

FREE RPG DAY 2021 ADVENTURE



AN ECHO IN THE
DARKNESS



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FREE RPG DAY 2021 ADVENTURE

AN ECHO IN THE DARKNESS

Welcome to “*An Echo in the Darkness*,”
an *Iron Kingdoms: Requiem* adventure.

This adventure is designed for **three to seven 1st- to 4th-level characters** and is optimized for a group of **five 3rd-level characters**.

It takes place in the village of Ingrane on the coast of Cygnar, one of the foremost Iron Kingdoms. This small community sits on the storm-tossed Meredius—and within reach of the raiding fleets of Cryx, the Nightmare Empire.



ADVENTURE PRIMER



“FAMILY QUARRELS ARE BITTER THINGS. THEY DON’T GO according to any rules. They’re not like aches or wounds, they’re more like splits in the skin that won’t heal because there’s not enough material”

—F. Scott Fitzgerald

ADVENTURE BACKGROUND

Thirty-three years ago, the coastal village of Ingrane was razed to ruins by Cryxian forces. The seers of the Nightmare Empire sought a unique child: a young girl born with a spark of remarkable magical talent. Their plan was to corrupt this child and turn her into one of their terrifying warwitches.

What the seers didn’t know was that this remarkable soul was possessed by not one child, but two: the twin sisters Victoria and Gloria Haley. Although the Dragonfather’s minion spirited Gloria back to the Nightmare Empire, Victoria Haley emerged from the ashes of Ingrane and eventually rose to greatness as a warcaster for the kingdom of Cygnar.

Many years after its razing, Ingrane has once again had life injected into it. Its foremost daughter, Major Prime Victoria Haley, is memorialized here following a selfless act that cost the warcaster her life during the infamous Battle of Henge Hold—a climactic confrontation between the people of the Iron Kingdoms and armies of infernal invaders. Having heard of her self-sacrifice, common folk from across the Iron Kingdoms have toiled over the past five years to transform her ruined hometown back into a living, breathing community.

Ingrane’s rebirth has drawn attention from over the stormy Meridius, however. Victoria Haley’s twin sister, now counted among the undead leaders of Cryx as Lich Lord Deneghra, has cast her eyes on the place of her birth. She has dispatched a force of undead mechanithralls to fall on Ingrane once more with the goal of burning it to ashes and claiming her sister’s mechanikal spear, Echo (see “Appendix: Items and Equipment”), from a shrine to Haley in the heart of the community.

MAJOR PRIME VICTORIA HALEY

Victoria Haley was one of Cygnar’s most gifted warcasters. Born with immense magical potential, she grew into her talents as a time walker—one who is able to see and manipulate the flow of time. She used these powers at the Battle of Henge Hold, one of the final conflicts between the people of the Iron Kingdoms and the infernal outsiders who sought to claim their souls.

Haley overexerted herself and vanished into the river of time during the battle, but her efforts saved countless innocent souls from the hungry infernals, allowing throngs of refugees to pass through a dimensional gate at Henge Hold and escape the infernals’ reach forever.

THE CRYXIAN RAIDERS

In order to slip past the watchful fleets of Cygnar, Deneghra has sent a small group of swift vessels to conduct the raid. The Cryxians are unable to deal with a significant military opponent but are more than dangerous enough to kill every man, woman, and child in Ingrane.

The leader of the raid is one of Deneghra's loyal lieutenants, Sovox the Resurrector. Sovox is a necrotech—a mad undead engineer who specializes in the fusion of necromancy and mechanika. He has created a throng of thralls out of corpses and bits of scrap to carry out the attack. Sovox is not a skilled combatant and relies on his pet bonejack, Slicer-Dicer, to protect him.

ADVENTURE OVERVIEW

The adventure is broken into two parts.

Part 1. The characters arrive in Ingrane to find a modest but flourishing community on the eve of a celebration. During this part of the adventure, they can interact with some of the citizens of Ingrane and participate in the town's Founding Day festival.

Part 2. As dusk settles over Ingrane, a force of Cryxian undead attacks from the sea. In an unfolding series of events, the attackers descend on the town's major locations, sowing death and chaos unless the characters do something to stop them. This portion of the adventure culminates in Sovox claiming Echo from Haley's shrine in the town's center.

INVOLVING THE CHARACTERS

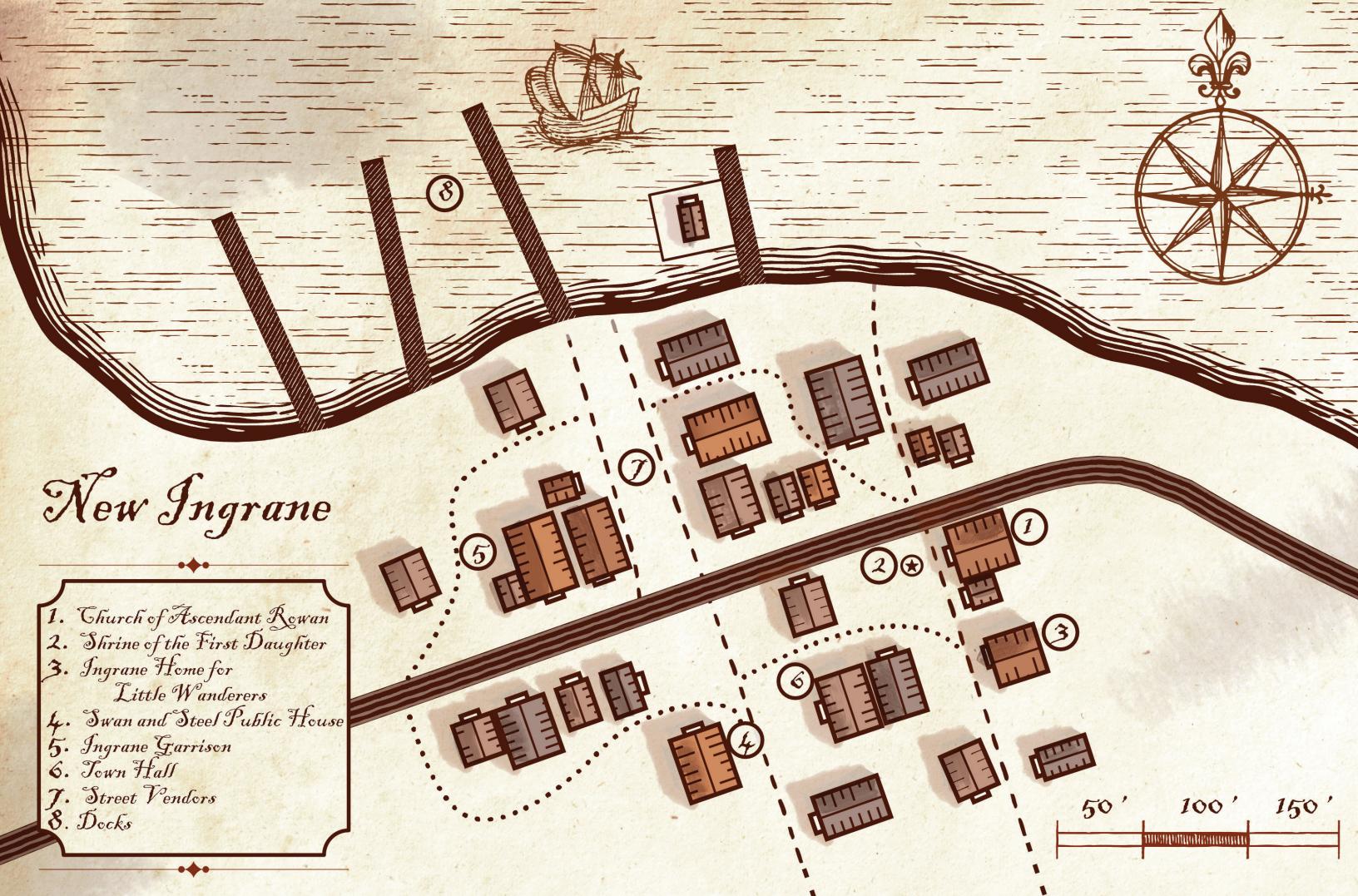
Characters can be drawn to Ingrane for a number of different reasons.

