



## The Hidden City

### NPC'S

#### Jessica Stern

**Class:** Scout 6

**Hit Dice:** 6D8+6 (39 hp)

**Initiative:** +4

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

**Armor Class:** 18 (+4 Dex, +4 armour), touch 14, flat-footed 14

**Base Attack/Grapple:** +6/+1 & +7

**Attack: Rifle** +12 ranged (2D8 19-20/ x2)

**Full Attack: Caspian Battleblade** +8/+3 (2D4+1 20/ x2)

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

**Special Attacks:**

**Special Qualities:** Favoured Enemy Humans, Favoured Enemy Skorne, Favoured Terrain Desert

**Saves:** Fort +6, Ref +9, Will +3

**Abilities:** Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 11

**Skills:** Intimidate +4, Craft (Small Arms) +8, Listen +10, Knowledge (Nature) +5, Profession (Scout) +5, Spot +10, Survival +10

**Feats:** Alertness, Exotic Weapon Proficiency (Small Arms), Endurance, Diehard, Point Blank Shot, Precise Shot, Track

**Gear:** Studded Leather Armour and Greatcoat, Masterwork Caspian Battleblade. Masterwork, Accurate Military Rifle, 30 shots, x3 potions of *Cure Light Wounds*.

Ruck sack, two man tent, trail rations, winter blanket, pot, utensils and flint and steel.

**Challenge Rating:** 6

**Alignment:** Neutral

**History:** Jessica was born in Corvis but tired of the filth and violence. She gathered together the little she had and set out for Ternon Crag. On the long trip there she was won over by the bleak mountains, clean air and restful solitude. She has ventured down to Caspia twice on tours of duty against the Protectorate and has learned a lot.

#### Sketchley Funt

**Class:** Rogue 4/ Fighter 1/ Intelligence Liaison 3

**Hit Dice:** 6D6+1D10 (36 hp)

**Initiative:** +5

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

**Armor Class:** 16 (+3 Dex, +4 Armour), touch 14, flat-footed 14

**Base Attack/Grapple:** +6/+7

**Attack:** Shortsword +11/+5 melee (1D6+2)

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

**Special Attacks:** Sneak Attack +3D6

**Special Qualities:** Bonus Language, Charming, Cover Identity, DR 5 vs Piercing, Evasion, Feign Skill Expertise\*, Expert Impersonation, Uncanny Dodge, Spy Ability (Escape)

**Saves:** Fort +5, Ref +10, Will +4

**Abilities:** Str 16, Dex 16, Con 10, Int 17, Wis 14, Cha 14

**Skills:** Appraise +5, Bluff +12, Diplomacy +12, Disable Device +10, Disguise +10, Forgery, +8, Gather Information +13, Handle Animal +5, Hide +10, Intimidate +6, Know (Corvis) +7, Know (Underground) +4, Know (Nobility) +5, Know (History) +3, Listen +4, Move Silently +10, Open Lock +10, Perform (Impersonate) +12, Profession (Scholar) +7, Ride +5, Search +10, Sense Motive +10, Spot +13, Swim +6, Tumble +5, \*Wilderness Lore +3

**Feats:** Alertness, All Armour Proficiencies, Blooded, Education, Martial Weapons, Simple Weapons, Skill Focus (Gather Information), Shield Proficiency, Weapon Focus (Sword),

**Gear:** Masterwork shortsword, Leather armour, armoured greatcoat +1, mechanics boots, goggles, Ring of Mindshielding.

**Challenge Rating:** 8

**Alignment:** Neutral Good

**Languages:** Cygnaran, Llaese, Khadoran, Idrian

**History:** Sketchley was born in Caspia to a very working class family. He managed to get a scholarship and excelled in languages. However, he always got into trouble for his impressions of his teachers. After leaving university Sketchley was asked to set himself up as a sleeper agent.





