

Iron Crown Player's Guide

V3.0

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Introduction

Iron Crown is a medieval campaign setting set in the Astral Plane. The Astral Plane is a fantastical place of thought and magic, and Iron Crown takes that into account. The inhabitants of Iron Crown are more sophisticated than your standard *Dungeons & Dragons* villagers. The average citizen understands basic planar cosmology like medieval villagers would understand varieties of flowers or types of trees. Inhabitants encounter mundane and powerful magic on a daily basis, and thus know it when they see it, and know how to react to it when it happens to them. A fireball is about as frightening as a car crash, but no one goes insane from the occurrence.

An example of magic in everyday life can be found in Iron Crown law enforcement. The marketplaces are patrolled by invisible members of the Magical Threat Authority (MTA) with permanent *See Invisibility* cast upon them so they can apprehend invisible thieves. Guardsmen rely on *tanglefoot bags* and globes of *Glitterdust* to apprehend criminals. Mages are sent out to capture those who use magic to disrupt society and various other experts are often hired to maintain or restore order.

Iron Crown takes the D&D rules as the baseline of what is normal. As Monte Cook describes his campaign setting, Ptolus, “If the rules suggested that something might happen a lot, then in Ptolus, it happened a lot.” Nobody is surprised when a wizard casts *magic missile* in a bar fight, although the MTA might have something to say about it. A lion-man (litorian) walking down the street or a druid with a mountain lion animal companion is nothing strange to these people. Animal companions, golems, paladins riding elephants, flying monkeys and all manner of strangeness are barely given a second glance. There are rules, of course, especially rules regarding how D&D type stuff is used in an orderly city, but the fantastical is mundane.

Welcome to Iron Crown

This player’s guide is designed to provide you basic knowledge about Iron Crown and how to run an interesting character utilizing all that the campaign setting has to offer. It should provide you basic information on a topic and how it relates to your character.

Unless you are litorian or tashtak, you are a native resident of Iron Crown, a city-state located in the Astral Plane. The city is built upon a giant, spherical construct. From off-world, it looks like a giant sphere with a mile-long arm protruding from one side. From far enough out, you can see the other arm, broken and littering the barren landscape on the other side of the sphere. Iron Crown is thought to get its name either because of how the circular city crowns the construct, or possibly the fact that Iron Crown is the astral plane’s primary source for processed metals. Tendrils of twisted metal litter the surface of the sphere where nothing is built. The intact arm seems to defy the laws of gravity, and is used as a dock for the many astral ships that berth here. In Iron Crown, directions often include the term spireward, or towards the spire, and gateward, or towards the outer wall (the opposite of spireward).

The Astral Plane

The Astral Plane is a little bit different from what you might expect from standard Dungeons & Dragons cosmology. It's still a "transitive" plane, connecting various planes of existence, including prime material worlds, inner planes (the elements), and outer planes (The Abyss, The Heavens, etc). It's not as transitive as standard D&D, however. It's only when random conjunctions occur that planes come in contact with the astral. Planar travel is rare and very difficult, both within the astral plane and from other planes. Those with the knowledge of how to travel the planes guard their secrets like gold. When there is travel, it usually requires research to find a conjunction point, days or weeks of travel to arrive at that point in astral space in time, and the means to take advantage of the event. The Iron Crown campaign is essentially an urban adventure campaign and not a plane travel campaign.



Magic: Some magic doesn't work properly on the astral plane due to the conjunction issue. Any sort of *Plane Shift* spell or *Greater Teleport* that effects travel to another plane simply doesn't work (you can *Greater Teleport* to another place on the astral).

Raise Dead, which transports souls back from their final resting plane on other planes, doesn't work normally. Because of the increased level of power needed to cast it, *Raise Dead* is a 9th level spell on the astral. It's essentially a *Wish* that includes opening a conjunction and returning someone back from the dead. *Resurrection* doesn't work at all.

Summoning monsters works fine, but spells that bring creatures to the plane for longer periods of time, like Planar Ally spells don't work. *Banishment* does not work.

