to fire heavy rivets with extreme force, enough to penetrate plate steel.

Special Rules: When a steamjack makes a melee attack with this weapon, do not add the STR of the steamjack when determining damage.

A steamjack armed with a steam riveter can use it to make

ranged attacks. A steam riveter's ranged attack is RNG 4, AOE —, POW 10. This weapon can be fired only once per round. A bonded steamjack with this weapon can spend a focus point to make one additional attack with this weapon during its activation, or a 'jack marshal with the Drive: Ancillary Attack ability can use the drive to make one immediate attack in addition to the steamjack being able to use the steam riveter once per round.

The steam riveter holds ten rivets. It expends a rivet each time it makes an attack, melee or ranged. It costs 1 gc for five rivets.

Reloading the steam riveter outside of combat takes five minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

HYDRAULIC CLAMP ATTACHMENT (INDUSTRIAL ARM MOUNT ATTACHMENT)

Cost: 200 gc

Type: Melee

Location: Arm

Attack Modifier: 0

POW: 3

Description: This powerful clamp is designed to be attached to an industrial arm mount. The clamp uses the steamjack's hydraulic system to immensely increase the strength of its grip. This allows the steamjack to grip, hold, and carry much larger and heavier objects.

Special Rules: The hydraulic clamp has Open Fist and Reach. A steamjack with a hydraulic clamp cannot make Two-Handed Throw power attacks. A steamjack cannot fight with a weapon held in its hydraulic clamp.

When resolving Headlock/Weapon Lock, Push, and Throw power attacks, a steamjack with a hydraulic clamp attachment gains an additional die on its STR rolls. Discard the low die in each roll.

WELDER LABORJACK

The Welder comes stock with a pair of industrial arm mounts. The Welder is generally equipped with an industrial torch attachment and a fist attachment. Welders are often found alongside Riveters in ship foundries and other industrial factories.

INDUSTRIAL TORCH ATTACHMENT (INDUSTRIAL ARM MOUNT ATTACHMENT)

Cost: 200 gc

Type: Melee

Location: Arm

Attack Modifier: -1

POW: 10

Description: The industrial torch attachment is an oversized version of the blowtorches used by mechanics. The device uses highly combustible gases in the right proportions to create a super-hot flame that can melt metal.

Special Rules: An industrial torch causes fire damage. When a steamjack makes a melee attack with this weapon, do not add the STR of the steamjack when determining damage. On a critical hit, a character hit by an industrial torch suffers the Fire continuous effect.

The torch carries enough fuel for thirty minutes of continuous use. Replacement canisters cost 5 gc. Reloading a canister outside of combat takes five minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

Bulldog Light Laborjack Chassis

COST: 1,800 GC (WITH STOCK CUPERNUM-GRADE CORTEX), 1,700 GC (CHASSIS ONLY)

DESCRIPTION: THE BULLDOG CHASSIS IS A HEAVIER DUTY LIGHT LABORJACK USED IN MINING AND CONSTRUCTION. ANOTHER STEAMJACK FROM ROHANNOR STEAMWORKS IN BERCK, THE BULLDOG COMES IN TWO VARIATIONS, THE MINER AND THE SCRAPPER.

HEIGHT/WEIGHT: 8' / 3 TONS

FUEL BURN/LOAD USAGE: 350 LBS / 6 HRS GENERAL, 55 MINS COMBAT

INITIAL SERVICE DATE: 576 AR

ORIGINAL CHASSIS DESIGN: ROHANNOR STEAMWORKS

STOCK CORTEX: CUPERNUM-GRADE

PHY	8
STR	7
SPD	5
AGL	3
PRW	3
POI	2
INT	1
PER	1
Initiative	9
MAT	3
RAT	2
DEF	9
ARM	16

DAMAGE GRID

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

Special Rules: Initiative is rolled only in the case of an uncontrolled steamjack; otherwise the 'jack activates on its controller's initiative.

Initiative MAT, RAT, and DEF assume a stock cupernum-grade cortex.

MINER LABORJACK

The Miner comes stock with a pair of fists. It is armed with a 'jack lantern and a rock pick. Miners, as their name implies, are often found working alongside their human masters in mines.

'JACK LANTERN (LIGHT STEAMJACK ONLY)

Cost: 100 gc

Type: Melee

Location: Arm

Attack Modifier: -1

POW: 0

Description: The 'jack lantern is a heavy alchemical lantern that uses a system of mirrors to project an incredibly powerful beam of light. Although not intended to be used as a weapon, the lantern is heavy enough to deliver a solid blow. It is primarily used by laborjacks involved in mining.

Special Rules: A steamjack must have a non-crippled arm system with an Open Fist to pick up the 'jack lantern. While wielding the 'jack lantern, the steamjack cannot make attacks with the fist that holds the weapon. If the arm system holding the 'jack lantern is crippled, the steamjack can continue fighting with the weapon but suffers the penalties for the crippled system.

The 'jack lantern provides bright light out to 30 feet (5") and dim light out to 60 feet (10"). As a quick action, the mirror assembly in the lantern can be adjusted so it shines a beam of incredibly bright light. When the lantern is used in this way, place a SP 6 template anywhere completely in the 'jack's front arc. Characters in the spray suffer -1 DEF and -1 to their attack rolls while they are in the spray. The spray remains in play for one round or until the 'jack moves.

The alchemical mixture for the 'jack lantern provides enough fuel for four hours of operation. Additional canisters of fuel cost 10 gc. Reloading a canister outside of combat takes five minutes and can be accomplished by any character with the Mechanical Engineering skill without a die roll.

ROCK PICK (LIGHT STEAMJACK ONLY)

Cost: 100 gc

Type: Melee

Location: Arm

Attack Modifier: -1

POW: 5

Description: This is a heavy, steamjack-sized pickaxe.

Special Rules: A steamjack must have a non-crippled arm system with an Open Fist to pick up the rock pick. While wielding the rock pick, the steamjack cannot make attacks with the fist that holds the weapon. If the arm system holding the rock pick is crippled, the steamjack can continue fighting with the weapon but suffers the penalties for the crippled system.

This weapon deals an additional die of damage to structures and inanimate objects made of brick, stone, or wood.

SCRAPPER LABORJACK

The Scrapper comes stock with a scrap saw mounted on its left arm and a wrecking ball mounted on in its right. Scrappers are commonly found in wrecking yards and as part of demolition crews.

SCRAP SAW (LIGHT STEAMJACK ONLY)

Cost: 150 gc

Type: Melee

Location: Arm

Attack Modifier: -1

POW: 4

Description: This is a powerful steam-driven saw with hardened steel teeth.

Special Rules: On a critical hit, a steamjack can make an additional attack targeting the character hit.

Mounting this weapon on a steamjack chassis requires the mechanic to first remove the steamjack's old arm and replace it with the scrap saw (see "Removing or Replacing Arms" in the Steamjack section of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

Paying to have an arm system removed and a scrap saw mounted on a steamjack in its place costs an additional 60 gc unless the character does the job himself.



WRECKING BALL (LIGHT STEAMJACK ONLY)

Cost: 125 gc (light steamjack), 200 gc (heavy steamjack)

Type: Melee

Location: Arm

Attack Modifier: -1

POW: 4 (light steamjack), 6 (heavy steamjack)

Description: This heavy iron ball is attached to a steamjack's arm by a stout length of chain. It is used to smash down walls and other structures.

Special Rules: Attacks from a wrecking ball ignore ARM bonuses from bucklers and shields.

This weapon deals an additional die of damage to structures and inanimate objects made of brick, stone, or wood.

Mounting this weapon on steamjack chassis requires the mechanik to first remove the steamjack's old arm and replace it with the wrecking ball (see "Removing or Replacing Arms" in the Steamjack section of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

Paying to have an arm system removed and a wrecking ball mounted on a steamjack in its place costs an additional 60 gc unless the character does the job himself.

Docker Heavy Laborjack Chassis

The following laborjack variant uses the Docker heavy laborjack chassis (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

WHALER LABORJACK

The Whaler uses the Docker heavy laborjack chassis and comes stock with a harpoon cannon mounted on its left arm and an Open Fist on its right. It is armed with a flensing blade.

**HEAVY HARPOON CANNON
(HEAVY STEAMJACK ONLY)**

Cost: 450 gc

Type: Ranged

Location: Arm

Ammo: 1

Effective Range: 72 feet (12")

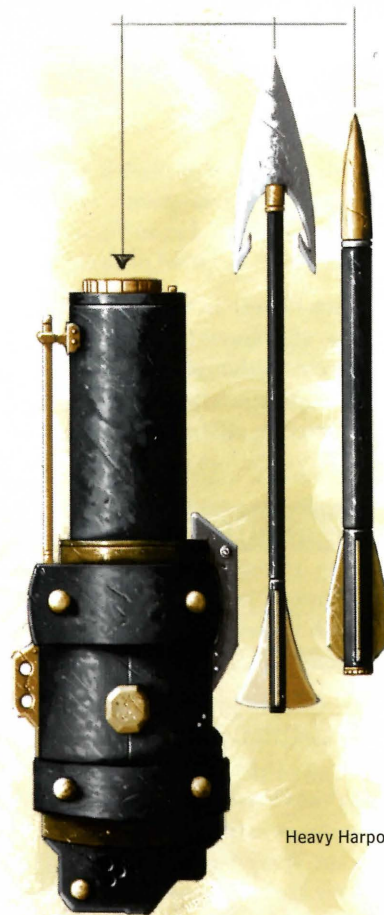
Extreme Range: NA

Attack Modifier: -1

POW: See below

AOE: —

Description: This is a manual-load, steam-driven harpoon cannon used for whaling. It fires both standard and explosive-tipped harpoons.



Heavy Harpoon Cannon

Special Rules: The harpoon must be manually reloaded by another character standing B2B with the steamjack. Reloading the harpoon launcher requires a quick action. Because of its slow rate of firing, this weapon can be fired only once per round.

The heavy harpoon cannon can be loaded with standard or explosive rounds.

Standard: The standard harpoon is POW 12. If a standard harpoon damages an enemy with an equal or smaller base, immediately after the attack is resolved the damaged character can be pushed any distance directly toward this steamjack. After the damaged character is moved, this steamjack can make one normal melee attack against the character pushed. After resolving this melee attack, this steamjack can make additional melee attacks during its activation.

Explosive Harpoon: An explosive harpoon is POW 10. In addition, on a direct hit center a 3" AOE directly over the character hit. Other characters in the AOE suffer an unboostable POW 10 blast damage roll.

Mounting this weapon on steamjack chassis requires the mechanik to first remove the steamjack's old arm and replace it with the heavy harpoon cannon (see "Removing or Replacing Arms" in the Steamjack portion of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

Paying to have an arm system removed and a harpoon cannon mounted on a steamjack in its place costs an additional 60 gc unless the character does the job himself.

FLENSING BLADE (HEAVY STEAMJACK ONLY)

Cost: 300 gc

Type: Melee

Location: Arm

Attack Modifier: -1

POW: 4

Description: A flensing blade is a large curved blade mounted on a sturdy haft. It is traditionally used in the whaling industry to remove blubber from whales. The steamjack version of the weapon is considerably larger and is quite effective at slicing through unarmored targets.

Special Rules: A steamjack must have a non-crippled arm system with an Open Fist to pick up the flensing blade. While wielding the flensing blade, the steamjack cannot make attacks with the fist that holds the weapon. If the arm system holding the flensing blade is crippled, the steamjack can continue fighting with the weapon but suffers the penalties for the crippled system.

This weapon deals one additional die of damage to living characters. Discard the lowest die.

Forager Light Laborjack Chassis

The following laborjack variant uses the Forager light laborjack chassis (*Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

ANGLER LABORJACK

The Angler uses the Forager light laborjack chassis and comes stock with a pair of fists. It is armed with a gaff hook and a harpoon (*Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*). The Angler integrates the efficient boiler upgrade (p. 31).

GAFF HOOK (LIGHT STEAMJACK ONLY)

Cost: 120 gc

Type: Ranged

Location: Arm

Attack Modifier: 0

POW: 4

Description: The gaff is a heavy steel pole weapon with a hooked end. It is based on a tool used by laborjacks to snag, haul, and manipulate cargo. This version retains its industrial uses and is reinforced for combat.

Special Rules: A steamjack must have a non-crippled arm system with an Open Fist to pick up the gaff. While wielding

the gaff, the steamjack cannot make attacks with the fist that holds the weapon. If the arm system holding the gaff is crippled, the steamjack can continue fighting with the weapon but suffers the penalties for the crippled system.

This is a Reach weapon.

GEAR AND UPGRADES

In addition to the equipment listed above that can be integrated into specific steamjack chassis, the following gear and upgrade are also available and often seen on urban steamjacks.

ALCHEMICAL COATING

Cost: 42 gc per application

Description: Alchemical coating is an alchemical compound that can be applied to the hull of a steamjack to shield it against heat and corrosion.

Special Rules: Applying the alchemical coating to a steamjack requires one hour of labor for a light steamjack and two hours for a heavy steamjack. Once the alchemical compound is applied, the steamjack gains +2 ARM against fire and corrosion damage and is immune to both the Fire and Corrosion continuous effects.

Alchemical coating is effective for twenty-four hours.

Brewing Requirements: Alchemy

Ingredients: 2 units of alchemist's stone, 2 units of organic oil, 2 units of Menoth's Fury, 2 units of mineral acid

Total Material Cost: 14 gc

Alchemical Formula: Brewing alchemical coating requires an alchemy lab and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 15. If the roll succeeds, the character creates one application of alchemical coating. If the roll fails, he creates two units of organic toxin.

EFFICIENT BOILER

Cost: 400 gc (light steamjack), 700 gc (heavy steamjack)

Description: This modification replaces the steamjack's standard boiler with a more fuel efficient one that burns far less coal, allowing the steamjack to remain operational for an extended period.

Special Rules: A steamjack with an efficient boiler burns fuel twenty percent slower than a steamjack with a stock boiler for its chassis.

The boiler is part of the movement system. Replacing a boiler requires a mechanik to first remove the old boiler and replace it with a new one (see "Removing or Replacing the Boiler" in the Steamjack section of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

Paying to have a boiler replaced costs an additional 50 gc.

FIVE FINGERS

A CONCISE GUIDE TO THE PORT OF DECEIT

Some historians have called Five Fingers “a wretched hive of rum and piracy.” This is not an unfair assessment, though the Port of Deceit is not some mere den of thieves or a domain of lawless chaos. A city of intrigue and industry, Five Fingers is home to trade of all kinds, be it secrets, weapons, influence,

favours, or simple coin. Across the islands of Five Fingers, one can find nearly anything for the right price. Whether one seeks trade or entertainment or less legitimate pursuits, Five Fingers holds great danger and greater rewards.

HISTORY

The seeds of what would become Five Fingers germinated long before the Orgoth ever set black boot to Immoese soil. Early in their history, only savage tribes from the Gnarl and the Olgunholt inhabited the islands. The islands rose up as jagged spires out of the mouth of the Dragon's Tongue River like fanged teeth, and their jagged cliffs were used as impromptu worship sites by druids and others, where they were said to sacrifice the weak and unlucky to feed the storms. The five greatest islands divided the river into the fingers that earned its name in antiquity.

When more civilized Thurian people came to Five Fingers around 1350 BR, they first established villages on the southern shores, subsisting as hunters and fishermen. They endured great hardship merely to survive, weathering both the temperament of the ocean as well as occasional raids by wilderness tribes. The Thurian settlers were stubborn and hardy folk, however, and neither storms nor savages could break them. They lived as best they could, and their sailcloth became a rather famous export, proving rugged and durable like the people who made it. Despite the tenacity of the Thurian settlers, growth was slow in the Thousand Cities Era.

COMING OF THE ORGOTH

The simple life here was not to last. When the Orgoth came to Immoren sometime around 600 BR, Five Fingers was placed squarely in their path of conquest. Those not killed were enslaved and caught up in the Orgoth machine of war. Perhaps the one good thing to come from the occupation, though its effects would not be apparent for decades, was that the Orgoth cut down the island spires to create flat and level surfaces for construction. By their cruel labor was Five Fingers rendered more hospitable to human habitation.

After conquering and reshaping the islands, the Orgoth built a fortress on the largest, which would later come to be called Captain's Island. They also constructed massive bridges to span the smaller islands, and constructed a number of lesser fortresses. Into the island rock they delved deep, digging out

strongholds, slave cells, and supply storage. With frightening speed and efficiency, the Orgoth turned Five Fingers into a nearly impenetrable base from which to travel inland via the Black River. When the Rebellion finally pushed back the invaders, Five Fingers was among the last of the Orgoth fortresses to fall in 201 AR. The victories came at great cost. Much of Five Fingers burned in the final days of the Scourge, and the people were slow to recover.

SMUGGLER'S HAVEN

Perhaps the most important period of Five Fingers' history was its rise as a smuggler's haven. In the Corvis Treaties, the Tordorans seized an opportunity to use the Dragon's Tongue River as Ord's southern border. However, the ruling Tordorans were not eager to spend resources on Five Fingers and left it largely in ruins. When the islands started seeing more activity, it was in the form of smugglers and pirates, who found the region immensely useful for avoiding naval patrols. They built docks hidden among the rocky islands and used prison chambers built by the Orgoth to stash supplies and plunder.

Temporary shelters grew into shacks, which grew into houses proper, taverns, and brothels. Piracy, smuggling, fishing, and trade expanded into the surrounding area. Five Fingers became not just a waypoint but a destination unto itself, and many of the pirates and smugglers retired to live among the islands.

These criminals lived by their own codes, which kept the region from disintegrating into chaos. Five Fingers developed its own cultural identity distinct from either Ord or Cygnar, but soon the smuggler's haven caught the notice of the Ordic crown. Prince Merin Cathor II and a detachment of the Ordic Fleet visited Five Fingers in 242 AR, which caused something of a panic. Ultimately it was determined that Five Fingers was not worth the resources necessary to turn it into a proper naval port. The town paid taxes and lip service to Ordic rule, promised not to pillage Ordic villages or ships, and was allowed to continue on in dubious legality.

The Ordic City of
FIVE FINGERS



THE TOWN THAT BOLIS BUILT

Five Fingers owes much of its current prosperity to a man named Bolis Turgon, an infamous name in Ord. While Cygnar, Llael, and Ord fought Khador in the Colossal War, Five Fingers enjoyed unparalleled freedom. In this environment, Bolis quickly became an influential man, owner of the best taverns, gambling halls, and bawdy houses in Five Fingers. He envisioned Five Fingers as much more than a smuggler's haven and made his vision a reality by expanding the town's docks and warehouses and courting merchant groups.

An entrepreneurial genius, Bolis' efforts paid off as more visitors came to Five Fingers, many of whom never left once caught up in the games of chance and other diversions. People flocked to the islands seeking employment and new lives, which only increased Bolis' profits. He single-handedly brought more wealth and expansion to Five Fingers than it had ever enjoyed before. Ever the schemer, Bolis persuaded some of Five Finger's most ruthless pirates and criminals to make themselves the "High Captains" of the growing metropolis, in the process manipulating them to battle one another over turf wars to keep any one from gaining supremacy. Of course, all paid tribute to Bolis.

It was inevitable that the city's growing prosperity would garner attention. After the war, Cygnar noticed that Five Fingers had exploded from seaside town to bustling (if seedy) city. Nor had the Cygnaran government forgotten that Five Fingers had been founded on the south shore, and so it made its claim on the island city. Cygnar coveted its location as a strategic control point over the mouth of the river. Under the guise of cracking down on piracy and crime affecting Cygnaran citizens, Cygnar put political pressure on Ord's navy to put down the pirates and take control of the river. King Merin Cathor III of Ord considered Five Fingers a stain on his country's honor and most likely would have surrendered Five Fingers to Cygnar's King Woldred, but for Bolis and the high captains.

Bolis and the high captains placed pressure on Ord's nobility in the form of threats and bribery and convinced King Merin Cathor III to formally legitimize Five Fingers as an Ordic city. Since Ord and Cygnar had been allies in the recent war, King Woldred felt compelled to surrender his claim on Five Fingers. The city was allowed to grow under Bolis Turgon's watchful eye for a time.

That time came to a shocking end in 271 AR, when a strange tempest gathered above Five Fingers. Shapes within black clouds danced between lightning flashes, a chill wind howled through town with a sound like mocking laughter following in the cold rain. Bolis Turgon had died and risen into the Dark Twin's embrace as one of her chosen scions. The event was so portentous that word of it reached the ears of King Merin III, adding to his shame over Five Fingers. Scion Bolis quickly became a major folk hero in Five Fingers, especially among those who preferred to defy authority.

King Merin III created the position of Lord Governor of Five Fingers, appointed by and reporting to the moorgrave of Hetha, whose territory includes Carre Dova. Despite Merin's hopes that it would bring the rogue city to heel, he was disappointed. To this day, the lord governor and the high captains share an uneasy truce, each wielding enough power to make trouble for the other side, but both unwilling to risk outright conflict.

For the last several centuries Five Fingers has grown and stood apart from major regional events such as wars abroad. The present ruler of Ord, King Baird Cathor II, approves of Five Fingers and spends much time here. The neutrality of Ord in general and the city more specifically has made it a favored haven for mercenary companies and a place where intrigues are hatched and plots are advanced. Those who travel here value its unique independence.

TO LIVE AND DIE IN FIVE FINGERS

OVERVIEW OF THE CITY

Five Fingers is home to one of the most unique and varied cultural mixes in all of western Immoren. Several things bind the peoples of Five Fingers together: independence, freedom, and a sense of pride that many feel for having earned their place by ability rather than birth. One must struggle for any gains, and the riches are all the sweeter as a result.

At the same time, Five Fingers is a bastion of corruption: greed, bribery, and extortion shape policies and determine who benefits from the laws, or lack thereof. Bands of thieves and unscrupulous mercenaries rule certain districts with a heavy hand, and anyone looking to do business had better pay their dues or have them taken at knife point. Cutthroat pirates and wanted smugglers surround themselves with like-minded men and women and many walk openly in Five Fingers without fear of reprisal. It's a place of seedy bars and cunning criminals whose connections and skills let them live like kings.

The majority of the town's population is Thurian, who are very proud of their long and storied heritage. Some are "low" Tordorans, seeking to make their own way. There are others, however: people from northern Kos, to eastern Ryn, to southern Caspians live here. Not only humans but trollkin, gobbers, even bogrin live and prosper in the town. Trollkin find fishing and dock work well suited to their physical abilities, as do ogrun. They are worth their weight in coin as dependable, hard-working and extremely capable folk. Goblins find their natural adaptability and inquisitiveness well fed by Five Fingers and its many opportunities. Some make a living as fishermen or smugglers, while others own seaside markets or salvage services, diving on the wrecks lost just offshore by inadequate or unlucky captains. There are more bogrin in Five Fingers than in most urban cities, and they have considerable acceptance here, making up the



membership of several notable gangs. Rhulfolk are a more uncommon sight, as are elves of any kind, but both are welcome as long as they have coin to spend.

The different islands have their own character and areas of interest. The larger islands are divided into distinct districts. Given limited land to develop, the city has grown upward instead of out, the upper reaches connected by treacherous rope bridges and improvised slats. Often the second or third story of a building is constructed with no heed to what rests below, making the densest neighborhoods hazardous to traverse, even without accounting for crime.

Construction makes heavy use of wood imported from the nearby Olgunholt Forest. Even in the wealthier districts stone is generally used only in foundations. Some of this stone is black basalt salvaged from old Orgoth ruins. Some daring or foolish efforts see buildings hanging over the sides of islands with overhangs and stilted supports, and some of the major islands have cliffside caves used for storage or as living arrangements for the lower classes.

Five Fingers earns its name from the five channels or "fingers" of the river's mouth as it empties into the Bay of Stone and creates channels between the islands. With its high, steep cliffs, the northern shore is the Bold Shore. Atop those cliffs and near the roadway is housing that is still counted nominally as part of the city. The Bold Channel sweeps north of Bellicose Island, and along with its southern counterpart, the Heir's Channel, are the deepest inlets to the Dragon's Tongue River. Larger ships that ply both the ocean

and the river come through these channels, which are kept clear of debris.

King's Channel is the central finger, sweeping south of Doleth and Chaser Islands and north of Captain's Isle. It is deep but its currents are treacherous, known for its dangerous eddies and tidal whirlpools. Only expert pilots attempt to navigate this channel when the tide is on the move, but it is safe at other times.

Last are the Broken Finger and Choked Finger Channels. Both are tight and difficult to navigate but also lead to several populous islands. A series of rocky strips and sandbars wait to wreck or bottom out any vessel that tries them. Smugglers favor Choked Finger to the south with their smaller and nimbler ships. By contrast, larger warehouses and trade groups are found in the northern and central islands, given easier access to the larger ships that ply the northern fingers.

Bellicose Island is the northernmost island, commonly called Bull Island. It is the most organized and easily-traversed of the islands since it was rebuilt after the great fire of 458 AR and designed with thought to the layout of thoroughfares. A great bridge connects it to the Bold Shore and the Western Tradeway road nearby. Built by the Orgoth, it provides the most direct route for land caravans heading elsewhere in Ord. West of Bellicose is Squall Isle. Known mostly for its lighthouse, it marks the division of the northern channels for incoming ships at night or in thick fog. The rocky island is largely uninhabited. In the midst of the channel rest the sparsely populated Three Maidens. They are used

primarily as waypoints for the bridges between the major islands, though the western Maiden is also a coal resupply point for steamships.

Between the Heir's and King's Fingers are several significant islands. Headmost Island and Blackstone are the westernmost of them. Doleth Island is the westward of a pair of islands called the "Twins," linked closely by bridge and rigging. Chaser Island is the eastern twin. Connected to Chaser by a small island called the Hump is Bellow's Isle. Despite its size, Blackstone is sparsely settled, but for the quarry and labor prison maintained there. Headmost Island dips below the ocean's surface at high tide, so buildings there are erected atop stilts. It is home to a fishing fleet.

Perhaps the most famous Island is Doleth, also called "Dicer's Isle" or even "Bolis Isle." It is the place where Scion Bolis had his dark ascension. King Merin III sent priests to banish the darkness from the island and it was named Doleth, after the patron of sailors. Merin also had the Cathedral of Morrow built on Doleth, but it had little effect on the neighboring gambling halls and establishments and deteriorated over the centuries.

Chaser Island is less famous than Doleth but no less popular. It is home to market districts noted for industry and good produce, full of many honest merchants and craftsmen. The markets sell locally made items, including tools and weapons forged on neighboring Bellows Isle. Unfortunately, turf wars of the high captains spill over into the streets here and disrupt the lives of regular citizens.

Captain's Isle is the largest and most populous island, and the center of government in Five Fingers. The offices of the lord governor and his bureaucrats and the Fingers Watch headquarters are located here. Nearly sixty thousand live here, and ten thousand or more come in daily for work. The high captains also struggle for control of various districts, but do so carefully and subtly, since the island's trade and business are essential to the city. The island is also home to the largest and most popular entertainment districts.

The last major island is Hospice Island, named after its function during the Beggar's Plague of 536 AR. Even today it is crowded with the sick and the poor, who live in squalid conditions and suffer from outbreaks of disease. Hospice Island is avoided by most, save for the brave priests who live thereupon and try to improve health conditions.

There are many other small islands which aren't as important as their larger counterparts but still help make up the whole of Five Fingers. Some of them exist only as hazards to navigation, like Hullgrinder and the Drowned Isle. Others have specific functions, such as Crane Island, which is an artificial island on elevated platforms with cranes to raise visiting ships that have business with the mercenary companies it hosts. Blackstone Island is both a prison and a quarry, while Bellows hosts many smithies and machine shops. Some are the homes of fishermen, particularly those less successful than the fishers of Headmost, and others hold distilleries, smithies, or small fortresses.

The weather in Five Fingers is predictably wet, with rainfall year round. Storms are quite common, during which the bridges and docks become quite hazardous, and only the foolhardy attempt to use them during the worst squalls. Many lighthouses have been built in response to the thick fog that is common in the morning and especially at twilight. Summers are warm and relatively mild so close to the ocean, and winters are usually mild, too, though the water only magnifies the chill in the air.

Five Fingers offers a wide variety of accommodations for both guests and residents. There are inns near every major entry point, and these offer excellent rates. However, even the seemingly most reputable of these establishments are frequented by thieves and confidence men looking to prey on outsiders. Those inns located more toward the centers of the islands tend to be less flashy but are safer and offer competitive rates.

Local cuisine, perhaps unsurprisingly, consists of a lot of seafood. Despite the riverside location, farmer's markets only offer lesser quality foodstuffs; the best is bought up by the multitude of inns and restaurants. Fish, crabs, eels and seabirds are the most popular meats, plus whatever livestock can be raised or imported from the Bold Shore and beyond. Vegetables and produce are much the same, with the choicest selections found only in eateries and inn kitchens.

Water is a problem in Five Fingers. The lack of plumbing and fresh springs mean that the water is not safe to drink, even when boiled. Though there is an aqueduct, it produces limited quantities mostly consumed by the wealthiest districts. Middle and lower classes must make do with tainted water or else turn to other drink. Consequently, ale, beer and wines comprise most of the liquid diet of the population. A weak sweetened wine called sangre is consumed in lieu of water by most, including children.

Transportation is complicated. It is safest to travel in daytime, though by no means a guarantee of safety. In the worst districts, it is unwise to travel without a heavily armed escort at any time of day. Because horses are rarely brought into Five Fingers, foot traffic is the norm, with only the wealthiest enjoying carriage rides. The larger islands do have cable cars, the cables pulled by steam engines, moving the cars along rails. These are cheap and efficient methods of crossing Captain's Isle, Chaser, and Bull's Island.

There are many bridges through Five Fingers, all of which are heavily trafficked. The largest and lowest bridges can be raised as needed to allow the passage of boats, while the upper bridges are stationary. There is no set schedule to these crossings. Bridge operators work for the Five Fingers Port Authority but there is little communication between them; each rules his bridge like a tyrant. Some charge tolls, but most bridges are free. There are rope bridges and other alternate routes in some places, but they are less reliable.

Other options include gondolas, which are highly expensive and only taken by the rich, and boats. Boat passage is reliable but slow and subject to the vagaries of troublesome tides and

other passengers. There are also lifts, both steam-powered and hand-cranked, that transport passengers to upper levels or down to the coves.

Despite all the dangers and difficulties, Five Fingers has much to offer. Nowhere else can one find such concentrations of entertainment and vices as in the Port of Deceit. It has more gambling establishments than any other city of its size, hosting all manner of games of chance, from dice to cards to roulettes and more. Bets are placed on all kinds of contests, from the rare horse races to the many blood sports. Pit fights are also popular, where pirates and mercenaries fight one another or savage beasts imported and bred purely for battle. A skilled fighter can make a small fortune quickly in such fights, but the risks are enormous. Most prefer the lesser risk of betting on their outcomes rather than participating.

CRIME AND INDUSTRY

Despite what many think, Five Fingers is not lawless. By necessity it must operate under laws written and unwritten as well as the codes of its inhabitants. Here, coin is the ultimate authority, and even the law must bend or even break to the needs of commerce.

The city is governed by a sometimes-labyrinthine bureaucracy, sets of street laws, and a convoluted system of graft. The relationship between the lord governor and the high captains is uneasy but healthy and allows the city to prosper. Though unquestionably criminals of the highest order, the influence of the high captains keeps the baser elements among the city's population in check, allowing the lord governor to focus on governing. They provide an authority to which gang leaders, privateers, and smugglers must answer, allowing the steady flow of illicit commerce. They also bring much money to Ord, which is a large part of why they are allowed to persist.

The risks are many when conducting criminal enterprise in Five Fingers, but so are the rewards, and nowhere else can criminals enjoy such freedom. Extortion is a fact of life in Five Fingers. So much so that it has become expected: once any business begins to make a certain amount of profit, it will be targeted for extortion. Like anything else in Five Fingers, this extortion takes many forms: protection rackets, demand for favors or special services, simple cut of profits, or even forced entry into legally binding contracts.

