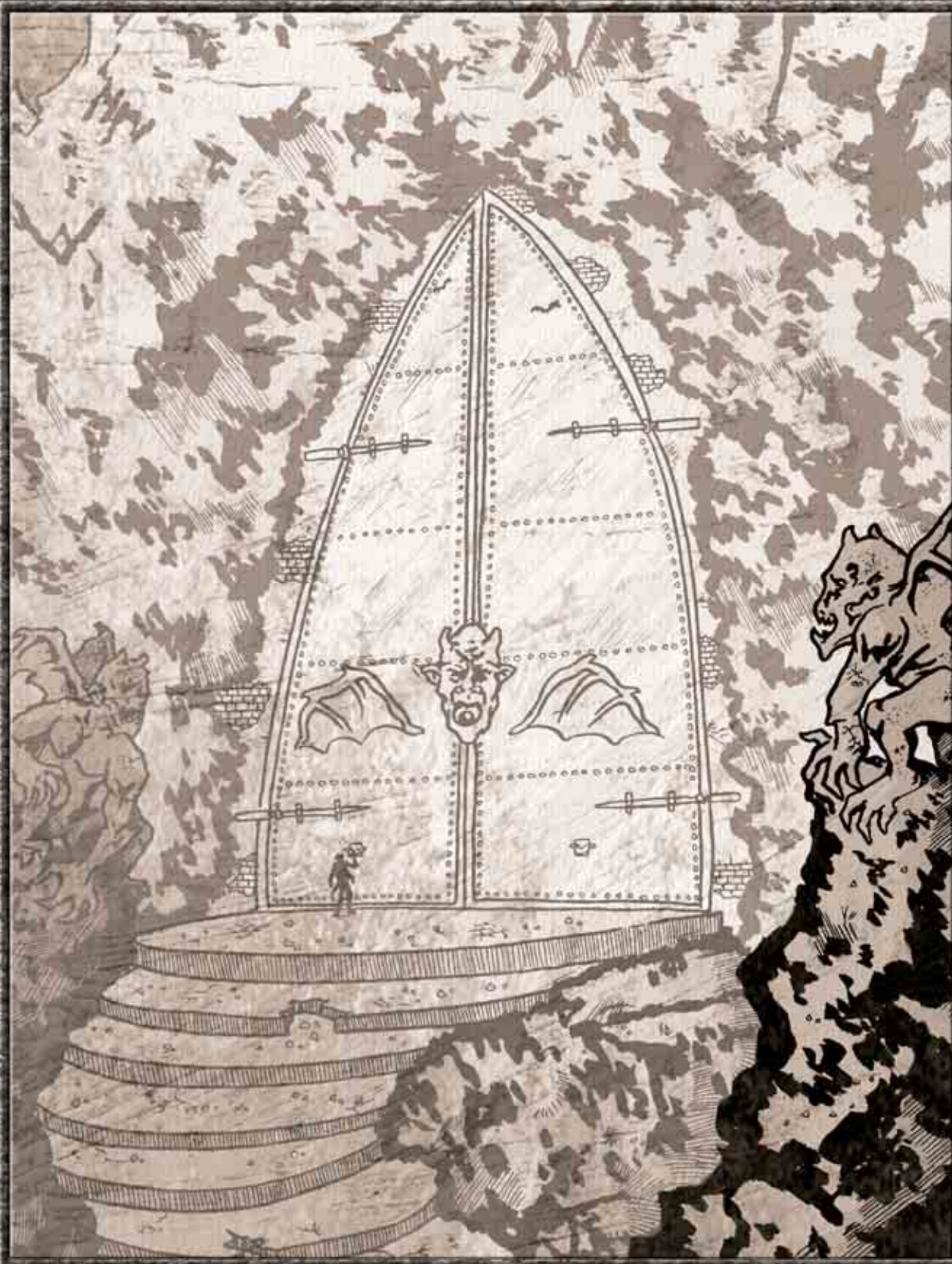


THE HIDDEN CITY



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Well, I'd be fibbing if I said I didn't feel a pang of jealousy every time a new WARMACHINE or HORDES book comes out but truth be told I play those games too. However, the fact remains: the goodly roleplaying folk ain't seen too much action since The Witchfire came out (and was re-released with Fool's Errand!). So, then those salty dogs at the Bass start unleashing fan adventures. Savvy? (If you ain't savvy go to www.buccaneerbass.com NOW!)

And it gets me to thinking 'I could do that... with enough coffee.'

So, this one goes out to all the ladies in the house.

Sorry, wrong intro...

So, this one goes out to all those adventurers who have been spoiling for a fight since Vinter Raelthorne brought those damnable Skorne to Corvis and got a bloodied nose for his trouble.

This one goes out to all those Fraternal Brothers who have been practising their defensive casting and getting their Lightning Bolts down pat.

This is for all the Pistoleers who wanted to go out in a blaze of glory with a smoking iron in each hand and two empty bandoliers.

