



## The Hidden City

### **Just what are these figurines?**

The Skorne do not believe in an after life but they do believe in ancestor worship. Particularly noteworthy individuals may find they have their essence (or soul) entered into an Ancestral Guardian statue. When the statue is carved there are many chips of stone left over. The stone mason's apprentices carve these chips into small figurines. Many Skorne carry these figurines around hoping they bring good luck.

A Skorne may make a Cha test once per day (per figurine) and invoke a *Bless* spell effect if they make a DC of 18. It should be noted the figurines do not detect as magical.

### **And the Elite Jade Tokens?**

The Skorne Elite Jade Tokens are small charms worn around the neck. A piece of jade no larger than a thumb is carved into a spiral or swirling motif and suspended on a leather thong. The Token bestows a +1 Fortitude bonus to the wearer. They are typically worth 500 gp.

### **About that Hammer**

When the party emerge blinking in the daylight with (hopefully) Harven Dordra and a rag tag band of human prisoners they will be in for a shock.

Standing outside is a Khadoran Battlegroup. At least one Warjack and a selection of troops have been hunting down Darioch Giamati since his tour of the Thornwood.

Oily black smoke rises up from a variety of engines. A squad of men in steam armour stand nearby and regular troops mill around camp fires. Hulking over them all is a heavy Warjack. A battle flag has been planted in the ground and clearly displays the symbol of Khador.

An aristocratic looking individual approaches you, his armour is unusual and he clearly holds a high rank.

"Permit me to introduce myself: I am Warcaster Prime Vladimir Nabokov. I believe you may have helped retrieve a Khadoran Prototype. Naturally relations between our two countries will be greatly improved by you returning the weapon to me."

As he says this the Heavy Warjack over his shoulder flexes his fists impatiently. Many of the troops nearby finger their weapons and look cautious.

"Please, I can see you have to escort these civilians back to Cygnar and I do not want to hold you up."

The party should surrender the weapon to Nabakov, they are hopelessly outnumbered and outclassed. If the party are feeling emboldened and are thinking of trying to take on the battle group have them all take Intelligence tests. If this fails then Nabokov will plead with them to give up the prototype. He says he does not want to have to kill people needlessly.

Nabakov sends a Man O' War to retrieve the huge weapon. When the hammer is returned the party will be free to trek back home.





## The Hidden City

### Adventure Rewards

Recovering Harven Dodra and returning him to Tirnon Crag/ Corvis/ anywhere safe – 3000 Xp  
Recovering Darioch Giamti's body – 500 Xp  
Recovering Dieter Holdenbrooks body – 500 Xp  
Returning the Khadoran Prototype to Vladimir Nabokov - 1000 Xp  
Returning the Warcaster Armour to the Academy in Caspia – 500 Xp  
Informing Big Dirk of Jack Raines fate – 100 Xp  
Returning Jack Raines body to Tirnon Crag – 100 Xp

### Fame at last

If Evangeline Toras makes it back to Cygnar she will compose a song about the party's exploits. Within one year the song will be well known and the adventurers all gain a +2 circumstance bonus to Diplomacy checks whilst in any major city within Corvis.



**Evangeline Toras -**





## The Hidden City

### Appendices

Listings for creatures encountered and Non Player Characters.

### Enemies

You can find the full rules for many of these creatures in No Quarter magazine or in the forthcoming Monsternomicon 2:

Ancestral Guardian	Issue 9
Skorne Praetorian Veteran	Issue 6
Skorne Conditioned Titan	Issue 4
Skorne Conditioned Cyclops	Issue 3

#### Skorne Praetorian

(Medium Sized Humanoid)

**Class:** 3rd Level Fighter

**Hit Dice:** 3D10+1D8+3 (25-35 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (+2 Dex, +5 Skorne Plate, +1 Two Weapon Defense) touch 12, flat-footed 15

**Base Attack/Grapple:** +3/ +5

**Attack:** Longsword +6 melee (1D8+2)

**Full Attack:** x2 Longswords +3 (1D8+2)

**Space/Reach:** 5 ft./ 5 ft.

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +4, Ref +3, Will +1

**Abilities:** Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 10

**Skills:** Intimidate +4, Spot +4, Survival +2

**Feats:** Improved Bull's Rush, Power Attack, Two Weapon Fighting, Two Weapon

Defense, Weapon Focus (Longsword),

**Gear:** Two Masterwork Longswords, Masterwork Praetorian Plate

**Challenge Rating:** 4

**Alignment:** Neutral

#### Skorne Hestatian

(Medium Sized Humanoid)