This is not simply theft forced by intimidation, however. The protection offered by the high captains is real, and in poorer districts where the watch is undermanned or too corrupt, enforcers or gangs might be the only recourse for a businessman to be safe from independent thieves. Gang enforcers will enthusiastically ensure that payments are made in full and on time, but this isn't often necessary. Most people would rather pay to ensure smooth operations and avoid broken bones. Most residents of Five Fingers despise taxation and would rather pay bribes to local gang enforcers than pay taxes or trade tariffs.

The punishments for lawbreakers vary in severity, as in any city, though the law in Five Fingers is more protean than most. Examples of minor crimes include assault on common citizens, minor theft, and the destruction of currency. Punishments range from flogging to fines and short stints of imprisonment. More serious offenses such as extortion, cheating, piracy, assaulting the watch or a person of distinction, or forging documents, can lead to severe fines, forced labor, or imprisonment. Assaulting royals, collusion

STRICTLY ENFORCED LAWS

While the people of Five Fingers play fast and loose with some laws, there are others that are more widely enforced. This varies considerably from island to island, and natives know what they can do in one place and not another; visitors from out of town may not be so fortunate. But the most universally accepted law in Five Fingers is the prohibition against arson. Due to the density of housing and buildings with connected rooftops, fire is a grave danger in the city and its spread is treated seriously by all classes and all walks of life. Starting an inferno is arguably the worst offense anyone can perform in the city, and the punishments against arson are extreme, usually gibbeting above the courthouse. No amount of bribes or influence can prevent justice for arson.

Another widely enforced law covers places where bearing arms is prohibited. This varies from district to district and may also be the policy of specific establishments. It is particularly prevalent in the wealthier areas, certain market districts, and major attractions for foreign visitors like the Emerald Strip where gambling is featured. The city considers it a top priority to maintain some degree of safety for foreign visitors to spend their coin, and in these areas either mercenaries or the watch will stop anyone bearing large and obvious weaponry. In each of these districts there are secured lockers available for renting to temporarily store weaponry while visiting. Those running these secured lockboxes are protected by the city watch and considered a sacrosanct aspect of the city's economy; feigning the operation of such services as a con for theft is punishable by execution. Similarly, the city has specific laws against ogryn bearing melee weapons, given their size and the damage they could inflict. For this reason, many ogryn in the city are proficient pugilists.

Overall, these laws have encouraged many inhabitants to bear smaller and easily concealed weapons, at least if visiting districts where being armed is disallowed. This is particularly true with the gangs, who often have concealed knives, collapsible batons, and are also proficient with improvised weapons of convenience.

with Cryx, tax evasion, and murder are punished more harshly still, with imprisonment and death by hanging or drowning being common sentences.

In almost all cases, the rule of law is subject to the power of coin. Judges can be bribed or threatened, as can authorities, so that a lawbreaker may never come to trial. Lighter sentences can be arranged, as can "accidents" that allow for escape. It's even possible to be acquitted despite any eyewitnesses or a preponderance of evidence, with enough influence in the right areas. This is a double-edged sword, however, as enemies can also bribe judges to pass down the most severe sentences possible. Once arrested, a criminal has limited time in which the scales of justice can be tipped by bribes or threats. No one is completely exempt from punishment in Five Fingers.

THE FINGERS WATCH

Five Fingers is policed by the Fingers Watch, an organization that seems overwhelmed at the best of times but is vital to the health of the city. The watch is comprised of 860 individuals, including 634 watchmen, 47 constables, 150 sergeants, 25 lieutenants, 3 captains, and the commander. Underpaid, under-trained, and overworked, most watchmen lack for necessary equipment and discipline. Much of this trouble stems from the budget, which is insufficient to fund the Fingers Watch. Most of the watch funding comes from annual levies on the residences in each district, but funding is not shared across the islands. The watch in poorer districts receives little funding. Accordingly, more than half of the watch is confined to Bull's Island and Captain's Isle.

A nominal watch presence is maintained in every district, but in the poorer areas it consists of little more than a few volunteers watching for local fires or answering specific requests for help if they can. Most of Hospice, Squall, and the Wake Isles, as well as a large portion of Dicer's Isle, go without patrols entirely. The watch's job is to maintain public order, and often volunteers are reluctant to confront well armed troublemakers.

Sergeants are well equipped, more skilled, better trained, and better paid. They represent the "effective" watch for the city. Lieutenants are posted at three stations throughout Five Fingers: Watch Central Barracks on Captain's Isle, Twin Islands Watch Barracks on Chaser, and the Bellicose Watch Barracks. Sergeants report directly to the lieutenants, who in turn report to the three watch captains, who answer to Watch Commander Darvis Middleton.

Watch captains also appoint watch inspectors among the sergeants and lieutenants. These inspectors are paid little extra but expected to do far more. They are charged with actually investigating crime rather than providing a deterrent and serving as a de facto city militia. The watch inspectors are authorized to perform extensive questioning regarding unsolved crimes as prioritized by their captain. The nature of the work unfortunately lends the position a high turnover and mortality rate. Only a tiny fraction of the crimes committed in the city are investigated.

Corruption is rampant among the Fingers Watch. Those who perform their duties too close to the book are often singled out as troublemakers by their superiors, who are as deeply involved in webs of bribes, extortion, and protection rackets as any of the gang leaders. Often, the corrupt watch leadership run the most brutal of these schemes. They know with certainty they have the weight of the law behind them and can crack down harder on problem elements than the typical band of thieves.

Despite the failings of the Finger's Watch, it has considerable support and the criminals know it. If need be, the lord governor can lock down an area and render it impossible to conduct dishonest business therein. If pushed further, the lord governor can call in naval marines and mercenaries to put down offending gangs or even dismantle the operations of a high captain. Historically, matters never get this far. The high captains have as much interest in maintaining the public peace as anyone else and often take it upon themselves to track down and remove the most dangerous malefactors. In return the watch does not patrol the worst neighborhoods where they would risk witnessing certain activities.

COMMERCE, SHIPPING, AND THE COST OF BUSINESS

The most basic work in Five Fingers is in shipping and hauling. The city is a convenient resupply hub for goods coming in on the Western Tradeway, as well as down the Dragon's Tongue River and ocean-based shipping. Ships from all over the western seaboard stop in Five Fingers regularly. There are trade companies such as Dragon's Tongue Trade, the Mateu Merchant House, the Berck Imports House, the Grand Stevedore's Union, and the Tradeway Caravaner's Guild, among others. Many families and heads of companies make their fortunes on shipping.

Spices, exotic fabrics, and animals from across western Immoren and even the distant continent of Zu are sold on Bull's Island. More imports would be sold but for the conflict between the Mercarian League and Ordic interests, leading to conflicts at sea, like piracy and open warfare. Though these conflicts result in fewer imported goods coming to Five Fingers, the coin from piracy and smuggling still reaches the port. The city has much to export, as well, despite Ord being poor in resources. The city's principal exports come from its distilleries, alchemical workshops, and weaponsmiths. Somewhat surprisingly, sugar is also a major commodity in Five Fingers, thanks to beet processing.

Labor, construction, carpentry, and stone working are all vital to the expansion and maintenance of an island city. Other services see to fishing fleets, canning and local markets, and manufacturing, ensuring that things run properly and don't fall into decay. It necessitates special services and jobs in order to draw people to Five Fingers and, more importantly, keep them there.

Business has costs, however. Five Fingers is very accommodating to new enterprises, with few special licenses or authorizations needed to start new businesses. One exception is with the establishment of new mercenary companies, which do require approval by the city. The process for this is quite simple, easy, and cheap, however, with few turned away as the city values its reputation as a mercenary haven. Land and rent transactions are often done with a handshake seen by a single witness. There have been some attempts to provide systematic processes for lot ownership but they have not been embraced by most. None but the largest businesses pay full taxes; others rarely even pay annual taxes and none pay land ownership tax.

This arrangement is made possible by the high captains paying their own tithes to the crown. While King Baird prefers to handle things this way, the moorgrave of Hetha detests the arrangement since none of the funds go through his hands. The Office of Taxation in Five Fingers are ruthless bounty hunters, every bit the thugs as those employed by the high captains, only with the weight of authority behind them. Lazlin Wyans is the lead taxman and has been at his job for nearly twenty years.

Bribes are a normal part of commerce in Five Fingers. Because the high captains control so much of the shipping in and out of the city, businesses learn to pay reasonable fees in order to ensure continued prosperity. Likewise, enforcers learn to be reasonable, lest they be ousted by others who are more evenhanded, be it the watch or other gangs.

HAND OF THE HIGH CAPTAINS

To understand Five Fingers, one must understand the high captains, the four criminal overlords. Each commands a vast organization of syndicates, gangs, and allied organizations. The high captains have a piece of virtually all the criminal rackets in Five Fingers and are responsible for order amongst their kind.

A high captain only rises to his position when he is able to claim the title without the dispute of the other high captains, almost always through violence. It is an unofficial distinction not codified by any law. Only an individual capable of seizing the title and holding it has the right to become a high captain. There have never been fewer than three or more than seven, and all of them hold immense sway in the port. Most high captains began their careers as pirates or smugglers, relying on their connections and associations to build a power base and to help carve out their criminal empire.

Crossing a high captain in his territory is a dangerous prospect. The Captains rarely need dirty their hands directly and instead operate through a variety of subordinates who direct the gangs, mercenary companies, and lawful business ventures they control. Many are far-sighted and subtle enough to avoid resorting immediately to violence, instead pulling strings to make things difficult for their enemies.



HIGH CAPTAIN BANEK HURLEY

Hurley is considered the most influential of the high captains, in large part due to his connection to King Baird. Hurley met Prince Baird in his youth, and the two grew to be like brothers. Several times the prince intervened to assist his friend when Hurley got into severe troubles with the law, troubles that eventually forced Hurley to fake his own death to evade prosecution. After he was crowned, King Baird pardoned Hurley in 594 AR, suffering political backlash to do so. Hurley quickly seized power from High Captain Wortun, an outspoken enemy of the king.

Passionate and cunning, Hurley retains his natural ability to charm and persuade. With age has come wisdom and patience, making him more formidable than ever. Though some might claim otherwise, it is not merely the king's favor that has led to Banek Hurley's success. The man is capable and quick to seize opportunities, a consummate gambler who knows the odds and rarely loses a bet.

Hurley is the one who delivers the captains' title to the king, a mark of trust between these two individuals. His territories include the Emerald District and much of Captain's Isle, and he also controls the Rivergraves, the city's most important arteries of trade.

HIGH CAPTAIN VELTER WAERNUK

The eldest and most experienced of the current high captains, Waernuk is a pirate through and through. He retired from life at sea but couldn't let go of the wealth and power, so it was only natural he seize power as a high captain. Unlike Hurley, Waernuk is not a subtle man. He sailed into the harbor in force in 589 AR and seized the Wake Isles the direct way, intimidating gangs into working for him and throwing down rivals. He is the bloodiest of the high captains, and it has worked for him for nearly twenty years.

Waernuk clashes more and more with High Captain Kilbride and nurses a hatred of Banek Hurley. With more men at his disposal on both land and sea than the other high captains and the years wearing on him, it seems likely that Waernuk will attempt to take down Hurley before age or treachery claims him.

Waernuk, a Scharde, still claims to maintain close connections with his old crew and has been known to threaten the whole of Five Fingers with their return. What is certain is that Waernuk trades in bodies and may have contacts in Blackwater yet.

HIGH CAPTAIN JANNISH RIORDAN

Jannish Riordan is in many ways Waernuk's opposite. He quickly became the second most influential high captain in the city. He blends well into high society and maintains a number of legitimate businesses. Extremely subtle, he began as a mercenary working for companies across western Immoren. When he came to Five Fingers, he served under High Captain Nielson before killing him and taking over his organization. Riordan had yet to make much of an impression on the underworld of Five Fingers, and the other high captains did not expect him to last long. They were mistaken, and Riordan has so far weathered all attempts to bring him down.

Riordan has a controlling interest on Bull's Island and the Dockgrav that dominates ocean-based shipping. He has also earned the friendship of Lord Governor Doyle and uses that connection to push against Hurley's influence in Chaser's market district, the North Rivergrav and Hundred Smokes. A gifted schemer, manipulator, and secret Tamarite, Riordan challenges Hurley in ways that no other high captains can.

HIGH CAPTAIN DURGAN KILBRIDE

Kilbride rose to power after killing High Captain Karsento and many of his enforcers in a gambling dispute. In the aftermath of Karsento's death, Kilbride mobilized his forces and seized Karsento's turf. From then on he was high captain and has ruled his empire ever since.

Born to wealth in Carre Dova, Kilbride also served time in the Ordic Navy. Unlike many, Kilbride served by choice, preferring a sailor's life to that of a spoiled aristocrat. He found navy life ill-suited to his temperament and became a privateer in Five Fingers. His preferred targets were the Mercarian League, and he was quite successful, to the point that the league offered a bounty of one hundred thousand gold crowns on Kilbride's head.

Kilbride survived several assassination attempts and retired to Five Fingers, where he took over Anchor Island and turned it into his own private fortress. Kilbride still has influence on the sea trade and competes with Riordan's Dockgrav influence. Though he has nowhere near the amount of men as Waernuk, Kilbride and his people are all highly dangerous, and it's likely that warfare will soon erupt between the followers of these two high captains.

SYNDICATES AND GANGS

Some consider the syndicates of Five Fingers no more than glorified gangs, but not every enforcer operates the same way. With the sheer number of criminals in Five Fingers, they are divided into myriad brotherhoods, fellowships, gangs, and syndicates. Most of them operate under the shadow of the high captains, though in many cases this is the only common ground between them. They serve important functions as buffers against rival groups and foot soldiers in the high captains' criminal empires.

The groups who call themselves syndicates are among the most regulated gangs working directly with a high captain. Each high captain employs one or two immediate subordinates referred to as "low captains," the top-ranking lieutenants in his criminal empire. Often the syndicates or largest gangs of a high captain are run by a low captain or are handpicked enforcers loyal to a low captain. Syndicates are trusted with the more delicate operations and have a vested interest in preserving the balance of commerce. Some of them seem unlike gangsters at all but business owners and prominent figures within the community.

Five Fingers is home to hundreds of smaller gangs, many made up of vicious youngsters. Most of these are allied to larger organizations who sometimes call on them for specific services, such as distributing stolen goods, keeping intelligence on certain neighborhoods, intimidation, or conducting crimes with which the larger gang does not wish to be associated. Every high captain maintains a number of gangs to keep an eye on street-level crime and also to serve as invaluable muscle when conflicts erupt between them.

RIVERROSE SYNDICATE—HIGH CAPTAIN BANEK HURLEY

This syndicate focuses most of its attention on the two rivergraves, and subsequently holds considerable sway over shipping. Its leaders have a better awareness of the goods passing through Five Fingers than the port authority and have the support of several gangs and mercenary groups

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in Hurley's employ. The syndicate has informants in Tarna, Point Bourne, and Corvis, as well as Carre Dova and Berck. Hurley's main lieutenant is Low Captain Dagson Canterwell, while Feltus "the Ox" Ragenton oversees the Rivergrav district, and Murt "Slickblade" Samberton" heads up the North Rivergrav.

HURLEY'S PROMINENT GANGS

The Berck's Skulls, led by Chester Berck, are the most prominent of the gangs ultimately reporting to Banek Hurley, a group that dresses well and sometimes puts on airs of respectability but whose members are well armed and quite capable of brutality. Bellows Isle is their headquarters, and they also roam Chaser's Isle on Hurley's business, making examples of those deemed in need of a lesson. Another significant gang loyal to Hurley is the Red Cutters, who are on Captain's Isle. Generally Hurley prefers to employ more mercenaries than gangs, but throughout the isles are various other toughs loyal to him or his low captains.

WAKE ISLES SYNDICATE—HIGH CAPTAIN VELTER WAERNUK

This syndicate is composed of Waernuk's best men under the command of Tomas "Silvertouch" Gladson, who oversees Waernuk's money. They do not enjoy as much sway over Waernuk's other underlings, but the syndicate does contain his most skilled enforcers, black marketeers, and smugglers. Silvertouch is rumored to butt heads frequently with Low Captain Garrigan Hern, who runs the Salter Crew gang for Waernuk and who feels his pirate fleet is underfunded. While Hern and his gang are feared, some argue that Waernuk's other lieutenant, Low Captain Hagen "Butcher" Gaffer, is the more fearsome of the pair. Hagen runs a legitimate butchery operation called the Chopping Block on Wake Isles and is noted for impeccable cleanliness.

WAERNUK'S PROMINENT GANGS

More than his peers, Waernuk relies on gang muscle for his operations, with the two largest being the Salter Crew and the Knucklebone Boys. The core members of the Salter Crew are former pirates that once served with Waernuk, and they still maintain ships used for that purpose. The Knucklebone Boys are a trollkin gang said to have a brutal rite of initiation in which they scrape the flesh off their knuckles and set iron spurs into the bones, then allow it to heal back. Other gangs employed by Waernuk include the Goyle Finns, the Treddermore Fangs, Dicer's Lagers, and the Kip Street Blades.

ORDER OF THE RAT—HIGH CAPTAIN DURGAN KILBRIDE

This syndicate takes its name from Kilbride's days as a privateer, or so the rumors say. Kilbride would fly his colors as a large rat when he would sack Mercarian League ships. When he left survivors, he would tell them to tell the

authorities they had been "attacked by rats." The syndicate is heavily involved in piracy and robbery, even within Five Fingers, and also manages Kilbride's collections. Some of the city's finest thieves work for Kilbride.

KILBRIDE'S PROMINENT GANGS

The most reliable of a number of gangs giving tribute to Kilbride is the Dag's Wardens, led by Low Captain Don "Dainty" Haggise. This is one of the most brutal gangs in Five Fingers, violent thugs who are a reflection of Dag's Ward, their turf, which is one of the most dangerous places in the city. Other gangs working for Kilbride include the Shambleton Delvers, the Driftwolves, the Channel Dogs, the Paulson Street Rovers, and the Chaser Cutthroats.

GRAND STEVEDORE UNION—HIGH CAPTAIN JANNISH RIORDAN

Most of Riordan's top enforcers are part of the Union, which started as a legitimate company in Five Fingers but turned to crime after Riordan's rise to power. They serve Riordan's manipulation of subtler crimes, enjoying legitimacy among the working classes that few other gangs possess. The Union has great influence over the Tradeway Caravaners' Guild and other merchant houses.

RIORDAN'S PROMINENT GANGS

Like Hurley, Riordan usually prefers options other than sending in his gangs, but foremost of those who answer to him are Kannigur's Shrikes led by Low Captain Jethbelle Kannigur, Riordan's right-hand woman. They specialize in extortion and their actions allow the Grand Stevedore Union to avoid dirtying its hands. When needed, they are deadly assassins and skilled fighters. The locals like them because they come down brutally on independent thieves and thugs in their territories. Other gangs loyal to Riordan include Dunnigan's Shroud, the Cod Row Blades, and the Crucible Street Adepts.

MERCENARIES

Five Fingers is home to dozens of mercenary companies who have found the city a welcome port. Most simply use the city as a headquarters and primary supply depot, the high captains employ some to supplement the beleaguered Fingers Watch and to protect specific interests or carry out operations outside their territories. Some companies function as escorts for ships or land caravans or as bodyguards within the city. Often, it is this thin veneer of legitimacy that separates mercenary companies from the gangs. However, the mercenaries must be careful, lest they lose their welcome in the city. The following is not a comprehensive list but only a few of the more prominent companies.

EMERALD WATCH

The Emerald Watch works for High Captain Hurley, patrolling the Emerald District (from which they draw their name). Their uniform is even similar to the Fingers Watch uniforms, with the city symbol being dark green instead of black. The Emerald Watch brutally cracks down on troublemakers who threaten the gambling trade. They perform their duties admirably but zealously and have had a few "accidental" fatalities in the course of their work. Hurley also deploys the company against rivals on occasion. They are extremely loyal. The Emerald Watch has an arrangement with Watch Commander Darvis Middleton, such that no member of the company has been arrested or charged by the Fingers Watch.

JENNER'S ARSENAL

Jenner's Arsenal works closely with High Captain Riordan, patrolling the Hold and the Dockgrav and occasionally clashing with Kannigur's Shrikes. Captain Bricke Jenner, youngest son of an influential Thane in the Almare grav, leads them. He favors mechanical weaponry and thus the Arsenal, true to its name, is very well equipped, boasting better gear than most of the Ordic Army.

THE RED SHIELDS

The Red Shields are one of those mercenary groups that have taken advantage of the watch's inadequacies. They are hired in several districts to patrol the streets and maintain contracts with the city's most successful trade guilds, including the Bellicose Trade Boards and the Chaser Island Merchant Guild, as well as gambling halls such as the Lady of Ample Luck. Captain Gorden Ragledder leads the Shields out of their base on Crane Island. Corruption is rampant among the Shields and many accept bribes to look the other way.

SONS OF THURIA

One of the largest and oldest companies in Five Fingers is the Sons of Thuria. Owned and led by Mara Finnigan (who inherited leadership from her father), they only accept short-term contracts for bodyguard and escort work. They are well educated, supplied, and trained. Their symbol is of old Thuria in gold on a dark green belted sash. Despite their name, the group includes many respected women and Mara is no exception. They are Thurian nationalists at heart with the true goal of reuniting Five Fingers with Ceryl and restoring Thuria as an independent kingdom.

FOUR STAR SYNDICATE

The Four Star Syndicate is a shared tool of the high captains who use it as a front to conduct operations abroad. It represents the high captains' interference in international affairs, particularly the war between Khador and Cygnar. Unlike the other syndicates in the city it has no oversight over criminal activity but instead serves as an agency through which the various high captains can contract mercenaries for tasks outside the city.

The Four Star Syndicate has substantial funding and employs a diverse portfolio of skilled and well armed mercenary companies, including several "outlaws" from Cygnar. Notable are former Cygnaran Army Commander Asheth Magnus, now declared a traitor and among the most wanted individuals in that kingdom, as well as the assassins Jarok Croe and Kell Bailloch, men who possess a long litany of heinous crimes. These unsavory characters can occasionally be glimpsed coming and going from the Syndicate's base of operations on Crane Island.

THE SHADOWS

While the syndicates and gangs of the high captains control the lion's share of the organized crime in the city, there are other more sinister groups operating here who find Five Fingers more accommodating than most cities in western Immoren. A number of cults have taken root in the city and some of these, particularly the Thamarites, have become an important part of the underworld community.

THAMARITE SEPTS

Scion Bolis Turgon is responsible for many of the developments that led to modern day Five Fingers, and those who revere the scion still gather here. His legacy, and that of Thamar herself, is pervasive and has given rise to a multitude of Thamarite septs in Five Fingers.

CHAPEL OF THE DARK TWIN

The Chapel of the Dark Twin lies below Captain's Isle, hidden to most, even Thamarites. It is open to all devotees, but it is difficult to find, though rumors of its existence have spread through some corners of the city. The attendees figure it is merely a matter of time before enemies discover its location, but for now the church remains hidden. Those wishing to attend the services must have a sponsor, who blindfolds and guides the prospective devotee through the caves.

Once, the area was a subterranean prison used by the Orgoth. When the Thamarites took over, they unearthed

the old marble and dark granite and built a cathedral as impressive as many built by the Morrowans. Its construction is ingenious in some ways, such as the domed ceiling and system of flues engineered to vent smoke well away from the chapel below, where it is lost among the smokes of industry in the Spiritgrav. The chapel has a large gathering hall for ceremonies with many ancillary chambers and sleeping quarters. Designed with defense in mind, the chapel even contains its own stores of food, water, and weapons, portcullises to seal off passages in case of attack, and an escape route through the caves.

In addition to the legion of necromancers and assassins that inhabit the chapel, the Thamarites also have powerful undead guardians, including three skarlock thralls and several lingering ghosts of master necromancers. All manner of wards add another layer of defense, making it impossible for anyone to breach the chapel's defenses unscathed. It is considered neutral ground by the various Thamarite septs, and sometimes members of different groups with shared interests will rendezvous here.

THE COUNCIL

An enigmatic sept focused on political intrigues and manipulation, the local members of the Council are their own worst enemies. It would be a powerful sept in the city but for the infighting that prevents strong leadership from arising. They covet influence over Cathors and Mateus both with a dream of uniting rival families under their rule. Disagreement over how best to go about it has kept the Council from reaching its goals, though it has met with some success. The corrupt Watch Commander Darvis Middleton is the greatest example of that success, rendered useless and, through him, the watch's effectiveness diminished.

Leaders of the Council seek to preserve their anonymity and are referred to only as "the Councilman." The Councilman of Five Fingers is Nigelis Wallace, a priest of modest power who uses a textile company in the Terraces District on Bellicose as cover. This is a larger sept with small groups in many major cities, including several capitals but has historically had difficulty coordinating due to the ambitions of its individuals and their separate agendas.

FINGERS BUCCANEERS

The Fingers Buccaneers stand in stark contrast to the more fanatical Thamarite elements. They wish to return Five Fingers to its roots as a lawless haven of pirates, as the city was before the lord governor imposed law on the chaos. Unlike many other Thamarites, the Buccaneers do not generally worship Thamar out of a deep-seated conviction but more for luck and believing that doing so gives them free license to indulge themselves. Their deeper devotion is to piracy, smuggling, and unraveling the rule of law in Five Fingers. There are some truly devout in the sept, particularly those who revere Scion Roth, an infamous bandit.

The rite of initiation for the Buccaneers is a dangerous one: new members are strapped to the prow of a ship during a storm. Survivors are inducted as "lubbers" until they kill a person at sea, in which case they become "blooded" members. Killing a Morrowan priest earns them the more prestigious title of "full blooded."

Their leader is Nivenne Dromere, a bloody-minded pirate infamous for her attacks on Morrowan clergy. Her ability and presence attracts converts from various pirate crews and she forges letters of marque allowing pirates to feign legitimacy as privateers. Under her rule, disparate and chaotic pirate crews have organized into a truly dangerous power.

GAMBLER'S SONS (AND DAUGHTERS)

This is the largest sept in Five Fingers, with thousands of members, but like the Fingers Buccaneers, a large number of them pay only lip service and only pray while holding a hand of cards or dice. What the sept lacks in organization it makes up in sheer numbers and ability to propagate itself.

The sept follows the way of Scion Bolis through gambling, as its name suggests. They gamble their own fortunes away and encourage others to do so, but it is not out of simple greed. Rather, the members find freedom in risk and lessons in victory and failure alike. To them, coin is the true god of humanity, and by its power do nations rise and fall.

The sept's leadership resides in the Lady of Ample Luck on Dicer's Isle, once the site of Bolis' own gambling hall, the Rising Sun. Wash Radershin is the current owner and most skillful card shark in the city. He keeps a relic of Bolis in the hall, a set of dice favored by the scion in life. Tragic luck has come to those who have pilfered them, and they always eventually return.

THE SHROUD

None of Thamar's worshipers are more devout and more feared than those of the Shroud. Master necromancers, they serve as spiritual leaders and guardians of Thamarite relics. Since Bolis' ascension in 271 AR, the Shroud has played a prominent role in the local Thamarite septs. Though its members primarily worship Scion Delesle, the prospect of recovering Bolis' scattered remains left behind here is one of the organization's major long-term goals in Five Fingers. Bolis' skull and hands are the most prized, each rumored to have a variety of powerful supernatural qualities.

The Shroud enjoys great influence in part thanks to High Captain Riordan, a secret Thamarite since before his promotion to high captain. His power and influence has done much for the Shroud and continues to strengthen their position in Five Fingers. Never ones to rest on their laurels, the sept plans to ensnare the lord governor as well.

Though they have several lairs, the largest and greatest of them is their chapel within the tunnels of the Chatterstones. They also raid the other graveyards of the city for bodies to fuel their necromantic rituals and buy or steal corpses from the Ocean Funeral Morgue. Occasionally they come into conflict with Cryxians who attempt to raid the funeral ships.

CULT OF THE DESPOILER

The Cult of the Despoiler is actually a sept of Devourer Wurm worshipers, or was at one time. Their practice of necromancy and other rites favored by Thamar corrupted them into her fold without the cultists even realizing it. Many other Thamarites despise them for their lack of subtlety, but to their credit the cult has mastered a strange brand of necromancy allowing them to create a unique breed of undead known as the Hollowed. The Hollowed are cannibalistic monsters who devour the organs of living mortals, and it is said that if they devour enough of them to replace the organs they have lost, they can return to some semblance of normality.

The cult lairs in the Chatterstones, where the Thamarites are always ready to sacrifice them in order to draw attention off their own activities.

OTHER CULTS

CULT OF CYRISS

The worshipers of their enigmatic mechanikal god are present in Five Fingers, having a significant holding here. Their hidden temple, a marvel of engineering called the Great Dome of the Channels lies in an underwater complex at the bottom of the Heir's Finger Channel.

The cult has multiple layers of membership and most of its followers hail from the city's mechanikal and scientific community. Only the upper levels of leadership are allowed to visit the Great Dome, but the lesser members maintain other small shrines and hidden machine shops on Bellows Isle. They craft components that are shipped to the Great Dome through the hidden access ways in the tunnels beneath Blackstone Island.

Cultists of Cyriss believe that the mouths of rivers are nexuses of geomantic energy and create temples at river mouths wherever possible. The most learned priests of Cyriss speak of a "Perfect Conjunction," which would occur if the cult mastered the energies flowing by waterways into the Severed Reach, the Bay of Stone, and the Gulf of Cygnar. Cyrissists believe that this power, combined with the tidal shifts of Tidesebb, would unlock tremendous energies across their linked temple network. For what purpose they would use such energy remains to be seen.

CULT OF THE DEVOURER

Members of this cult revere the Beast of All Shapes, a creature rarely worshiped by those living in cities. In Five Fingers a true priest of the Devourer leads the cult. Calling his people the Wurmborn, Vojin Dorekovich draws followers in Southhold Prow on Hospice Island. In some ways, the cult is much like a gang, and in fact many of its followers are violent trollkin lured away from Dhunia's worship and lashing out in acts of bloody but disorganized vigilantism.

They clash with other cults and gangs in the area and leave broken bones in their wake. The Wurmborn conduct special ritual feasts in honor of their patron on the nights of the full and new moon, consuming all manner of vicious animals, including sharks and devil-rats found on Hospice.

CRYX AND THE CULT OF TORUK, THE DRAGONFATHER

Cryx has deep inroads in Five Fingers, and the cult of Lord Toruk persists here among a minority of the Scharde community, found in particular on Wake Isles. This cult assists a number of highly placed Cryxian agents planted in the city working toward that nation's deeper agendas on the mainland. This religion is largely shunned even by the criminal underworld, as all people in Five Fingers value its independence, which Cryx would threaten. Cryx enslaves those it dominates, often extending servitude beyond death by necromancy. King Baird loathes Cryx, as do most of the free-spirited pirates and privateers of the city.

While the majority are ignorant of just how much presence Cryx has in the city, they do not go unopposed. Even Thamarites hold no love for Cryxian forces and in fact oppose them at every turn. The Fingers Buccaneers and the Shroud are particularly fierce enemies of the Cryxian cultists and pirates, fighting constantly to oppose their movements in the city. Thamarite opposition is persistent, but Cryx is nearly impossible to eradicate in a city with thousands of dark alleys, caves, abandoned Orgoth holds and desolate residential districts. There are millions of possible places for Cryxian agents to hide.