Time and Gravity: Two important elements on the astral plane are different than standard D&D: time and gravity. Time is stopped for visitors to the astral. It catches up to them all at once on their return home, sometimes with deadly consequences. If you're playing a litorian or tashtak, you won't age or bear children (a great roleplaying opportunity, if you think about the consequences).

Natives of the astral plane have normal time, as do all biological elements on the astral. So you can have a beer with your bread, since yeast lives and dies on the astral normally. Woman can bear children normally. You heal normally. If you're a native, you can ignore the time issue.

The background astral light, kind of grayish, is enough for plants to grow.

Gravity on the astral plane is somewhat subjective and usually surrounds large bodies, such as the Iron Crown construct. Gravity is *normal* in Iron Crown up to about 200 feet, and then there

simply is no gravity. This is especially important to remember when returning to Iron Crown – you want to enter via the low-gravity protruding arm of the dock, or else risk a nasty fall. Pollution rises from the industrial areas of Iron Crown and spreads out along the 200' ceiling, often surrounding the sphere in a globe of filth.

You can move out into the silver void of the astral plane with your mind, once you break free of Iron Crown's gravity. However, traveling on your own in the black is dangerous, kind of like swimming in the ocean (but no drowning, of course). There are pirates and natural creatures that might wish to do you harm. It's better to book passage on a ship. Ships sail using the astral wind.

Campaign Feel

Iron Crown is an urban campaign setting. There is also dungeon delving, ship-board adventure, and very rarely, planar travel. About half the adventures are urban with lots of social interaction. It's essential to build a social character with social skills like *Gather Information*, *Diplomacy*, *Bluff*, *Knowledge: Local*, etc. A bard is actually a useful character in Iron Crown, unlike most dungeon crawls.

Iron Crown is unique in the astral plane. It is the home of The Vault of Tehvin. This vault is located in the giant spire in the center of the city. It is known to contain many evil artifacts, dumped here from prime material worlds. Protecting the vault are various arcane and divine organizations. The Vault is off-limits to everyone, including adventurers, although many try to disregard the rules. Many evil people and creatures seem naturally drawn to the city, possibly because of The Vault.

Underneath Iron Crown is a maze of sewers and catacombs, and hints of an ancient underground city. Even deeper within the sphere are thought to be natural caverns, some thought to pulse with the blood of the dormant construct.

The man-made underground construction was built early in the city's history, before it was known that the giant spherical construct was not dead, but only dormant. Building under the city quickly stopped after a series of earthquakes. It has only recently been discovered by local adventurers that an even older civilizations once lived deep below the city. For some reason, the authorities wish to keep this a secret.

Adventurers flock to Iron Crown. Not only is there plenty of adventure to be had within the city and its environs, but there are many organizations and businesses that act as resources to adventurers, including both standard businesses (armorers, magic item shops) and professional organizations (lore masters, magic schools).

Iron Crown feels like a medieval setting with some Victorian influences. There are guns (fairly primitive), magic lanterns light the streets, storefronts have glass windows, and modern economics are just beginning to develop. Where it truly deviates from a standard medieval world is in its acceptance of the D&D rules of how the world works. Magic and monsters are commonplace, various races exist side-by-side, and it's not unusual for dark powers to conspire regularly to destroy the city. If a magic spell can be used to light the streets, prevent disease or

stop criminals, why not? Although the setting can feel “dark” it rarely seems cynical. Just like real life, it’s amazing how the most horrific tragedies and fantastic threats can become commonplace over time.



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|---------------------|-------------------------------|
| 1. Ghustil's Ward | 6. Old Noble's Ward |
| 2. New Noble's Ward | 7. Temple Ward and Necropolis |
| 3. Craftsman's Ward | 8. Military Ward |
| 4. Freeman's Ward | 9. Causeway to Astral Docks |
| 5. Merchant's Ward | 10. The Citadel (Warlocks) |

The City of Iron Crown

Iron Crown is a city-state with a population in excess of 75,000. It has grown tremendously over the last decade. It sits on a giant spherical construct, floating in the astral plane with nothing around it within many days of shipboard travel.