Envoy. The characters represent a delegation that has come to Ingrane to pay its respects to Major Prime Haley. Citizens from multiple kingdoms and factions owe their lives to Haley's actions at Henge Hold, and even rivals of Cygnar would send a group of envoys to pay their respects, however grudgingly those respects were granted.

Escort Duty. Haley's mechanikal spear, Echo, is both a powerful weapon and the last surviving relic of a hero of the kingdom of Cygnar. To ensure its safe delivery to Ingrane, the characters have been hired as additional security for the weapon's journey from Westwatch in the north.

Family Business. A friend or relative of one of the characters recently relocated to Ingrane and has requested the character's presence for the town's Founding Day ceremony.





New Ingrane

1. Church of Ascendant Rowan
2. Shrine of the First Daughter
3. Ingrane Home for Little Wanderers
4. Swan and Steel Public House
5. Ingrane Garrison
6. Town Hall
7. Street Vendors
8. Decks

PART 1. ARRIVAL

The adventure begins as the characters arrive at the outskirts of Ingrane. There is a festive air to the town as it prepares to celebrate Founding Day, a celebration held on the anniversary of Ingrane's refounding.

The purpose of this part of the adventure is to introduce the characters to the fledgling town and its inhabitants. This not only lets them know the real stakes once the Cryxian attack begins, but it also gives them a chance to familiarize themselves with the town's layout and major locales.

The adventure begins in Ingrane as preparations for the annual Founding Day festival are in full swing. To set the scene, read the following aloud:

People move with purpose through the muddy streets of this small fishing town. Men, women, and children bustle about on every corner, filling the air with the sounds of excited chatter and laughter as they prepare for the evening's festival. Strings of bright pennants fly over the streets, snapping in the crisp wind that blows in off the sea.

Shortly after the characters arrive at Ingrane, they are approached by Phineus McVahn (NG human noble), the local magistrate. Read the following aloud:

As you pass into the small fishing village, a stocky Thurian man with dark skin and iron-grey hair approaches, his arms open wide in invitation. He wears the clothing of a common laborer but carries himself like a man of some importance.

"My friends, welcome to Ingrane! I am Phineus McVahn, the humble representative of our king and magistrate of this new town. But please, call me Finn. Everyone else does."

He moves to walk beside you, guiding you into the reborn village.

McVahn is eager to chat with the characters. The magistrate is happy to entertain any questions the characters might have about the history of Ingrane, the Founding Day festival, or the town in general. Use the following information to guide the conversation:

- Founding Day marks the anniversary of Ingrane's refounding last year. This is the first official observance of the holiday.
- McVahn plans to give a short speech at dusk and then set Haley's spear, Echo, in the shrine to the fallen warcaster.
- The ceremony is important not only to McVahn but also to everyone in Ingrane. The town's population consists entirely of those the warcaster saved at Henge Hold, as well as their families. United by the experience, they resolved to rebuild her hometown in memory of her.

McVahn suggests the characters might find something in town to occupy themselves with before the commencement ceremony for the shrine. He apologizes for the general



THE TOWN OF INGRANE

Ingrane is a recently founded fishing town with a population of about 150 people. Humans are most common, but the population includes a scattering of gobbers, ogrun, and Rhulic dwarves who call it home as well. The closest major city is Ramarck, which is fifty miles northeast through the swampy Westinmarsh.

Terrain. The foggy mire of Westinmarsh surrounds Ingrane. The town rises out of the marsh and is less muddy than its surroundings, but its roads are still a boot-sucking morass. To the north, the swamp gives way to a silty shore and sandstone bluffs overlooking the sea.

Weather. Cool and damp, Ingrane is swept by winds from the Windwatcher Passage to the west and blanketed in mists that rise up from the swamps of the Westinmarsh.

Smells and Sounds. The smell of woodsmoke and meals being prepared for the Founding Day festival compete with the crisp sea breeze. The air is filled with the banging of hammers, the babble of excited voices, and the cries of hungry gulls.

hustle and bustle in town but proudly states that everyone is doing their best to make this first Founding Day ceremony a memorable one. He encourages the characters to stop by one of Ingrane's new buildings and can provide directions to any of the major locations in town. Before the characters leave, he offers each of them a wooden "festival scrip," which is worth 10 gp at any of Ingrane's shops or holiday events.

EXPLORING INGRANE

The characters are free to explore as much or as little of Ingrane as they wish before the festivities commence. McVahn plans to hold a small ceremony at dusk to place Echo into the shrine to Major Prime Haley.

Let the players dictate the pace of events during this portion of the adventure. If they enjoy interacting with the common folk and participating in the festival, give them every chance to explore the various locations and contests in town. When their interest in the town begins to wane, kick things into a new gear with the ceremony and subsequent attack.

THE CHURCH OF ASCENDANT ROWAN

The Church of Ascendant Rowan is one of the few stone buildings in town—a square structure roughly 50 feet to a side with a spire that rises above all of Ingrane's other buildings. A bronze Radiance, the holy symbol of Morrow, is affixed above the wooden double doors. Stained glass windows high on the building's face and sides depict scenes from the life of Ascendant Rowan, the Morrowan patron of the poor and downtrodden, who ascended due to her life of sacrificing for others.

Rector Osmond Hillame (NG human priest) oversees the church. He is happy to speak with any newcomers, particularly those who show interest in the tenets of Morrow or Ascendant Rowan. The rector is a pious and friendly man but will eagerly debate religious matters with followers of any other faith.

ROWAN'S APPLES

Next to the church, Rector Hillame has set up a simple game called "Rowan's Apples." In a large wooden tub filled with seawater, a dozen red wax balls bob on the surface. A character can play the game for just 1 gp.

The game starts with the rector vigorously stirring the pot until all the balls are racing around the tub. The contestant has a moment to track the movement of the balls before being blindfolded and given one chance to snatch a ball. A blindfolded character can grab a ball by making a successful DC 10 Dexterity check with disadvantage due to the blindfold.

Grabbing one of Rector Hillame's "apples" entitles the player to the prize contained inside the wax sphere. Common items include the following:

- A Cygnaran swan (a coin worth 2 gp)
- A silver medallion emblazoned with the symbol of Ascendant Rowan (worth 5 gp)
- A scrap of paper that tells a story of Rowan's time in western Immoren and extolls the virtues of charity

THE SHRINE OF THE FIRST DAUGHTER

The Shrine of the First Daughter is a fifteen-foot-tall stone statue of Major Prime Victoria Haley. It stands on a three-foot-high plinth, and a stone cupola protects the shrine from the elements. The people of Ingrane have left small tokens at the statue's feet in Haley's memory, including symbols of the Morrowan ascendants, candles, and other small memorabilia. One of the statue's hands is posed to receive the major's spear.