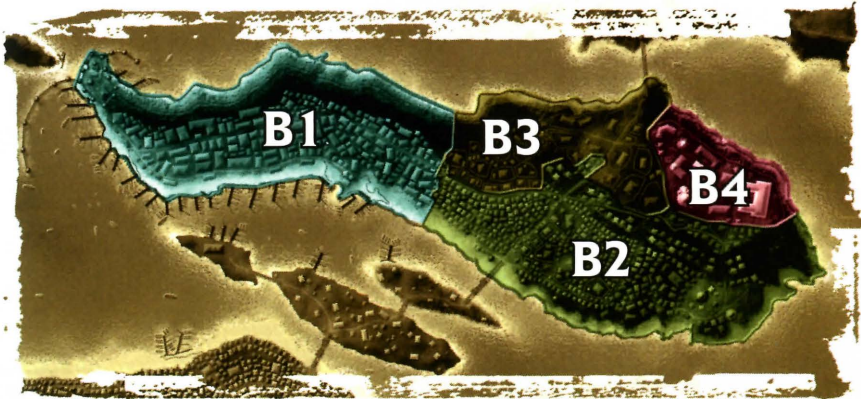
On top of that, Cryxian forces receive help from High Captain Waernuk. They most likely enticed him by preying on his aging mind and fear of mortality. An offer to remain high captain forever, immortal and reigning supreme among the elite of Five Fingers is an offer any pirate would be hard-pressed to refuse, and one particularly tempting for someone nearer the end of their natural lifespan, like Waernuk. The high captain does not belong to the Cult of Toruk itself, but aids those who do.

ISLAND BY ISLAND

The major islands of Five Fingers are described below from north to south, and the lesser islands after. The northernmost island is the wealthiest, while the southernmost is the most squalid. The islands between vary widely, with standards of living also varying by district within an island. Each island has a distinct character and reputation, while the turf battles of the high captains encompass all of them.

BELlicOSE ISLAND

Most of the locals call Bellicose "Bull's Island," though none can describe where that nickname originates. Bellicose is home to the wealthy elite and overpriced markets, especially those dealing in imported items. Perhaps related to this is the fact that the Fingers Watch and mercenary companies hired to patrol the districts tend to come down on heavily armed groups, so few people openly carry weapons on Bellicose.



Bellicose Island

The Dockgrav District (**B1**) sees activity day and night. Since it serves as the primary dockyard for deep-sea ships, laborers are needed for everything from loading and unloading freight to repairing ships. Ships come and go at all hours, so the Dockgrav never really sleeps. The Five Fingers Port Authority resides within Dockgrav, in the great Naval Fortress on the fore side of the docks. The fortress stands overlooking the sea wall that protects ships from the worst of waves and wind. It's an old structure and very sturdy, but also only staffed by a skeleton crew of sailors who enjoy playing cards and dice games.

High Captain Jannish Riordan owns a large cluster of warehouses (the largest on the island), a territory known as The Hold and his base of operations. Many goods pass through the area and are stored there, and thus a lot of coin also passes through the area and into Riordan's coffers. Riordan himself imposes a curfew on the area to keep trouble to a minimum at night.

Dorne & Fergurn is a legal office specializing in import/export laws. They often work for High Captain Riordan and offer consultations to anyone else who can afford their fees. They are also rumored to perform other services, such as serving as intermediaries between criminal groups and buffers to preserve anonymity in illegal deeds.

The largest, if not most important, district on Bellicose is the Terraces District (**B2**). The terrace layers rise higher as one moves starboard, leveled over the years of growth into a slope rising from the south shore toward the High and Lords Districts. Residents of the Terraces are the lower end of upper class society, be they entertainers, gang captains, or young merchants and nobles.

Providing for the needs of these denizens is the Bellicose Market, which occupies an open area between the two bridges. Shop owners here live in flats above their stores and offer many expensive items: jewelry and fine clothing, imported spices and fabrics, silks, food and drink and exotic items from Zu.

The Fingers Watch on this island is headed by Watch Captain Gervis Sculler, a heavy drinking man who likes to bet on ship races. The watch barracks is on the aft end of the district and does less to dissuade theft than the mercenaries employed by Riordan and the Trade Board. Many of the laborers are themselves thugs no better than gangs, like the Tradeway Caravaners' Guild. They occupy an area near the main roadway down from the Great Bridge, through which comes all northern land traffic from the capital and elsewhere. The Guild is quite corrupt and wholly in High Captain Riordan's pocket.

On the starboard side of the Terraces is the Lords District (**B3**), the main residential district for the upper class in all of Five Fingers. A favored target of skilled thieves, the Lords District contains the wealthiest and most elaborate residences to be found in the city, as well as several entertainment venues and the Lord's Garden Park. Also of note is a lodge belonging to the Fraternal Order of Wizardry on the starboard side of the island. Led by High Magus Piran Terpswell, they have many connections among the city's elite and carry out investigations and operations based in the Orgoth tunnels and caves below the islands.

At the top of Garden Row, in the wealthy High District (**B4**) is the Lord Governor's Estate. It is a mansion host to an endless procession of expensive soirees and formal dinners, any of which costs enough to feed a small army. Rumors say that Lord Governor Doyle spends little time there because he is estranged from his wife. Other manors of note include the Keyword Estate, the Garson Mansion, and the Mateu Manor House. The Mateus are heavily involved in politics and trade and Castellan Kelvio Mateu oversees family business at the well protected Manor House.

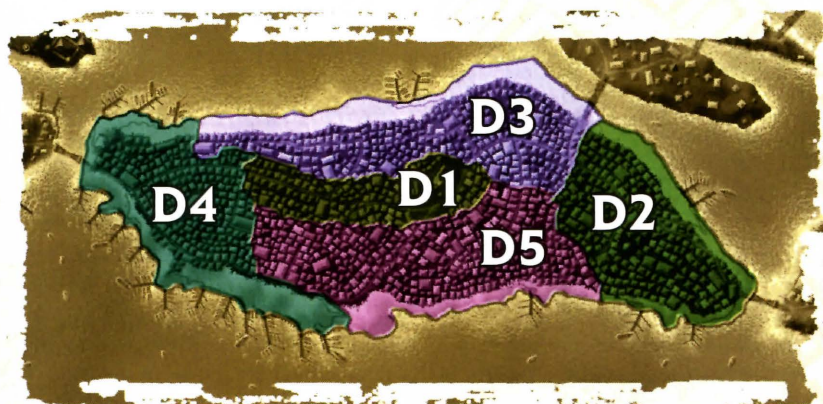
SQUALL ISLAND

Squall is a rugged island with little to offer residents. A lighthouse called Arrigan's Beacon is the most notable landmark thereupon, standing atop the highest and westernmost tip of the island.

DOLETH ISLAND

Doleth is more commonly known as Dicer's Isle and, less frequently, Bolis Isle, after the infamous Scion Bolis Turgon. Bolis died on Doleth isle and ascended to join Tamar in an event that has cast a shadow over the island and all of Five Fingers ever since. The island has never escaped that shadow and remains a place of crime and deteriorating infrastructure. Thieves are plentiful on Doleth Island and their business is good.

Dicer's central district is the Cathedral District (**D1**), named after the Five Fingers Cathedral of Morrow, the largest church in the city. Built over ten years and finished in 282 AR, the cathedral was originally a well-constructed structure made with stone, marble and other materials shipped in from as



Doleth Island

far away as Orven. It has fallen into disrepair, with a leaky roof, shifting foundation cracking the walls, and vandals leaving their mark on the statues of Morrow and Doleth in the courtyard. The cathedral is largely empty outside of the services, which draw a regular congregation and see more activity on major holidays. The church prelacy has a high turnover rate due to various factors, such as trouble with Tamarites and the stress of managing a church on an island whose history is tainted by a legendary scion. Lincoln Daltry is the current prelate.

The Cathedral District is also home to a large and busy market. Buyers and sellers haggle as fiercely as warriors clash elsewhere in Five Fingers and cutpurses make a living leeching from the coin-bearing crowds. Many stalls are set out on Wender's Way and run by some of the shrewdest merchants to be found in western Immoren. Of note is the Left Hand, a gambling hall located along the main road by the Aft Bridge District (**D2**).

On the aft side of the island, the Tow Bridge links Doleth Isle to its twin and sees a constant flow of traffic. It's plagued with the most aggressive local hawkers who set up tents alongside the bridge in order to have the first shot at incoming traffic. The Aft Bridge District itself boasts a population of more than six thousand, largely poor laborers. The craftsmanship, or lack thereof, has left some of the upper residences leaning precariously, but the rooftops are connected.

Dicer's Isle has no shortage of taverns and gambling halls, and those that exist tend to cater to specific and loyal customers. All of the gambling halls are seedy compared to those on Captain's Isle but see plenty of business. The Lady of Ample Luck is a favored den of card sharks and the best regular gamblers in the city. Few but the most skilled players walk out without losing a fortune. Bodger's Bones is another popular gambling hall, one catering to the more hardline mercenaries and gangs. Shootouts over disputes are rare but broken bones aren't which may well be how the place earned its name.

The other main exit from Dicer's Isle is through the Maiden Bridge District (**D3**), which connects the island to the Three Maidens and Bull's Island. Like Tow Bridge, it has many good earning taverns, gambling halls and theaters. Influence over the area is contested by all four high captains because it is a key choke point for traffic. Most of the conflict is subtle by necessity.

Among the more famous locales in Maiden Bridge is Crucible Alley, home to workshops of the Order of the Golden Crucible. The OGC does not control all, or even most, of the alchemical trade here and are surrounded by less-reputable alchemists and cut-rate apothecaries producing dubious reagents. Crucible Alley contributes to Five Fingers' reputation as a place to purchase the best illicit alchemical components, poisons and materials. It

is one of the few industries in Five Fingers not influenced or outright controlled by the high captains.

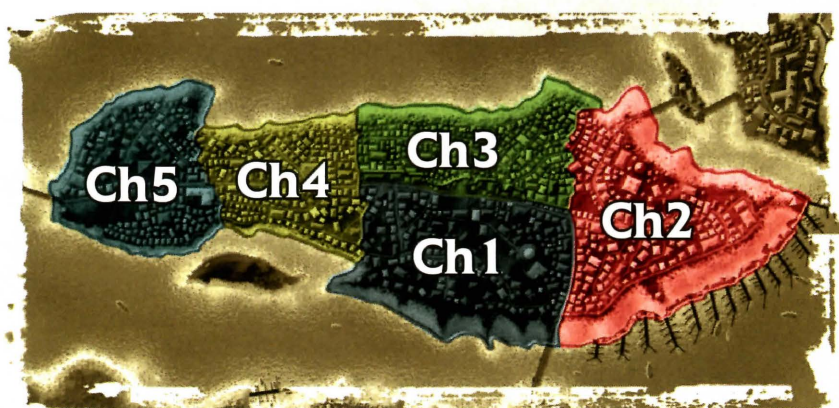
The Doleth Docks District (**D4**) isn't quite as busy as the docks on Bellicose, but the piers are popular with privateers hunting the ocean lanes. The taverns and drinking holes have colorful names like Squids Corner, the Parched Whale, or the Leaking Barrel. Most of them are dirty, cheap places that suit dirty, cheap laborers just fine. A lively daily trade occurs at the Slat Market, which takes place on the rigs that hang off the side of the island. The high cliffs tower above the docks below, so a series of lifts and ramps brings supplies up to street levels. A number of local gobbers have set up homes in the rigging, helping haul up goods for sale.

The bulk of the island's residences are crammed in the Channel District (**D5**), subdivided into miserable small lots with rents flowing ultimately to High Captain Waernuk's syndicate. Also of note are several pawnshops and moneylenders of repute in Channel District, such as Bell Row, which happily accepts items that would receive too much attention on the regular market, and the Hoary Trove, run by Adelar Ravis on the second level. The Trove specializes in secondhand goods of dubious provenance.

CHASER ISLAND

The eastern of the Twin Islands is a hub for the city, with Captain's Isle to the south, Dicer's to the west, and Bellicose to the north. Chaser competes with Captain's Isle for industry and boasts its own secrets. Thanks to its proximity to Bellows, the markets on Chaser have some of the finest locally produced goods in Five Fingers. Crime is generally low thanks to a better-supported branch of the Fingers Watch.

Central Chaser District (**Ch1**) holds large markets, including the eponymous Chaser's Market. Much of the work done on Bellows is sold here, as are items of all kinds and goods needed by the periphery districts. The area is highly trafficked both by locals and those from other islands. High Captains Hurley and Riordan vie for control over the area.



Chaser Island

There are many well-known and respected shops in Chaser's Market. The Whetted Blade specializes in quality knives and swords, run by Klive Higginson, a retired mercenary. His sister Darlise owns the Quenched Whistle tavern next door, favored by mercenaries. The Hidden Hide is, true to its name, difficult to find. They specialize in armor and clothing, particularly leather, and excel at custom work. Karl Waters, the proprietor, is a retired burglar and not above teaching basic skills to promising apprentices. He also offers specialty goods to those in the profession.

More bizarre but certainly impressive is Gearworks, the best shop in Five Fingers for things of clockwork or mechanical items. Though they sell mostly components, rather than completed items, the Khadoran expatriate owners are not above crafting whole items for the right price. They also sell rare mechanical components that can otherwise be nearly impossible to find without traveling far outside Five Fingers.

Traitor's Park is a historical landmark featuring a monument to King Baird Cathor the Headsman. A pile of human skulls rests at his feet, including the skull of Lord Governor Legison who sided with the Mateus in the War of the Castellans. As a warning to all usurpers, Legison's body was dismembered and the parts scattered.

Rivergrav North District (**Ch2**) is home to a great deal of industry in Chaser's, and even rivals the Rivergrav District at Captain's Isle. The docks handle the river traffic along the Dragon's Tongue, and thus a large portion of the city's trade and commerce. A tremendous amount of vendors and laborers work in the Rivergrav, from shipwrights to housing and land-based construction. There are also a number of salvage shops operating in the Rivergrav. Skallet's Aquatic Salvage is the most well known of these, particularly for their use of the diving helmets and suits rigged to steam-powered air pumps. Skallet's crew takes the jobs that others can't or won't and make a tidy profit recovering treasure and bodies.

Dag's Ward (**Ch3**) is one of the residential areas with a high crime rate and a reputation for danger. Most who live there aren't criminals but live in fear of the gangs and independent thugs. Most notable among them are Dag's Wardens, led by Don "Dainty" Haggise, a former mate of High Captain Kilbride and ruthless extortionist. Dag's Ward is so dangerous in some places that Tamarites openly practice their faith without reprisal.

In stark contrast to Dag's Ward is the Whaleneck District (**Ch4**), one of the nicer residential areas on the island. It is home to successful merchants, traders, craftsmen and laborers. Crime rate is low, due in no small part to the Twin Islands Watch Barracks headquartered in Whaleneck. Though they nominally serve both islands, the

watch is too outnumbered to really make much of an impact on the criminals in the Twin Islands.

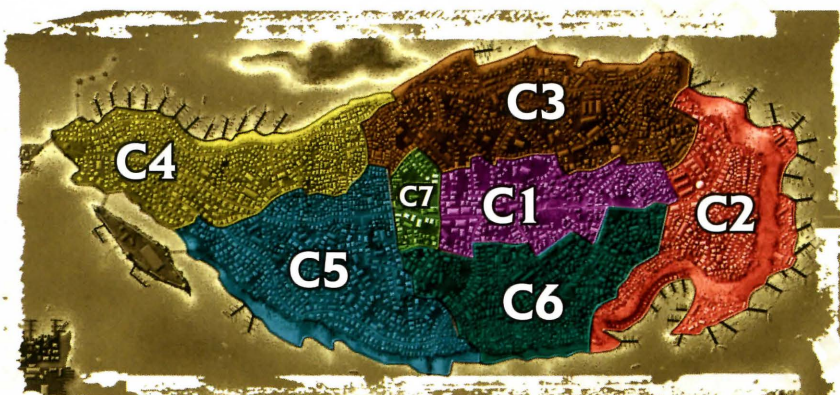
The Twin Bridge District (**Ch5**) shares much in common with the Aft Bridge District on Dicer, with which it shares a bridge. There is a high volume of traffic, and where people gather so do merchants, providing a lot of inns, shops, and taverns vying for the customer's coin. It's also the premiere gambling region on Chaser, smaller and less crowded than the Emerald District, full of upscale establishments providing many entertainments in addition to gambling. This district hosts Havershaw's Folly, an ongoing carnival attraction taking up an open area off the main road and with a good view over King's Channel. It is filled with booths, tents, games of chance, freak shows, and other diversions.

CAPTAIN'S ISLE

Often referred to as the "Main Island," Captain's Isle lives up to its name as a center of industry and intrigue. It boasts a tremendous population of more than sixty thousand. The city government is centered here, and the high captains all vie for control of the island's regions, though Banek Hurley has so far gotten the best of his rivals. Immensely popular with visitors, Captain's Isle is highly crowded as a result.

The Emerald District (C1) is the richest on Captain's Isle and the premiere entertainment district in Five Fingers. Vast sums of wealth flow through the district every day, which is home to the most prosperous gambling halls in Five Fingers. Emerald is a favored place for visitors seeking diversion, and as a result of the large amount of local and foreign traffic it features a wide variety of restaurants, taverns, and other establishments.

Perhaps even more important than the sheer amount of money passing through the Emerald District is the fact that High Captain Hurley maintains a stranglehold on the area. Hurley's position in the Emerald District is so strong that none of the other high captains or even the lord governor attempt to contest his interests there.



Captain's Island

There are too many gambling halls and taverns for most people to keep track of, but several stand above the rest: the High Sail, the Corsair's Coin, and the Platinum Wheel are premiere gambling halls. Though each offers a variety of games and events, they tend to develop their own character and own specialty offerings for visitors. The Drowned Man Inn is Emerald's most popular tavern, a three-story building atop a converted Orgoth hold. They frequently feature shows by local entertainers and musicians and offer excellent food. Likewise, the bordellos in Emerald District are upscale places and have more to offer than harlotry, including friendly atmospheres, social gatherings, and other forms of entertainment.

Rivergrav District (C2) is the busiest in Five Fingers. Riverboats come and go at all hours, laborjacks move heavy freight and supplies, and workers offload cargo. High Captain Hurley holds great influence here, but there are many operations and opportunities for wealth with all the ships and cargo and other goings-on, and the other high captains have a hand in it all, as does the crown and other parties like the Mateu Merchant House and Mercarian League.

The famous Laden Galleon is an unusual gambling hall, a massive galleon permanently dry-docked on the starboard side of the piers. Dozens of lanterns of red and gold and green are strung from its rigging, giving it and the surrounding

river a welcoming glow at night. The Laden Galleon is the most successful gambling establishment in Five Fingers, and King Baird spends considerable time there, earning it nicknames like "The King's Mistress." The Laden Galleon is home to the best gamblers on both sides of the table and employs nearly one hundred people to meet the demands, including a woman who is secretly one of King Baird's illegitimate daughters.

Though not quite as busy as Rivergrav, the Spiritgrav District (C3) is the center of industry in Five Fingers. As its name suggests, it is the foremost spirits-producing district in the city and also produces most of the city's sugar supply for local use and export. Thousands are employed in the factories, refineries, and distilleries. Laborjacks are constructed in the Five Fingers 'Jackworks and Dragon's Maw Engines in the district, as well, supported by a local office of the Steam and Iron Workers Union. Because of the difficulty in acquiring cortexes, relatively few laborjacks are produced each year.

The Ordic Beet Refinery is the largest sugar beet refinery in Ord and alone produces huge sums of money. Much of the sugar is used in locally produced rums and other spirits. An old colossal lingers on the north cliffs in the Spiritgrav District. A relic of the Rebellion, it was ruined by Orgoth counterattack and remains poised to climb up the cliffs. Long since scavenged for useful parts, the

Oldic Colossal has actually been used as support in a system of rigs.

Captain's Prow District (C4) is another extensive dock district, but the majority of it tends to ocean trade rather than riverboats. Many ships dock there in order to move goods across the island to the Rivergrav, where they are transported up the Dragon's Tongue River. Much of High Captain Kilbride's wealth comes from the area, where only Waernuk contests him for real influence. The district also oversees oceangoing funerals. The Ocean Funeral Morgue stores frozen bodies until it has enough to fill a funeral ship.

Prigione (C5) is the second-largest residential district in Five Fingers after Chesake District on Hospice, home to many of the city's Tordorans. New construction builds upward by necessity on an island, and in some places go up as high as six stories in Prigione. Above even those stretch the Rigs, winding their way over a confusing system of roads and alleyways. The Broken Finger Bridge connects the district to Hospice Island, but it isn't heavily trafficked, as few people willingly go to Hospice. Tension between Hurley's men and Waernuk's gangs sometimes leads to violence in the area and more than a few bodies end up in the channel. There is little of note in the neighboring Masian District (C6), simply a run-down residence with cheap housing. Evigan Cradle owns the Cradle's Pistolry, a place known for its custom weapons.

LORD GOVERNOR EILISH DOYLE

Lord Governor Eilish Doyle is a conscientious, intelligent, and thorough bureaucrat tasked with the unenviable job of maintaining order in the most notoriously corrupt city in western Immoren. Though disliked by many, Doyle is effective at his job, prospering where few others would in managing a city impossible to fully control. Fighting against the influence of the high captains and widespread corruption in city government, he manages to accomplish quite a bit more than most people thought possible. Even so, the lord governor is addicted to brackbrandy, a Cryxian delicacy, a fact that few are aware of but his supply nonetheless comes courtesy of High Captain Waernuk. The lord governor's addiction is not obvious or out of control, but it is still a weakness that can be leveraged against him by Waernuk.

The official center of government in Five Fingers is the Governor's District (C7), a relatively small district where Lord Governor Eilish Doyle spends most of his time. The City Courts and City Hall are located within the Governor's District. These places are well-kept and quiet thanks to the presence of the Fingers Watch. The Five Fingers Watch Central Barracks is located near City Hall where Doyle works and brooks no trouble from criminals and gangs. All but the most insane thugs and thieves simply avoid the Governor's District, though it is not free of corruption in the courts and upper officers of the watch. Darvis Middleton, commander of the Five Fingers Watch, is particularly corrupt.

Though not truly an official district, the Rigs hang over much of Captain's Isle. Technically, its residents are not official tax-paying citizens. Gobbers and bogrin live among the hanging ropes along with more than a few mad humans, and it's not a life for the faint of heart. The Rigs has developed into something of a small town unto itself, complete with actual structures secured among the rigging. There is even a tavern called the Dangling Inn, owned by bogrin, which offers rooms for rent and can even accommodate brave humans.

ANCHOR ISLAND

High Captain Kilbride owns Anchor Island in all but name. The population only numbers a couple hundred and all work for Kilbride. He leveled the old constructions and set up gates, watchtowers and a mansion on a leveled platform.

Along with this most trusted bodyguard, Kaelin Dirge, Kilbride keeps a close eye on his estate and even the city government doesn't bother to challenge him there.

HOSPICE ISLAND

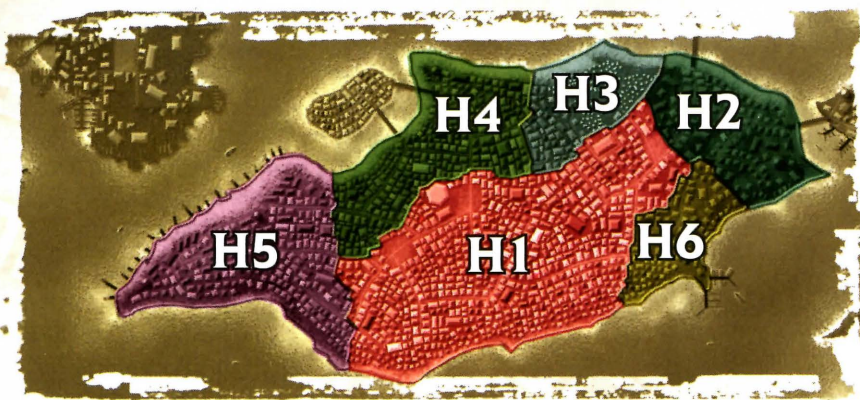
Hospice (a.k.a., Beggar's Isle) is a bleak place rife with crime, disease, and squalor. The watch barely bothers patrolling the area and violence is rampant. Once known as Southhold, the island was devastated by the Beggar's Plague in 536 AR. Hospital tents sprang up all over the island and Morrowan priests attempted to heal and contain the spread of disease, but it was to no avail. Ever since, the foul water and horrible sanitation has only helped spread disease, and even though the population has grown crowded once more, conditions have barely improved. Outbreaks of disease are still common.

Chesake Bourg (H1) is Hospice's largest district, and has the highest population of any district in the city. Most refer to Chesake as New Warrens or the Beggar's Maze, due to the haphazard blend of rookeries and twisting roads. A central street runs the length of the island, but it is often blocked off by the crowded residences and run-down shelters. Everywhere one looks, beggars huddle in alleyways or languish in sickness in the streets and public squares. The markets in Chesake, including the Hagglers' Square, Hospice Swap Market, and Chesake Central Market, see as much barter as they do actual sales.

Despite the troubles they've faced, there is a small and well-maintained Church of Ascendant Rowan in Chesake, built during the plague days and still standing strong. Chaplain Bregald Milorno and his wife Sister Evelina Milorno lead the mendicants and do their best to improve local conditions. There is an uphill struggle against rampant crime and to counter the influence of the Tamarite septs operating in the area. The Blocklathe Orphanage is in a similar boat, attempting to shelter homeless beggars and their children but incapable of making a real dent in the suffering. The Menites there give services which some of the locals attend simply for lack of anything better to do.

Connecting the Wake Isles is the Wake Bridge Bourg (H2), home to the eponymous bridge. The buildings here go up three stories, though they are poorly maintained and are prone to catastrophic accidents. The only locale of real note is the Bloody Market, a clearing wherein meats of all kinds are bought and sold. A shop called the Chopping Block is the main force in the market. Hagan Gaffer is one of Waernuk's seconds and owns the Chopping Block. While he is proud of the reputations of his meats, he is also rumored to be responsible for the disposal of bodies for Waernuk.

Five Fingers boasts a sizable population of displaced Radiz, and the majority of them and the city's Sinari live in camps on Hospice (H3). While no place on the island is truly pleasant, the camps are in better shape than most places on Hospice. They host small fairs and celebrations occasionally and offer unique foods and liquors sometimes sought after by outsiders, as well as dance and theater, fortune-telling and games.



Hospice Island

All that really distinguishes the Coveward Bourg (H4) from its neighboring residential districts is the bridge to Mute Sister Island. Even for Hospice, the people there live in dismal conditions dominated by disease and gang violence. The district does have one other claim to fame: the Chatterstones. It is part graveyard, part expansive crypt that extends into the ground below the district. Once used as Orgoth torture chambers, the caves were stuffed full of bodies that didn't even have a proper burial during the Beggar's Plague; it has a reputation for being haunted. Visitors to the Chatterstones sometimes hear unearthly voices and clacking noises and few linger there for long. The tunnels and caverns beneath the islands run for many miles and give shelter to all manner of vile inhabitants. There have even been reports of corpses rising from the dead within and lurching into the streets surrounding the tombs

A small group of volunteers called the Blackguard keeps vigil on the caves and beats back the dead when they rise. These battles are well documented and carry such a reputation that only the bravest soul ventures into the area. Morrowan priests aid the Blackguard but are too few to purify the Chatterstones of their spiritual poison. The priests do their best to discourage the poor of Hospice Island from depositing corpses within the graveyard out of convenience, but their imprecations are often ignored. This situation is a matter of amusement to the necromancers of the Shroud of Tamar who meet in the depths of the Chatterstones to conduct their fell rites.

At the fore of the island is the Southhold Prow (H5). Once it was a bustling section of piers, but a fire in 584 AR consumed them and the area never recovered. Now it is a desolate residential area wracked by poverty and disease. Many of the abandoned warehouses and mills are now filthy dens for squatters, but a few are guarded by mercenaries and used by the high captains for storage. The Southhold Warehouse Arena is a huge warehouse converted to host blood sports. The matches draw massive crowds and lots of betting, with a wide variety of match types. Spectators from other islands even come in to watch some of the high-profile matches and victorious gladiators become local heroes. The trollkin and ogrun pugilists of Hospice fight especially brutal matches.

Kithgrav Bourg (H6) is home to the largest portion of the city's trollkin, though many humans live in the district as well. Heath Bluetongue is the trollkin leader, though he answers to High Captain Waernuk, but perhaps not for much longer. Because of their natural resistance to illness, the trollkin have gone untouched by the outbreaks of disease and can weather poor sanitation and water conditions in ways that humans cannot. There is much unrest among the trollkin, who are exploited for labor and paid less than humans for greater amounts of

work. The community is also led by a number of elders who defer to Bluetongue but sometimes gainsay him.

MUTE SISTER ISLAND

The smallest inhabited island in Five Fingers, Mute Sister is one of the filthiest, most disease-ridden places in the city. Nearly half the eight hundred residents suffer from maladies, and this has bred an insular and unfriendly culture. Despite various rumors of a dire cause, most of the inhabitants are simply poverty-stricken and desperate.

LESSER ISLANDS

BELLOWS ISLAND

Bellows is called the Hundred Smokes District and with good reason. The entire island is devoted to industry, with shops and factories dominating the landscape. A hundred or more chimneys belch steam and smoke into the sky, belonging to smithies and busy factories. The bulk of Five Fingers' metalwork and 'jack related industry originates from Bellows Island.

BLACKSTONE ISLAND

The Blackstone Quarry takes up the western half of this island. Dark limestone and basalt are brought from here to create structures elsewhere in Five Fingers. On the eastern side of the island is Blackstone Prison, and many of the prisoners are forced into work in the quarry. Hard labor at the quarry is a favorite sentence for many judges in the city.

CRABBEGGER'S ISLAND

Crabbeggar's is home to the less successful fishermen in the city, those who can't make it at Headmost Island. They live in a shantytown of no interest to the high captains, berthing at rickety piers. The island is so poor that crime rarely happens, because there is simply nothing to sell or steal. Elsewhere in Five Fingers, being called a "Crabbeggar" is considered a serious insult.

CRANE ISLAND

Crane Island is something of a wonder for its unique living conditions. During high tide, the island is completely submerged and uninhabitable but for the genius innovation of Samuel Paddler in 505 AR. Over a period of forty-five years, he and his followers spent his fortune erecting elevated platforms and an elaborate system of crane-works powered by steam engines. These cranes hoist ships up out of the water, where they are tied to be secured during high tides.

Because of its unusual nature, Crane Island is desired by mercenaries, being both uniquely secure and private. The island also holds one of the few major distilleries outside the Spiritgrav called the Flying Distillery. It creates ales and rums, most of which are purchased and consumed by the local mercenary groups. High Captain Kilbride holds some interest over the Flying Distillery.

The other famous locale on Crane Island is the Offices of the Four Star Syndicate, the headquarters of the notorious mercenary charter. Heavily guarded, the Syndicate offices are shrouded in mystery as outsiders are not allowed in without permission, and a number of gangs and guards known to be in the employ of various high captains secure the facilities. Trespassers are dealt with harshly.

HEADMOST ISLAND

The bulk of the fishing fleet of Five Fingers calls Headmost Island home. Ringed by piers, ships come and go at all times, though relatively little fish processing goes on here. Most of

it is hauled to Dicer's Isle and other places in Five Fingers to be processed and distributed. Notable is the Black Sail Monument at the fore of the island, a large black marble statue of an old Dirgenmast ship upon which is inscribed the name of every fisherman who has died at sea in Five Fingers since the early 300's AR.

THE WAKE ISLES

Popular with pirates, privateers and smugglers, the Wake Isles are the remnants of old Five Fingers, full of Scharde and Thurian folk. Cryxian agents used to operate around the Wake Isles until King Baird declared war upon them, and since then the area has become quite hostile to their kind.

High Captain Waernuk has his base on the Wake Isles and has a profoundly negative influence on the area. As the most violent of the high captains, his territory is crime-ridden and ruled by fear. Murder and other violent crimes are commonplace and largely go unpunished. Certain criminal enterprises, especially black markets and the riskier smuggling trades do very well on the Wake Isles, as do blood sports featuring men killing each other and beasts of all kinds, local and imported.

Cryxian elements still operate in the Wake Isles where Waernuk is in control, one of the few places in Five Fingers where the Scharde can offload cargo and find work. The Scharde and less scrupulous of the criminals in the Wake Isles maintain the darkest of trades, including corpse markets and slave trades.