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### Harven Dordra

**Class:** Rogue 6

**Hit Dice:** 6D6+6 (32 hp)

**Initiative:** +4

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

**Armor Class:** 18 (+4 Dex, +4 Armour), touch 14, flat-footed 14

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

**Attack:** Rapier +10 melee (1D6)

**Full Attack:** Rapier +10 melee (1D6)

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

**Special Attacks:** Sneak Attack +3D6

**Special Qualities:** Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge

**Saves:** Fort +4, Ref +9, Will +2

**Abilities:** Str 9, Dex 18, Con 13, Int 14, Wis 10, Cha 11

**Skills:** Appraise +4, Climb +7, Diplomacy +3, Disable Device +13, Gather Information +3, Hide +14, Jump +2, Listen+11, Move Silent +14, Open Lock +14, Search +11, Spot +11, Swim +2, Tumble +5, Use Rope +7

**Feats:** Alertness, Weapon Finesse (Rapier), Weapon Focus (Rapier), Stealthy

**Gear:** Masterwork Chainshirt, Masterwork Rapier, Skorne Elite Token, Rucksack, 30ft Silk Rope, Pitons, Climbers Kit, Masterwork thieves tools, Smokestick Tumblers Belt: grants a +2 Competence bonus. (1000 gp).

**Challenge Rating:** 6

**Alignment:** Neutral Good

**Languages:** Cygnaran, Llaese, Khadoran, Idrian

**History:** Harven grew up in Point Bourne and was surrounded by soldiers from a young age. He worked the trade caravans with his father throughout his childhood and learned many languages on the road. One day, whilst in Corvis he was discovered by the Sketchley Funt and recommended to the Intelligence Service.

Harven is young and very talented, he is fiercely loyal to the king and a little idealistic.

### Haagen Dyers

**Class:** Commoner 2

**Hit Dice:** 2D4+2 (10 hp)

**Initiative:** +4

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

**Armor Class:** 9 (-1 Dex), touch 9, flat-footed 9

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

**Attack:** Rifle +3 melee (20/ x2)

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

**Special Attacks:**

**Special Qualities:**

**Saves:** Fort +6, Ref +9, Will +3

**Abilities:** Str 14, Dex 9, Con 14, Int 10, Wis 12, Cha 10

**Skills:** Diplomacy +2, Gather Information +2, Listen +3, Profession (Dockerman) +5, Spot +2, Swim +4

**Feats:** Improved Unarmed Strike, Trustworthy

**Gear:** None

**Challenge Rating:** 1

**Alignment:** Neutral

**History:** Haagen was born in Corvis and worked hard for every coin he earned. He was a regular down on the waterfront helping out with the unloading of ships. When the Skorne came everything changed.

Haagen does what he has to do to earn a crust and is always on the lookout for new employment. He is a little too fond of booze for his own good, but is loyal to his friends.



My Lords

Please make your way with the utmost haste to Vernon Crag where I have an agent ready to meet you with a mission of great importance. I have no one else available to ask and this task may well be suited to your groups rarified talents.

Sincerely

Rebald.

My Lords

I must ask you to track down one of the Intelligence Service's newest recruits, an agent called Harren Dordra. Harren was tasked with locating the source of the Skorne attacks and to report back with a disposition of their numbers and troop types. I have not heard from him in over a month. I charge you with the following orders:

Find Harren Dordra and bring him back to Gygnar.

Report back on the size and disposition of any enemy forces you encounter.

Help Harren's team back safely.