An older woman, Willa Braddock (LG human commoner), is praying in front of the shrine. Her son and his family were refugees at Henge Hold, and her quiet prayer is that they have found a safe new home far away from the toil and strife of the Iron Kingdoms. A successful DC 12 Wisdom (Insight) check reveals that Willa's faith is shaky and that she is in need of a comforting word.



Any token of goodwill toward Willa causes the woman to smile gratefully, wipe her eyes, and press 10 sp into the closest character's hand with a quiet thanks. (She was going to offer it to the alms box in the church but has decided that it would be better in the hands of a kindhearted character.)

INGRANE CHILDREN'S HOME FOR LITTLE WANDERERS

Standing near the Church of Ascendant Rowan is the Ingrane Children's Home for Little Wanderers, which is overseen by the Morrowan nun Sister Lena Frye (LG human acolyte). Sister Frye established this orphanage in Ingrane out of respect for the town's most famous orphan, Victoria Haley. The two-story building is dwarfed by the Church of Ascendant Rowan next door, but the upstairs includes two dormitories with enough beds for the twenty children, ranging from six to ten years old, who call it home. The downstairs consists of a small room for Sister Frye, a kitchen, a classroom, and a dining room.

SHELL GAME

Sister Frye has set up a small shell game for 1 gp a round. A sign on the table indicates that all profits will go to repairing the roof of the orphanage. The game consists of three seashells and a small cork ball, which Sister Frye places under one of the shells before shuffling all three shells in plain view. A character can follow the correct shell by succeeding on a DC 14 Wisdom (Perception) check. Winners earn a pint of spiced cider, while losers are thanked for their contribution to the Home for Little Wanderers.

During the game, the children gather around the characters and shout out which shell they believe conceals the cork ball. They are about as helpful in this regard as you would expect—pretty much not at all.

THE SWAN AND STEEL PUBLIC HOUSE

The Swan and Steel Public House is a boxy pub about 50 feet long and 30 feet wide. It normally has enough tables to fit about twenty patrons, but today it is packed tight with dozens of hard-drinking fishermen, laborers, and common folk starting the celebration early.

The pub's common room is a large, open space containing a sturdy bar and a large fireplace. The bar runs along the west wall, and dozens of kegs of local brew are stacked high behind it. The room's only decoration is a large sculpture of a swan in flight. Bolted together from smaller pieces, it hangs from the ceiling in the middle of the room.

The staff is bustling about the pub, working overtime in order to pull enough pints to satisfy the thirsty patrons. When the characters enter, the barkeep, a female Rhulic dwarf named Amery (LN commoner), shouts over the noise that she'll be with them in a moment, but she is immediately swarmed by other customers.

BOTTOM'S UP

A boisterous drinking contest is already underway at the Swan and Steel. A character can buy in for 1 gp, with the winner taking the 10 gp prize. Mugs of ale cost 4 cp each.

A character participating in the contest can consume a number of drinks equal to twice the character's Constitution modifier before feeling any adverse effects. Each drink above that number requires the character to make a Constitution saving throw with a DC of $10 + 1$ for each additional drink over this limit. A contestant must drop out of the contest after three failed saving throws. The reigning champion is an ogrun named Nardak Stonethrower (LN ogrun thug with a +6 bonus to Constitution saving throws).

INGRANE TOWN GARRISON

The garrison is a simple rectangular wooden building about 30 feet long and 20 feet wide. It includes an attached garage for storing Smokey, a temperamental steamjack. A reinforced door in the long side of the building faces the town's center and is flanked by barred windows. The inside consists of an entrance hall, the captain's office, a small holding area, a records room, and an armory. The armory contains two barrels of blasting powder (stored on opposite sides of the room), a carbine, and enough light ammunition for 50 shots.

Of the ten constables in the garrison, only two are on duty: constables Sanford and Eadwig (LN human guards equipped with spears and pistols). The rest of the town's small garrison is celebrating early with the workers at the Swan and Steel. Captain Edith Burns (LN human veteran equipped with a hand cannon instead of a heavy crossbow) mans the desk in the garrison's entrance hall.

RUNNING OUT OF STEAM

Visible on the approach to the garrison, a heavy laborjack named Smokey is hanging from a 'jack hoist. Various mechanik's tools are scattered on a nearby workbench. A note adhered to the chassis of the 'jack reads:

I can't figure it out. His hotbox has a good draw, his water tank was just patched last month, but I can't get him up past 60 psi no matter what I do!

A successful DC 15 Wisdom (Perception) check reveals the fault: a small breach in the main pressure line running from the laborjack's boiler to its arcane turbine. A character can repair the damage by succeeding on a DC 15 Intelligence check using a mechanik's toolkit.

If the characters reveal to Captain Burns that they've fixed the problematic Smokey, she rewards the character who did the work with 15 gp.

TOWN HALL

Located near the center of Ingrane, the town hall is a simple two-story building about 30 feet wide and 50 feet long. Two wooden shields hanging above the entrance doors provide the only hint of ostentation. The left-hand shield bears the seal of the Duchy of Westshore, and the right bears the coat of arms of Duke Brandel Foxbridge.



HUNT THE WHALE

Outside the town hall, McVahn has set up "Hunt the Whale," a game consisting of several weighted harpoons and a large wooden target in the shape of a grey whale. Multiple targets of different sizes and point values (1, 5, or 10 points) are painted along the whale's body.

For 1 gp, a character gets three throws to score as many points as possible. Hitting a target requires a character to choose a target and make successful Strength (Athletics) check with a DC based on the target's point value, as shown in the Target DCs table.

TARGET DCs

Target	Strength (Athletics) DC
1 point	DC 10
5 points	DC 13
10 points	DC 16

The Prizes table shows each prize a character can win after scoring a certain number of points, as well as the number of such prizes available, which is shown in parentheses.

PRIZES

Points Needed Prize

1–3 points	A tin toy soldier. It has been equipped to look like a member of the Cygnaran Trencher Corps. (10 available)
5–15 points	A brass pocket watch. (2 available)
16–25 points	A set of cartographer's tools. (1 available)
30 points	A fine brass spyglass. (1 available)

ALANA MOESBY'S LIGHTER-THAN-AIR CARRIAGE

Tethered to the top of Ingrane's town hall, a colorful hot-air balloon with a large carriage suspended beneath it bobs on the breeze. A banner hanging from it declares, "Air travel for everyone with Moesby's!"

Alana Moesby (CN human commoner) is a traveling inventor who is demonstrating her latest work, an aerial conveyance that can hold up to six passengers. Although the vehicle is far slower and less useful than the mighty skyships controlled by the major militaries of the Iron Kingdoms, Moesby hopes that her lighter-than-air carriage will garner interest among private investors.

Characters can charter a ride in the carriage for 5 sp per person. During the ascent, the inventor extols her machine at great length and discusses the various applications it could have. Travel in crowded cities, aerial scouting of mountain passes, and direct delivery of people and cargo are some of her favorite topics.