URBAN ENCOUNTERS

Western Immoren is a dangerous, war-torn continent, where those who make their living by sword, spell, or gun find no shortage of work. This fact is even more evident in the teeming cities of the Iron Kingdoms, where peril lurks around every corner, and opportunity, glory, and wealth can be had by those with nerve and steel to take them.

What follows are a selection of urban scenarios that can be developed into a larger campaign. Each comes with

an in-world hook for the players—a snippet from an Iron Kingdoms broadsheet—and plenty of background information for the Game Master. In addition, these scenarios present simplified combat encounters and include stat profiles. Although the broadsheet excerpts are from specific cities and nations, the encounters presented here are easily adapted to any Iron Kingdoms city.

DISTURBING THE DEAD

**DAILEY NEWES, GOLOVEN 25TH, 608 AR
MORROWAN DEAD DEFILED!**

Grave robbers continue to defile local Morrowan cemeteries throughout Caspia, breaking into crypts and mausoleums, disinterring the dead, and absconding with the bodies. The purpose behind these terrible deeds is unclear, although it appears to be the work of a singular individual or group. City watch commander Rolent Barrows states that the bodies taken were those recently interred, and as of yet, older gravesites have not been disturbed. In addition to the bodies, valuable personal possessions buried with the corpses have also been taken. The city watch has promised to increase patrols near Morrowan cemeteries, and church officials have begun hiring guards to stand watch through the night.

FOR THE GAME MASTER

The crimes are the work of a trio of unscrupulous former mercenaries calling themselves the Black Triangle. The Black Triangle is comprised of Orran Vaine, a former Cygnaran long gunner; Vessos Ironjaw, a trollkin mercenary who also spent time in the Cygnaran military; and Myrus Rathborne, a disinherited aristocrat and Thamarite sorcerer. The trio has worked together for some time, and its members are loyal to one another. They've survived enough battles and scrapes to learn a thing or two about fighting as a small unit and coordinate their attacks accordingly.

Although Orran Vaine is the de facto leader of the Black Triangle, it is Myrus Rathborne's connection to a local Thamarite sept and his necromantic aspirations that are the driving force behind the group's recent endeavors. Myrus hopes to be accepted into the sept and learn the secrets of creating thralls, but the Thamarite leaders are unwilling to teach him anything until he proves himself both capable and worthy of the knowledge. For his first task, the Thamarite sept asked Myrus to collect corpses for reanimation, a job he has taken to with a will. Orran and Vessos have no loyalty to the Thamarites but are quite happy to aid Myrus in a very lucrative endeavor—the sept pays good coin for fresh corpses. Morrowan corpses are especially prized by the Thamarites and command a premium fee, and the Black Triangle has been targeting Morrowan cemeteries almost exclusively.

The Black Triangle employs a number of common thugs to aid them in their ghastly endeavors. These brutes and ruffians are drawn from the most desperate and morally bankrupt of the city's underworld and are considered completely expendable by their employers. They are useful as back mules and cannon fodder, and the Black Triangle employs up to a dozen at a time.

So far, the Black Triangle has managed to stay one step ahead of the city watch and the Church of Morrow, and it will take heroes with extraordinary luck, skill, and courage to bring them to justice.

ENCOUNTERS

The Black Triangle can serve as potent adversaries for characters at the upper end of the Heroic tier and into the Veteran tier. Since the three members of the group rarely work together all at the same time, the PCs might have to track down each one individually to put an end to their activities.

Guard Duty

HERO-LEVEL COMBAT ENCOUNTER

Encounter Points: 34

Adversaries: Vessos Ironjaw, Gravedigger Thugs (5)

Description: This encounter assumes the PCs have been hired by the Morrowan church to stand watch over a Morrowan cemetery. Alternatively, the heroes could stumble upon the nefarious activities of the Black Triangle, investigate, and attempt to keep the villains from defiling the dead.

The encounter takes place in a cemetery and involves one member of the Black Triangle, Vessos Ironjaw, and a group of thugs hired to help her carry the disinterred bodies. Vessos and her thugs are working in one area of the cemetery while the PCs guard another. The heroes eventually detect the intruders and then move to stop them from defiling the cemetery.

Special Rules/Tactics: Vessos stands guard with two of the gravedigger thugs while the other three work at breaking into a crypt or digging up a grave. Vessos is observant and can be difficult to approach via stealth. When combat starts, she makes good use of Sentry and Find Cover to both avoid attacks and pick off heroes with her scattergun. The gravedigger thugs begin combat with their pistols, seeking cover behind headstones or even in freshly dug graves. Vessos fights until three of the gravediggers are slain or she is forced to use Revitalize. At that point, she abandons the thugs and flees. This might leave the player characters with some captives to question, which can put them on the trail of the Black Triangle and eventually lead them to the Big Score encounter below.

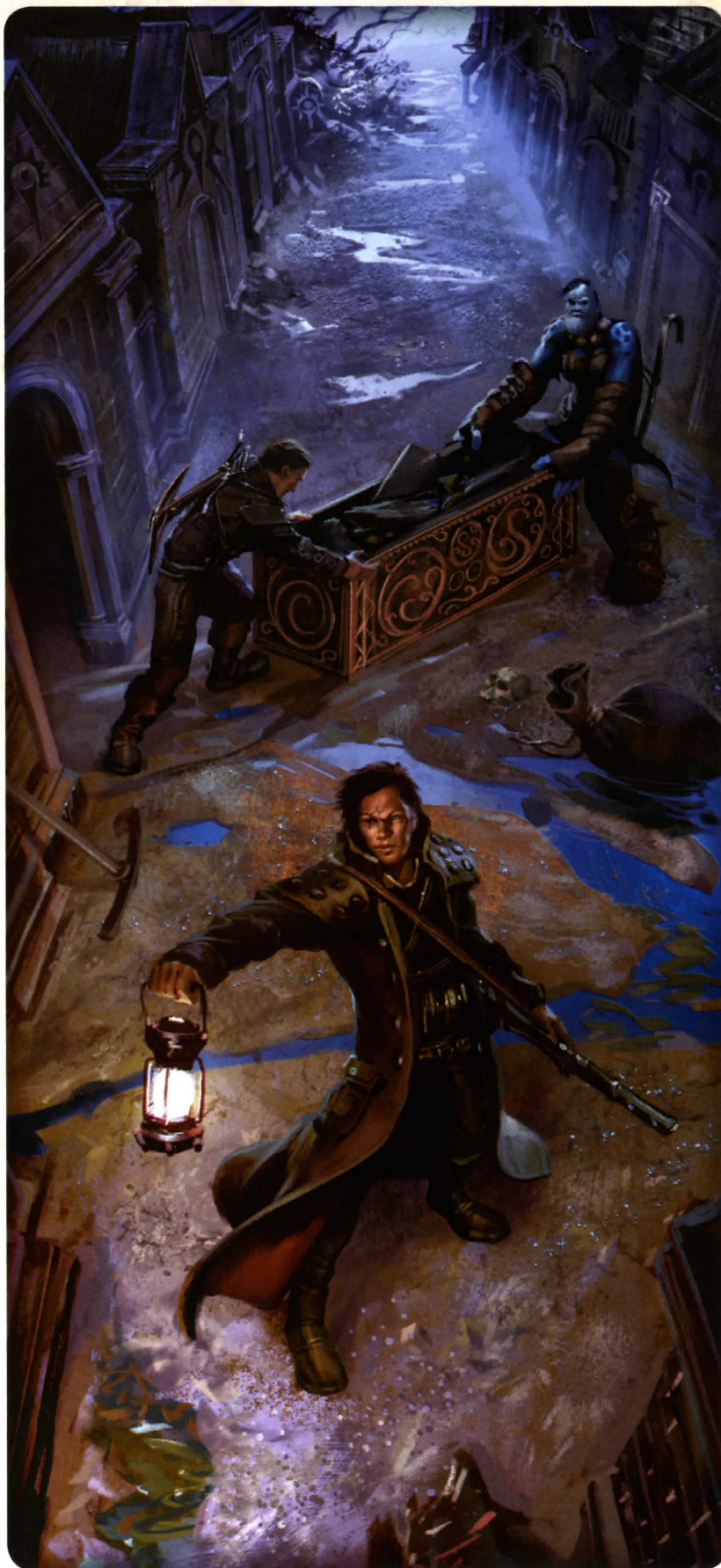
The Big Score

VETERAN-LEVEL COMBAT ENCOUNTER

Encounter Points: 62

Adversaries: Orran Vane, Vessos Ironjaw, Myrus Rathborne, Gravedigger Thugs (5)

Description: The three members of the Black Triangle rarely work together on the same job, but sometimes all their skills are necessary to pull off a particularly daring grave robbery. This encounter assumes the PCs have gotten wind of the Black Triangle's



activities, possibly through the Guard Duty encounter above, and have predicted through careful research where the group might strike next.

This encounter takes place in a sealed crypt or mausoleum that holds the freshly interred corpse of an important Morrowan priest. Since this is a very difficult combat encounter, the PCs should be allowed to set an ambush for the Black Triangle, possibly giving them the edge over the dangerous band of criminals.

Special Rules/Tactics: In this encounter, the PCs attempt to surprise the Black Triangle. The canny heroes let the grave robbers enter the crypt before attacking, leaving the criminals with nowhere to run. Once combat begins, Orran, Vessos, and Myrus pull back and attack the PCs with ranged weapons and spells, sending the gravedigger thugs into melee with the heroes. The Black Triangle's skill with ranged combat, especially the deadly accuracy of Orran Vaine's rifle, could prove lethal here. If the heroes focus too much attention on the gravediggers, they could be cut to pieces.

GRAVEDIGGER THUGS

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	11	13
WILLPOWER	INITIATIVE	DETECT	SNEAK		
9	12	4	5		



SHOVEL

POW	P+S
3	8



PISTOL

RNG	ROF	AOE	POW
8	1	—	10

ABILITIES

Finisher – This character gains an additional die on damage rolls against damaged characters.

VITALITY 6

BASE SIZE SMALL

ENCOUNTER POINTS 4

ORRAN VAINÉ (SKILLED HUMAN RIFLEMAN)

SPD	STR	MAT	RAT	DEF	ARM
7	5	6	7	14	11
WILLPOWER	INITIATIVE	DETECT	SNEAK		
10	16	6	4		



SWORD

POW	P+S
3	8



SCOPED REPEATING RIFLE

RNG	ROF	AOE	POW
17	1	—	10

SKILLS (STAT ALREADY INCLUDED)

Climbing – 7, Survival – 6

ABILITIES

Crackshot – When making a ranged attack against a target that has concealment, cover, or elevation, Orran gains +2 on the attack roll.

Dual Shot – Orran can forfeit his movement during his turn to make one additional ranged attack with a pistol or rifle.

Feat Points – Orran starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Orran can have only 1 feat point at a time.

Marksman – Orran can use a quick action and aim in the same round, but he still has to forfeit his movement to gain the aiming bonus.

Skilled – Orran gains an additional attack during his activation phase if he chooses to attack that turn.

EQUIPMENT

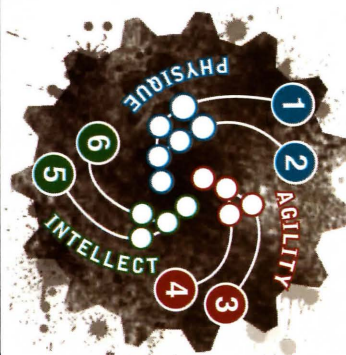
Ammo bandolier, armored great coat, powder and ammunition for twenty shots, scoped repeating rifle, sword, 35 gc

BASE SIZE

SMALL

ENCOUNTER POINTS

16



VESSOS IRONJAW (MIGHTY TROLLKIN SOLDIER)

SPD	STR	MAT	RAT	DEF	ARM
5	7	7	5	11	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		14		6	4



HEAVY PRY BAR

POW P+S

4 11

On a critical hit, the target is knocked down. The heavy pry bar is a two-handed weapon with Reach.



SCATTERGUN

RNG ROF AOE POW

SP8 1 — 12

SKILLS (STAT ALREADY INCLUDED)

Intimidate – 9, Medicine – 5, Survival – 7

ABILITIES

Feat Points – Vessos starts each encounter with 1 feat point. She is allocated 1 feat point at the start of each of her turns. Vessos can have only 1 feat point at a time.

Feat: Revitalize – Vessos can spend 1 feat point during her turn to immediately regain 7 vitality points.

Find Cover – At the start of combat, before initiative is rolled, Vessos can immediately advance up to 2" and perform a quick action to take cover or go prone.

Mighty – Vessos gains an additional die on melee damage rolls.

Sentry – Once per round when an enemy is placed in or moved into Vessos' line of sight, she can immediately make one attack targeting that enemy.

Tough – When Vessos is disabled, roll a d6. One a 5 or 6, Vessos heals 1 vitality point, is no longer disabled, and is knocked down.

EQUIPMENT

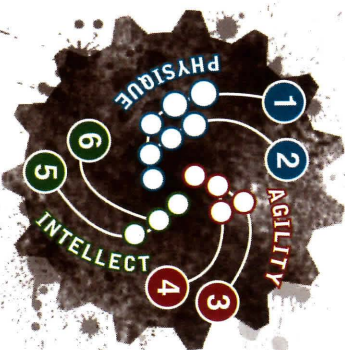
Heavy pry bar, infantry armor, scattergun, powder and ammunition for five shots, 15 gc

BASE SIZE

MEDIUM

ENCOUNTER POINTS

14



MYRUS RATHBORNE (GIFTED HUMAN FIRE SORCERER)

SPD	STR	MAT	RAT	DEF	ARM
6	4	5	4	10	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		14		6	4



DAGGER

POW P+S

1 5



CROSSBOW

RNG ROF AOE POW

10 1 — 12

ARCANE

4

Will Weaver

SKILLS (STAT ALREADY INCLUDED)

Medicine – 5, Survival – 6

ABILITIES

Feat Points – Myrus starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Myrus can have only 1 feat point at a time.

Combat Caster – When Myrus makes a magic attack roll, he gains an additional die. Drop the lowest die of each roll.

Immunity: Fire – Myrus is immune to fire damage.

EQUIPMENT

Crossbow, dagger, leather, quiver with ten bolts, 20 gc

CONTROL AREA

8

BASE SIZE

SMALL

ENCOUNTER POINTS

12

SPILLS

COST RNG AOE POW UP OFF

FIRE STARTER

1 — — — NO *

The spellcaster starts a small fire within the range of the spell and in line of sight. This spell can be used to target an enemy, in which case it requires an attack roll. If the enemy is hit, he suffers the Fire continuous effect.

HOWLING FLAMES

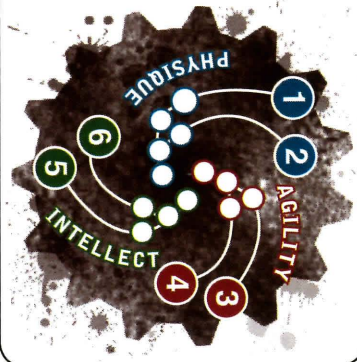
2 SP8 — 10 NO YES

Howling Flames causes fire damage. On a critical hit, the character hit suffers the Fire continuous effect.

WALL OF FIRE

2 CTRL WALL — YES NO

Place the wall template anywhere completely in the spellcaster's control area where it does not touch a character's base, an obstruction, or an obstacle. When a character enters or ends his turn in the wall area, he suffers an unboostable POW 12 fire damage roll and the Fire continuous effect. Characters within the wall template gain concealment.



SEWER SURPRISE

CORVIS CHRONICLES, SOLESH 15TH, 608 AR
SEWERS HIDE UNSEEN THREAT

Authorities have determined that beggars, urchins, and vagrants are falling prey to a mysterious and alarming new threat. This fact would have gone unnoticed—the lowest class of Corvis citizenry is notoriously resistant to census—if it had not been for a rash of particularly grisly discoveries. The bodies of over a dozen men and women have recently been found in various storm drains and culverts throughout the city. Many of these unfortunates have been identified as residents of the waterfront or the notorious Undercity. Although violent death is quite common in these areas, it is the manner in which these victims were slain that has authorities concerned. The bodies appeared to have been mauled by some type of large beast, which experts from Corvis University believe to be reptilian in nature.

Professor Conleth Bray, who is heading up investigations into these strange attacks, is offering a bounty of fifty gold crowns to anyone who can capture or kill the beast or beasts responsible. Interested parties are encouraged to apply at the offices of Professor Bray, Department of Extraordinary Zoology at Corvis University.

FOR THE GAME MASTER

The sewers of Corvis are old and extensive, connecting not only to the vast sunken reaches of the Undercity but also to the dense swamps outside the city walls. From time to time, dangerous swamp-dwelling creatures enter the city's sewers and make a meal out of an unlucky vagrant or beggar. This is usually an isolated incident and such beasts do not stay long in the dank stone tunnels. Now, however, more intelligent denizens of the marsh have made a permanent home beneath Corvis, adapting to the darkness and enjoying a new source of prey.

Over a century ago, a small tribe of gatormen, fleeing the wrath of a better established rival tribe, happened upon one of the massive storm culverts that empty into the marsh. They ventured inside, hoping to escape the notice of their enemies, traveling deeper and deeper into the labyrinthine tunnels of the Corvis sewers. They never emerged again. The descendents of this wayward tribe still live in the sewer depths, and their bodies have changed slowly over the years, adapting to their man-made environment.

With white scales, huge light-sensitive eyes, and lean sinewy bodies, the sewer gatormen hunt the dark tunnels beneath Corvis, snatching unlucky citizens who wander too close to a storm drain or dragging off drunken vagrants who seek shelter in a culvert. These gatormen have lost much of their culture and language and are little more than degenerate—if cunning—savages. Their simple society is matriarchal, and large females have assumed the traditional gatorman roles of both chieftain and bokor. Roughly fifty of these pale gatormen currently live within the sewer tunnels, broken into small tribes of ten to fifteen, each led by a brood mother.

ENCOUNTERS

The sewer gatormen present an unexpected adversary for urban characters expecting to battle more traditional city threats. Although based in Corvis in the text above, the following encounters can be dropped into nearly any large city with a sewer system, whether as part of a larger adventure or simply to add an element of random danger to an urban environment.

Ambush

HERO-LEVEL COMBAT ENCOUNTER

Encounter Points: 30

Adversaries: Sewer Gatorman Warrior (5)

Description: This encounter takes place after dark in an area of the city that sees relatively low traffic after dusk, such as the docks or warehouse districts. These areas are frequented by the sewer gatormen that lurk beneath storm drains, waiting for a potential meal to happen by. The encounter begins when one of the sewer gatormen grabs a character from a storm drain and attempts to drag him beneath the street. When the rest of the player characters rush to aid their companion, the gatormen emerge and attack.

Special Rules/Tactics: The ambushing gatorman in the storm drain makes a Sneak roll with a +2 bonus from the dim light. Give the targeted character a Detection roll to notice the imminent threat at his feet. If the roll fails, the gatorman gains surprise (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*) and can make a single melee attack against the PC. If the targeted character detects the gatorman, initiative is rolled normally and combat begins.

The gatorman attempts to pull the character into the storm drain, grabbing his ankles and dragging him bodily beneath the street. This requires a successful attack roll followed by an opposed Strength roll against the target. If the gatorman wins, the targeted character is knocked down, and on the

following round the gatorman can attempt a second opposed Strength roll to pull him into the storm drain. If the targeted character wins either of the opposed Strength rolls, he pulls free of the gatorman's grasp. It is very likely the rest of the party becomes aware of what is happening after the gatorman's initial attack and can then aid the grabbed character.

Brood Chamber

HERO-LEVEL COMBAT ENCOUNTER

Encounter Points: 35

Adversaries: Sewer Gatorman Brood Mother, Sewer Gatorman Warrior (3), Sewer Gatorman Nestling (5)


Description: This encounter takes place within the labyrinthine sewer tunnels beneath a large city (Corvis, Five Fingers, or any other). The player characters might be in the tunnels for any number of reasons: They might be following a trail after the Ambush encounter above, or they might have been hired independently to seek out and exterminate the sewer gatormen. The player characters find the nesting chamber of a sewer gatorman tribe and must defend themselves from the enraged brood mother and her warriors.

Special Rules/Tactics: This encounter is set in an area with a fairly deep water source, typically a cistern or even a storm drain overflow tunnel. The gatorman warriors start the encounter submerged in the water, gaining a +2 bonus to their Sneak rolls.

Once combat begins, the brood mother sends her warriors to engage the PCs first, while she hangs back to protect the nestlings. If one of the nestlings is wounded or slain, she attacks the offending characters with unrelenting fury.



SEWER GATORMAN NESTLING					
SPD	STR	MAT	RAT	DEF	ARM
5	5	4	2	12	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		12		4	8



BITE	
POW	P+S
1	6

ABILITIES

Amphibious – Sewer gatormen treat water as open terrain and gain concealment while within water.

Distracting – Non-gatorman characters within 1" of a sewer gatorman nestling suffer a –1 penalty to attack rolls.

VITALITY	2
BASE SIZE	SMALL
ENCOUNTER POINTS	1

SEWER GATORMAN WARRIOR

SPD	STR	MAT	RAT	DEF	ARM
5	7	5	3	12	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		13		4	5



BITE

POW	P+S
3	10



TAIL SLAP

POW	P+S
1	8

ABILITIES

Amphibious – Sewer gatormen treat water as open terrain and gain concealment while within water.

Culling Bite – When a sewer gatormen warrior hits a knocked down character with a bite attack, it can roll an extra die on the damage roll and drop the lowest die.

Darksight – Characters in dim light do not gain concealment from a sewer gatormen.

Light Sensitivity – A sewer gatormen suffers a –1 penalty to attack rolls and DEF when in areas of bright light.

VITALITY 8

BASE SIZE MEDIUM

ENCOUNTER POINTS 6



SEWER GATORMAN BROOD MOTHER

SPD	STR	MAT	RAT	DEF	ARM
5	8	6	3	13	16
WILLPOWER		INITIATIVE		DETECT	SNEAK
12		14		4	6



BITE

POW	P+S
4	12



TAIL SMASH

POW	P+S
2	10

On a critical hit, a character hit by this attack is knocked down.

The tail smash has Reach.

ABILITIES

Amphibious – Sewer gatormen treat water as open terrain and gain concealment while within water.

Darksight – Characters in dim light do not gain concealment from a sewer gatormen.

Feat Points – The sewer gatormen brood mother starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. The brood mother can have only 1 feat point at a time.

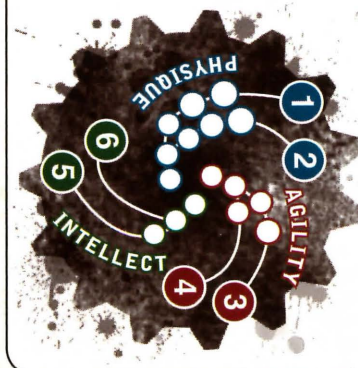
Feat: Tail Whip – The sewer gatormen brood mother can spend 1 feat point to make a tail slap attack against each enemy character in its melee range.

Light Sensitivity – A sewer gatormen suffers a –1 penalty to attack rolls and DEF when in areas of bright light.

Maternal Wrath – A sewer gatormen brood mother gains an additional die on damage rolls against any character that has slain or inflicted damage upon a sewer gatormen nestling during the current encounter.

BASE SIZE MEDIUM

ENCOUNTER POINTS 12



TALONS IN THE DARK

ORDIC OBSERVER, OCTESH 8TH, 608 AR
CLAWED KILLER STRIKES AGAIN!

The city watch has made another grisly discovery in the docks district. The killer dubbed "The Claw" by chief investigator Jorah Miles has struck again, leaving another mangled victim in his wake. This most recent victim, a man named Darius Vickers, is well known along the docks as a harmless lunatic, often seen speaking to himself or carrying on conversations with figments of his derangement. The state of Mr. Vickers' corpse matches that of four others found in the last three months.

Mr. Vickers was dispatched with terrible gashes to the throat and torso, the flesh torn and gouged as if some great beast had mauled him. Like The Claw's other victims, Mr. Vickers' corpse bears a most peculiar and ghoulish wound. The top portion of the skull was removed, quite carefully and with apparent surgical precision, and a portion of the brain was missing. Investigators have determined that this bizarre cranial surgery was performed after Mr. Vickers had expired.

Investigators are at a loss to explain how The Claw chooses his victims and why he treats their corpses in such a manner. Chief investigator Jorah Miles urges all citizens to be alert, especially at night, and to report strange individuals and activity immediately.

FOR THE GAME MASTER

Gavriel di Maro is a monster in human skin, a man consumed and driven by a sickening desire to physically root out the cause of insanity in the unfortunate individuals who suffer its touch. Gavriel was born with his terrible predilections, but war and his family's wealth have afforded him the opportunity to indulge them.

A former Ordic mercenary from a wealthy family, Gavriel spent many years training under his father, a physician of some notoriety, and became a fair medical practitioner in his own right. While serving with the Cygnaran military, he naturally fell into the role of field medic and found his skills much in demand on the battlefields of Llael. But too many soldiers under his care inexplicably died, even those whose wounds did not seem mortal. In addition, Gavriel was accused of performing strange and unnecessary medical procedures on soldiers suffering from shell shock. His family connections and the general chaos of war shielded him from any lasting repercussions from his actions. Gavriel's time in the military came to an end when a Khadoran mortar round nearly killed him. Although he survived, he lost his right arm in the blast.

When Gavriel returned home, the wealth of his family allowed him to be fitted with a mechanika prosthetic that functioned almost as well as his flesh and blood limb. Gavriel quickly found work in a local asylum tending to the mentally disturbed. Gavriel worked for three years at the asylum, and during this time he continued the ghoulish work he had begun as field medic in Llael. His preoccupation with these individuals hinged on a strange belief that they were inhabited by a fell spirit, a demon of malady allowed in by weakness of the flesh.

Gavriel began to perform experiments upon the asylum's most disturbed patients. In secret he attempted to relieve their affliction through various radical surgeries. All ended in failure. Gavriel grew more and more frustrated with his subjects and his lack of success in "curing" them. Eventually



it became clear he would not be able to continue his work in the asylum. Although the conditions there were utterly deplorable and the patients were treated as little more than animals, Gavriel knew his research would eventually be discovered and not even his wealth would keep him from the gallows. He left the asylum to continue his work away from the scrutiny of his peers.

In the six months since he left the asylum, Gavriel has discovered new prey among the unfortunates who live destitute on the streets, having no family connections or anyone to care for them. While some in this condition are customarily taken in by the Church of Morrow, those who are too irrational or subject to periodic violent outbursts are often left to fend for themselves, and it is these poor souls Gavriel has targeted as the perfect subjects for his research. His own derangement has grown, and he no longer seeks to cure his victims. Instead, he wants only to release the dark spirits he believes inhabit their flesh and are the cause of their condition.

Gavriel has created a number of attachments for his mechanika arm to aid him in his work. The first is a simple but effective claw of sharpened steel, which he uses to dispatch his victims. Other attachments include various surgical implements, from scalpels to bone saws, which he employs in his ghoulish surgeries.

To date Gavriel has taken five victims, but the city offers him no shortage of subjects. He feels his work has only just begun.

ENCOUNTERS

Scene of the Crime

HERO-LEVEL INVESTIGATIVE ENCOUNTER

Encounter Points: N/A

Description: This encounter revolves around the PCs examining the body of one of Gavriel's victims. They could simply stumble upon the body in the night, or perhaps one of the heroes has some expertise in these matters and was asked to aid the city watch in their investigations. The crime scene provides many clues to characters with the right skills and can start them on the trail of Gavriel di Maro.

The PCs should be aware of Gavriel's murders, either having read about them in the dailies or simply heard people talk about the crimes on the street. The body the PCs examine is in the same state as the one described in the news article. The flesh has been gouged deeply by what appears on first glance to be the claws of a beast. The top of the skull has been removed and a portion of the brain taken.

Special Rules: PCs can determine a great deal of information with an examination of the body and an INT + Medicine roll. The amount of information gained depends on the total rolled.

A character rolling a 12 or more can discover that the top of the skull was removed with a bone saw or similar medical instrument. It was done postmortem and with extreme care by someone with a keen understanding of the operation.

A character rolling a 14 or more can discover that although the gouges look like claw marks, the cuts are too regular, and the edges of the wounds too clean. This suggests a sharpened instrument of some kind.

A character rolling a 15 or more can discover that the placement of the wounds suggests the victim was taken unaware and dispatched by a single strike from the clawed instrument to the throat. There are no defensive wounds on the victim.

In addition to what they can learn examining the body, the PCs can learn some information about the victim with an INT + Research roll and time spent questioning people in the area. The amount of information gained depends on the total rolled.

A character rolling a 10 or more can discover that the victim was named Horatio Bennett and was a vagrant who lived in the area.

A character rolling a 12 or more can discover that Horatio spent some time in a local asylum. His only living relative, a sister, placed him there in hopes he might be cured.

A character rolling a 14 or more can discover that the last two victims, both killed in the same area, were similar to Horatio—homeless vagrants with a history of mental illness.

If the PCs are inclined to bring Gavriel di Maro to justice, they need to delve into the nature of these crimes. With enough research and time, they might even track down and confront the deadly killer.

GAVRIEL DI MARO (VETERAN HUMAN CUTTHROAT/INVESTIGATOR)

SPD	STR	MAT	RAT	DEF	ARM
7	5 (7)	8	8	17	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		17		8	8



MECHANIKA CLAW

POW P+S

3 10



REPEATING PISTOL

RNG ROF AOE POW

8 1 — 10

SKILLS (STAT ALREADY INCLUDED)

Disguise - 7, Forensic Science - 7, Mechanical Engineering - 7, Medicine - 7, Streetwise - 7

SOCIAL SKILLS (RANKS):

Etiquette - 1, Interrogation - 2, Intimidation - 3, Negotiation - 2

ABILITIES

Ambidextrous - Gavriel does not suffer the normal attack roll penalty with a second weapon while using the Two-Weapon Fighting ability.

Anatomical Precision - When Gavriel hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

Astute - Gavriel can reroll failed Detection rolls. Each failed roll can be rerolled only once as a result of Astute.

Backstab - Gavriel gains an additional die on his back strike damage rolls.

Blood Spiller - Gavriel gains +2 on damage rolls against living characters.

Preternatural Awareness - Gavriel's uncanny perception keeps him constantly aware of his surroundings. He gains boosted Initiative rolls. Additionally, enemies never gain back strike bonuses against Gavriel.

Prowl - Gavriel is virtually invisible while in the shadows or in terrain that grants a degree of concealment. He gains stealth (Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Quick Work - When Gavriel disables one or more characters with a melee attack, immediately after that attack is resolved he can make one normal ranged attack.

Sidestep - When Gavriel hits an enemy character with a melee weapon, he can advance up to 2" after the attack is resolved. He cannot be targeted by free strikes during this movement.

Skilled - Gavriel gains an additional attack during his Activation Phase if he chooses to attack that turn.

Virtuoso - When making an attack with his prosthetic claw, Gavriel gains an additional die on his attack and damage rolls. Discard the lowest die of each roll.