**Class:** 2nd Level Warrior

**Hit Dice:** 2D10+1D8+2 (20-25 hp)

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft. (6 squares)

**Armor Class:** 16 (+1 Dex, +5 Skorne Plate) touch 12, flat-footed 15

**Base Attack/Grapple:** +2/ +4

**Attack: Spear** +4 melee (1D8+2)

**Full Attack:** Spear +4 (1D8+2)

**Space/Reach:** 5 ft./ 5 ft.

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +3, Ref +2, Will +0

**Abilities:** Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10

**Skills:** Intimidate +4, Spot +4

**Feats:** Improved Bull's Rush, Power Attack, Weapon Focus (Spear),

**Gear:** Spear, Full Plate

**Challenge Rating:** 2

**Alignment:** Neutral

#### Skorne Conditioned Human

(Medium Sized Humanoid)

**Hit Dice:** D4+D10+1 (14 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (+2 Dex, +5 Skorne Armour) touch 12, flat-footed 15

**Base Attack/Grapple:** +2

**Attack:** Claw Bracer +2 (1D4+2)

**Space/Reach:** 5 ft./5 ft.

**Special Qualities:** Darkvision 60 ft., Lean, Rage 1x/ day

**Saves:** Fort +5, Ref +2, Will +2

**Abilities:** Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 5

**Feats:** Armour Proficiency Heavy, Die Hard, Endurance, Toughness, Exotic Weapon Proficiency: Claw Bracer

**Challenge Rating:** 3

**Alignment:** Neutral





## The Hidden City

### **Skorne Praetorian Lieutenant**

**(Medium Sized Humanoid)**

**Class:** 6th Level Fighter

**Hit Dice:** 6D10+1D8+12 (55-65 hp)

**Initiative:** +3 (+3 Dex)

**Speed:** 30 ft. (6 squares)

**Armor Class:** 19 (+3 Dex, +5 Skorne Plate, +1 Two Weapon Defense) touch 12, flat-footed 15

**Base Attack/Grapple:** +6/ +8

**Attack: Longsword** +10 melee (1D8+5)

**Full Attack:** x2 Longswords +8 (1D8+5)

**Space/Reach:** 5 ft./ 5 ft.

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +4, Ref +3, Will +1

**Abilities:** Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 12

**Skills:** Intimidate +7, Jump +4, Spot +6, Survival +6

**Feats:** Improved Bulls Rush, Improved Toughness, Power Attack, Two Weapon Fighting, Two Weapon Defense, Weapon Focus (Longsword), Weapon Specialization (Longsword).

**Gear:** Masterwork Praetorian Plate, Potion of *Cure Moderate Wounds*, Skorne Longswords +1, Cloak of Charisma (+2) or a Ring of *Feather Fall*.

**Challenge Rating:** 7

**Alignment:** Neutral Evil

### **Skorne Mortitherge**

**(Medium Sized Humanoid)**

**Class:** 6th Level Wizard

**Hit Dice:** 6D4+1D8 (30 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares)

**Armor Class:** 12 (16 Mage Armour) touch 12, flat-footed 10

**Base Attack/Grapple:** +3/ +4

**Attack:** Dagger +5 melee (1D4+1)

**Space/Reach:** 5 ft./ 5 ft.

**Special Qualities:** Darkvision 60 ft.

**Special Abilities** Summon Familiar

**Saves:** Fort +2, Ref +3, Will +6

**Abilities:** Str 12, Dex 15, Con 12, Int 16, Wis 12, Cha 13

**Skills:** Concentration +8, Decipher Script +8, Knowledge: Arcane +7, Listen +2, Profession: Soldier +5 Spellcraft +10, Spot +4

**Feats:** Alertness, Combat Casting, Improved Initiative, Maximised Spell Toughness, Scribe Scroll

**Gear:** Masterwork Dagger, Scrolls of *Mage Armour*, *Lightning Bolt* and *Stinking Cloud*, Familiar: Sand Toad +3 hp, Potion of *Cure Moderate Wounds*, 50% chance of an Amulet of Health.