Iron Crown Demographics:

City Type: Metropolis
Population: 75,000 (percentage of commoners 91%)
Alignment: Lawful Neutral
Gold Piece Limit: 100,000
Total Wealth: 375,000,000
Guards: 750

Military: 5,750

NPC's over 15th level: 12

Resources: Arms & armor, semi-precious metals, gems

The D&D power level is relatively low, with a handful of characters of each level exceeding 18th level.

Iron Crown began with the creation of the The Vault of Tehvin. The founders created the underground vault to hold the evil artifacts that other worlds deposited on the astral plane, thinking they were eliminating a threat to their home worlds. The founders originally came from one of these prime worlds, and fled The Old Ones, a race of powerful evil creatures who wished to enslave them. The people, known as the *yan-ki*, fled to the astral plane. They're Celtic in character, although the astral plane's radiation has transformed them over the years to an entirely new race.

After the vault was built, Iron Crown became a military outpost, designed to protect the vault from intruders. A vast array of caverns and a well defended citadel were created around the vault to protect it from attack both from below and above.

Disaster struck when the spherical giant construct on which Iron Crown was built, sickened by the intense evil within it, expelled the vast underground vault from its interior, creating the two thousand foot high spire that forms the center of the city today. The city was rebuilt around and even atop the spire. Over time, civilians made their way to Iron Crown, mostly to provide important services to the military. Now a robust city surrounds Iron Crown, still strong militarily.

Iron Crown has become a center for adventure seekers. They flock to the city to explore the vast network of sewers, subterranean passages and chambers created by the original city founders, and of late, what is thought to be an even older city that existed underground long before Iron Crown was founded.

RULERS

The city is ruled by a council composed of the ten trade lords, ghustils (priests) of the god Erias (god of magic from the *Scarred Lands Campaign Setting*), and a group of yan-ki "senja'si" (seers) and warlocks. Above them all is a yan-ki king, elected among yan-ki warriors of the noble class. The king can override decisions or completely dictate the direction of the city-state, although his peers in the warrior class find such activity beneath him.

There is currently a play for the throne by several contenders, including the late king's champion, Quith Goldengaze, the late king's daughter, Wizlow the Red, and the leader of the Iron Guard (frontier protectors), Morigan Stone. As Quith Goldengaze has taken control of Iron Crown, he is the de-facto king.

Other members with influence in Iron Crown include guildmasters, wealthy merchants, and high priests of respected gods.

Recently Iron Crown has experienced an upheaval, with the yan-ki squashing a rebellion from the trade lords and the ghustils retreating to their defended ward. New organizations and political movements are vying to fill the power vacuum.

Political groups have sprung up, demanding change. The first wave of protest and call for change was too idealistic and was squashed by the yan-ki. The second wave, only a couple of years old, developed from within the ranks of criminal organizations, through Tashtak religious organizations, or through adventurers or their guilds. These have been harder to squash.

Examples: *Republicans* (want ward based representation on the council), *The Tash* (want the state religion abolished and other trade representatives allowed to hold power), *The Gith-Yanki* (followers of the new *Cult of Gith*), want Yan-ki domination over subservient races (everyone else). There is much room for political maneuvering amongst characters.

THE AUTHORITIES AND THE LAW

The major concern of Iron Crown is protecting The Vault of Tehvin from attack. The primary external defensive force is the Iron Guard, a military organization that guards frontier outposts against threats to the city-state. The Iron Guard, composed of ex-criminals and the exiled, is the first ring of Iron Crown's defense.

Protecting the spherical construct and the environs of Iron Crown are yan-ki warriors of the noble class. These national heroes form a military organization akin to a "national guard" and tend to be the pride of Iron Crown. The mood of Iron Crown tends to be hinge on the success of the warriors in their many military campaigns.

Within the city, a civilian force known simply as The Watch protects the population from crime and maintains order. The Watch is composed of well-trained and well-paid humans and sibeccai. The Watch is a ticket for the impoverished sibeccai to make their way out of the slums and into society. The Watch is usually composed of low level warriors, but substations throughout the city house higher level fighters and spellcasters, capable of handling more dangerous threats. Each ward contains one watch house.