EQUIPMENT

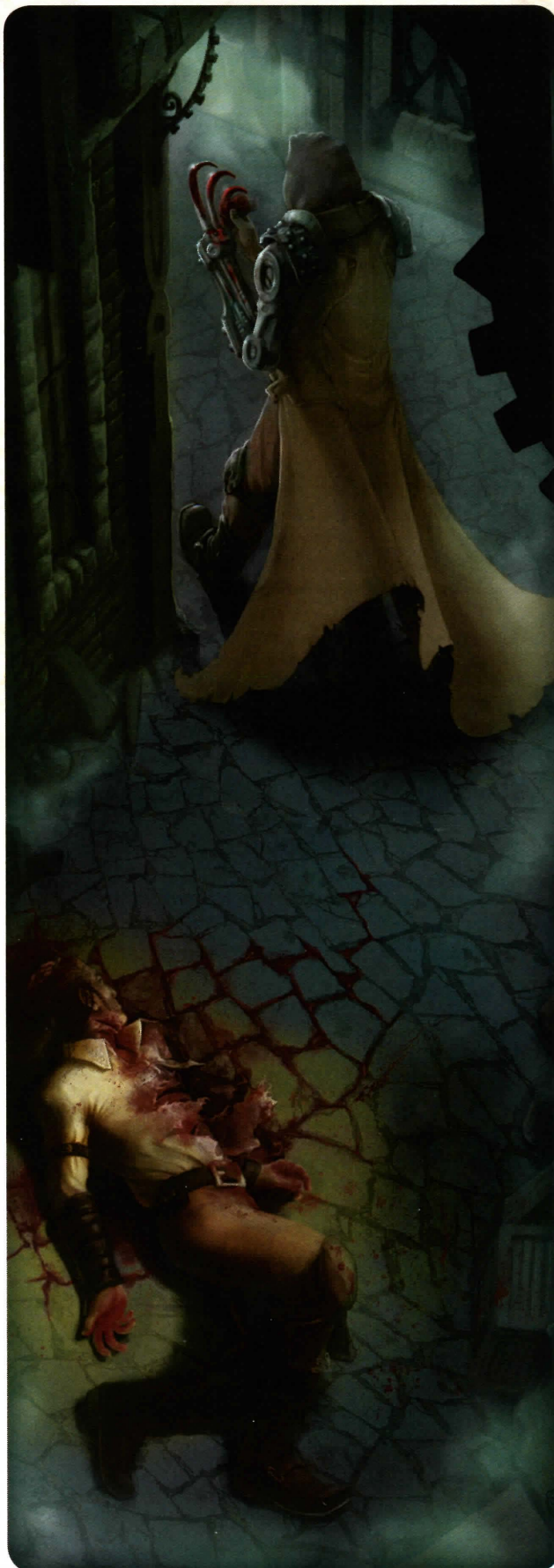
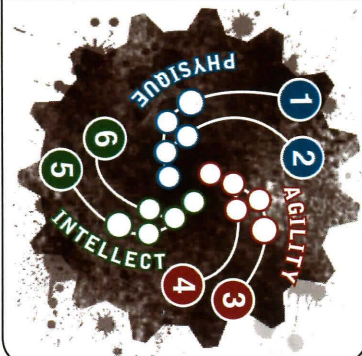
Armored great coat, mechanika arm with claw attachment, repeating pistol, powder and ammunition for five shots

BASE SIZE

SMALL

ENCOUNTER POINTS

23



EXPLOSIVE YIELD

KORSK KORRESPONDENT, GLACEUS 4TH, 608 AR NEW PLAGUE OF EXPLOSIVE BEASTS!

Numerous explosions have rocked Korsk in recent days, creating widespread panic and fear of enemy attack. The explosions have been traced not to political dissidents or enemy troops but instead to a seemingly innocuous infestation of rat-like creatures known as skiggs. Apparently, the beasts are attracted to blasting powder and devour it at every opportunity. The blasting powder creates a volatile mixture within the skigg so that it explodes violently if injured.

Obviously, these beasts represent a threat to the war effort, since they can damage precious munitions and equipment. Premier Horscze reminds us that it is up to the citizens of Korsk to band together and capture these creatures for proper disposal. He also promises additional food and coal to those loyal citizens of the Motherland who can accomplish this task.

FOR THE GAME MASTER

Skiggs are small rodent-like animals native to swamps and marshes throughout western Immoren. They are also found in urban environments thanks to a strange dietary predilection: they are attracted to and eagerly devour blasting powder. The substance is poisonous to most creatures, and it would normally be rendered inert by the digestive process. A skigg's unique physiology actually increases the explosive yield and instability of blasting powder, turning the creature into a tiny walking bomb. A skigg that has consumed a sufficient amount of blasting powder violently explodes if struck or even shaken violently.

Skiggs have become common pests in many western Immoren cities. Because they can be so dangerous when exposed to blasting powder—a common substance in urban environments—most cities offer a bounty on the little beasts. The creatures breed so quickly a city can be all but overrun in a matter of months.

Social animals, skiggs gather in small groups called nests that contain between ten and twenty individuals. Although their natural habitat is marshland, urban skiggs congregate near their favorite food. Nests of skiggs are found in powder mines, ammunition factories, military warehouses, and anywhere blasting powder can be found in large quantities. Not surprisingly, those who operate or own these establishments will do everything in their power to carefully remove the skiggs threatening their facilities.

ENCOUNTERS

Skiggs represent a good challenge for Hero-level urban encounters. They are not overly dangerous individually, but their explosive physiology makes them an unpredictable threat. In addition, PCs might be forced to resort to less-lethal means of dealing with the skiggs lest they set off a lethal chain of explosions.



Exterminators

HERO-LEVEL COMBAT ENCOUNTER

Encounter Points: 27

Adversaries: Skigg (9)

Description: This encounter is a simple one. The PCs must clear out a nest of skiggs from a local warehouse. Although the warehouse contains no blasting powder, the skiggs attack any characters carrying the substance, increasing their explosive potential as a result. The PCs' motives for clearing out the skiggs can be simply mercenary, collecting the standing bounty on skiggs that exists within most cities. Typically, such bounties pay 5 gc per skigg.

Special Rules/Tactics: The skiggs in this encounter start with no powder tokens, but once disturbed they eagerly attack PCs armed with firearms to get at their blasting powder. The skiggs generally ignore characters not carrying blasting powder. Once they've gained powder points from successfully attacking those carrying blasting powder, the skiggs become much more dangerous.

Powder Keg

HERO-LEVEL COMBAT ENCOUNTER

Encounter Points: 34

Adversaries: Skigg alpha (2), skigg (8)

Description: In this encounter, the PCs are forced to deal with skiggs in a volatile environment such as a powder factory or even a ship's powder magazine. Here the skiggs have already gorged on powder and are primed to blow. In addition, the presence of the skigg alphas makes the situation even more dangerous, and incautious PCs could easily cause an accidental explosion. In this setup, the PCs should know going in how dangerous the skiggs can be and that they'll have to subdue the creatures rather than kill them.

Special Rules/Tactics: In this encounter, all the skiggs start with three powder tokens, making them absolutely lethal if they explode. The skiggs are completely gorged on powder and are relatively docile—they won't attack the PCs and temporarily lose the Powder Fiend ability. Still, the PCs need to capture the skiggs alive and remove them from their volatile environment. How they choose to do that defines the adventure. They could simply try to grab the little beasts and shove them into sacks or cages, but the skiggs don't cooperate. A character attempting to grapple a skigg risks it exploding in his face. If the initial grapple attack hits, the skigg explodes on a roll of 1 on a 1d6. Once grappled, a skigg can be transferred into a cage or bag without incident.

SKIGG

SPD	STR	MAT	RAT	DEF	ARM
6	3	4	1	13	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		13		6	6



BITE

POW	P+S
3	6

ABILITIES

Explosion – When a skigg with any powder tokens suffers damage from any source, roll a d6. On a roll of 1 or 2, the skigg explodes (and dies instantly). Place an AOE over the skigg. Any characters beneath the AOE suffer a damage roll. The size of the AOE and the POW of the damage roll depends on the number of powder tokens the skigg currently possesses:

- 1 Powder Token: 3" AOE, POW 8
- 2 Powder Tokens: 4" AOE, POW 10
- 3 Powder Tokens: 5" AOE, POW 12, characters that suffer damage from the explosion are knocked down.

Powder Fiend – A skigg automatically detects the presence of blasting powder within thirty-six feet (6"). It gains a +2 bonus to melee attack rolls against any character carrying blasting powder. If the skigg hits such a target, it gains a powder token. A skigg can have up to three powder tokens.

One powder token represents approximately one ounce of blasting powder. This is equivalent to four light rounds, three heavy rounds, two shot rounds, or a single slug round or grenade. A character damaged by a skigg loses the appropriate amount of ammunition.

Scamper – When a skigg is missed by an enemy melee attack, it can advance up to 2" after the attack is resolved. The skigg cannot be targeted by free strikes during this movement.

VITALITY	4
BASE SIZE	SMALL
ENCOUNTER POINTS	3

SKIGG ALPHA

SPD	STR	MAT	RAT	DEF	ARM
6	4	5	1	14	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		14		6	6



BITE

POW	P+S
4	8

ABILITIES

Explosion – See skigg.

Powder Fiend – See skigg.

Scamper – See skigg.

VITALITY	6
BASE SIZE	SMALL
ENCOUNTER POINTS	5

THE SERVANTS OF THAMAR

ADVOCATES OF THE DARK GODDESS

Many individuals choose the dark Volition at some point in their lives, taking a turn toward selfishness and greed instead of working to aid their fellow man. The Morrowans call these people the children of Thamar because her domain encompasses vice, villainy, and sin. Thamarites, on the other hand, view themselves as pragmatic seekers after truth, since they are not blinded by self-imposed illusions and false comforts. To them Thamar represents free thought, a life lived to its fullest outside the laws of society, and limitless potential. They follow a path that takes them into the darkest corners of society, and in those shadows they find power, knowledge, and—for the most devoted few—eventual enlightenment.

Thamar is a complex goddess whose philosophy goes hand in hand with Morrow's own. Both agreed on the limitless potential of the human soul. Ultimately, Morrow became a prophet of enlightened benevolence and a bastion of civilization. His was a stabilizing influence, a creed that promoted order and governing systems that strive toward the betterment of the many, requiring sacrifices of the few. Thamar remained outside society, independent, suspicious of tyranny, and encouraging defiance and asking difficult questions. According to her teachings, the only means to attain true freedom is to cast off all rules and find one's own path.

Unsurprisingly, Thamar's teachings took root in the alleyways of the great cities. The goddess and her scions became patrons of exiles, lawbreakers, outlaws, and the criminal underworld. Her devotees hold up a dark mirror to accepted society. Each person must look to his own interests and be ready to eliminate all obstacles to reach his goals.

All routes to power are valid by Thamarite teachings, and in the Iron Kingdoms power is concentrated in the sprawling cities. Thamar's teachings appeal to those who exploit circumstances for their own gain, whether they are bent on seizing wealth or gaining influence over others. Thamarite cults have taken hold in the cities of western Immoren, countless in their proliferation and each distinct in its beliefs.

Many of these cults are private and exclusive, some consisting of only a few members drawn to a scion who speaks to the ambition in their souls. Other cults draw dozens, hundreds, or even thousands to a common creed. Purists insist that the larger cults can never be true to Thamar's words, since its members have given up individuality to reach common accord. But in reality, few Thamarites seek true enlightenment. Most hope only to survive, prosper, and destroy their rivals. All septs must have both leaders and

followers, and no septs survive long enough to prosper with too many of the former.

Most who worship Thamar do so by simply hoping for her protection and favor. The street gangs that struggle in the poorer neighborhoods fight daily to defend their turf, and criminals seek anything that can give them an edge in this brutal existence. Prayers to a scion such as Khorva, Drayce, or Bolis are thought to bring luck and the occasional guiding hand. To those involved in crime, the religion of ordinary society has nothing to offer them, whereas Thamar accepts the reality of their lives and offers a place for them in Urcaen after death. As the most accepting goddess, Thamar welcomes all. Her worship is pervasive anywhere people must make necessary moral compromises to survive.

Some cultists wear the Ternion brand physically on their flesh to prove their devotion, although this is common only among street gangs and with certain criminal enforcers who have deliberately abandoned civilization. By wearing the brand, they establish that there is no going back. Those with this mark are rejected and shunned by ordinary citizens and potentially even hunted by the Order of Illumination.

The most successful and intelligent Thamarite cultists are more subtle and conceal their affiliation. If they maintain a shrine or the symbols of Thamar and a patron scion, these are kept in a hidden place. These individuals live a double life, practicing their worship of Thamar in secret and appearing as ordinary citizens to their neighbors, often regularly attending Morrowan services to keep their true affiliation secret.

The leaders of the Thamarite septs walk between ordinary life and the underworld at will and have become masters of persuasion and subversion. They understand that the encouragement of corruption is the greatest of Thamar's lessons. According to these teachings, corruption is a tool by which a Thamarite can break through the self-imposed restraints most people have accepted, a kind of willing mental enslavement. Corruption is a way to remove the blindfold to truth.

By encouraging vice and temptation, Thamarites known as advocates are able to reach the minds of those who might otherwise reject the Thamarite message and show them the hypocrisy of their lives. In time, they break down notions of morality and encourage others to follow their dark Volition and eventually see the truth of Thamar's teachings. One of the capital goals of these advocates is to convert staunch Morrowans into faithful Thamarites.

Because of this practice, advocates are directly hunted by the Order of Illumination and considered a primary threat to the Church of Morrow. Although worshiping Tamar is not illegal, the agents of the Church are empowered to prevent it. For this reason, all advocates live dangerous lives and continually put their freedom and their lives on the line for their beliefs.

Those few devoted Tamarites who actually seek enlightenment require knowledge and lore. These individuals are hunters of truth, including knowledge others have forbidden. They understand that the Gift of Magic was the greatest achievement of Tamar and that through arcane study the handiwork of the goddess can be discovered. This requires exploring libraries, crypts, vaults, and tombs and unearthing manuscripts sealed away by the arcane orders.

Necromancy is a valuable study because it is one of the oldest arcane practices and contains fundamental answers to mysteries of the flesh and the soul. Several large and prominent Tamarite septs are entirely dedicated to the study of necromancy as advocated by Scion Delesle. Even those who do not take up the study of death magic as their life's work might dabble in its practices or seek to learn some of its secrets.

Most advocates disavow the practice of infernalism as a seductive trap for the unwary, as infernals attempt to manipulate Tamarites even as Tamarites manipulate others. Though the writings of infernalists and ancient texts related to their practice are considered invaluable sources of occult lore, making contact with and negotiating with infernals is left to the most knowledgeable and formidable arcane practitioners or, more commonly, to self-deluded fools. Most Tamarites do not hope to emulate Scion Ekris, since the result is usually enslavement rather than empowerment and liberation. Nonetheless, infernals inarguably have greater mastery of the arcane than any mortal agency, making consulting them a persistent temptation. Both necromancy and infernalism are deemed black magic by the Church of Morrow and are punishable by death, and possession of tomes related to these arts can incur the same sentence.

There are many routes to knowledge and power, and some of the most effective require fitting in, making friends, and becoming allies with those already in power. Patience and intelligence are the watchwords of the leaders of Tamar's secret septs. Even Illuminated Ones are reluctant to act without at least some proof of wrongdoing, and the most subtle Tamarite advocates keep their hands clean. They encourage corruption and vice among others but are careful that their own deeds remain unseen.



THAMARITE ADVOCATE

PREREQUISITES: HUMAN (THAMARITE), GIFTED

STARTING ABILITIES AND SKILLS	Special: A starting Tamarite Advocate cannot take Warlock as his second career. Abilities: Corruptor, Imbue Weapon, and Language (Telgesch) Military Skills: Hand Weapon 1 or Pistol 1 Occupational Skills: Lore (Tamarite) 1 and choose two of the following: Deception 1, Etiquette 1, Lore (any subject) 1, Research 1, Seduction 1, or Thrall Crafting 1 Spells: Bleed and Ashen Cloud
STARTING ASSETS	100 gc
THAMARITE ADVOCATE ABILITIES	Black Tongue (p. 68), Corruptor (p. 68), Dark Scribe (p. 68), Ghost Shield (p. 68), Grave Man (p. 68), Haruspex (p. 68), Imbue Weapon (p. 68), Inscribe Thrall Rune (p. 68), Iron Will, Language, Necromancer (p. 68), Shadow Magic, Soul Taker (p. 68), Soul Thief (p. 69)
THAMARITE ADVOCATE CONNECTIONS	Connections (Tamarite Sept)
THAMARITE ADVOCATE MILITARY SKILLS	Hand Weapon 3, Pistol 3
THAMARITE ADVOCATE OCCUPATIONAL SKILLS	Bribery 4, Cryptography 4, Deception 4, Disguise 3, Etiquette 3, General Skills 4, Interrogation 2, Law 4, Medicine 2, Negotiation 4, Oratory 4, Research 4, Seduction 4, Sneak 3, Streetwise 3, Thrall Crafting 4

Tamarite Advocates are the most devoted followers of the dark goddess and serve as the equivalent of priests among her septs. They are frequently the leaders of Tamarite cults, although just as often they work alone and strive to achieve enlightenment and to tempt others into the faith through corruption. Advocates do not draw on divine power the way priests do, blindly and based on rote ritual. Rather, they seek to understand the fundamental building blocks of the world itself through arcane means. Understanding the Gift of Magic requires intelligence and systematic study, but this is also a sacred process to advocates. They are always eager to explore the occult, to understand the mysteries of the shaping of the world and thereby become like gods themselves, even as Thamar and her scions once did.

Of course, the path to enlightenment is long and has many twists and turns, often requiring an advocate to seek gullible or at least cooperative allies and to delve into dangerous places. Advocates frequently become leaders or advisors in criminal circles, lending their power to those outside of ordinary society who understand the need for discretion and pragmatism. Advocates are quite willing to broker deals with such people, aiding them in reaching their goals as long as the favor is returned. Such groups often run afoul of the law as well as the dangerous agents of the Church of Morrow, who see their work as inherently subversive and dangerous. Life as an advocate is always perilous, but for the most intelligent and shrewd this path can lead to powers beyond the reckoning of other mortals.

Playing a Tamarite Advocate: The quest for power and knowledge demands a heavy price. A character with the Tamarite Advocate career often must keep his devotion to Thamar a secret. While the worship of Thamar is at best

tolerated in most civilized nations, the penalties for actually practicing black magic are incredibly severe. There are also those who will execute any Tamarites they encounter out of hand, regardless of the laws of their kingdom. Therefore, a wise Tamarite Advocate takes pains to conceal his identity and pursues his nefarious activities in secret.

Tamarite Advocates can commonly be found at the head of certain criminal enterprises, but they also dabble in politics, espionage, and professions engaged in esoteric research. Tamarite Advocates choose secondary careers that either accentuate their existing skills or give them access to important resources, station, or cover identities. Tamarites engaged in criminal activities choose Bounty Hunter, Cutthroat, or Thief, gaining access to valuable skills and potentially a network of useful henchmen. Tamarite advocates who seek to cultivate a more upstanding cover identity might take the path of the Aristocrat, Investigator, or Spy and become true masters of silver-tongued manipulations. Intellectually minded Tamarite Advocates choose Arcane Mechanik or Arcanist as a secondary career, increasing their ability to wield magic and expanding their knowledge of the arcane.

As a Tamarite Advocate becomes more experienced and powerful, he becomes better able to manipulate soul energy to his advantage. Abilities such as Soul Taker and Soul Thief grant him access to a steady stream of soul energy, and abilities such as Ghost Shield allow him to use this stolen power to protect himself. Perhaps even more potent than the ability to harness and use souls is the Tamarite Advocate's mastery of the undead. Veteran Advocates can create powerful thrall servitors through abilities such as Dark Scribe, Inscribe Thrall Rune, and Necromancer.



THAMARITE ADVOCATE SPELLS

Tamarite Advocates can learn spells from the following list.

COST 1	Fire Starter, Grave Whispers (p. 69), Influence, Soul Mark (p. 70)
COST 2	Ashen Cloud, Banishing Ward, Bleed (p. 69), Bone Shaker (p. 69), Chiller, Cloak of Fear (p. 69), Dark Fire (p. 69), Devil's Tongue (p. 69), Occultation, Telgesht Mark (p. 70), True Sight
COST 3	Affliction (p. 69), Dominate Undead (p. 69), Entropic Force (p. 69), Ghost Shroud (p. 69), Hellfire (p. 70), Hex Blast, Star Crossed (p. 70), Stygian Abyss (p. 70)
COST 4	Annihilation (p. 69), Death Field (p. 69), Overmind

TELGESH

Telgesht is a sacred and a mystical language of great importance to Thamarites. It is thought to have played a key role in Thamar's own ascension as she began to unravel the occult mysteries underlying reality. The development of the unique alphabet of Telgesht was based on research into older languages, including studies of the writings of the ancient kingdom of Morrdh. This language is not employed as an ordinary means of communication and is rarely spoken aloud except in certain mystical rituals or prayers. Most Thamarites consider use of the tongue for common purposes to be disrespectful and even dangerous. The letters and words of Telgesht have inherent power and their casual use has unpredictable consequences, including gaining the attention of Thamar and her scions.

The sigils of Telgesht have certain shared elements and similarities to the mystical alphabets used by conventional arcanists. This is no coincidence, since it is thought that the runes discovered after the Gift of Magic are an evolution of Telgesht passed to humanity to enable humans to more easily control arcane forces. Arcanists of other faiths downplay or dismiss this similarity. Sigils of Telgesht are particularly useful in the practice of necromancy, arguably the eldest arcane art, and they are frequently employed as part of the animating process of creating undead. Thamarite advocates believe this is only one of many applications of these sigils, the understanding of which is an ongoing and never-ending process.

NEW ABILITIES

BLACK TONGUE

Prerequisite: None

The character gains an additional die on social rolls against infernals. Discard the low die in each roll.

CORRUPTOR

Prerequisite: None

The character gains a feat point when he corrupts another character. Exactly what qualifies as corrupting another is determined by the Game Master. Corruption might include causing another person to break a vow, embrace personal gain over the interests of others, act out of hatred or base passion, break moral or societal taboos, willfully deceive another, accept a bribe, or engage in similar moral lapses. The character should never gain a feat point for corrupting an individual the same way twice. The character should always encourage others toward greater corruption.

DARK SCRIBE

Prerequisite: Inscribe Thrall Rune, Thrall Crafting 2

The character is well practiced in the art of inscribing thrall runes. He can create thralls in half the normal time.

GHOST SHIELD

Prerequisite: Ability to gain souls

The character gains +1 ARM for each soul token he currently has.

GRAVE MAN

Prerequisite: None

The character gains an additional die on social rolls against undead characters. Discard the low die in each roll.

HARUSPEX

Prerequisite: PER 6

Through ritualized dissection, the character can catch glimpses of the future in the entrails of a freshly slain creature. The corpse of an animal provides only brief and indistinct hints of the future, so to glimpse any true portents this craft requires the corpse of an intelligent creature, such as a man. Though the character does not need to personally kill his subject, the subject must be fresh at the start of the ritual.

The ritual lasts for one hour, during which time the character cannot be disturbed. After this time has passed, the character expends a feat point and makes an ARC roll against a target number of 14. If he succeeds, he gains insight into the future. If he fails, nothing happens and he gains no insight from this corpse. If the character is working with a creature without human intellect, increase the target number for this roll to 17.

The insight gained is quite vague, unless the Game Master wishes to impart significant information as part of the development of his story. The glimpses of the future might hint toward possible outcomes or provide specific, if limited, information. The information could also seem misleading, its truth revealed only in retrospect.

The use of this ability by unscrupulous cultists could also provide a compelling hook for a scenario, such as the story of a mad Thamarite priest who dispatches his cult of thugs to round up the downtrodden from the streets to gain insight into some apocalyptic tragedy about to befall his city.

IMBUE WEAPON

Prerequisite: None

The character can imbue a non-mechanical melee weapon with his arcane energy. The weapon becomes a personal focus for his power and is considered to be a magical weapon and Blessed while in his hand. (When making an attack with a weapon with the Blessed ability, ignore spell effects that add to a character's ARM or DEF.)

The character can only imbue a weapon that either he crafted himself (with the use of the Craft skill) or that he consecrated (in the case of Thamarites, this means used to ritually slay an intelligent living creature). Imbuing the weapon requires a three-hour-long ritual during which time the character cannot be disturbed. After this time has passed, the character expends a feat point and makes an ARC roll against a target number of 14. If he succeeds, the weapon is imbued. If he fails, he can try again after another hour of meditation without expending another feat point.

A character can have only one imbued weapon at a time. If he imbues another, the previously imbued weapon permanently loses all benefits from this ability.

INSCRIBE THRALL RUNE

Prerequisite: Thrall Crafting 1

The character can inscribe thrall runes. See "Crafting Thralls" (p. 71).

NECROMANCER

Prerequisite: Inscribe Thrall Rune, Thrall Crafting 2

The character can reroll failed Thrall Crafting rolls. Each failed roll can be rerolled only once as a result of Necromancer.

SOUL TAKER

Prerequisite: None

The character gains one soul token when a living character is destroyed in his command range. The character can have up to three soul tokens at a time and can spend soul tokens like feat points. If the character has the Will Weaver tradition, he can spend a soul token at any time to remove a fatigue point. If the character is a Focuser, he can spend soul tokens like focus points.

SOUL THIEF

Prerequisite: INT 6, Soul Taker

The character can make a quick action to steal a soul token from another character in his command range. When the character uses this ability, he makes a contested Willpower roll against the other character. If he fails, nothing happens. If he succeeds, remove one soul token from the other character and give it to this character. The character can never have more than three soul tokens as a result of Soul Thief.

NEW SKILL

THRALL CRAFTING (INTELLECT)

Thrall runes are the complex arcane writings required to animate undead servitors and give them a modicum of free will. A character who masters these runes can cause the dead to rise.

Untrained Thrall Crafting: The animation of the undead is complex, taxing, and very messy. Thrall Crafting cannot be used untrained.

Thrall Crafting Rolls: Thrall Crafting rolls are made when a character attempts to create a thrall (p. 71). The skill can also be used to identify thrall runes on engineered undead and to determine the amount of effort that went into their creation.

To create thralls, a character also needs the Inscribe Thrall Rune ability to put theory into practice.

When a character attempts to use this skill, make an INT + Thrall Crafting roll against a target number set by the Game Master to determine if the roll is a success.

Assisted Thrall Crafting Rolls: When working as a team to create an army of unliving servants, the players must select one character to lead the thrall creation efforts. Each character makes his own INT + Thrall Crafting roll. For each character who had a result of 15 or higher, add 1 to the result of the character who led the team.

NEW SPELLS

	COST	RNG	AOE	POW	UP	OFF
AFFLICTION	3	8	—	—	YES	YES
When a damage roll resulting from a direct hit fails to exceed the ARM of the affected character, that character suffers d3 damage points.						
ANNIHILATION	4	10	3	10	NO	YES
Characters hit suffer a POW 10 damage roll. If the spellcaster can gain soul tokens, he can claim the soul tokens of characters destroyed by this spell regardless of range.						
BLEED	2	8	—	10	NO	YES
When this spell damages a living character, the spellcaster regains d3 vitality points.						

BONE SHAKER 2 8 — 12 NO YES

When this spell destroys living or undead character, the spellcaster can immediately make a full advance toward the destroyed character followed by a normal melee attack. The destroyed character is then removed from the table. The destroyed character cannot be targeted by free strikes during this movement.

CLOAK OF FEAR 2 SELF — — YES NO
The spellcaster gains Terror [Willpower +2].

DARK FIRE 2 10 — 12 NO YES
If the spellcaster can gain soul tokens, he can claim the soul tokens of characters destroyed by this spell regardless of range.

DEATH FIELD 4 SELF — — NO NO
The spellcaster gains Dark Shroud. While within eighteen feet (3") of the spellcaster, friendly characters also gain Dark Shroud. (While in the melee range of a character with Dark Shroud, enemy characters suffer -2 ARM.) Death Field lasts for one turn.

DEVIL'S TONGUE 2 SELF — — YES NO
The spellcaster gains boosted Deception rolls.

DOMINATE UNDEAD 3 10 — — YES NO
The spellcaster makes a contested Willpower roll against a target undead enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, his player takes control of the character hit. The spellcaster immediately makes a full advance with the undead character followed by a normal melee attack, then Dominate Undead expires.

ENTROPIC FORCE 3 SELF CTRL — — YES NO
While in the spellcaster's control area, other characters lose Tough and cannot regain vitality.

GHOST SHROUD 3 SELF — — YES NO
The spellcaster gains +2 DEF and Poltergeist. (When an enemy misses a character with Poltergeist with an attack, immediately after the attack is resolved the spellcaster can choose to push the enemy d3" directly away him.)

GRAVE WHISPERS 1 SELF — — YES NO
The spellcaster can speak to the dead. When he casts the spell he must be touching the skull or head of the deceased individual he wishes to contact. If the skull has been destroyed, no contact is possible. Likewise, if the deceased individual's soul has been destroyed or is otherwise inaccessible, no contact is possible.

Casting this spell awakens the spirit of the deceased to talk to the spellcaster. The spirit is not bound to speak and might simply ignore the spellcaster, especially if it has been dead for some time. If the spirit replies, it speaks in a chilling, displaced whisper audible to all in the spellcaster's vicinity. Even if the spirit speaks, the spellcaster understands the spirit only if he knows the language it is speaking.

For Game Masters, this spell can be an incredibly powerful tool for storytelling, but it can also become a hindrance. If its use would foil the plot of a story, you can always choose to have the spirit act uncooperatively or incoherently. Death,

especially violent death, can mar a spirit's psyche with madness, dementia, rage, mindless terror, or amnesia. The spirit might also choose to lie for its own reasons.

HELLFIRE 3 10 — 14 NO YES

A character hit by Hellfire must make a Willpower roll against Terror with a target number equal to the spellcaster's Willpower +2.

SOUL MARK 1 8 — — YES YES

The spellcaster can automatically sense the presence and direction of the target living character while the living character is within fifty feet for each point of his ARC stat. Additionally, if the spellcaster can gain soul tokens and the living character is destroyed, the spellcaster can claim the soul token of the destroyed character regardless of range or the proximity of other characters.

STAR CROSSED 3 SELF CTRL — NO NO

While in the spellcaster's control area, enemies gain an additional die on attack rolls. Discard the highest die of each roll. Star-Crossed lasts for one round.

STYGIAN ABYSS 3 10 — 12 NO YES

On a critical hit, the character hit suffers Shadow Bind for one round. (A character suffering Shadow Bind suffers -3 DEF, and for one round when he advances he cannot move except to change facing.)

TELGESH MARK 2 6 — — YES NO

The spellcaster can channel spells through the affected friendly character while the friendly character is in his control area. (See "Channeling" in the Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules.)

ADVENTURING COMPANY

THAMARITE SEPT

The characters in this company are part of a small Thamarite cult. They could be an organized gang of cutthroats and street assassins who sacrifice their victims to the Dark Goddess, a group of shadowy occult investigators struggling to uncover the secrets of Urcaen and earth while keeping beyond the reach of the Order of Illumination, or a pack of scheming aristocrats who stop at nothing to achieve their aims. Whatever their vocation, the characters can call upon a wealth of arcane power in addition to their own natural talents and contacts.

Requirements: The characters in the party must either be devotees of Thamar or irreligious in their outlook. Priests, Shamans, Warlocks, and the faithful of other gods cannot join this company. At least one character in the company must be a Thamarite Advocate, and only Thamarite Advocates are true members of the sept. All others are expendable pawns in their service, whether they know it or not. The players of Thamarite Advocates should choose the nominal leader of the group among themselves.

Benefits: The company begins with a secret lair, likely in some subterranean sewer network, desolate slum, or

aristocratic demesne. This lair includes a ritual room, library, corpse storage, and ample workshops along with several secret escape routes.

Each character in the company gains one additional occupational skill level in Lore (Thamarite).

Thamarite Advocate characters begin with one additional spell of any level. Other characters gain Lock Picking 1, Rope Use 1, and Sneak 1.

NECROMANCY

Necromancy in the Iron Kingdoms is a broad category of occult study that encompasses power related to death. Necromancy includes energy generated by dying tissue and from the moment of death as well as what lingers in the bodies of the dead. Higher forms of necromancy involve the manipulation of the power of the soul itself and the connection between the body and the soul. Like other arcane studies, the dark art of necromancy is not fully understood and its principles and possible applications are being continually expanded and refined by its practitioners.

The practice is believed to be inherently corruptive and is forbidden by the majority of religions. Necromancy is illegal everywhere in the Iron Kingdoms. The only nation in western Immoren where this art is openly practiced is Cryx. Nonetheless, individual Thamarites have been studying necromancy longer than Cryx has existed, with the art predating the Gift of Magic and thought to have originated in the Kingdom of Morrdh. Among Thamarites, the study of necromancy dates back to Scion Delesle.