Moesby brings the vehicle to the height of its tether (about 100 feet) for a few minutes before gradually returning to the ground. While the balloon is aloft, any character who looks around with a spyglass or another means of spotting objects at great distances notices a few smudges of steam and smoke on the horizon—plumes of ships traveling under steam power. The boats are too far away to be seen clearly, but the size of the plumes indicates that they are moving at a fast clip.

THE FESTIVE STREETS OF INGRANE

Ingrane's "streets" are wide, muddy trails that cut around the clusters of the town's buildings. A larger road runs east and west through the heart of town. The road continues east and north up to the larger city of Ramarck and west to the coast.

Townsfolk in the streets are enjoying the festive atmosphere. They browse the town's few shops, listen to music performed by street musicians, and generally enjoy themselves. They are eager to see new faces and go out of their way to greet the characters.

SHOPS AND HOMES

In addition to a few small homes, the streets include a few shops that are open for business. The shopkeepers have set out stands of their wares to catch the attention of any passerby. Some of the notable shops include the following:

Tibble's Odds and Ends. Tibble (LN male gobber commoner) is a gobber merchant who deals in unusual salvage he recovers from the shoreline. Although most of it is junk—even after a bit of gobber spit shine has been applied—he does have a few noteworthy items for sale: a refurbished scattergun for 20 gp, a gas mask for 20 gp, and a mechanik's toolkit for 35 gp.

Pinckney Remedorium. The alchemist Modredis Pinckney (CN male human commoner) sells common alchemical restoratives, tinctures, unguents, and other foul-smelling concoctions. He has four minor healing potions for sale at a cost of 50 gp each.

Eateries. Some of Ingrane's common folk have set out tables to sell home-baked goods. Spiced breads, sausage rolls, and pastries are available for 3 cp each.

FOUNDING DAY

After the characters have had a chance to experience Ingrane's hospitality, or when you feel it's time to pick up the pace, the bells in the steeple of the Church of Ascendant Rowan chime out across the town. About thirty townsfolk move to the shrine outside the church and gather in a loose crowd around McVahn, who holds Haley's spear reverently. McVahn acknowledges the characters with a nod and a smile and then waits for the hubbub to die down before delivering a brief but heartfelt speech. Read the following text aloud:

Phineas McVahn addresses the assembled townsfolk. "Five years ago," he begins, "a daughter of this town gave her life to save others. Everyone living here knows someone—knew someone—who wouldn't be alive today without her sacrifice or the countless sacrifices of people like her." Murmurs of ascent pass through the townsfolk as the magistrate approaches Major Prime Haley's statue. "Let this shrine and the historic weapon it bears be a reminder to any who pass our home or shelter here from the storms: Ingrane remembers the lost and the fallen." His speech complete, McVahn ceremoniously places the spear in the statue's waiting hand.

WHAT'S THAT SMELL?

McVahn's speech is met by a smattering of applause that quickly fades as the townsfolk notice something unusual in the air: the acrid smell of burning corpses, carried on the wind from the Cryxian ships as they approach the shore. Any character with a passive Perception of 13 or higher automatically recognizes the smell as necrotite—coal tainted with the dark energies of necromancy.

DEVELOPMENT

Begin part 2, "Attack."

PART 2. ATTACK

The attack on Ingrane begins with a wave of undead thralls invading the town. Read the following text aloud:

There is a sudden, crashing scrape of ships running themselves aground, followed by screams of alarm from the docks at the north end of town. Three black-hulled boats begin to disgorge their passengers. Rotting humanoid bodies with machine limbs powered by smoking boilers fused to their backs spill into the streets.

All around you, the gathered townsfolk quickly break out into a panicked stampede. McVahn's calls for order and unified defense fall on deaf ears as everyone runs desperately for shelter wherever they can find it.



If any character detected the scent of the approaching thralls earlier (see “What’s That Smell?”), the party has 3 rounds to act before the attack begins in earnest.

They can use this time to help townsfolk who were knocked off their feet in the initial panic, to prepare weapons, to cast spells, or to perform any other tasks they deem useful.

RUNNING THE ATTACK

Once the attack on Ingrane begins, events unfold in a rapid and chaotic sequence. The Cryxians target multiple sites at once during each wave. The players might not know how to respond. In that case, let them ask you questions about what is happening in Ingrane.

Any character who looks around the town in an attempt to comprehend what’s occurring must make a DC 12 Wisdom (Perception) check. On a success, the character sees which sites are threatened during the wave, as well as the composition of the Cryxian forces attacking those sites. On a failure, the character sees people fleeing and hears screams coming from multiple directions but does not receive any other specific information.

Town Docks. One notable exception to the above is Ingrane’s docks, where the three vessels are grounded. Each of the three rusty iron-hulled steamships is scarcely larger than a moderate fishing boat but is constructed with a twisted aesthetic preferred by Sovox. A character who examines the docks and succeeds on a DC 12 Wisdom (Perception) check sees thralls disembarking from the boats amid thick clouds of necrotite smoke. A much larger force is clearly being held there in reserve.

THE TIMELINE

If the characters don’t intervene, the attack unfolds in the order shown in the Events table.

Sequence	Event
Dusk	Cryxian forces made landfall on the coast north of Ingrane
Wave 1	The invaders slaughtering anyone on the streets and break into the town garrison.
Wave 2	The invaders overcome the defenders at <i>The Swan and Steel</i> and the town hall.
Wave 3	The Cryxians fall on the church and orphanage.
Wave 4	Sovox claims Echo from the shrine and his forces return to the sea.

THRALL TACTICS

The undead thralls are not tactically skillful. They attack in rather straightforward fashion, sweeping from the shore into town and hitting targets that Sovox has repeatedly drilled into their rudimentary intellect prior to the attack. The thralls move in the straightest possible line to their targets and aren’t clever enough to prioritize one target over another; they simply attack wherever they can do the most damage.

Sovox sends his forces in three waves. His goal is to cause enough chaos and confusion to make the town safe enough for him to approach the shrine and make off with his prize.

SIMULTANEOUS ATTACKS

During the first three waves of Cryxian forces, the thralls that compose Sovox’s forces try to strike more than one target at the same time. These attacks are designed to throw any defenses into disorder and to cause as much damage as possible in order to distract the townsfolk from Sovox’s goal of claiming Major Haley’s spear.

You’re at liberty as to how to handle these simultaneous attacks. For example, you can decide that any location the characters choose not to defend simply falls to the Cryxian aggressors; if you are a bit more merciful, you can have the Cryxians take additional time to breach the defenses at each location, giving the characters the opportunity to respond to both threats during each wave. The choice is yours.

REST AMID THE CHAOS

Although the attack on Ingrane takes place over the course of a long night of encounters, it gives the characters little opportunity to catch their breath. Make the players feel as though they’ve been running from one battered and bruising disaster to the next by the time they confront Sovox, but don’t make them feel as if you’re deliberately punishing them. Stress this wearing away as part of the story, and make clear the risk that the invaders will kill more townsfolk if the players choose to rest.

Should you choose to give the characters the opportunity, the adventure includes a few brief moments when the characters can catch their breath between encounters without fear of letting more people get killed. These periods occur during the brief lulls between attack waves.