A Special Forces group within The Watch is the Magical Threat Authority (MTA). The MTA includes patrols capable of stopping powerful wizards, secret agents who infiltrate organizations who wish to harm Iron Crown, and investigators of magical crimes. Sergeants in The Watch can use magic to teleport four MTA agents to the scene of a crime (the criminal will be billed later for this expense).

The Watchers of Erias form a divine organization solely responsible for protecting The Vault of Tehvin from infiltration. They tend to be a highly bureaucratic organization that takes a long time to come to decisions. In other words, they would have to see an attack against the spire out their windows before they moved quickly.

The racial makeup of these various groups forms a kind of social contract within Iron Crown. Humans and sibeccai expect to be able to serve in The Watch. It's a kind of birthright. Yan-ki warriors know a place is available to them in the military. Verrik enjoy serving in the MTA.

Serving in the Iron Guard is an option for anyone, and for some a sentence handed down by a judge.

Despite the heroics of all these organizations, there are limits to what they'll do. It's unlikely the Iron Guard will investigate an enormous floating dead god moving towards Iron Crown. They might be *told* to do it, but they'll likely use their food budget to hire adventurers to check it out. It's unlikely the yan-ki military has the resources to infiltrate the base of a threatening high priest. The Watch and the MTA are certainly not going to muck around in the sewers under any circumstance. Most importantly, nobody is willing to disturb the delicate political balance between the government, trade houses, and the local community. That's the job of adventurers.

THE FORCES OF LIGHT

In addition to law enforcement a myriad of organizations and knighthoods exist to protect the city. The Swan Sentinels protect the king and the royal family. Knights of the Chalice hunt demons (a common Iron Crown nuisance), Knights of the Middle Circle are dedicated to protecting The Vault. Acolytes of Justice hunt fugitives to the end of the planes. Knight Protectors of the Great Kingdom work to preserve ancient yan-ki traditions and public places. There are also monastic and religious organizations that feed the poor, take care of the mentally ill, and provide a refuge. There are beings from the upper planes in Iron Crown, including aasimar and bariaur (approved character races). Paladins and clerics of good deities also help protect Iron Crown from the forces of evil.

THE DARK SIDE

Criminal gangs patrol the streets in search of easy marks. Some are even gaining political power. Assassins once held so much sway in Iron Crown that a war erupted, resulting in their destruction when the city contracted with the most powerful group. The gangs of criminals once composed of transient groups from pirate ships or temporary alliances, are now organizing into powerful guilds, or using respectable businesses as a front for their operations. Gangs include The Silver Veil (prostitution), The Growlers (sibbecai warehouse raiders), The Jade Gang (smugglers), and various pirate groups. The sole surviving assassin organization is The Daggers of Belsameth. The Daggers are a monastic order of female assassins who practice murder for hire, with council approval.

Also in Iron Crown lurk vile undead in the Necropolis, a constant threat despite entire knighthoods dedicated to their destruction. Evil religious cults are rampant in Iron Crown, often promising adherents minor rewards for the most gruesome of acts. Actual demons and devils are thought to walk among the population of Iron Crown, constantly in search of ways to invade The Vault, or to corrupt those responsible for its protection. Finally, evil wizards and clerics from across the multiverse seem to be drawn to Iron Crown because of The Vault. The tiefling race, often associated with evil, is approved for player characters.

THE PEOPLE OF IRON CROWN

Iron Crown is a trade city, dealing primarily in arms, armor and metal goods made from precious planar metals. Iron Crown is also an important port to other satellite nations in the Astral Plane, either controlled by or allied with Iron Crown. The population of Iron Crown is 50% Yan-ki (on the decline), 24% human – including Tashtak (rising sharply), 7% dwarves, 7% Sibeccai, 4% elves, 3% Halfling, 2% Verrick, 2% Litorian and 1% “other.” “Other” includes half-orcs, bariaur, half-elves, gnomes, ratmen (nobody has any true numbers on their population), and even more bizarre creatures.

WARDS OF THE CITY

There are eight wards surrounding the spire. The spire is about 2,000 feet tall. The rest of the city noticeably curves slightly away from it. The roof of a one story building at the base of the wall near the spire is just obscured if one stands at the outer walls of the city. The causeway to the astral docks is located in the Craftsman’s Ward. There are thick, manned, fortified walls surrounding the spire, between wards, and along the circular outline of the city. The Ring Road forms a circular road through all eight wards of the city, although it can change names in some of the older wards.