The most common and widely practiced necromantic process is the use of complex runes to give motion and mobility to the dead. Thrall runes are glyphs of great power derived from Telgesch that can be used to animate the dead to serve the living, representing necromancy in its most straightforward form. Like mechanika runes, thrall runes can be used to many different effects depending on the skill and imagination of their crafter and the time he spends inscribing the runes. Generally, the more complex the runes, the more powerful a thrall can be created. The simplest thrall requires only rudimentary runes, whereas more powerful thralls require sophisticated inscriptions covering every square inch of their forms.

To create a thrall, a necromancer needs to assemble the required body parts and then carefully inscribe the runes upon the bones and flesh. Most thralls require a complete set of bones, generally human. These might be mixed and matched from any number of rifled graves as required. It is also worth noting that a "fresh" thrall is by no means better than one crafted from aged bones, or vice versa. Only the runes matter. For some necromantic processes, the type of corpse and the potency of the body or its history are relevant, but this is beyond the scope of the most commonly employed methods of animation.

Animating a body has no impact on its soul, which has usually already departed.

The runes are applied in a number of different ways. Painting the runes on a simple thrall is an easy expedient, but complex creations take considerably more work. Bones are generally etched and then filled with pigment. Flesh is stitched together and tattooed. In all cases, the more permanent the medium, the better.

NECROMANCER'S KIT

The creation of thralls requires a full surgical kit used in conjunction with specialized tools of the trade. In addition to a selection of saws, knives, needles, and drills, a necromancer must also have etching tools, special pigments, oils, heavy waxed cord, scales, organ extractors, and other implements. Such kits appear harmless in and of themselves, though the Order of Illumination might wonder why a cobbler needs a fine set of mortician's saws and scales. An assembled kit is easily identified by anyone familiar with the art of necromancy.

It is impossible to craft a thrall without a necromancer's kit. A necromancer's kit can be used as a surgical kit.

A necromancer's kit costs 50 gc.

CRAFTING THRALLS

Once a necromancer has procured his tools, a corpse, and a private location in which to operate, he can commence his work. A clandestine place where the necromancer can work undisturbed is of vital importance. Not only can distractions be disastrous to such painstaking work, but necromancy is also highly illegal. If caught, its practitioners are certain to face execution in every civilized land in western Immoren.

THE CORPSE

The necromancer must first ensure the corpse is intact, at least with regard to the type of thrall he wishes to create. Most thralls created for labor or defense must have a pair of arms and legs, but this is not always the case. Cryxian necrosurgeons are particularly skilled in their dark craft, manufacturing thralls barely recognizable as having once been human. All thralls must have a head or skull.

If the corpse is not in one piece, the necromancer needs to stitch, brace, bolt, or otherwise see to its assembly. Though the animating energies of thrall creation hold the creature's form together with arcane force, the complex process of inscribing the thrall runes requires an intact working surface. Some thralls are so complex that they must be inscribed in stages and concentric layers. When faced with such a challenge a necromancer might prefer to work piecemeal, completely

rendering the runes on the innermost location before attaching it to the rest, then moving to the next most difficult location, and so on.

Following thrall creation, the body takes on supernatural qualities. Its flesh becomes increasingly taut and leathery, but it also dramatically increases in strength and durability. Natural decay is arrested and after a few weeks any stench of putrefaction is reduced to a musty, sickly odor.

INSCRIBING THRALL RUNES AND RUNE POINTS

Once the corpse has been suitably prepared, the necromancer is ready to begin the painstaking process of inscribing the animating runes. The length of time this process takes and its difficulty depend on the complexity of the thrall being created. The complexity of thrall runes are measured in **rune points**, as with mechanika. The more complex the thrall, the higher its rune point value.

Rune points take into account both the type of thrall the necromancer is attempting to create and any upgrades he chooses to add to his creation. For example, a warrior thrall (3 rune points) with the rune hardened upgrade (1 rune point) has a rune point value of 4.

To create thrall runes, a character must have both the Thrall Crafting skill and the Inscribe Thrall Rune ability.

The length of time required to create a thrall depends on its total number of rune points.

Once the required time has passed, the necromancer makes an INT + Thrall Crafting roll to determine success. The difficulty number for this roll is equal to 12 + the rune point value. A character who takes his time and spends an additional seventy-two hours inscribing his thrall gains +2 to his roll. If the roll succeeds, the thrall begins its unlife. If the roll fails, the character must carefully and painstakingly correct his inscriptions. After another twelve hours of laborious refinement, the character can attempt this roll again.

Once completed, a thrall exists until it is destroyed. A completed thrall cannot have additional runes added to it.

THE COSTS OF INSCRIPTION

Though not standardized among necromancers, the rare inks used in inscribing thrall runes are invariably quite expensive. These inks include alchemical solutions imbued with distinct arcane qualities, ash from supernaturally active battlefields or grave sites, distilled bodily fluids, or traces of rare metals. The more complex the thrall's runes, the more the necromancer should expect to pay for the appropriate inscribing inks.

TARGET NUMBER	TIME REQUIRED TO INSCRIBE THE THRALL	COST OF INKS
1	15 minutes	1 gc
2	6 hours	5 gc
3	12 hours	10 gc
4	24 hours	20 gc
5	72 hours	50 gc
6+	72 hours + 24 hours per rune point over 5	50 gc + 25 gc per rune point over 5

THRALL TYPES

The primary complexity involved in creating a thrall is the type of thrall being animated. The simplest thralls are relatively easy to create, but they are poor combatants and can follow only the simplest instructions. For all intents and purposes, they can be thought of as mindless. More complex thralls have greater combat ability and can be imparted with a semblance of rudimentary intelligence. Some necromancers are so skilled they can use their runes to instill personalities in their thralls, and advanced thralls can develop personalities over time. Usually these personalities are completely artificial, a result of the animation process, but thralls might display residual traits inherited from the corpse(s) utilized in their construction. These entirely superficial qualities do not impact a thrall's readiness to obey orders.

The following attributes define different thrall types in the game.

Description: This is a description of the thrall.

Rune Points: This is the number of rune points required to animate the thrall.

Stats: These are the thrall's stats.

Special Rules: These are the special rules that apply to the thrall.

Vitality or Life Spiral: Most thralls simply have an amount of damage points they can suffer before being incapacitated. More powerful or important thralls have full life spirals.

Damaged thralls can be repaired. A character with the Thrall Crafting skill can restore 1 vitality point to a thrall after every fifteen minutes of labor without a die roll. Such repairs require access to a necromancer's kit. A destroyed thrall cannot be repaired.

The following thralls are those most often created by necromancers in the Iron Kingdoms. These do not include Cryx's exotic banes or mechanically augmented thralls. These thralls can be additionally enhanced at the time of their creation with the addition of upgrades.



Lieutenant

Description: Thrall lieutenants are complex thralls that are covered with intricate runes imparting them with uncanny intelligence. They are semi-autonomous creatures capable of limited decision making. They are entirely devoted to the will of their creator and follow his orders even to the point of their own destruction.

Thrall lieutenants can speak their creator's language and do so with a dry, quiet rasp that is the product of no mortal tongue. These creatures are usually dispatched to command more simple thralls.

Rune Points: 4

Stats

PHY	8
STR	6
SPD	5
AGL	3
PRW	6
POI	3
INT	3
PER	3
Initiative	14
MAT	6
RAT	3
DEF	11

Thrall lieutenants are typically armored by their creator. The ARM for a thrall lieutenant is equal to its PHY + the value of the armor. Thrall lieutenants do not suffer SPD or DEF penalties for the armor they wear.

Special Rules: Thrall lieutenants are undead creatures with Terror [12].

Thrall lieutenants can give orders to subordinate thralls placed under their command.

Thrall lieutenants gain +2 to PER rolls.

Thrall lieutenants are typically armed at the time of their creation.

Life Spiral: Thrall lieutenants have a life spiral based on their PHY, AGL, and INT.

Risen

Description: Risen are the simplest of thralls. They are utterly mindless and can follow only the simplest instructions. They are poor combatants but tireless workers. A risen is generally animated by a simple glyph inscribed on its forehead.

Rune Points: 1

Stats

PHY	6
STR	5
SPD	5
AGL	1
PRW	2
POI	1
INT	0
PER	1
Initiative	8
MAT	2
RAT	1
DEF	7

Unless armored, risen have ARM equal to their PHY.

Special Rules: Risen are undead creatures with Terror [12].

Risen are not intelligent enough to fight with weapons and instead fight unarmed. Risen have the Gang ability.

Vitality: A risen has a number of vitality points equal to its PHY.

Warrior

Description: Warrior thralls are simple combatants typically used as sentries and bodyguards. Though unintelligent, a warrior thrall fights well and can follow simple orders. Its runes are fairly simple and are mostly contained to its head.

Rune Points: 3

Stats

PHY	7
STR	6
SPD	5
AGL	2
PRW	5
POI	1
INT	1
PER	3
Initiative	12
MAT	5
RAT	1
DEF	9

Warrior thralls are typically armored by their creator. The ARM for a warrior thrall is equal to its PHY + the value of the armor. Warrior thralls do not suffer SPD or DEF penalties for the armor they wear.

Special Rules: Warrior thralls are undead creatures with Terror [12].

Warrior thralls are typically armed at the time of their creation.

Vitality: A warrior thrall has a number of vitality points equal to its PHY.

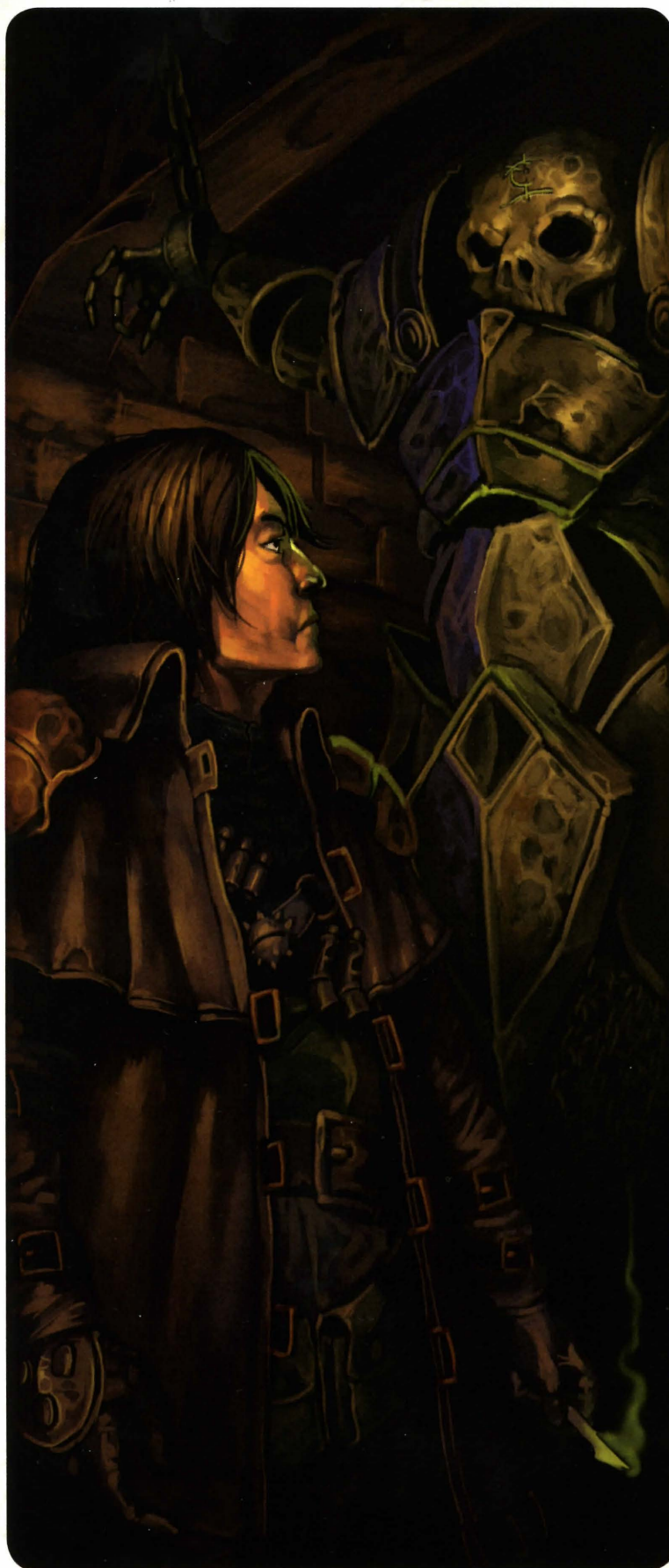
UPGRADES

A necromancer can weave a number of refinements and unnatural traits into his thrall runes during the creation process. These upgrades add to the rune point value of the thrall being created. New upgrades cannot be added to a thrall after the creation process is complete.

Thrall upgrades have the following attributes that define how they function in the game. Each upgrade can be taken only once.

Rune Points: This is the number added to the thrall's rune point value.

Special Rules: This describes the effect of the upgrade.



ARTIFICIAL INTELLECT

Rune Points: +2

Special Rules: The thrall gains +1 INT and PER.

DARK POWER

Rune Points: +2

Special Rules: While the thrall is in its creator's control area, its creator can upkeep one spell without spending a focus point or gaining a fatigue point. A spellcaster can benefit from Dark Power only once per activation.

GHOSTLY

Rune Points: +3

Special Rules: The thrall gains Ghostly. (A character with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A character with Ghostly cannot be targeted by free strikes.)

GRAVE CHILL

Rune Points: +3

Special Rules: The air around the thrall is freezing. While within twelve feet (2") of the thrall, living characters suffer -2 DEF unless they have Immunity: Cold.

GUARDIAN

Rune Points: +2

Special Rules: The thrall gains the Shield 1 skill and the Shield Guard ability. Only thrall lieutenants and warrior thralls can have this upgrade.

KILLER

Rune Points: +2

Special Rules: The thrall gains +1 MAT and RAT and the Cleave ability.

LANGUAGE

Rune Points: +1

Special Rules: The thrall's creator imprints it with an additional language. This language must be known by the necromancer.

LOCK STEP

Rune Points: +1

Special Rules: The thrall gains the Defensive Line ability.

PRETERNATURAL AWARENESS

Rune Points: +2

Special Rules: The thrall's supernatural perception keeps it constantly aware of its surroundings. It gains boosted Initiative rolls, and enemies never gain back strike bonuses against it.

RUNE HARDENED

Rune Points: +1

Special Rules: The thrall gains +1 PHY.

RUNE POWERED

Rune Points: +1

Special Rules: The thrall gains +1 STR.

SPEED IN DEATH

Rune Points: +2

Special Rules: The thrall gains +1 SPD.

WATCH THRALL

Rune Points: +1

Special Rules: The thrall gains the Astute ability.

CARING FOR AND COMMANDING THRALLS

Thralls are thought of as mindless, but this belief is not entirely true. Most thralls entirely lack for self-will and have no desires other than a persistent urge to harm the living. Left to their own devices they simply stand in place, potentially indefinitely, and have no physical needs. The animating process largely halts or at least greatly slows most aspects of rot and decay. Thralls do not fall apart simply from the passage of time, although they can suffer damage and eventually collapse when their physical integrity is lost. Once destroyed, a previously animated corpse usually cannot be animated again, although in some cases repairs can be made by replacing lost or shattered body parts.

It is believed that some aspects of the deceased persist as an indelible imprint on the remains of the dead. These characteristics are exploited for a variety of necromantic processes. For thralls, the animating runes establish a basic pattern of behavior but also exploit deeply imprinted behavior to facilitate a thrall's functioning. For example, bodies contain persisting knowledge of how to move, walk, maintain balance, use their hands, and so on. Regardless of the state or lack of physical sense organs, thralls are aware of their surroundings and can see and hear to a similar degree as the living. Even in total darkness, thralls inherently sense living beings and can move directly toward them.

By way of a combination of this lingering imprint and animating runes, a thrall can understand basic spoken orders

and act as bid by its creator. More complex functionality is artificially endowed by the nature of the runes employed in a thrall's animation. The simplest thralls are extremely literal in the execution of its orders and cannot exercise judgment in processing commands. The complexity of the thrall determines the scope of the tasks it can perform. Even the simplest thrall can undertake tasks such as rudimentary labor, including digging or moving heavy objects.

Advanced thralls can make complex decisions and demonstrate qualities that suggest a personality. Most still lack inherent motivation and exhibit only superficial indications of anything resembling individuality, such as posture, mannerisms, and responses to orders. Advanced thralls can be empowered to speak and relate messages.

Death magic is inherently inimical to the living and most thralls naturally seek to do violence against the living. This tendency is easily exploited to use them as warriors and guardians. Thralls can be instructed not to attack certain individuals and might have limited ability to distinguish friends from foes, although obvious markings might be necessary to avoid accidents. For example, a simple thrall might not be able to tell two people apart but could be told not to attack anyone wearing a red armband.

Simple thralls require short and direct commands, and most thralls cannot remember more than one or two orders at a time. More advanced thralls can be given long-term objectives and layered orders that include contingencies. As a general rule, necromancers do not entrust vital and complex tasks to thralls, which perform best when given direct supervision or extremely simple tasks, such as an order to kill anyone other than the necromancer himself who enters a room.

RISK AND REWARD

CRIMINAL ENTERPRISES IN THE IRON KINGDOMS

If there is one commonality between the laws of the various Iron Kingdoms, it is that they are broken regularly. There is a world of difference, however, between petty thieves and thugs and professional criminals. Making a career of crime is no simple undertaking, and a successful criminal is as skilled in his profession as any artisan of a more legitimate calling. The criminals of western Immoren are as varied as the laws they break, and only a fool would claim that crime doesn't pay. If it didn't, why would they do it?

Game Masters seeking to spin tales of crime—and possibly punishment—in the Iron Kingdoms have a tremendous

number of options before them. Because most organized crime is an urban phenomenon, an excellent way to theme a campaign is to choose a city whose underbelly you would like to explore and encourage your players to create their characters as an outlaw adventuring company (see the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*). You can then place them into conflict or collusion with the criminal enterprises described here. These organizations are full of dangerous non-player character opponents for the player characters to face. They are also suitable for player characters to use, though some players might find the concepts constraining.

CASPIAN CORTEX SMUGGLERS

Smuggling is sometimes considered a victimless crime, particularly when the goods in question are luxury items such as spirits or spices, but Cygnarans engaged in smuggling cortexes and weapons out of their country are traitors of the first order. Even other criminals look upon these turncoats with disgust.

During the present cease-fire, the trade in illegal military grade cortexes is highly lucrative. An arcanum-grade cortex costs 4,500 gc when purchased through legal means, but a smuggler can charge as much as triple that price when supplying a client who has no legitimate access to the technology. Most smugglers employ the services of an arcane mechanik who can not only assure them of the grade and functionality of their ill-gotten goods but also potentially unlock them.

For years, the primary client of cortex smugglers across the Iron Kingdoms has been the Protectorate of Menoth. By 608 AR, the Protectorate developed the means to produce the majority of the cortexes it requires, but it is still a resource-poor nation and highly motivated to purchase stolen cortexes from its enemies. Caspia's location adjacent to the Menite city of Sul has made it the heart of operations that smuggle cortexes and other military weaponry to the Protectorate.

Few smugglers are willing to steal or acquire such expensive and blatantly illegal pieces of military hardware without first securing a buyer. Generally, they maintain communication through



dead drops or occasional meetings with an agent who is authorized by his superiors to make deals with smugglers. These meetings are paranoid affairs, often conducted under cover of darkness on the docks of Caspia or Sul, accompanied by armed bodyguards, and full of carefully coded phrases as the parties negotiate the date and means of delivery as well as the price.

Successful cortex smugglers in Caspia always have connections with the Cygnaran Armory, often made during years of military service. Many cortex smuggling operations are comprised primarily of veterans who served together in the Cygnaran Army. These relationships provide easy access to cortexes and a means to disguise their loss. Bureaucratic connections, especially to individuals capable of altering records, are highly valued by smugglers who wisely believe the best crime is one that is never detected. But even with solid connections among the quartermasters and clerks of the Cygnaran Armory, a group of smugglers rarely plans more than one or two heists a year because the theft of cortexes remains a significant crime and time commitment. Acquiring the cortexes in the first place is invariably an expensive ordeal for the smugglers, who must bribe corrupt officials, cut in their own contacts for a percentage of the deal, and pay off any number of small-time bureaucrats to look the other way.

A small number of smugglers prefer to steal cortexes by force, hijacking shipments to and from the Cygnaran Armory. Few of these criminals are successful or long-lived.

Once acquired, the cortexes must be smuggled out of Caspia. Most groups maintain access to a small ship or ships by which the goods are transported across the gulf of Cygnar to the west or up the Black River. In either case, the smugglers must evade Cygnaran blockades and avoid being attacked by Protectorate forces unaware of their intentions. In most cases, the smugglers use false-bottomed holds or the ship's cargo itself to conceal their illegal goods in the event they are boarded and searched for contraband. Barrels of rotten fish or fruit are popular choices for concealing cortexes in sealed containers, since few Cygnaran marines are willing to plunge armpit-deep in search of contraband. Naturally, all smugglers also keep a few well-armed guards with them in a case things go badly at any stage of their operations.

Requirements: Each character in the company must have at least one of the following careers: Arcane Mechanik, Cutthroat, Field Mechanik, Military Officer, Soldier, Spy, or Thief. The players in the group should choose one character to be the lead smuggler. The lead smuggler then designates a second in command.

Benefits: The characters begin the game with access to a safe meeting place, Connections: Cygnaran Armory, and a small fishing boat with a false hold. The false hold can store a moderate amount of contraband—up to ten cortexes safely packed for transit—though it is too small to conceal a living being larger than a gobbler. If the hold has been closed correctly, it can be detected only with a Detection roll against a target number of 20 or through the dismantling of the entire ship.

FIVE FINGERS TRANSPORTERS

Wherever there is a closed border, someone seeks to cross it. The professional transporters of Five Fingers are ready to help those who can afford their services. In the present day the nations of the Iron Kingdoms are engaged in a tense intermission of hostilities, and there has never been a more profitable time to make a living as a smuggler of people.

Since the fall of Llael and the invasion of the Thornwood, Five Fingers has become home to a number of smuggling operations that deftly adapted their services to the new demand for secretly moving desperate people across borders. Situated in the Bay of Stone at the mouth of the Dragon's Tongue River, Five Fingers is an ideal base of operations for transporters seeking a variety of routes across the borders of every nation in western Immoren. Almost all these operations maintain connections in the free city of Rhydden, the last unoccupied bastion of the Llaelese Resistance. Llaelese rebels and aristocratic exiles are among the most profitable customers of many transporter gangs.

Transporter operations work more like legitimate businesses than traditional gangs or criminal enterprises, though almost all their members come from colorful careers in the more traditional underworld. Contacting such an operation requires a potential client either to have preexisting criminal connections or to put the word out through the informal network of thieves and ruffians who frequent the various seedy taverns of Five Fingers. Most operations make at least some effort to ascertain if the client is who they claim to be, though if a client offers a large sum up front, some operations throw caution to the wind. It is not unheard of for fights to break out between rival transporter gangs vying for a wealthy client.

Most operations have one or two members who specialize in negotiating with clients. The cost of smuggling is highly variable depending on the number of clients to be transported, the border or borders to be traversed, and the present state of hostility between the nations involved as well as on whether the client has a required or preferred route, is wanted by authorities in any nation through which the group will pass, or has pursuers on his trail. Clients can expect to pay at least 500 gc for a short, one-way trip across a friendly border. The price rises steeply for anything more complicated. Most negotiators inform their client that should he be found to have misrepresented himself, he can expect to be abandoned mid-journey without refund. Payment is invariably collected in advance.

Once the particulars of the trip have been settled, the journey begins at an appointed time. Most operations send two to five of their members along as guides, translators, and muscle. Transporters seeking to smuggle clients into Cygnar from Five Fingers typically do so via the Dragon's Tongue River, while those destined to Llael or eastern Khador travel overland, sometimes through the northwestern expanse of the Thornwood. Others have standing arrangements with merchant vessels for longer trips by sea for destinations in

western Khador and southern Cygnar as well as the rare venture into the Protectorate of Menoth by way of the Gulf of Cygnar. Whatever the destination, the operation maintains contacts and caches of food and sometimes weaponry along its regular routes. While in transit, the client's safety is guaranteed only as long as he complies with the orders of the transporters. They handle any conversations with border guards or other authorities and typically have standing arrangements with criminal associates to handle most contingencies. Less scrupulous operations have been known to turn over high-profile clients to collect bounties. Once the transporters arrive at their final destination and the terms of their agreement with the client have been met, they depart with no concern for the future safety of the person or people they smuggled.

Requirements: Each character in the company must have at least one of the following careers: Bounty Hunter, Explorer, Highwayman, Investigator, Man-at-Arms, Ranger, or Spy.

Benefits: The company begins the game with safe houses in the city in which they are based and two other cities of their choice.

The players in the group should choose one member of the company to be the boss. The boss then designates an underboss.

Each character created as a member of the company also gains Language (Five Cant) and his choice of one additional language. Finally, each character created as a member of the company gains Disguise 1 and the Cover Identity ability.

KORSK STANZYNAT MUSTYN

The city of Korsk, capital of the Khadoran Empire, is home to some of the most powerful and affluent criminal organizations in all of western Immoren: the infamous *bratyas*. These organized criminals fraternities honor a code, the *Vorz Nakon*, the "thieves' law." But very few individuals rise to the height of power among these gangs, and some are excluded from membership in even the least-influential *bratyas* for one reason or another.

Naturally, some individual criminals and lesser gangs look with jealousy upon their betters. The bravest or most foolish among them are not content to bow to the strength and influence of the powerful *bratyas* but choose instead to prey upon them. These outcasts among the hierarchy of Korsk's *bratyas* are called *stanzynat mustyn*, or "stand-over men," criminals who rob and extort other criminals.

The *Vorz Nakon* strictly prohibits adherents of the code from killing or stealing from one another. In practice, this tenet is poorly observed even by *bratyas* that command high esteem. Still, all of them give lip service to the code and *bratya* members prey upon one another only when they are sure they will not be caught, or if their victims are held in poor regard by the more powerful *bratyas* of the city. The *stanzynat mustyn*, on the other hand, happily rob any vulnerable target.

Most *stanzys* are comprised of criminals who for one reason or another lack the respect of their peers. Often, their members were denied initiation to prestigious *bratyas* due to personal feuds with ranking members. This bitterness fuels the efforts of many *stanzys*, though those who are motivated primarily by revenge rather than profit rarely survive long. In truth, most *stanzys* are doomed associations, since they are utterly loathed by their fellow criminals and are often targeted by Khadoran authorities at the request of secret allies among the *bratyas*.

A few canny *stanzys* survive and become quite wealthy in the process. Successful *stanzys* count among their numbers some of the most ruthless and violent criminals in all of Khador. They must be as brutal as they are cunning, and in many ways, these associations create more secure ties between their members than the more powerful *bratyas*. After all, any mistrust among them can result in a botched robbery—or, worse, betrayal to their hateful and powerful victims.

A typical *stanzynat mustyn* members spend most of their time operating as lone criminals. These pickpockets, muggers, and thugs meet only when one of their number comes across valuable information relating to the crimes of local *bratyas*. They are always eager to learn of gangs that are flush from a recent robbery or preparing to steal valuable goods. Armed to the teeth and wearing masks to prevent identification, the members of the *stanzynat mustyn* descend upon the targeted *bratya* and rob them when they are at their most vulnerable. Their preferred heist involves observing a *bratya* trading contraband and then ambushing one side or the other after the transaction is complete. Ambitious *stanzys* with sufficient members might even attempt to ambush both sides afterward or even during the meeting, but these attempts often end in disaster.

The life of a criminal of a *stanzynat mustyn* is dangerous and often short, even by the standards of other criminals. Only those with the resolve to do what others will not can hope to survive this life.

Requirements: Each character in the company must have at least one of the following careers: Cutthroat, Pirate, or Thief. The players in the group should designate one member of the company to be the boss. The boss then chooses an underboss.

Benefits: The company begins the game with a hideout that consists of a single room or chamber for meetings. The hideout is disguised as a small rundown merchant's business, and it includes at least two hidden exits.

Each character created as a member of the company gains the Gang ability and his choice of Appraise, Backstab, or Iron Will. These abilities are in addition to any abilities granted by the characters' careers.

LAWS OF THE LANDS

All nations and many individual cities have their own laws with which canny criminals are extremely familiar, especially in regard to the punishments that await them should they have the misfortune to be captured and convicted.

CRIME	CYGNAR	FREE LLAEL	KHADOR	ORD	PROTECTORATE
Improper Speech	Night in stocks	Night in stocks	Light flogging	Night in stocks	Imprisonment; flogging; torture; death by burning
Drunkenness	Night in stocks	Light flogging	Not a crime	Not a crime	Flogging; torture
Assault	Flogging; cloistering	Flogging; cloistering	Mutilation; forced labor	Light flogging	Flogging
Theft	Flogging; cloistering	Flogging; cloistering	Mutilation; forced labor	Light flogging	Flogging; wracking
Burglary	Medium to heavy flogging; forced labor; cloistering	Heavy flogging; forced labor; cloistering	Forced labor; death by hanging	Flogging	Heavy flogging; branding; death by burning; wracking
Tax Evasion	Flogging; fines; forced labor, imprisonment	Flogging; fines; forced labor, imprisonment	Flogging; forced labor; death by hanging	Flogging; fines; forced labor, imprisonment	Heavy flogging; branding; death by burning; wracking
Smuggling	Heavy flogging, fines, imprisonment	Heavy flogging, fines, imprisonment	Death by hanging; gibbeting	Heavy flogging, fines, imprisonment	Heavy flogging; branding; death by burning; wracking
Major Theft	Heavy flogging, imprisonment	Heavy flogging, branding, forced labor	Death by hanging	Heavy flogging	Death by burning; wracking
Destruction of Currency	Heavy flogging; fines; forced labor	Heavy flogging; fines or military conscription	Flogging; imprisonment or military conscription	Heavy flogging; forced labor	Death by burning; wracking
Counterfeiting	Heavy flogging; imprisonment; forced labor	Heavy flogging; imprisonment; military conscription	Flogging; forced labor or military conscription	Imprisonment; forced labor	Death by burning; wracking
Arson	Hobbling and exile; imprisonment; death by hanging,	Death by burning	Flogging, forced labor; death by hanging	Death by hanging	Death by burning
Treason	Drawing & quartering; death by hanging,	Death by beheading; hanging; firing squad	Imprisonment; death by hanging; beheading	Imprisonment; death by hanging	Death by burning; wracking
Piracy	Death by drowning; hanging; gibbeting	Death by beheading; hanging; gibbeting	Death by hanging	Death by drowning; gibbeting	Death by burning on board the ship
Murder	Imprisonment; hanging; firing squad	Death by beheading; hanging; gibbeting; firing squad	Death by beheading; hanging; gibbeting	Death by burning; hanging; gibbeting	Death by burning; wracking; gibbeting

FRIENDS IN HIGH PLACES



Freshly arrived in Five Fingers, the characters find themselves embroiled in a vicious gang war with hidden motivations of a most sinister nature. Friends in High Places is an adventure for four to six Hero-level characters with a moderate amount of experience (10 to 15). Less experienced characters may find the encounters in this adventure quite challenging.

To download battle maps and templates for the combat encounters in this adventure, go to: privateerpress.com/no-quarter/web-extras.

The characters disembark on Chaser Island on the eve of the annual Firelight Jubilee; a night of fireworks and festivities enjoyed by even the most downtrodden people of the Fingers. As the heroes make their way from the docks, a stolen item of significance is planted on them by a desperate gobber, leading to a confrontation with an angry street gang: the Paulson Street Rovers. After a brawl, hopefully ending in their victory over the Rovers, the characters find their situation has become very complicated. They have gained the enmity of one of the notorious high captains of Five Fingers and must rush to prevent a heavy bounty being placed upon their heads.

The gobber, Smek, must be pursued into the Rigs dangling high above the island. Once captured, he confesses and pleads for mercy, revealing he's been coerced himself. He

was forced to find a way to wipe out the Rovers to make way for the increasingly powerful Twin Bridge Blades, a gang whose patron is an enemy of the high captain who backs the Rovers.