A SANDBOX FULL OF DEAD THINGS

The attack on Ingrane is an open-ended event that not only provides the characters with opportunities to be heroic rescuers, but also forces them to confront the consequences of their choices should they fail to act in time. Allow the players to choose their course of actions and which of the harried townsfolk they do (or don’t) prioritize.

NECROTITE SICKNESS

Necrotite fumes can be debilitating, especially when a living creature is exposed to them in high concentrations—like when a mob of mechanithralls converges on a sleepy fishing town.

After each encounter with the Cryxians, each character must succeed on a DC 10 Constitution saving throw or be poisoned for 10 minutes. The DC increases by 1 for each subsequent encounter with the Cryxians. A creature wearing a face covering such as a bandana has advantage on this saving throw. Any creature that does not need to breathe, is immune to necrotic damage, or is wearing a gas mask is immune to necrotite sickness. The effects of necrotite sickness can be ended immediately by the *lesser restoration* spell or similar magic.

WAVE ONE

The first wave simultaneously attacks the streets and watch garrison (areas 5 and 7) of Ingrane. If the characters don't interfere, the thralls overpower the townsfolk before spreading out to cause general chaos elsewhere in Ingrane, breaking into homes and searching for other hidden targets.

1. STREETS OVERRUN

As the characters arrive at the street vendors, read the following text aloud:

Screaming people scurry to get away from the approaching figures, plowing into each other in their desperate flight. A group of five emaciated undead with glowing green eyes rushes down the street, trailing greasy black smoke from boilers fused to their backs.

As the undead swarm Ingrane, the citizens panic, stampeding away from the Cryxians and seeking whatever shelter they can find. In those first harrowing moments, a group of five commoners become cornered in the street while the vendors Tibble and Pinckney scrabble to grab whatever valuables they can.

FOES

Three mechanithralls and two scrap thralls rush down the main street from the docks. The scrap thralls advance

on Tibbles and Pinckney, each attempting to grab one of the vendors before detonating in violent explosions that will kill the merchant and destroy all the goods they have on the street. The mechanithralls turn their attention on the terrified commoners but quickly move to attack the characters.

REWARDS

Award standard XP for defeated foes. If the characters defeat a scrap thrall before it can detonate in one of the shop stands, the proprietor rewards them for their effort. Tibble gives the characters a box of 50 bullets, and Pinckney gives them 1d4 minor healing potions.

DEVELOPMENT

If the raiders take the streets, thralls begin dragging the bodies of the slain and any other useful parts back to Sovox at the shoreline. The necrotech uses these supplies to assemble extra reinforcements to keep pressure on the streets. During each subsequent encounter, roll a d4 and add the indicated creatures to the encounter's forces.

RANDOM REINFORCEMENTS

d4 Creature

- | | |
|---|-----------------|
| 1 | None |
| 2 | 1 mechanithrall |
| 3 | 1 bile thrall |
| 4 | 2 scrap thralls |



2. WHO SLAUGHTERS THE WATCHMEN?

As the characters arrive at the town garrison, read the following text aloud:

The whole watch garrison shudders under the titanic strikes of a pair of hulking undead thralls. Bellowing insensible threats at the people within, the oversized brutes smash at the building with the force of twin battering rams. You hear the voice of Captain Burns coming from inside the building as she orders her men to hold their ground, but her voice is tinged with panic.

Eliminating the town's defenders is one of Sovox's highest priorities, so he sends two of his most powerful thralls—oversized brute thralls—to do the deed. These two creatures would be a challenge for Ingrane's watch even if it were at full strength, but with only three members on-site, it will be an absolute slaughter unless they receive assistance.

FOES

Two brute thralls collide with the garrison, using their oversized metal fists to rip apart the building's face. From within, Captain Burns and her constables fire wildly at the hulking shapes, filling the air with thick clouds of gun smoke.

Unless engaged in combat with the characters, the brute thralls spend each round attacking the structure itself (AC 15, 25 hp). When they break through, the thralls beat the inhabitants to death with their oversized metal fists.

REWARDS

Award standard XP for defeated foes. Any city watch saved during the attack steel themselves to help fight the undead. Additionally, Captain Burns gives the characters both the key to the armory and her permission to take any supplies they require.

If the characters fixed the steamjack Smokey earlier in the adventure, it accompanies the watch in their defense of Ingrane. A character who is proficient with steamjacks can convince Captain Burns to temporarily loan the 'jack to the party by making a successful DC 14 Charisma (Persuasion) check.

DEVELOPMENT

If the raiders overwhelm the city's garrison, Captain Burns and her constables are ripped apart by the brute thralls, which then go on to demolish the laborjack Smokey before tearing the building to the ground in a blind rage.

USING THE WATCH

The watch can provide much-needed assistance during the subsequent waves of attacks. A character can attempt to convince the watch to help defend a location by making a DC 10 Charisma (Persuasion) or Charisma (Intimidation) check. If the check succeeds, the watch members head to the chosen location and fend off the thralls long enough for the characters to intervene. If the check fails, assume that the watch fights any thralls they encounter before they are eventually overwhelmed.

A SHORT BREATHER

After the first wave has been dealt with—or completed its objectives—there is a momentary lull before Sovox sends in the second group of thralls. The characters have time to investigate any sites they didn't respond to during the attack, tend to wounded townsfolk, and rally before the next wave begins.

At your discretion, the characters may take a short rest before wave 2 begins. Due to adrenaline—or perhaps a bit of time-manipulation magic caused by proximity to the Shrine of the First Daughter—the rest takes 10 minutes to complete rather than 1 hour.

DEVELOPMENT

When you're ready, begin wave 2.

WAVE TWO

The second wave focuses on the people of Ingrane. Its two targets are the public house and the town hall, each of which contains large numbers of common folk. Just like during wave 1, if the characters don't intervene at a location, the thralls slaughter their targets before going on to wreak havoc elsewhere in the town.

3. BAR BRAWL

As the characters arrive at the Swan and Steel, read the following boxed text aloud:

The townsfolk inside the Swan and Steel cry out in fear as gaunt figures of meat and metal bash their fists into the tavern's front door. As the door begins to buckle, a shout of alarm from within calls on people to throw their weight against the press of the undead creatures.

Dozens of townsfolk fled into the Swan and Steel and barricaded themselves inside when the attack began. Mechanithralls are attempting to bash down the door with their steamfists while a pair of scrap thralls clamber up the walls, looking for windows leading to the interior. In a matter of minutes, either the mechanithralls will break their way in or one of the explosive scrap thralls will make it to the interior.

FOES

The attack on the pub consists of three mechanithralls and two scrap thralls. The mechanithralls are working together to overpower the barricaded doors (AC 15, 18 hp). Unless they are attacked, the mechanithralls spend each turn attacking the door.

The scrap thralls climbing the building need to reach windows set high on the wall. At the start of their turns, each scrap thrall makes a DC 12 Strength (Athletics) checks to make progress toward its goal. A scrap thrall that succeeds on three such checks reaches an open window and enters the Swan and Steel. Once inside, a scrap thrall detonates after 1d4 rounds. Hitting a scrap thrall with an attack forces it to succeed on a DC 12 Strength (Athletics) check or fall from the wall, landing prone.



If either of the scrap thralls detonates within the Swan and Steel, it immediately kills $1d6 + 4$ patrons inside the pub. If the mechanithralls get inside, they each kill one patron every round.