This is for the Battle Chaplains who wanted some pay back for the good folk of Corvis and the Cathedral getting torched.

This is for all the Nobs, the Squires and scum. The gentry and the common folk.

This is for every pistol packing, greatcoat wearing, +2 mechanical longsword totin' badass that ever walked Western Immoren.

So get your goggles on, check your ammo and pray to Morrow you make it back.

This is where the Paingivers practise their art.

Where Praetorians march to war.

Where the ground trembles at the passing of a Gladiator.

This is the Iron Kingdoms.

And only you can stop them!

Roleplay like you got a pair.





The Hidden City

Introduction

This adventure is geared towards 4 to 5 characters of 8th-9th level. The adventure can be tailored by reducing the number of Skorne Praetorians and Hestatians in the patrols encountered, giving the party more opportunities to rest and perhaps lending them some 'muscle' such as a Scout.

This adventure was written with the Iron Kingdoms RPG setting in mind. This setting is published by 'Privateer Press' and names such as 'Cygnar', 'Khador' and the 'Skorne' are fully explained in the products they produce.

If you want to know more about Privateer Press' award-winning setting, go to www.privateerpress.com

It is suggested that Player Characters be allowed to 'level up' between Acts. The game is divided into three segments. Should your party suffer a death (or two) feel free to introduce new characters that have been captured by the Skorne and subsequently freed by Harven Dordra and his associates.

Materials

To play this adventure you will need:
Wizards of the Coast Dungeons and Dragons
Players Handbook 3.5
Wizards of the Coast Dungeons and Dragons
Dungeon Masters Guide 3.5
Iron Kingdoms Character Guide
Iron Kingdoms World Guide

Further Reading

Privateer Press' Monsternomicon 3.5 will provide you with more setting information than you'll actually know what to do with. Although Warcasters and Warjacks are only touched on briefly during the adventure, WARMACHINE Prime will be useful to illustrate how powerful these spellcasters and machines are.

Conventions

All statistics for enemies and NPCs can be found in the appendices at the back of the book with the game handouts.

For monster statistics you should pick up the Monster Manual by Wizards of the Coast. Statistics for Skorne Cyclops, Titan Gladiator, Skorne Praetorians and the Ancestral Guardian can be found in No Quarter magazine.

Text that should be read aloud to the players is enclosed in a grey box. This is to help you as GM "paint the scene". Feel free to use this as much or as little as you like.





The Hidden City

Synopsis

This adventure takes place two years after the attack on Corvis by Vinter Raelthorne and his Skorne host. It assumes that the party has played the Witchfire Trilogy and are known to help the Crown when danger arises.

Harven Dordra (Rogue 6), a member of the Cygnaran Intelligence service, has been trying to trace the source of Skorne raiding parties along the eastern border of Cygnar. On his travels he gathered about him other citizens of Cygnar keen to thwart the Skorne:

Jack Raines, (Scout 4)
Darioch Giamati, (Arcane Mechanik 7/ Fighter 1/
Warcaster 1)
Dieter Holdenbrook (Wizard 4/ Scout 1)
Evangeline Toras (Warbard 4)
Mack Sorrel (Cleric 4)

Following trains of human slaves Harven soon tracks down the Skorne to the Rotterhorn Mountain where he finds a large citadel. It seems the Skorne have been here for some time.

Darioch, ever warlike, starts to plan an all-out assault on the citadel but the Skorne send an advance party that neatly disables his light warjack. Unperturbed, the party press on and gain access to the citadel. They find the Paingivers are brainwashing the slaves and turning them into savage fighters. However, the citadel has its own problems: recently a small gang of Ghouls has crept up through the sewers and their infection has begun to spread.

Soon after, Harven's party are soundly defeated. Most are captured or dead and Scout General Rebald waits impatiently for a report on this most dire subject.

Adventure Summary

The characters should be sympathetic to Cygnar first and foremost. Parties of Menoth worshipping adventurers are unlikely to find much to do here. Parties motivated by their purses will be well rewarded, but no money is given up front.

Firstly the party will be asked to travel to Ternon Crag to pick up further orders from Spy Master Sketchley Funt. Then they will be on their way across the inhospitable Bloodstone Marches on the trail of Harven Dordra, a spy who has gone missing in the line of duty.

Upon reaching the Rotterhorn Mountain (Harven's last known destination) the party will have to overcome a selection of traps and Guardians to gain access to the crowded but perfectly ordered Skorne Citadel.

Once inside the citadel, the party will find a city in disarray. A prison break and Ghoul infestation has brought chaos to the Rotterhorn. In the Citadel's depths a wounded and desperately ill Harven Dordra hides out with other prisoners trying to plan a way out.

Should the party feel brave enough, they might decide to venture up the ominous Iron Staircase to the upper levels where the most fiendish Skorne leaders reside.

Then the adventurers will have to be enterprising enough to find a way to get Harven and the escaped prisoners across the Bloodstone Marches and back to Cygnar safely.