Desperate, the gobber offers to broker peace between the characters and the surviving Rovers, but High Captain Kilbride has some demands. The characters must make things right by taking down the Twin Bridge Blades that very evening, an assault that leads them to discover an even more nefarious plan

A powerful Thamarite, Tantock Meryl, (the man who initially blackmailed the gobber Smek) seeks to cause an atrocity in the midst of the festival, powering an ancient relic and glutting himself on souls. The characters must move quickly in a chaotic crowd to prevent the worst from occurring. Even if successful, they bear witness to the Thamarite's power as he strikes down a number of innocents in a rage.

When High Captain Kilbride learns of the Thamarite's involvement he decides to wash his hands of the situation, leaving the characters in the lurch. Only a chance discovery regarding the nature of the planted item that began this whole affair offers the key to their victory against the potent Thamarite cult leader.

GETTING THE PLAYERS INVOLVED

The adventure has been written under the assumption that the characters are en route to Five Fingers, specifically Chaser Island, having never visited the city before. Likely, they have business with one of the merchants on the island, such as Skallet's Aquatic Salvage. Alternately, they might be making a delivery of fireworks for the Order of the Golden Crucible for the Firelight Jubilee display. If the characters are already established as Five Fingers natives, they need no additional impetus; the Firelight Jubilee is reason enough for the characters to head to Chaser Island. As well, they may already know High Captains Kilbride and Riordan by reputation and need little prompting to understand the nature of the dangerous situation in which they become embroiled.

For more information about the specific locales and notable persons in Five Fingers, see *Five Fingers: Port of Deceit* in this book (p. 32).

SCENE 1: RUMBLE ON THE DOCKS

COMBAT ENCOUNTER — BATTLE MAP 1

SYNOPSIS

In this first scene, the player characters arrive in Five Fingers only to have a stolen, broken pistol planted on them by a coerced gobber named Smek. The weapon in question, named *Final Word*, is a symbol of leadership for the Paulson Street Rovers gang, a criminal group with ties to High Captain Kilbride. Smek has been pressured by a Thamarite seeking to destabilize Chaser's Island for his own purposes, and after planting the gun on one of the player characters he leads the enraged Rovers to take their revenge. Smek vanishes before the fighting ends but hopes the characters will wipe out the Rovers, thereby allowing a rival gang controlled by High Captain Riordan to take over their former territories. Whether the characters survive or not is of little concern to Smek or his employer. The victorious characters discover the planted weapon and learn of the consequences of having likely killed most of the Rovers who, though criminals, maintained some level of order in the neighborhood.



READ ALOUD:

The scent of coal smoke and mud lingers in the air as you step off the barge and on to one of the northernmost docks on Chaser Island. You must move steadily and with some authority to avoid being bowled over by the hard-working stevedores of this busy dock. Other travelers disembark from boats, dressed festively for tonight's Firelight Jubilee. As you get your bearings, you look up the dock to see the sprawling mass of warehouses and facilities on the shore. The sights of activity and the stink of the choked streets are overwhelming after the fresh air of the voyage here. Laborjacks are lined up to haul raw wood from the docks a short distance to an imposing lumber mill, and a few burly men and trollkin smoke and loiter next to a sign marked "Skallet's Aquatic Salvage." The dizzying buildings of the Rigs can be seen to sway gently far above the tenements and buildings of the island.

As you step off the docks, a dark-skinned gobber approaches and waves to attract your attention. He's tall for a gobber and well dressed in slacks, a clean white shirt, and a red waist coat. "Excuse me for troubling you, but do you have the time?"

The gobber reacts politely no matter how suspicious or loutish the players may be. He introduces himself as Smek, short for his full name Smeketlyggkinvurt, and inquires briefly about their destination, giving accurate directions if asked. Of course, the players have every right to be suspicious. Smek is in only speaking to them in order to surreptitiously plant a once ornate but now tarnished, worn, and broken pistol on a character that seems the likeliest mark. The press of the crowd is rather intense here where the docks meet the streets, and Smek need only succeed in a Pickpocket roll against a target number of 10 to unobtrusively plant the gun on a character. His mission accomplished, he politely wishes the characters a good day and melts back into the crowds. In the unlikely event that Smek fails, he keeps hold of the gun and excuses himself.

Smek's next act is to run to the Paulson Street Rovers currently working themselves up in a murderous rage just a few blocks away over the loss of their symbolic pistol. Smek, who in fact swiped the pistol himself only half an hour before, hysterically informs the Rovers that he's seen the people who stole their prized weapon at the docks. If Smek failed to plant the gun, he lies and tells the Rovers that he just lifted it off the characters.

The Rovers, led by Bairn Cammol, are readily identified as a street gang by red marks on their armor. The Rovers are in no mood to parley, and Bairn yells a challenge at the characters, accusing them of having stolen their pistol. A single character may attempt one Negotiation roll against a target number of 18 to avoid a fight, but any attempts to use Intimidation or the similar skills automatically fail.

PAULSON STREET ROVER TACTICS

The Rovers have been through countless scraps and battles together and fight as a cohesive unit. In the opening round of combat, the Rovers armed with pistols open fire on the heroes, targeting characters with wielding ranged weapons.

Once the fusillade ends, Kroll and the gangers charge forward to engage the heroes in melee. Kroll makes a beeline for the biggest and strongest character while the gangers try to gang up two-to-one on individual heroes, making good use of Bum Rush and Gang.

At first, Bairn hangs back out of melee, taking pot shots at heroes unengaged with Kroll or one of the gangers. If forced into melee, he eagerly complies, flipping his pistol around in his left hand to use it like a club (see Urban Combat, p. 20). He unloads his full allotment of attacks on any character that challenges him in close combat.

TERRAIN

The battle map for this encounter is shows the starting position of the Rovers. It also has the following interactive terrain features:

Scrapyard: The shifting mass of rusting iron debris is difficult terrain. A character that ends his activation in the scrapyard must succeed at an AGL roll against a target number of 10 or be knocked down. As a quick action a character can pick up an improvised weapon from the jumble of scrap, easily finding virtually any of the types detailed in Urban Combat (p. 22).

Manhole Cover: The manhole cover in the center of the street can be pried up with a STR roll against a target number of 12. The cover itself can be used as a POW 5 improvised large object (p. 23) or improvised large thrown object (p. 24). The manhole cover opens on to a drainage tunnel that runs under the street and empties into the bay. It can accommodate

PAULSON STREET ROVER GANGERS (6)

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	11	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		12		4	5



HAND WEAPON

POW	P+S
3	8



PISTOL

RNG	ROF	AOE	POW
8	1	—	10

SKILLS (STAT ALREADY INCLUDED)

Intimidation - 5, Streetwise - 5

ABILITIES

Bum Rush - When this character charges an enemy in melee range of an ally, the enemy is knocked down on a successful hit.

Gang - When making a melee attack that targets an enemy in melee range of another friendly character, this character gains +1 to melee attack and melee damage rolls. When making a melee attack that targets an enemy in melee range of another friendly character who also has this ability, these bonuses increase to +2.

VITALITY 6

BASE SIZE SMALL

ENCOUNTER POINTS 4

BAIRN CAMMOL (SKILLED HUMAN DUELIST)

SPD	STR	MAT	RAT	DEF	ARM
7	5	6	6	14	11
WILLPOWER	INITIATIVE	DETECT	SNEAK		
10	16	4	6		



CUTLASS

POW	P+S
4	9



PISTOL WHIP

POW	P+S
0	5

A living target damaged by this attack has a chance to be knocked out. If the target suffers damage from the attack, he must make a PHY roll against a target number of 12. If the target succeeds, he stays conscious. If he fails, he is knocked out (see Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules).



REPEATING PISTOL

RNG	ROF	AOE	POW
8	1	—	10

SKILLS (STAT ALREADY INCLUDED)

Intimidation – 5, Jumping – 5, Streetwise – 5

ABILITIES

Feat Points – Bairn starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Bairn can only have 1 feat point at a time.

Parry – While armed with a hand weapon, Bairn cannot be targeted by free strikes.

Riposte – Once per round when Bairn is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy.

To make a ranged attack, Bairn's character's ranged weapon must be loaded.

Skilled – Bairn gains an additional attack during his activation phase if he chooses to attack that turn.

Two-Weapon Fighting – While fighting with a one-handed weapon or pistol in each hand, Bairn gains an additional attack for the second weapon. He suffers –2 on attacks rolls with the second weapon while doing so.

Virtuoso – When making an attack with his cutlass or a pistol whip, Bairn gains an additional die on his attack and damage rolls. Discard the lowest die.

EQUIPMENT

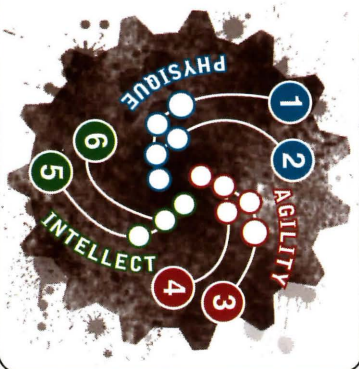
Cutlass, leather armor, powder and ammunition for 20 shots, repeating pistol, 35 gc

BASE SIZE

SMALL

ENCOUNTER POINTS

14



KROLL BEROK (MIGHTY OGRUN PUGILIST)

SPD	STR	MAT	RAT	DEF	ARM
5	8	7	4	11	14
WILLPOWER	INITIATIVE	DETECT	SNEAK		
10	11	4	4		



KNUCKLEDUSTER

POW	P+S
1	9



KNUCKLEDUSTER

POW	P+S
1	9

SKILLS (STAT ALREADY INCLUDED)

Intimidation – 10, Streetwise – 5

ABILITIES

Brawler – When attacking with improvised melee weapons such as a table leg, hammer, or wrench Kroll can add his Unarmed Combat skill instead of his Hand Weapon skill to the attack roll.

Hulking Presence – Kroll adds an additional die to Intimidation skill rolls made using his PHY stat.

Feat: Invulnerable – Kroll can spend 1 feat point during his turn to gain +3 ARM for one round.

Feat Points – Kroll starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Kroll can only have 1 feat point at a time.

Flying Fists – While fighting unarmed or with a weapon in only one hand, Kroll gains an additional punch unarmed melee attack with his other hand.

Mighty – Kroll gains an additional die on melee damage rolls.

EQUIPMENT

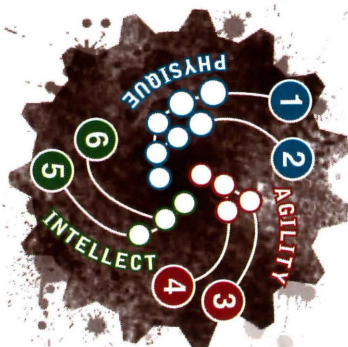
Knuckledusters (2), leather armor, 15 gc

BASE SIZE

SMALL

ENCOUNTER POINTS

14



characters with small or medium bases. Note, if the manhole cover is removed, some of the Rovers might attempt to flee into the tunnel after the battle.

Barrels and Crates: The barrels and crates on the dockside are rough terrain. The barrels and crates themselves can be used as a POW 4 improvised large objects (p. 23) or improvised large thrown objects (p. 24).

AFTERMATH

The Rovers will not fight entirely to the death, and several survivors flee into the crowd. One of them shouts over his shoulder, "Kilbride'll hear of this!" Once the Rovers are gone, a young boy of about fourteen years approaches the characters.

READ ALOUD:

The boy is quite young and dressed in simple, somewhat dirty clothing. He holds his hands up to show his intentions are harmless. "Wow, you lot really showed the Rovers who's boss! Need some water? You look hurt; I can get some bandages! Shame about Chauncey; he could be mean, but he wasn't so bad. Last summer my dad's sloop was leaking, and he helped patch it right up. Oh well, I'm Errol. Nice to meet you. You want to buy some matches? How about yesterday's broadsheet? Now that the Rovers are all messed up, the Twin Bridge Blades will be back and wanting their protection coin. I don't know how we'll make enough to pay 'em. Want some matches? That's a neat sword you've got!"

Talking to Errol is potentially very revealing. The young boy is happy to tell them just how much trouble they're in with High Captain Kilbride, who he expects will take out contracts on the heroes' lives for wiping out one of his favorite gangs. ("Remember what happened to the Traitor's Bastards last summer after they robbed High Captain Kilbride's warehouse? No, I guess you weren't here for that. Boy, it smelled for days, but the seagulls were fat and happy!") As well, Errol matter-of-factly explains that the Rovers were tough but mostly took care of his family and the other people in the neighborhood. He's impressed by the characters gear and fighting prowess, but he's definitely a little worried about what happens next. He'll explain that the Twin Bridge Blades, another gang, have been trying to edge into the neighborhood for years, and they're a much nastier bunch.

As the characters assess their wounds and ammunition, it becomes apparent that one of them is indeed now in possession of Final Word, a tarnished and inoperative mechanical hand cannon. Without making a skill roll, a character with the Mechanical Engineering skill can determine Final Word's rune plates are badly damaged, its power source is missing, and its conduits are long neglected.

If asked about the pistol, Errol knows the Rovers call it "Final Word," and it's been a symbol of leadership among them for decades, passed down from leader to leader. Errol also knows a little about the gobbler Smek. He can tell the characters that Smek has a hideout somewhere in the Rigs, and while the

gobbler isn't a member of the Rovers, he's been an ally of the gang for several years. Errol knows Smek makes his living as a gambler but doesn't always have the best luck. He tells the characters that the gobbler might be able shed some light on why they were set up.

Errol won't accompany the characters into the Rigs, but he's happy to help them get patched up and tells them where they can find him later if they need more help. He also helpfully points out they might want to hurry with whatever they're going to do. High Captain Kilbride will see them dead if they don't make things right!

SCENE 2: THE RIGS

INVESTIGATIVE/ROLEPLAYING ENCOUNTER

SYNOPSIS

Set up and working to clear their names before a deadly bounty is placed upon them by one of the most powerful men in Five Fingers, the characters must ascend into the dangling Rigs high above the streets of Chaser Island in pursuit of Smek, the gobbler who framed them. Once found, Smek must be forced to reveal his own motivations and information about the person extorting him. Smek, under duress, also offers to broker a deal between the characters, the surviving Rovers, and High Captain Kilbride.

Read aloud: The Rigs above Chaser Island sway in the strong offshore winds. Initially, it's a pleasant change from the reeking pollution and coal smoke at street level, but as you climb higher you begin to wonder just how sturdy all these ropes and scaffolds really are. A few stories from the ground the Rigs are increasingly comprised of small shacks and lean-tos supported entirely by the simplest of wooden supports, and in some cases entirely suspended in webs of taut and sometimes slippery ropes. There are fewer travelers in the rigs than on the streets below, but even here the people of Five Fingers hustle as they attend to their business. Ladders and suspended bridges serve as main thoroughfares, and you must move with care among the many gobbers, bogrin, and even rare humans going about their lives. In the distance you can see the square where Havershaw's Folly is located, crowds already assembling for tonight's fireworks display. Hundreds of gobbers make their homes in the Rigs, and you have your work cut out for you if you're going to track down Smek and find a way to save yourselves from the wrath of High Captain Kilbride.

As the characters begin to explore the Rigs in search of Smek, they have no real leads and need to question the inhabitants of the neighborhood. Getting around the Rigs is relatively easy when proceeding at a safe pace, and the characters need only make skill or attribute rolls if moving quickly. However, as the characters proceed to higher levels, strong gusts of wind are not uncommon, and the Game Master should feel free to throw an occasional Climbing or Rope Use roll at the characters to keep things interesting. Should a character fall, death is far from assured. His fall is very likely be broken by a building or web of rigging somewhere on the way down. Such a character takes whatever amount of falling damage

the Game Master feels is appropriate (see *Iron Kingdoms Full Metal Fantasy Roleplaying: Core Rules*).

Questioning the people who live in the Rigs takes some time, and the citizenry here are not keen to talk to outsiders. The characters will be most successful in their efforts to find Smek by asking questions accompanied by Bribery, Etiquette, Intimidation, and Negotiation rolls against target numbers of 12 to 14, depending on the Game Master's discretion. Creative uses of the Oratory, and Streetwise skills may also work, though at higher target numbers.

Very few of the inhabitants of the Rigs know precisely where Smek lives. The Game Master should force the characters to question a number of suspicious and fearful gobbers and bogrin before one of them reveals the exact location of Smek's shack. However, the individuals questioned also share their fears about the future now that the power of the Paulson Street Rovers has been broken. Some of them may cautiously inquire if the characters are planning to take up the Rovers' protection rackets, and in some cases may even attempt to pay the characters for protection outright. The Game Master should use these encounters to emphasize the delicate balance of power on the streets with which the characters have interfered. As well, some questioned gobbers and bogrin may make pitying comments about the characters short life expectancies now that Kilbride will undoubtedly take out contracts against their lives.

When the characters finally find an individual who can point them in Smek's direction, they'll have to head for a remote corner of the Rigs. The gobber's shack dangles two hundred feet above the streets and is connected to its nearest neighbors by a single rope bridge. If the characters attempt to approach stealthily, each of them must succeed first in a Climbing or Rope Use roll against a target number of 16 and then a Sneak roll against a target number of 14. Any failures result in Smek taking notice of his pursuers and attempting to flee.

If the characters sneak up on Smek, they manage to corner him in his shack. If they fail, Smek hurls himself into the air catching a dangling rope terminating in a hook and attempts to swing to a lower level of the Rigs. To catch him, each character pursuing must succeed in three cumulative Climbing or Rope Use rolls against a target number of 14. Any failure results in the character falling some distance before catching himself with a successful Climbing roll against a target number of 16. When any one character has succeeded in three cumulative successes (not counting those incurred while falling), he has succeeded in cornering Smek. The gobber is afraid to engage the characters in combat and fears greatly for his life. Trapped and cornered by those who he betrayed, the frightened gobber pleads for his life and shares some of what he knows.

READ ALOUD:

Smek stares at you wide-eyed, his skin turning a paler shade of green. He holds his hands up pleadingly. "I'm sorry, I'm sorry! I didn't have a choice! I owe Smith's boys more crowns than I'll ever see, and he said he'd drop half of it if I could get the Rovers out of the way. Let me find a way to make this right by you. Please don't kill me!"

Pressed for details, Smek explains he owes a tremendous debt to a number of gambling halls on Chaser Island, all of them controlled by a man named Smith Burrls. Burrls coerced Smek into finding a way to remove the Rovers and make way for another gang, the Twin Bridge Blades, who have recently begun expanding their power on Chaser's Island by way of the neighborhood around Havershaw's Folly. If the characters think to ask, Smek reveals that the Twin Bridge Blades are a gang under the control of High Captain Riordan, who has long-standing enmity with High Captain Kilbride, patron of the Paulson Street Rovers. He suggests that Burrls is a proxy of Riordan. If the characters suggest going to High Captain Kilbride, Smek emphatically explains that it would tantamount to suicide.

This story is largely true, except Smith Burrls is a name invented by Smek on the spot, as he is afraid to directly betray Tantock Meryl, the powerful Thamarite who is in fact coercing him. Smek's fear of Tantock is so great that no efforts on the players parts at this juncture forces him to reveal his name.

Smek offers a possible suggestion to the characters woes if they spare his life. He suggests that if he comes clean to the surviving Rovers about Meryl's plans, they might be willing to work a deal with him and the characters and sort things out with Kilbride. He's not entirely sure they'll let him live, but it seems a better chance than whatever the characters are likely planning to do with him. If the characters agree, he offers to lead them to the Rovers' headquarters on Paulson Street and broker a meeting.

SCENE 3: HIGH CRIMES

INVESTIGATIVE/ROLEPLAYING ENCOUNTER

SYNOPSIS

The characters head to the Rover's headquarters. On the way, they bear witness to a disturbing spectacle. Once they arrive, the heroes are quickly surrounded by High Captain Kilbride's well-armed guards and are made an offer they can't refuse.

Read aloud: The sun has begun its slow descent across the Meredius as you make your way down from the Rigs to the streets of the island. The smells of the city return with the bustling crowds as Smek leads you northeast towards Paulson Street.

Allow all of the characters to make a Detection roll against a target number of 10. Those who succeed observe the following.

READ ALOUD:

As you pass by a large tenement building, you observe a wiry, dark-haired man wearing light leather armor dyed an intimidating black and armed with a wicked looking dagger on his hip. He stands within the shadows of a narrow alley and is engaged in conversation with a heavily armed ogrun. The ogrun curses savagely and moves to swing a massive glaive at the smaller man's head. Before the ogrun can land his blow, the man moves deftly to the side and swirling, incandescent green runes envelop his hands and torso. A heartbeat later, crackling black flames leap from his hands to engulf the ogrun's head. The ogrun screams piteously and slumps to the ground. Ghostly skull-headed energy pours forth from the ogrun's mouth into the arcanist's hands. Without pause, the man shapes the glowing energy into a sphere and presses it to his lips where it vanishes.

If the characters did not make any attempt to observe surreptitiously, Tantock notices them staring at him. He raises an eyebrow in mild alarm and begins to pull back into the shadows. Smek is highly agitated and urges the characters to not get involved in a situation involving necromancy, an offense punishable by death.

The man is in fact Tantock Meryl, though Smek will not reveal this under any circumstances at this moment out of fear for his life. Tantock is uninterested in pursuing the characters at this point; he was merely attending to the grim business of taking the life of a debtor while observing how Smek proceeds. Tantock expects that High Captain Kilbride will kill the characters and merely wishes to observe them should they somehow survive and need to be dealt with later.

If the characters move to interfere with Tantock, eight men and women, the subordinates of Tantock's sept, move from the shadows of the alley. Tantock smiles and suggests the heroes move along: "After all, no one lasts long in Five Fingers who tries to do good every time someone else does wrong." The Game Master should make it clear the characters are outmatched by a Thamarite who is so secure in his power he would kill and take souls in broad daylight, to say nothing of the number of allies he clearly has with him, and even less of the wounds the characters may have suffered in their battle with the Rovers. It is also important to note that under no circumstances will Smek identify Tantock as his employer. His fear of Tantock is much greater than his fear of the characters or even High Captain Kilbride.

Moving on, the now extremely unsettled Smek leads the characters to the rundown clockwork repairs shop that serves as the front for the Paulson Street Rover's base of operations. The few surviving Rovers are tending to their wounds and throw their hands up in surrender when the characters enter.

The Rovers are beaten and discouraged, but they know High Captain Kilbride is on his way. They stall for time and answer any questions put to them to the best of their ability. The Rovers are suspicious of any offers to make things right on behalf of the players. They've never heard of Smith Burrls, Smek's made-up name for Tantock Meryl. They would also be very grateful for the return of Final Word and say that it's

been with the gang for almost forty years. Returning Final Word improves the Rovers' attitudes towards the players in the future, refusal to do so naturally causes the reverse. In general, the Rovers stall for time and pretend to be resigned to letting the characters do whatever they like. After a few minutes a heavy knock sounds at the door.

READ ALOUD:

Before you can answer, the door is hurled open by a pair of large, heavily armed men carrying cutlasses and quad-irons who then move the dusty shop. Several more can be seen through the filthy windows. They keep their weapons leveled at you, and the previously glum Rovers begin to smirk.

It should be clear to the characters they have been surrounded by heavily armed opponents, though their foes seem in no rush to begin a fight. If the characters move to fight, the thugs yell "Hold!" If need be, the guards move to restrain but not kill the characters. The room secured, one of the men gestures to the street, and a moment later the imposing figure of High Captain Kilbride enters the room.

READ ALOUD:

A tall and imposing man enters the shop with the swagger of someone who is never unsure of himself or his surroundings. His hands are buried in the dark blue folds of his armored great coat. A lit cigar is clenched between his teeth, protruding from the tangle of his beard. The burning ember at the tip of the cigar is a match for the bright red of the man's hair. He takes a long drag on the cigar before dropping it to the floor and casually snuffing it with one iron-toed boot. He exhales a plume of smoke into your faces as he begins to speak. "I'm trying to figure out why in the holy name of Morrow I should let any of you bastards live another red second."

Despite his words, High Captain Kilbride already has plans for the characters; he just wants to watch them twist in the wind a little. The characters are welcome to make any pleas, bargains, or suggestions they like. Kilbride listens patiently, even indulgently. In the end, the High Captain jovially informs the characters that if they want to get back in his good graces, and well they should, they can go and eject the Twin Bridge Blades from their hideout in the cellar of the Bridge's Belly Tavern with all haste. He's not keen to add much to the characters understanding of the situation, but he shares that the Blades are definitely a gang controlled by High Captain Riordan, a man for whom he has little affection. Kilbride suspects this is part of a play by Riordan to gain control of the area around Paulson Street and access to the single bridge connecting Chaser Island to Bellows Island.

Kilbride tells the characters if they clear out the Twin Bridge Blades, he'll consider their debt cleared. If they'd rather not take him up on this generous offer, he bluntly informs them that he's already made arrangements for a tremendous bounty to be placed on each of their heads. "I've put a price on your heads so high every piece of scum in the Fingers will be looking to cut off a slice." He'll recall the bounty if the characters do as he asks.

The high captain tells the characters they have only a few hours to make whatever preparations they need, but he wants to see the Blades “dealt with” before the beginning of tonight’s festivities. He suggests this will send a message to Riordan and any other gangs who might be thinking about muscling their way into Chaser’s Island. He also suggests they take Smek and the surviving Rovers with them. The Rovers may not view this as entirely a negative if the characters were gracious enough to return Final Word.

If the characters choose not to take Kilbride up on his offer, they’re welcome to leave, and Kilbride graciously opens the door for them. The Game Master is encouraged to have the characters hunted through Five Fingers by whatever powerful and ruthless assassins he feels like generating. In this case, the Game Master will not need the remainder of this scenario.

The characters may take some time to ready themselves by purchasing weapons, ammunition, and alchemical products. This time also provides an excellent chance for the characters to begin repairing Final Word, though the weapon’s rune plate is a fairly idiosyncratic item the likes of which the characters have not seen before (see Scene 5 for more details on repairing Final Word).

With their preparations ready, the characters should head to The Bridge’s Belly Tavern at the western tip of the island. Smek and the remaining Rovers accompany them and can easily lead the way, but they do so only grudgingly if the characters have treated them poorly or gloated about their earlier victory.

SCENE 4: BELLY OF THE BEAST

COMBAT ENCOUNTER – BATTLE MAP 2

SYNOPSIS

The characters arrive at the headquarters of the Twin Bridge Blades. After a brief and confrontation with a handful of Blades, the characters discover a much more sinister plot.

Read aloud: The Bridge’s Belly Tavern lies between two moldering warehouses in a street reeking of a nearby fishmonger’s stall. As you approach you can see a wary looking man lounging against the warped frame of the tavern’s front door. His forearm bears a black tattoo, the distinctive mark of the Twin Bridge Blades, a stylized dagger with a split blade.

The characters may take whatever precautions they wish to approach the tavern in secrecy. There is a single guard at the



TWIN BRIDGE BLADE KNIFERS (UP TO 6)

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	12	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		12		4	5



DAGGER

POW	P+S
1	6



DAGGER

POW	P+S
1	6



PISTOL

RNG	ROF	AOE	POW
8	1	—	10

SKILLS (STAT ALREADY INCLUDED)

Intimidation – 6, Streetwise – 5

ABILITIES

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

Backstab – This character gains an additional die on his back strike damage rolls.

Two-Weapon Fighting – While fighting with a one-handed weapon or pistol in each hand, this character gains an additional attack for the second weapon. He suffers –2 on attacks rolls with the second weapon while doing so.

VITALITY	6
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BASE SIZE	SMALL
-----------	-------

ENCOUNTER POINTS	4
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front door, a few blind-drunk sailors at tables within, four gang members, and a bartender who is also a knee-breaker for the Blades. If the characters brazenly approach the tavern, the guard at the door stops them and questions them. He's fairly suspicious, so the characters need a good cover story to get past him. At the first hint of trouble, the guard dashes into the tavern to warn the Blades within. At this point, the remaining gang members retreat to the cellar to stage an impromptu ambush.

CORNERED BLADES TACTICS

The blades will not fight in the tavern. They prefer to retreat to the relative safety of the cellar—accessible through a trapdoor behind the bar—where they can benefit from the cover of the giant kegs and take advantage of the extra weapons and ammunition stored there.

Given enough time, four of the knifers hide inside the empty kegs in the center of the cellar, while the other two take cover between the full kegs along the walls. Once the characters come down the stairs, the knifers open fire on them from cover, hoping to wound or disable as many heroes as possible. The knifers enter melee reluctantly, giving up their cover only when forced to do so. However, they know it's a fight to the death, and once engaged, the knifers pull out all the stops and try to take as many characters with them as possible.

TERRAIN

The battlefield for this encounter is shown below with the starting position of the Blades. It also has the following interactive terrain features:

Empty Kegs: The empty kegs are five feet tall and made of thick wood banded in iron. They can accommodate a single small-based character. Getting into a keg requires a quick action and a successful Jumping or Climbing roll against a target number of 10. A character inside a keg can spend a quick action to take cover, gaining +4 DEF against ranged attacks and +2 DEF against melee attacks.

A character can tip over an unoccupied empty keg by spending a quick action and making a STR roll against a target number of 10. Tipping over an empty barrel occupied by a character requires a full round action and a STR roll against a target number of 14. A character can charge an empty keg to gain a +2 bonus to his STR roll to tip it over. A character inside a tipped keg is knocked down.

An empty keg can be attacked directly. Each keg is ARM 16 and has 20 damage boxes. A keg with no damage boxes is destroyed and creates a patch of difficult terrain.

Full Kegs: The huge kegs lining the wall of the cellar are full of cheap beer. They are extraordinarily heavy. Moving a full keg requires a full round action and a successful STR roll against a target number of 18, causing the keg to roll 18 feet (3"). A character can attempt to roll the keg into an enemy with a Thrown Weapon attack roll. On a hit, the target takes a POW 8 damage roll and is knocked down. On a miss, the target immediately advances 6 feet (1") out the path of the barrel with no ill effect.

The full kegs are ARM 16 and have 20 damage boxes. However, a character can hack open the front of a keg with a damage roll inflicting 5 or more damage. In this case, the keg releases a high-pressure spray of beer, and the attacking character can place a SP6 template anywhere within the front arc of the keg. A small-based character under the spray template is knocked down; medium-based characters are pushed 6 feet (1") away from the keg. Each full keg can release only one spray of beer.

AFTERMATH

The characters are likely surprised and suspicious to find the tavern so lightly guarded. Searching the gang's hideout finds several racks of weapons that are mostly empty and a number of empty boxes marked "Blasting Powder OGC Certified." Questioning an injured Twin Bridge Blade with a successful Negotiation or Interrogation roll against a target number of 10 reveals that the majority of the gang had left moments before the characters arrived. Their destination is the festival at Havershaw's Folly. The surviving gang member knows they had been hired to sabotage the evening's fireworks display, an event that can't be more than half an hour away.

SCENE 5: CARNIVAL OF TERROR

COMBAT/INVESTIGATIVE ENCOUNTER — BATTLE MAP 3

SYNOPSIS

The characters must make their way to the carnival grounds of Havershaw's Folly and thwart the plans of the Twin Bridge Blades and their mastermind Tantock Meryl. Meryl has set the Twin Bridge Blades to plant explosives on the fireworks of tonight's Firelight Jubilee with the intention of killing a large number of innocents. His motivation for committing this heinous act is not immediately apparent. Centuries ago, the grounds upon which the Folly was built over a former Orgoth killing field used in the execution of their vile rites. An ancient arcane device still lies deep beneath the ground, its mechanisms inert but waiting for souls released in torment. Tantock learned of this device from his mentor, a powerful Thamarite advocate who had once attempted the same gambit on Chaser's Island, only to be thwarted by the founders of the Paulson Street Rovers. Tantock hopes to use the device to glut himself on souls before conducting a ritual to permanently empower himself with these energies, making him a tremendously potent Thamarite and perhaps setting him on the path to his own dark ascension to scion.