REWARDS

If the party rescues any number of people from the pub, each character gains 100 XP in addition to the points for killing monsters. If more than ten villagers died during the rescue, reduce this amount by 50 XP per character.

If the characters save the lives of all the citizens inside the pub, the sturdy working-class folk arm themselves with whatever improvised weapons and tools they can find, with the result that ten laborers (use the thug stat block) will be ready to fight for Ingrane.

DEVELOPMENT

If the raiders break into the pub, the scrap thralls kill half of the huddled patrons in the initial blast, after which the mechanithralls systematically slaughter all the survivors over the next few minutes.

4. TOWN FALL

As the characters arrive at the town hall, read the following text aloud:

Several thralls have surrounded the entrance to the town hall. Two hammer at the door with their metal fists, causing the terrified people inside to cry out for help. Another pair, wielding long weapons attached by metal hoses to their distended and quivering stomachs, spew streams of noxious bile into open upstairs windows.

From her balloon overhead, Alana Moesby calls out to you. "There are innocent people inside! You have to help them!" She ducks away a moment later as one of the pus-spewing thralls redirects its spray at her.

Phineus McVahn and ten commoners have taken shelter in the town hall.

FOES

Two mechanithralls claw at the barricaded door of the town hall while two bile thralls spray their noxious weapons into the upper windows, working to force the defenders out as the fluid rains down throughout the building. After $1d4$ rounds, the caustic fluid causes 1 acid damage to the occupants of the building at the start of each round. The townsfolk attempt to flee this shower when they have 2 hit points left, but any who do will run straight into the arms of waiting mechanithralls.

During the fight, Alana Moesby tries to help out from her aerial position. She hurls tools, boots, and spare nuts and bolts at the thralls. Although these attacks aren't enough to cause any real damage, you can use them to distract a thrall for a round if the characters look like they need help.

REWARDS

If the party rescues McVahn or any number of people from the town hall, each character gains 100 XP in addition to awards for killing monsters. If McVahn or more than five villagers died during the rescue, reduce this amount by 50 XP per character.

USING THE LABORERS

Just like with the city watch in wave 1, rescuing the pub's patrons provides the characters with assistance in the subsequent wave. A character can attempt to convince the laborers to help defend a location by making a DC 10 Charisma (Persuasion) or Charisma (Intimidation) check. If the check succeeds, the laborers head to the chosen location and fend off the thralls long enough for the characters to intervene. If the check fails, assume that the laborers fight any thralls they encounter before they are eventually overwhelmed.

Additionally, Moesby offers to assist the characters from above. Her air carriage gives her a commanding view of Ingrane and allows her to surveil the battlefield and tell the characters where the thralls are attacking. She can also deliver a payload onto the thralls if offered a device such as an alchemical grenade. Otherwise, Moesby can drop sandbags of ballast from above once per round on initiative count 10 (+4 to hit, 2d10 bludgeoning damage).

DEVELOPMENT

If the raiders overrun the town hall, Moesby attempts to flee on her air carriage. She sails it northwest, heading for the city of Ramarck, but a scrap thrall manages to snag her anchor line and climb aboard. The air carriage detonates in a brilliant fireball a few hundred yards outside of town, crashing in a fiery wreck in the swamps.

ANOTHER BREATHER

As with the first wave, after the Cryxians have been dealt with—or completed their objectives—there is another lull before Sovox sends in his third and final group of thralls. The characters have time to investigate any sites they didn't respond to during the attack, tend to wounded townsfolk, and rally before the next wave begins.

At your discretion, the characters may take a short rest before the next wave of attacks. As before, this short rest requires only 10 minutes rather than 1 hour to complete.

DEVELOPMENT

When you're ready, begin wave 3.

WAVE THREE

The third wave of foes moves to secure the sites near the shrine to Haley. The thralls seek to make the area safe for Sovox to enter, but they are also compelled to desecrate the religiously oriented sites.

5. DESECRATION

As the characters arrive at the Church of Ascendant Rowan, read the following text aloud:

The façade of the church smokes and bubbles under twin sprays of putrescent filth. Two undead thralls, their bodies bloated like overfed ticks, spray the church's face with their cobbled-together weapons, pumping fresh bile from the contents of their rotting stomachs. You hear the voice of Rector Hillame coming from inside the building as he prays to Morrow for protection.

Rector Hillame and twenty commoners are sheltering in the Church of Ascendant Rowan. The rector has cast spirit guardians and stands ready inside the barred doors of the church as the huddled townsfolk shield themselves behind the pews.

FOES

Two bile thralls gleefully spray their foul weapons across the face of the church. The corrosive mixture is eating away at the building's façade and will reduce the barred door to slag in 1d6 + 1 rounds.

REWARDS

If the party prevents the church from falling, Rector Hillame can lend them magical assistance for the remainder of the raid. He casts cure wounds on characters as needed and casts lesser restoration on any who are suffering from necrotite sickness.

The Pain of Healing. Healing magic in the Iron Kingdoms can take a dire toll on the healer, and Rector Hillame is no exception. Each time he casts cure wounds, he gains one level of exhaustion.

DEVELOPMENT

If the raiders break into the church, they kill Hillame and the commoners before systematically desecrating the structure with their foul sludge.



6. EVICTION

As the characters arrive at the Ingrane Children's Home for Little Wanderers, read the following text aloud:

A towering brute of a thrall bellows a guttural war cry before throwing itself at the orphanage. Each slam of its fists punches massive rents in the structure's walls, causing the children within to scream in panic. You hear Sister Frye shouting inside the orphanage, instructing the children to close their eyes and stay behind her.

Sister Frye and her twenty young wards are sheltering within the orphanage.

FOES

One brute thrall assails the orphanage. The structure can't withstand the creature's steam-powered fists for long, and the thrall only needs enough time to rip a hole large enough to slip inside. Each turn it isn't engaged in combat, the brute thrall attacks the structure (AC 15). It needs to deal 50 damage to the building to create a hole large enough to fit inside.

REWARDS

If the party prevents the brute thrall from entering the orphanage and laying waste to its inhabitants, Sister Frye sends the children out of Ingrane to hide in the nearby swamp. She gives the oldest children careful instructions on where to go and how long they should wait, telling them to move on to Ramarck if she doesn't come for them by dawn. She then offers her magical abilities to assist the characters for the remainder of the raid. She casts cure wounds on injured characters and casts bless on as many characters as she can.

The Pain of Healing. Healing magic in the Iron Kingdoms can take a dire toll on the healer, and Sister Frye is no exception. Each time she casts cure wounds, she gains one level of exhaustion.

DEVELOPMENT

If the brute thrall breaks into the orphanage, Sister Frye stands her ground, sacrificing her life to give her wards enough time to flee into the swamp. Ten days later, the haggard and starving children arrive in Ramarck to tell of what transpired in Ingrane, including any details they have about the heroics—or lack thereof—of the characters.

NO TIME TO STOP NOW

Sovox and his pet bonejack creep into Ingrane on the heels of the third wave of attackers. As his forces are wrapping up their assault on the church and the orphanage, he makes for the Shrine of the First Daughter to claim his prize.

ENTER SOVOX

The necrotech doesn't really care about the success of the attack on Ingrane beyond the distraction it creates. At the end of the day, the loss of a few thralls doesn't mean much to him; securing Major Haley's spear and pleasing his mistress are all that matter.