Sincerely

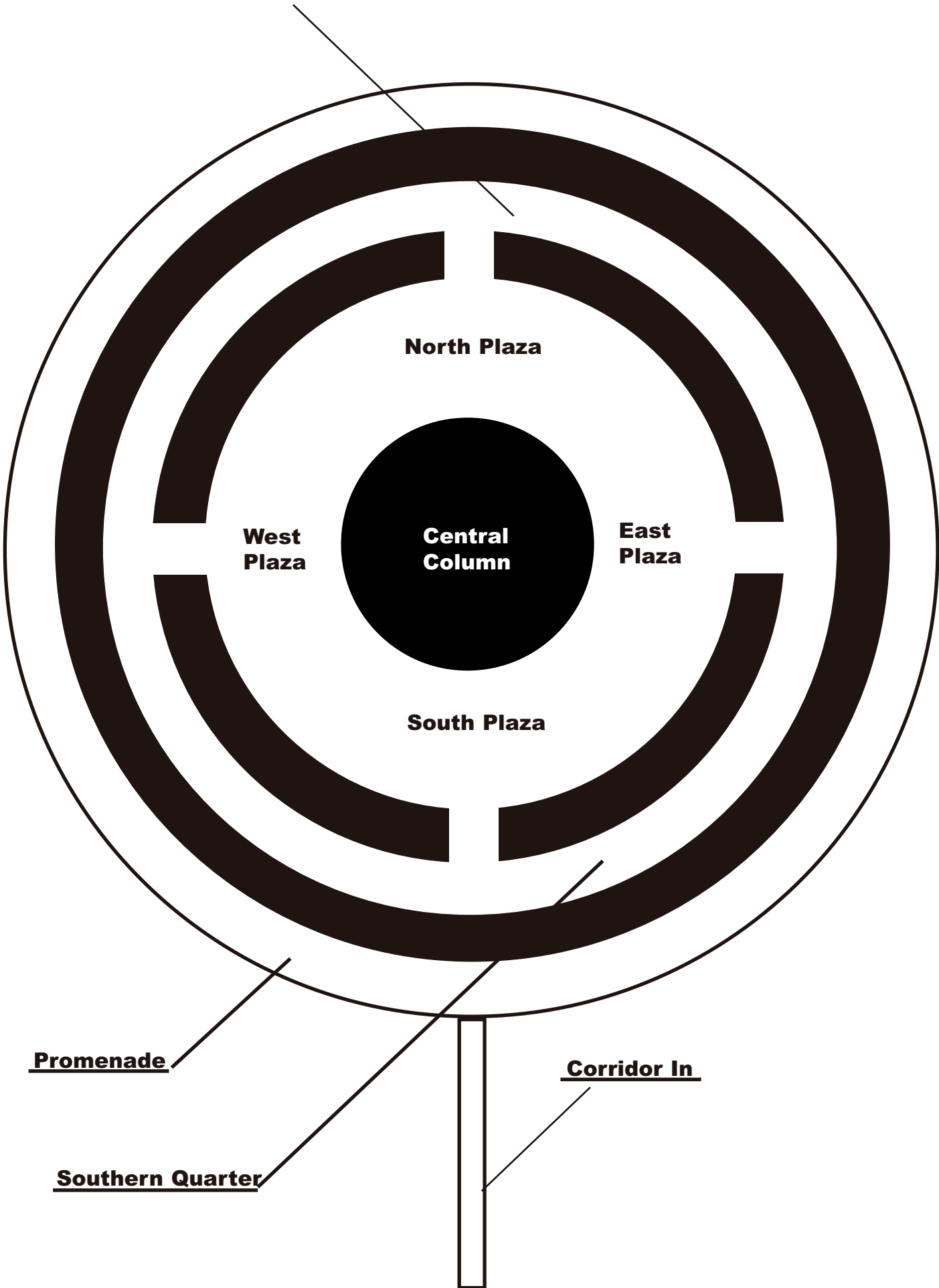
Rebald

If you should find my body and are not a Skorne or one of their wretched minions please read my dying wish with compassion. Return my body to my family in Caspia. My name is Dieter Holdenbrook and my family can be found on Upper Street in the Southern ward of the city. In return for this service I freely give these fine Bracers to those who see me buried in my family vault.

Finally, the wand is a mechanical wand of missiles. You'll need it to get out of here alive, there are seven charges left.

Dieter.

Northern Quarter



Promenade

Corridor In

Southern Quarter