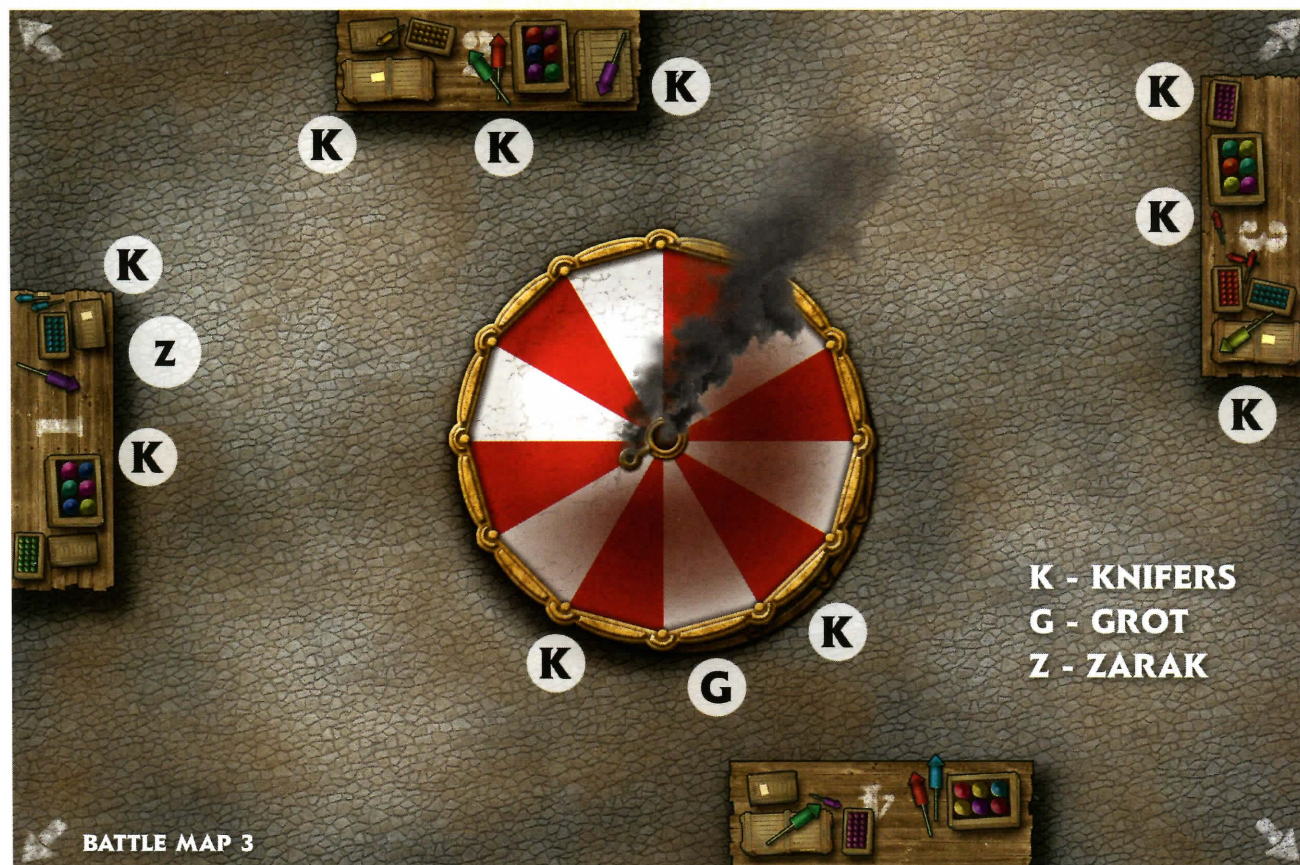
To stop these plans, the characters must identify the members of the Twin Bridge Blades, defeat them, then disarm the explosives on the fireworks. While Tantock will not yet engage the characters in combat, this scene leads them to understand that he's the true villain behind their

woes and arm them with the means to take the fight to him in the following scene.

READ ALOUD:

As the sun sets, the crowds in the street grow and move in the same direction as you, towards Havershaw's Folly and the evening's fireworks display. As you approach your destination, the sky grows lighter and strange shapes are visible in the distance—the somewhat decrepit form of a clockwork carousel and other objects of amusement. Barkers shout, advertising their games of chance, or beckon you to observe the wildest freak shows to be seen in the Iron Kingdoms. A carousel dominates the center of the square. Scruffy children, including a young boy you recognize as Errol, leap onto the ride, choosing their seats from fantastically carved wooden animals like dracodiles, satyrs, and Thornwood maulers. A gobber pulls a rusty crank and the ride begins to move with a grinding lurch. Four platforms sit at each side of the square, upon which rest the tubes from which skyrockets will be launched. Workers bearing the mark of the Order of the Golden Crucible attend to the fireworks waiting to be set off in just a few moments...

At first glance, the Twin Bridge Blades are nowhere to be seen. In fact, they are hiding in plain sight, having ambushed and killed the actual alchemists of the Order of the Golden Crucible and taken their places on the platforms. One blade, a mechanically inclined gobber named Grot, is posing as one of the carousel attendees. The Blades are guarding the bombs attached to the fireworks, ensuring no one tampers with them before they are armed, at which points the Blades leave to escape the blasts. The bombs have a deviously intricate



BATTLE MAP 3

clockwork controlled fuses attached to them, which are controlled by a master clockwork detonator placed within the interior housing of the carousel. When the carousel has completed a certain number of rotations, the clockwork detonator inside it arms the detonators on each of the bombs on the fireworks platforms via mechanical conduits across the fair grounds linked to pressure plates on the bombs.

Once the players have placed their character models on Battle Map 3, they can begin looking for the blades. Whenever a character passes within thirty-six feet (6") of any platform, he gets an immediate Detection roll against a target number of 10. A successful roll indicates the character has noticed an identifying tattoo or sigil on one of the "OGC" members and identified him as a Twin Bridge Blade. Once they have identified a Blade, the characters can make a second Detection roll against a target number of 10. If the roll is successful, the characters notice that the Blades do not stray far from the fireworks platforms; in fact, it looks like they are guarding them.

From the time the characters spot the first Blade, they have 10 rounds before the master detonator in the carousel arms each of the individual detonators on the bombs. After that, they have an additional 20 rounds to disarm the individual bombs on all four of the platforms. This presents the characters with two options to save everyone at the carnival. They can disarm the bomb on each of the four platforms or disarm the arming mechanism in the carousel itself, which disarms all the bombs in the area. Each option presents its own challenges, as detailed below.

Disarming the Bombs: Each of the bombs on the platforms is hidden within the firework launching tubes. Once a character mounts the platform, he gets an automatic Detection roll against a target number of 10 to find the bomb. Once the bomb is found, a character can take a full action followed by a Mechanical Engineering roll against a target number of 12 to disarm it. A successful roll disarms the bomb and allows the character to make a second Mechanical Engineering roll against a target number of 14. Succeeding at this second roll informs the character that the detonator on the bomb is actually controlled by a master detonator elsewhere and tells them how much time remains before the carousel arms all the detonators. With this additional information, allow the characters to make INT rolls against a target number of 10. On a success they realize the carousel is the most likely place a master detonator would be housed.

Characters unable to make the Mechanical Engineering roll can disarm the clockwork detonator on the bombs simply by smashing it to pieces. The device is ARM 18 and it has 3 damage points. Destroying the detonator disarms the bomb, but the heroes can't learn about the master detonator in the carousel this way.

Disarming the Carousel: It is very unlikely the characters will know that the carousel is the master detonator when they arrive, but they can learn this information after disarming one of the bombs on the platforms (see above) or

by questioning a captured Blade. However, disarming the carousel is a difficult proposition, the characters have to get everyone away from it—alerting all the blades in the area—then they must locate the detonator mechanism and disarm it. Locating the mechanism requires a successful Detection roll against a target number of 12. Once located, a character can attempt to disarm the master detonator. Each attempt requires the character spend a full action and succeed in a Mechanical Engineering rolls with a target number of 12. Each success disarms one of the bombs on a platform, so character must spend at least four full actions and make four successful rolls to disarm all of the bombs. A character can choose which bomb to disarm and up to two characters can attempt to disarm the master detonator simultaneously. Any successful roll also tells the characters how much time they have before the carousel arms all the detonators. A failed roll can be repeated, but the target number increases by 1 for each attempt.

Crowds: The crowds in the square are an important factor in this final scenario. Before the players place their miniatures on the map, the Game Master should place d6+2 crowd templates on the map. The crowd templates come in 3", 4", and 5" AOE, and the Game Master should feel free to place them where he wishes, leaving some room for the PCs and the Blades to maneuver.

The dense crowds are treated as difficult terrain, although a character can spend a feat point to move at full speed or charge through them. Crowds do not block line of sight but grant +2 DEF against ranged and magic attack rolls to characters within them.

Once combat begins, the crowd templates move 12 feet (2") toward the nearest map exit (white arrows on the battle map). If one of the templates moves over a character, he gets all the bonuses and penalties for being in a crowd (outlined above). Remove a crowd template once it reaches the edge of the map.

TIME MANAGEMENT

It is very important that the Game Master keep track of how much time has passed when the characters arrive at the carnival. Movement, combat, and of course disarming the explosives all take time that should be carefully tracked. The Game Master should consider separately tracking the countdown on each detonator and on scratch paper or perhaps on a simple map so that he is very aware of which characters are interfering with which bomb.

TWIN BRIDGE BLADES' TACTICS

Obviously, the Twin Bridge Blades guarding the platforms will not stand idly by while the characters disarm the bombs. They fight viciously to defend each platform and the carousel. When the characters arrive, the Blades are dispersed as follows:

Platform 1: Zarak Stoneshield, Twin Bridge Blade Knifers (2)

Platform 2: Twin Bridge Blade Knifers (3)

Platform 3: Twin Bridge Blade Knifers (3)

Platform 4/Carousel: Grot, Twin Bridge Blade Knifers (2)

GROT (SKILLED GOBBER CUTTHROAT/FIELD MECHANIK)

SPD	STR	MAT	RAT	DEF	ARM
7	4	7	5	15	8

WILLPOWER	INITIATIVE	DETECT	SNEAK
8	11	6	7



ASSASSIN BLADE

POW	P+S
4	8

Add +2 to back strike attack rolls with this weapon.

SKILLS (STAT ALREADY INCLUDED)

Craft (metalworking) – 6, Mechanical Engineering – 6, Streetwise – 6

ABILITIES

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

Backstab – This character gains an additional die on his back strike damage rolls.

Deft – Grot gains boosted AGL rolls.

Feat Points – Grot starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Grot can only have 1 feat point at a time.

Feat: Untouchable – Grot can spend 1 feat point during his turn to gain +3 DEF for one round.

Prowl – Grot is virtually invisible while in the shadows or in terrain that grants a degree of concealment. The character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

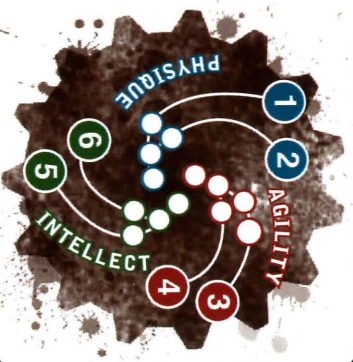
Skilled – Grot gains an additional attack during his activation phase if he chooses to attack that turn.

EQUIPMENT 14

Assassin's blade, leather armor, 15 gc

BASE SIZE SMALL

ENCOUNTER POINTS 14



ZARAK STONESHIELD (MIGHTY TROLLKIN DUELIST)

SPD	STR	MAT	RAT	DEF	ARM
5	7	6	5	13	11

WILLPOWER	INITIATIVE	DETECT	SNEAK
11	10	11	5



TRENCH KNIFE

POW	P+S
2	9



TRENCH KNIFE

POW	P+S
2	9



PISTOL

RNG	ROF	AOE	POW
8	1	—	10

SKILLS (STAT ALREADY INCLUDED)

Intimidation – 9, Jumping – 8, Streetwise – 5

ABILITIES

Feat Points – Zarak starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Zarak can only have 1 feat point at a time.

Parry – While armed with a hand weapon, Zarak cannot be targeted by free strikes.

Riposte – Once per round when Zarak is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy.

To make a ranged attack, Zarak's character's ranged weapon must be loaded.

Mighty – Zarak gains an additional die on melee damage rolls.

Tough – Zarak is incredibly hardy. When he is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

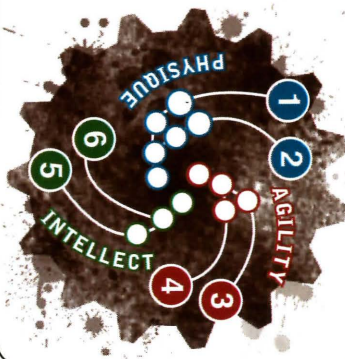
Two-Weapon Fighting – While fighting with a one-handed weapon or pistol in each hand, Zarak gains an additional attack for the second weapon. He suffers –2 on attacks rolls with the second weapon while doing so.

EQUIPMENT

Leather armor, powder and ammunition for 10 shots, pistol, 35 gc

BASE SIZE MEDIUM

ENCOUNTER POINTS 14



When the characters approach one of the platforms and it becomes apparent they've seen through the Blades' disguises the gang members drop all pretenses of stealth and attack. They begin combat at range, firing their pistols at the characters. The Blades move into melee quickly, trying to keep the characters from the platforms, and they focus their attacks on any character that manages to actually get near one of the bombs. After the first round of combat, the Blades at any other platform within 36 feet (6") come to the aid of their compatriots.

If the characters head to the carousel, they likely need to remove all the children currently riding it. How they do this is up to them, but it is very likely to attract the attention of more blades Blades. In this case, the remaining Blades abandon their platforms and descend on the heroes en masse. One group of Blades arrives each round at the carousel, starting with those on platform 3, as soon as the characters find the master detonator. In this case, the Blades simply mob the heroes, swarming in them in melee in an attempt to disable them as quickly as possible.

AFTERMATH

The Blades fight to the end to protect the bombs and the carousel—their fear of Tantock far outweighs their fear of simple death. However, once the bombs are close to going off, within two rounds, the Blades flee the blast radius, their task at an end. This should be a very obvious sign to the heroes that their time has just run out—that and the huge explosions that follow. Each bomb that detonates causes a POW 14, 5" AOE explosion that automatically kill a significant number of civilians. Captured Blades cannot help the PCs disarm the bombs—they don't know how. All except, Grot, who created the clockwork detonators in the first place. If the PCs can coerce him to help them with a successful Intimidation roll against a target number of 12, he can disarm the detonators without making a roll.

Tantock is present and watching nearby, though he is not in the square himself. The characters should recognize him immediately as the Thamarite who killed the ogrun in scene 3. So long as one explosion occurs, the Orgoth mechanism rapidly processes the released soul energy, venting from directly beneath the carousel, which becomes bathed in a ghastly yellow-green light. The energy courses toward Tantock, who absorbs it, and then launches an overpower burst of Hell Fire, annihilating the carousel. The boy, Errol, who is near the carousel, is nearly consumed, but allow the characters to make a single Jumping skill roll against a target number of 12 to intervene. A successful roll enables the character to save Errol, but inflicts a POW 16 hit on the character. If the character fails, Errol's mother hurls herself in front of the fell energy at the last moment.

If the characters have interfered with the carousel, Tantock instead makes a Dark Fire attack against the crowd near the carousel killing a number of festival-goers. Errol and his mother are near the carousel, if not actually on it and the scene plays out with identical consequences. Tantock himself

leaves immediately, vanishing into the crowd. The quantity of attendees fleeing in panic makes Tracking rolls impossible.

READ ALOUD:

Surveying the carnage, Smek begins to weep. "I didn't want any of this to happen, I'm so sorry! I'm sorry! I'll tell you everything. That sorcerer is Burrls. I mean, he's Tantock. I mean, there's no such person as Burrls, but I was afraid to tell you about Tantock. He could take my soul! You've seen what he's capable of! I'm so afraid but this...this is...someone has to stop him. One of the Rovers hears this and whistles low, "Tantock Meryl? That's bad news, that is."

The crowd has thinned significantly as High Captain Kilbride and his guards arrive at the square. "Didn't do so well, did we?" he growls around the cigar in his teeth.

The characters can explain what happened to Kilbride who scowls throughout the story. At the mention of Tantock Meryl, he raises an eyebrow, spits, then cuts the characters off.

READ ALOUD:

"If I'd known that damned Thamarite was involved, I'd have let this whole mess alone. Nothing and nobody in this piss-hole of an island is worth that kind of hassle. You lot did right, but I'm not going to get any more involved with Tantock bloody Meryl. Last thing I need right now is more trouble with the septs. I suppose he'll be after you all presently, so good luck with that. Be seeing you in Urcaen, I imagine!" The High Captain grins uneasily and makes his way through the ruins of the carnival.

One of the Rovers has turned pale and looks to you. "It's like the old story come again."

Should the characters inquire, the Rover goes on to tell the characters the legend of Final Word, not that he really believes it, dismissing the mechanika hand cannon as a "rusty piece of scrap and the rest of the story as "drunk-talk to scare new lads." The Rover goes on to say that supposedly, decades ago, Chaser's Island was the hunting ground of a vicious Thamarite who preyed upon the people openly. Too powerful to be stopped by normal means, the Paulson Street Rovers were originally formed to combat him. Their original leader, Tam Braddock, worked a mysterious deal with a mechanik from Ceryl for a gun to use against the necromancer. Final Word wounded the Thamarite badly enough for the other Rovers to take him down, but it was badly damaged in the fight. Since then, it's just been the symbol of their leadership. The Rover's don't really believe much of this story, but any player with the Mechanical Engineering skill who has puzzled over the strange runeplate now realizes its nature and can repair it with half an hour's work and a successful Mechanical Engineering roll against a Target Number of 14.

Smek is willing to lead the characters to Tantock's lair, a secret hideout in the depths of Dag's Ward, one of the most notorious slums of Five Fingers. Smek explains that Tantock has long maintained his sept's chambers beneath the streets of Dag's Ward, to the surprise of the Rovers who consider the neighborhood under their control. Armed with the working Final Word, they may just have a chance against the potent Thamarite and his sept.

FINAL WORD (MECHANIKA HAND CANNON)

Ammo: 1 (heavy round)

Effective Range: 72 feet (12")

Extreme Range: 360 feet

Skill: Pistol

Attack Modifier: 0

POW: 12

AOE: —

Description: Final Word is a custom-made hand cannon that has seen better years. It's wooden stock is of a fine and exotic hardwood, and its metal components were once a burnished bronze, now tarnished with age and neglect. It has been mechanically augmented, and once restored makes for a potent personal firearm.

Rune Points: 4

Special Rules:

Blessed – While Final Word has power, attacks with it ignore spell effects that add to the target's DEF and ARM.

Mage Hunter – While Final Word has power, attacks with it gain an extra die on attack and damage rolls against characters with enemy upkeep spells on them.

On a critical hit, the character hit becomes stationary for one round.

SCENE 6: DARK GAMBIT

COMBAT ENCOUNTER – BATTLE MAP 4

SYNOPSIS

The characters must confront Tantock and his Thamarite Sept in the heart of a dangerous slum. They must stop him before he can complete a ritual and make permanent the terrible power he has absorbed from the ancient Orgoth device.

READ ALOUD:

Smek and the Rovers lead you back through the streets of Chaser Island towards Dag's Ward, their own home turf. The streets are largely empty now, the terrible events of the evening have sent the people of Chaser Island to whatever dark corners they call home, and the streets are eerily quiet. The scent of blasting powder lingers through the streets. When you enter the confined streets of Dag's Ward, you're impressed by the squalor. Trash is piled high, and the gutters overflow with offal. Several times rough-looking characters

begin to move your way, moving aside only when they see that you're accompanied by a member of the Rovers. Diminished though they are, they still carry a reputation as the masters of Dag's Ward.

You arrive at a particularly decrepit tenement building, and Smek gestures for you to stop. He moves close and begins to speak quietly. "This is it. This is where Tantock and his cult meet. The building's been condemned for years, even the lowest lowlifes won't step foot in here."

The tenement building's windows and doors are boarded up. The sept enters through sewer entrances in the back. The gobbler, eager to make up for his earlier failings asks the characters to hide for a moment and vanishes into the shadows. A few moments later, he returns with an iron key ring, having thieved it from one of the sept's guards. With a grin he offers it to the characters. The characters may choose to enter by smashing their way in, but will certainly be noticed by Tantock's subordinates who are on high alert after the events at the carnival. The characters may find and use the sewer entrance via the stolen key by succeeding in a Detection roll against a target number of 14.

Entry through the sewers allows the players to begin combat in or adjacent to the "Sewer Entrance" area marked on the diagram of Battle Map 4 and do so without being surprised. Otherwise, if they force their way into the tenement, the sept hears them coming and gains a single surprise round against the characters. Either way they enter, the characters are accompanied by any surviving members of the Rovers. Smek accompany the characters if requested but will not engage in combat and instead do his best to hide and stay out of the line of fire.

If the heroes sneak into the tenement building, they see:

READ ALOUD:

The interior of the tenement building is dark ruin. Four stone pillars support the sagging roof and debris litters the ground. The smell of old blood and moldering wood is thick in the air. The room is dominated by a large altar against the north wall. Tantock stands in front of the altar, his voice lifted in a dire chant, glowing green runes encircling his head as he drones on. The Thamarite arcanist is not alone; a group of black-armored men and women cluster around the altar. Three of them are heavily armored in steel plate and grip shields and wicked spiked maces. These two stand especially close to Tantock.

If the characters try a more direct assault on the tenement building by kicking in the door, the Thamarites are in position to repel them with extreme prejudice.

TANTOCK

Tantock is a fearsome opponent, especially now that he is glutted on soul energy, and his potency is increased to a level that hinges on the success of the heroes in the last scene.

If the characters managed to keep the bombs from going off, and Tantock was forced to slay a lesser number of festival-goers with a spell, he gains the following traits in addition to those in his stat block.

Tantock starts the encounter with one soul token. He is allocated one soul token at the start of each of his turns in addition to those he has absorbed with Soul Taker. He can still have no more than three soul tokens at once.

- The range of all Tantock's spells are increased by 12 feet (2").
- Tantock has +1 DEF and +1 ARM against ranged and magic attack and damage rolls.
- If the characters failed to keep the bombs in the carnival from detonating, Tantock gains the following traits in addition to those he already possesses.

Tantock starts the encounter with one soul token for each bomb that successfully detonated (up to a maximum of three). He is allocated the same number of soul tokens at the start of each of his turns.

- Tantock gains an additional die on spell damage rolls and the range of all his spells are increased by 24 feet (4").
- Tantock has +2 DEF and +2 ARM against ranged and magic attack and damage rolls.
- When Tantock is hit with a melee, ranged, or spell attack, he can immediately spend a soul token to reduce the damage roll by one die per soul token spent. He cannot use this ability against a blessed weapon (such as Final Word).

THE RITUAL

When the characters arrive, Tantock is in the middle of a ritual whose purpose is to make the additional traits outlined above permanent. However, this ritual must be completed soon or the stolen soul energy will begin to consume him. Once the characters arrive, Tantock has 7 rounds to complete the ritual and dramatically increase his power. The ritual requires his

total concentration (he can take no more than a single quick action per turn) and 2 uninterrupted rounds to complete.

If Tantock fails to perform the ritual in time, at the end of the seventh round, he loses all the traits outlined above and takes a POW 12 damage roll. This damage roll is increased by +2 for each soul token Tantock currently possesses. This is likely enough to severely weaken or even kill him outright.

Characters can make a Lore (arcane or Thamarite) against a target number of 14 when they first observe the ritual. If successful, they discern the nature of this ritual and the ticking clock it has placed upon their enemy.



THAMARITE TACTICS

Tantock tries to complete his ritual as soon as possible so that he can engage the characters at his full power. His guards and acolytes are aware of this and do everything in their power to keep the characters from interrupting their master. When combat begins, two of the Thamarite guards stand in front of Tantock, shielding him from line of sight and placing themselves in position to use Shield Guard. The third guard rushes forward with the acolytes to engage the characters.

The acolytes take cover behind the pillars and then two of them obscure the area with Ashen Cloud spells while the rest target characters with Bleed. The remaining Thamarite guard takes a position next to one of the acolytes, shielding him from harm, and waits for the characters to enter melee.

If the characters manage to hit Tantock with an attack during the first two rounds of combat, he sends one of his two guards into melee. If they hit him again, he enters the battle himself, hoping to slay the heroes and still have enough time to complete his ritual.

In combat, Tantock is a powerful foe, and blows through his feat points and soul tokens to launch a barrage of deadly

spells at the characters, primarily Dark Fire and Hell Fire. If he manages to disable one of the heroes, he returns to his ritual. If he has already completed the ritual, he does not hold back and unleashes all the power at his disposal to slay the meddlesome do-gooders. In this case, Final Word is the key to the character's victory.

TERRAIN

The battle map for this encounter is shown below with the starting position of the Thamarites. It also has the following interactive terrain features:

Debris: The scattered debris on the ground is rough terrain.

Columns: The columns are broad enough to take cover behind. They are also in a bad state of repair and can be pushed free from their mooring and toppled by a group of characters or one really strong character. A character in B2B contact with a column can spend a full round action and make a STR roll against a target number of 14. If the roll is successful, the character pushes it over. The character chooses where the column lands, placing a SP6 template anywhere within his front arc. Characters in the spray template automatically suffer a POW 10 damage roll and are knocked down.

THAMARITE GUARDS (3)

SPD	STR	MAT	RAT	DEF	ARM
5	5	6	5	10	16
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		12		5	3



MACE

POW	P+S
4	9

On a critical hit, a living target hit has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a Willpower roll against a target number equal to the attacking character's STR + 9. If the target succeeds, he stays conscious. If he fails, he is knocked out.



COMBAT SHIELD

POW	P+S
3	8

SKILLS (STAT ALREADY INCLUDED)

Intimidation - 5, Streetwise - 5

ABILITIES

Shield Guard - Once per turn, when a friendly character is directly hit by an attack while within 2" of a Thamarite guard, he can choose to be directly hit instead. The Thamarite guard cannot use Shield Guard if he is incorporeal, knocked down, prone, or stationary.

Smash & Bash - If a Thamarite guard forfeits his movement during his activation, he can attack with his mace and combat shield in the same round. He takes a -1 penalty to attack rolls for both attacks.

Steady - A Thamarite guard cannot be knocked down.

VITALITY 8

BASE SIZE SMALL

ENCOUNTER POINTS 5

THAMARITE ACOLYTES (5)

SPD	STR	MAT	RAT	DEF	ARM
6	4	5	4	13	11
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		14		5	4



BATTLE STAFF

POW	P+S
4	8

On a critical hit, a living target hit has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a Willpower roll against a target number equal to the attacking character's STR + 9. If the target succeeds, he stays conscious. If he fails, he is knocked out.

CONTROL AREA 6

ARCANE 3

Will Weaver

ABILITIES

Combat Caster - When a Thamarite acolyte makes a magic attack roll, he gains an additional die. Discard the lowest die of each roll.

VITALITY 6

BASE SIZE SMALL

ENCOUNTER POINTS 3

SPELLS

COST RNG AOE POW UP OFF

ASHEN CLOUD 2 CTRL 3 - YES NO

Place a 3" AOE cloud effect anywhere completely in the spellcaster's control area. Characters without Immunity: Fire suffer -2 on attack rolls while within the AOE.

BLEED 2 8 - 10 NO YES

When this spell damages a living character, the spellcaster regains d3 vitality points.

TANTOCK MERYL (GIFTED HUMAN SPY/THAMARITE ADVOCATE)					
SPD	STR	MAT	RAT	DEF	ARM
7	5	6	5	15	12
WILLPOWER	INITIATIVE	DETECT	SNEAK		
11	14	7	7		



RAPIER

POW	P+S
2	7

Tantock can spend 1 feat point to boost both his attack and damage rolls with this weapon.

Attacks with this weapon ignore effects that add to the target's DEF or ARM.

CONTROL AREA	8
ARCANE	4

Will Weaver

SKILLS (STAT ALREADY INCLUDED)

Command - 7, Disguise - 7, Lore (Thamarite) - 7, Research - 7

ABILITIES

Battle Plan: Shadow – Tantock can spend 1 feat point to use Battle Plan: Shadow. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character who follows the character's orders gains Prowl for one round.

Combat Caster – When Tantock makes a magic attack roll, he gains an additional die. Discard the lowest die of each roll.

Cover Identity – Tantock has an established cover identity with its own history, contacts, and criminal record (or lack thereof). The character's Disguise rolls while using his cover identity are automatically boosted. Choose a career for the cover identity. The character gains one occupational skill at level 1 from the cover identity's career. The cover identity must be reasonably believable. A gobber disguised as a trollkin fell caller won't fool anybody. This ability can be taken multiple times. Each time, it applies to a different cover identity.

Feat Points – Tantock starts each encounter with 2 feat points. He gains 1 feat point at the start of each of his turns. He can only have 2 feat point at a time.

Feat: Quick Cast – Tantock can spend 1 feat point to immediately cast one upkeep spell at the start of combat before the first round. When casting a spell as a result of this benefit, Tantock is not required to pay the COST of the spell.

Fast Caster – Tantock gains one extra quick action each activation that can be used only to cast a spell.

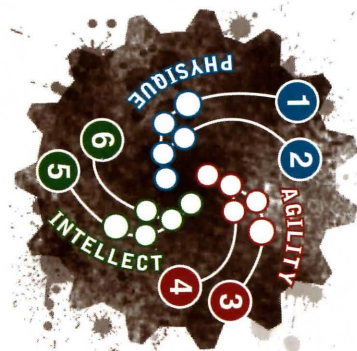
Ghost Shield – Tantock gains +1 ARM for each soul token he currently has.

Soul Taker – Tantock gains one soul token when a living character is destroyed in his command range. He can have up to three soul tokens at a time and can spend soul tokens as feat points. Tantock can also spend a soul token at any time to remove a fatigue point.

BASE SIZE	SMALL
ENCOUNTER POINTS	20
EQUIPMENT	

Custom battle armor, rapier, 15 gc

SPELLS	COST	RNG	AOE	POW	UP	OFF
ASHEN CLOUD	2	CTRL	3	-	YES	NO
Place a 3" AOE cloud effect anywhere completely in the spellcaster's control area. Characters without Immunity: Fire suffer -2 on attack rolls while within the AOE.						
BLEED	2	8	—	10	NO	YES
When this spell damages a living character, the spellcaster regains d3 vitality points.						
DARK FIRE	2	10	—	12	NO	YES
If the spellcaster can gain soul tokens, he can claim the soul tokens of characters destroyed by this spell regardless of range.						
HELLFIRE	3	10	—	14	NO	YES
A character hit by Hellfire must make a Willpower roll against Terror with a target number equal to the spellcaster's Willpower + 2.						
OCCULTATION	2	6	—	—	YES	NO
Target character gains stealth and +3 on his Sneak rolls.						



If two columns are toppled, there is a fifty percent chance the entire roof caves in. If three are pushed over, this automatically happens. If the roof collapses, everyone in the room suffers a boosted POW 12 damage roll and is knocked down.

AFTERMATH

Assuming the characters are victorious they emerge into the streets bruised, battered, and likely just seconds ahead of the building's total collapse. The streets are empty, though many eyes watch the characters from the shadows. Little goes unnoticed in Five Fingers.

SCENE 7: EPILOGUE

Assuming the characters are victorious in the final battle with Tantock, they find themselves in an interesting situation. Possession of Final Word makes one of the characters the de facto leader of the Paulson Street Rovers, a status the Rovers may choose to recognize if they've been treated well by the characters. High Captain Kilbride is likely impressed with them as well and glad to see Tantock removed from the local power structure. The Game Master may wish to award each character with Connections (Five Fingers).

On the other hand, Tantock had his own allies, including High Captain Riordan, a man given to forgive and forget. The stories of the night's activities will soon become part of the folklore of Chaser Island, and the characters will figure largely in those stories whether they like it or not.



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