ECHOES OF THE PAST

When Sovox arrives at the Shrine of the First Daughter, he can't contain his manic laughter, which alerts the characters to his presence. When the characters arrive at the shrine, read the following text aloud:

A raspy, shrieking laughter echoes through the smog-choked streets of Ingrane. Not far from the church and the orphanage, at the Shrine of the First Daughter, a squat and ugly creature on four metallic spider legs clatters onto the plinth of Haley's statue at the Shrine of the First Daughter. Its short, bone-faced mechanikal companion moves like an excited hound as the thing's undead hands reach for the statue's spear. Seeing you, the creature stops and whistles to its companion. In a wheezing voice, it says, "Slicer-Dicer, don't let them interrupt Daddy's work. Slice! Dice!"

Sovox the Resurrector and his bonejack, Slicer-Dicer, attack. While Echo is in his possession, Sovox uses it in place of his vice claw. Slicer-Dicer attacks with the aggression of a rabid hound. It uses its bone saw to threaten anyone who would move around it to reach its master. Sovox hangs back during the initial fighting. Any character who succeeds on a DC 13 Wisdom (Insight) check surmises that the necrotech is watching the characters to measure their capabilities.

FRIENDS FROM TOWN

After the first round of combat, any surviving townsfolk the characters assisted (such as the members of the watch or patrons of the Swan and Steel) arrive to lend their aid. They focus their efforts on the bonejack, hoping to engage it long enough for the characters to deal with the necrotech. If Sovox dies, Slicer-Dicer goes on a rampage, targeting the character responsible for the felling blow.

TAKING ECHO

A character can attempt to disarm Sovox of Echo by making a Strength (Athletics) check with disadvantage contested by Sovox's Strength (Athletics) check. If the character wins the contest, Sovox loses his grip on the mechanikal spear and reverts to fighting with his vice claw.

TREASURE

If the characters search the necrotech's body, they find a letter from Lich Lord Deneghra. Give the players Handout: The Lich Lord's Letter. They also find a pouch containing 150 gp per character in the party, minted in tarnished coins that bear the skeletal visage of a dragon.





ENDING THE ADVENTURE

This adventure ends with a final scene whose details depend on whether the characters were victorious in their battle with Sovox or were defeated.

DEFEAT

If Sovox defeated the characters, all is not lost. The necrotech is quite comfortable with killing but would prefer to make off with the spear rather than stick around in order to make sure everyone is dead. The characters awaken a few hours later on the shore alongside the ruins of the town's waterfront, their wounds having been treated in rudimentary fashion by some of the older children from Sister Frye's orphanage. When the characters awaken, read the following text aloud:

You awaken to the morning light, rendered hazy and dim by pillars of smoke. The structures of Ingrane smolder all around you, once again reduced to ashes. A young girl approaches you, her face sooty except for where her tears have washed it clean. In a thick voice, she says, "The dead man left you back there. I suppose he got what he was here for. He left this behind, though. I suppose so you'd know why he did . . . all this."

The girl produces Handout: The Lich Lord's Letter and informs the characters that it was left on one of them like a mocking calling card.

This ending sets up future adventures involving the Nightmare Empire. As a GM, you can have fun with the consequences of Sovox's actions. What will become of the displaced orphans of Ingrane? Are the Cryxians still a threat to Westinmarsh? What kind of villain will Sovox become

now that he has performed this task for his mistress? Will the characters meet him again? All these threads offer avenues for new stories that you can guide your players toward or that they can pursue on their own.

VICTORY

If the characters defeat Sovox, any remaining foes attempt to return to the sea. Lacking a thinking mind to guide them, the thralls revert to simple, instinctive behavior and are easily rounded up and defeated.

The survivors of Ingrane are prepared to reward the characters with anything they can—which honestly doesn't amount to much if you don't count the catch of the local fisherfolk. Even so, the characters are regarded as local heroes and never need to pay for a place to sleep, a hot meal, or something strong to drink while they're in town.

If the adventure ends in this way, you will have plenty of potential plot threads for the future of your campaign. Now that the characters know about Lich Lord Deneghra's desire for her sister's spear, what are they going to do about it? Will they take Echo to a more defensible location? Does Deneghra have other forces she will send after the item? Why does she want the weapon so badly?

Regardless of the characters' decisions, the future of Ingrane is very much in question. It is clearly still vulnerable to attacks from the Nightmare Empire. Will the characters help train the townsfolk to defend themselves and set up better protection? Will they take over the protection of the town as a mercenary company? All these threads offer avenues for new stories that you can guide your players toward or that they can pursue on their own.

MONSTERS AND NPCS

BILE THRALL

The bloated bodies of bile thralls are walking vessels for volumes of corrosive digestive and decomposition agents. Hoses and tubes lead from their distended mouths and fabricated orifices to crude firing mechanisms. With a lurching spasm, each bile thrall can force a starting volume of caustic fluid out over a wide area to dissolve flesh and devour tempered metal.

BILE THRALL

Medium undead (necrotech), lawful evil

Armor Class 13

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	3 (-4)	8 (-1)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

ACTIONS

Bile Cannon. Ranged Weapon Attack: +5 to hit, range 20/40 ft., one target. Hit: 12 (2d8 + 3) acid damage.

Purge. The thrall sprays a 40-foot cone of toxic bile from its cannon. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. After using Purge, the bile thrall drops to 0 hit points.



BRUTE THRALL

The brute thrall signifies a natural evolution for the proud meat smiths of Cryx, who have long enjoyed integrating local creatures into their malignant creations. These hulking monstrosities are cobbled together from the carcasses of Scharde trollkin and ogrun, along with masses of conduit, steel plate, and discarded mechanika powered by a necrotite furnace. Although the result lacks both subtlety and cognitive capacity, it is unquestionably well suited to its role on the battlefield: crushing any obstacle in its way.

BRUTE THRALL

Large undead (necrotech), lawful evil

Armor Class 15 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	3 (-4)	8 (-1)	6 (-2)

Skills Athletics +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Challenge 2 (450 XP)

Siege Monster. The brute thrall deals double damage to objects and structures.

Trampling Charge. If the brute thrall moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the brute thrall can make one slam attack against it as a bonus action.

ACTIONS

Multiattack. The brute thrall makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

Steamslam (Recharge 6). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 19 (2d10 + 8) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

MECHANITHRALL

Assembled from a horrific fusion of corpses and machinery scavenged from the battlefield, mechanithralls fill the ranks of Cryx's armies. A mechanithrall's reanimated body is augmented with two heavy gauntlets powered by dark energies and steam pressure. These gauntlets greatly enhance the unliving creature's strength, making a mechanithrall's strike nearly as powerful as the impact from a steamjack.

MECHANITHRALL

Medium undead (necrotech), lawful evil

Armor Class 13 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	3 (-4)	8 (-1)	6 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Multattack. The mechanithrall makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Steamslam (Recharge 6). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the mechanithrall's next turn.



SCRAP THRALL

Scrap thralls are little more than the spare parts of a fallen 'jack slapped together and animated as a shambling delivery vehicle for necrotite-enhanced bombs. These ramshackle undead are likely to detonate whenever a wayward bullet or arrow strikes them. Their only real goal is to clutch an opponent long enough for the bomb to explode in a shower of bone, metal, and steam.