**Challenge Rating:** 7

**Alignment:** Neutral Evil

#### **Typical Spells Memorised:**

0: *Prestidigitation*, *Disrupt Undead* (x2), *Mage Hand*

1st: *Mage Armour*, *Chill Touch*, *Magic Missile* (x2)

2: *Blindness*, *False Life*, *Invisibility*, *Web*

3: *Deep Slumber*, *Vampiric Touch*





## The Hidden City

### Skorne Paingiver

(Medium Sized Humanoid)

**Class:** 4th Level Ranger

**Hit Dice:** 3D10+1D8+3 (25-35 hp)

**Initiative:** +6

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (+3 Dex, +3 Leather Armour)  
touch 13, flat-footed 13

**Base Attack/Grapple:** +4/ +5

**Attack:** Spiked Whip +4 melee (1D6+1)

**Full Attack:** Spiked Whip +4 melee (1D6+1)

**Space/Reach:** 5 ft./ 5 ft.

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +4, Ref +3, Will +1

**Abilities:** Str 12, Dex 16, Con 12, Int 12, Wis 12,  
Cha 13

**Skills:** Creature Lore +8, Handle Animal +11,  
Heal +6, Know: Nature +5, Listen +3,  
Profession: Paingiver +3, Spot +6, Survival +5,  
Use Rope +6

**Feats:** Alertness, Favoured Terrain: Desert  
Improved Initiative, Exotic Weapon Proficiency:  
Whip, Wild Empathy, Skill Focus: Handle  
Animal, Track

**Gear:** Whip, Dagger, Leather Armour

**Challenge Rating:** 4

**Alignment:** Neutral Evil

### Skorne Tormentor

(Medium Sized Humanoid)

**Class:** 5th Level Fighter Wizard/ 4th Level Rogue

**Hit Dice:** 5D10 plus 4D6 +1D8+9 (64 hp)

**Initiative:** +8

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (+4 Dex, +3 Armour) touch 14,  
flat-footed 10

**Base Attack/Grapple:** +8/ +10

**Attack:** Claw Bracer +14 melee (1D4+5 and 1  
Con damage)

**Full Attack:** Claw Bracer +14/ +9 melee (1D4+5  
and 1 Con damage)

**Space/Reach:** 5 ft./ 5 ft.

**Special Qualities:** Darkvision 60 ft. Evasion,  
Uncanny Dodge

**Special Abilities** Sneak Attack +2D6

**Saves:** Fort +2, Ref +3, Will +6

**Abilities:** Str 14, Dex 18, Con 12, Int 15, Wis 11,  
Cha 12

**Skills:** Climb +10, Handle Animal +9, Intimidate  
+11, Jump +12, Bluff +8, Hide +11, Listen +7,  
Move Silent +10, Profession (Torturer)+9, Spot  
+8, Tumble +14.

**Feats:** Armour Proficiency: All, Dodge, Improved  
Feint, Improved Initiative, Improved Toughness,  
Shield Proficiency, Simple and Martial Weapon  
Proficiency, Weapon Finesse, Weapon Focus  
(Claw Bracer), Weapon Specialization (Claw  
Bracer).

**Gear:** see page 27

### Skorne Assassins

(Medium Sized Humanoid)

**Class:** 1st Level Fighter/ 1st Level Rogue

**Hit Dice:** 1D10+1D8+1D6+3 (23hp)

**Initiative:** +4

**Speed:** 30 (six squares)

**Armor Class:** 17 (Studded Leather +3, Dex +4)  
touch 14, flat-footed 13

**Base Attack/ Grapple:** +1/ +3

**Attack:** Longsword +4 Melee (1D8+2)

**Special Abilities:** Sneak Attack 1D6

**Special Qualities:** Darkvision 60'

**Alignment:** Neutral

**Saves:** Fort +3 Reflex +3 Will +0

**Abilities:** Str 15 Dex 18 Con 13 Int 12 Wis 10 Cha  
8

**Skills:** Balance +8 Bluff +4 Climb +6 Hide + 8  
Jump +6 Listen +4 Move Silent +8 Sense Motive  
+3 Spot +4 Tumble +8

**Feats:** Toughness, Weapon Focus (Longsword),  
Dodge.

**Gear:** Masterwork Studded Leather Armour,  
Skorne Elite Jade Token, Long Sword

**CR:** 3

**Alignment:** Neutral