SCRAP THRALL

Medium undead (necrotech), unaligned

Armor Class 8

Hit Points 18 (4d8)

Speed x ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	10 (+0)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive perception 8

Languages understands the language of its creator but does not speak

Challenge 1/4 (50 xp)

Death Burst. When the scrap thrall dies, it explodes in a fiery, necrotite-laced detonation. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage and 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

ACTIONS

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Deadly Embrace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the scrap thrall can't use this attack on another target. If the scrap thrall has a target grappled at the start of its turn, it drops to 0 hp, and the grabbed creature has disadvantage on its Dexterity saving throw against Death Burst damage.

SLICER-DICER

Slicer-Dicer is a bonejack—a mélange of blasphemous necrotech and cunning mechanika. Fast and light, these constructs can close distances and flank opponents with unnatural speed. They carry weapons ranging from ironbound jaws and claws capable of rending flesh and armor to alchemical cannons that spew bone-stripping corrosive solutions.

SLICER-DICER (RIPJAW BONEJACK)

Large construct (necrotech), unaligned

Armor Class x (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 xp)

Charge. If the ripjaw moves at least 20 feet straight toward a target and then hits it with a bone saw attack on the same turn, the target takes an extra 7 (2d6) slashing damage.

ACTIONS

Multiattack. The ripjaw makes two attacks: one with its bone saw and one with its Bash.

Bone saw. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Bash. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.



SOVOX THE RESURRECTOR

The necrotechs of Cryx are part necromancer, part mechanik, part evil genius, and spiced with a dash of deranged lunatic. Sovox fits this bill. He has built his army from heaps of scrap metal and bone for the express purpose of fulfilling his mistress Deneghra's orders.

SOVOX THE RESURRECTOR

Medium undead (necrotech), neutral evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8+24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	14 (+2)	14 (+2)	10 (+0)

Damage Immunities poison

Condition Immunities poisoned, prone

Skills Perception +4

Senses darkvision 60 ft, passive Perception 14

Languages Cygnaran, Scharde

Challenge 2 (450 XP)

ACTIONS

Multiattack. Sovox makes two melee attacks.

Vice Claw. Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or take an extra 3 (1d6) slashing damage and be grappled (escape DC 11). Sovox can have only one creature grappled in this way at a time. Until this grapple ends, the target is restrained, and Sovox can't use his vice claw against another target.

Echo. Melee weapon attack: +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

Marshal 'Jack. Sovox chooses a friendly bonejack within 60 feet of him that can hear him and then chooses one of the following effects for that bonejack:

- **Crush!** If the bonejack takes the Attack action during its next turn, it can make one additional melee attack. Additionally, it gains a +2 bonus on all melee weapon damage rolls during its next turn.

- **Hurry!** The bonejack can take a bonus action during its next turn to take the Dash or Disengage action.

Repair (Recharge 5-6). Sovox targets an allied construct within 5 feet of him and performs hasty repairs. The construct regains 5 (1d6 + 2) hit points.

APPENDIX: ITEMS & EQUIPMENT

ECHO

Rune Points 4, Capacitor (Arcanodynamic Accumulator)

Echo is a mechanikal spear. While the weapon has power, you gain a +2 bonus to attack and damage rolls with it. The spear's capacitor has 16 charges.

Replication. As a bonus action, you can spend 4 charges from the weapon's capacitor to cast a spell of 2nd level or lower with a casting time of 1 action and with a duration of less than 1 minute that was cast during the previous round, requiring no components (+6 to hit with spell attacks, spell save DC 16).

Time-Bending Defense. As a bonus action, you can spend 1 charge from the weapon's capacitor to gain a +2 bonus to AC when you take the Defend action.

FIREARMS

The majority of today's firearms in the Iron Kingdoms are breech-loading weapons. Reloading such a weapon involves opening a trapdoor on the rear of the firearm, placing a round within it, and closing the trapdoor, after which the firearm is ready to be fired. The cartridge sits snugly in the

weapon's chamber until the trigger is pulled, which releases a pin that drives into the rear of the round through two silk pouches, each of which contains one of two components that, when mixed, combine to create blasting powder. The resulting chemical reaction and subsequent explosion drive the bullet that sits ahead of the pouches forward and out of the weapon's muzzle.

Firearm. You can use a weapon that has the firearm property to make a ranged attack, but only if ammunition is loaded into the weapon's magazine. Each time you attack with a firearm, you expend 1 round from the magazine. Rounds fired from a firearm are destroyed.

A firearm produces a loud report when fired. Unless affected by mechanikal or magical silence, creatures with the ability to hear can hear the sound of a firearm discharging from a great distance, sometimes up to a mile or more in open conditions.

Magazine. A weapon with the magazine property has an amount of ammunition stored inside it (noted in parentheses). Once you use the weapon to make a number of attacks equal to its magazine rating, you must use an action or a bonus action (your choice) in order to reload it.

Name	Cost	Damage	Weight	Properties
Pistol	20 gp	1d10 piercing	4 lb.	Firearm (range 40/120), light, magazine (1)
Scattergun	20 gp	2d8 piercing	8 lb.	Firearm (range 30/90), magazine (1), two-handed

APPENDIX: IMPORTANT CHARACTERS

The following NPCs feature in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Phineus "Finn" McVahn (Fin-EE-US Mick-VON)	Neutral good male human magistrate	McVahn's clothing is simple and unadorned, in contrast to his role in Ingrane as magistrate. His friendly demeanor is contrasted by a piercing, scrutinizing gaze.
Rector Osmond Hillame (HILL-aim)	Neutral good male human priest of Morrow	Rector Hillame is pious and friendly but a fierce debater when it comes to religious matters.
Sister Lena Frye	Lawful good female human nun in Morrow's service	Sister Frye is patient and good-tempered but has a startling skill at games of chance and might be a bit of a grifter.
Captain Edith Burns	Lawful neutral female human watch captain	Burns manages Ingrane's city watch with a stern manner and takes a literal approach to the law.
Alana Moesby	Chaotic neutral female human inventor	Moesby is an air-travel fanatic who wants the entirety of the Iron Kingdoms to share in her passion. She may also be a touch unhinged.
Tibble	Neutral male gobber tinker	Tibble has never found scrap so rusty he couldn't shine it or junk so worthless he couldn't sell it to someone.
Modredis Pinckney	Neutral male human alchemist	Pinckney seems to enjoy asking people uncomfortable questions about their health in order to shill his concoctions. His breath smells faintly of menthol.

HANDOUT: THE LICH LORD'S LETTER

Sovox,

Let's hope your title "the Resurrector" isn't too literal, because I'm sending you to a place where I'd like most things to stay dead and buried.

The dirge seers tell me that a weapon is being laid to rest on the shore of the Westinmarsh, nearly a hundred miles south of Henge Hold in a little town on the bay called Ingrane. I know it well: it's where I grew up.

That weapon used to belong to Victoria Haley. My former sister.

I want it, Sovox. I don't care if you have to exhume all the graves in northern Cygnar to get enough bodies to take it. But if you don't return to me in Skell with that spear in hand, don't bother trying to hide. I'll find you no matter what shadow you try to scurry under.

Do be quick, Sovox. I don't like to be kept waiting.

-Lich Lord Deneghra



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