The Ghustil’s Ward is somewhat special; in that it’s interior walls separating it from the other wards is as well defended and fortified as the exterior city walls. The Ghustil Ward is guarded as well, if not better, than the borders of Iron Crown itself. The only gate to leave the city on foot is by the causeway.

The sewer system runs throughout Iron Crown, emptying a mile beyond the Temple Ward.

THE GHUSTIL WARD

This heavily fortified ward is devoted to the priesthood of Erias, including living quarters for priests and their families, church buildings, church-owned businesses, libraries, museums, monuments and similar buildings. The Ghustil Ward is capable of existing as its own small city.

Unlike the hodgepodge architecture of some wards, with streets dividing up neighborhoods, the Ghustil Ward appears to be one homogenous set of buildings. The gates are guarded by powerful verrik warriors, dressed in full plate mail, known as Warriors of Erias. They guard each entrance into the ward and most of the buildings.

The ward opens up into a vast urban square, called "Wayfarers Square," with all the buildings of the ward coming off this square. The ward is comprised of libraries, museums, offices, apartment houses, a palace, and the Grand Temple of Erias. All of the buildings are connected, either directly or via covered, suspended walkways.

The walls of the ward are fortified and heightened beyond what you normally find in the city, looking as if the Wayfarer's could defend the ward against the entire city, if need be. The library is an enormous white marble building.

Places of Note:

- **Museum of the Boy:** wondrous works of art of the boy god, Erias. The thousands of paintings, statues, tapestries, carvings and jewelry all depict Erias manifested as a small boy.
- **Wayfarer's Square:** A meeting place for many in the ward.
- **Grand Temple of Erias:** Currently closed, but where worshippers throughout the city would come to meditate.
- **The Ghustil Library:** Open to worshippers, this is Iron Crown's top library for "mundane" knowledge.

NEW NOBLE'S WARD

This ward consists of the recent rich and powerful, regardless of background, race, religion and means of coming by their wealth. The New Nobles don't follow the tradition of the old Yan-ki nobility, exemplified by the ten trade lords. New Nobles are interested in new styles, new religions, new business opportunities, and new ways to spend their wealth. Anyone with money can comfortably be a "new noble." Recently, the Old Noble's Ward was damaged extensively by fire. Some less status-conscious yan-ki have re-located to the New Noble's Ward, resulting in skyrocketing land prices and much greater prestige to this upstart ward.

Places of Note:

- **The Managerie:** Zoo of exotic creatures.
- **The Dreamer's Theatre:** Simple theatrical presentations – dramas and comedies.
- **The Fountain of Ethelbeam.** A popular meeting place.

CRAFTSMAN'S WARD

This ward connects directly to the astral causeway that juts out into astral space. The lower ward, towards the outer wall, contains the Warehouse District, mostly warehouses and metal processing operations. Mid-ward is the Guildsman's District, where most of the guildsmen live and work. They form a small part of an emerging middle-class in Iron Crown. The Furnace, next to the Guildsman's District, is primarily metal-working operations.

The upper ward is where you'll find Founder's Square, an area of Iron Crown specifically designed to meet the needs of adventurers. Inns, taverns, shops that sell weapons, armor and even magic items, can all be found concentrated in this area. Adventurers can often find job listings on a board outside of the Blue Flame Inn.

Shops in Founder's Square

- **Coins of Silver and Gold**
- **Mirialle's**
- **Blithe Spirits**
- **Scribes and Paper**
- **Gizelle's Fine Herbs**
- **Silken Dreams**
- **Traken Brother's Stables**
- **Ringing Steel**
- **Di Carpoli's Shoes**
- **The Armorium**
- **Reston's Wood Creations**
- **Expedition Outfitters**

- **Stormfeather's Fletchery**
- **Blue Flame Inn**
- **Circle of Stones**
- **Affordable Notions**
- **Overflowing Cheer**
- **Metalsmithing Guild**
- **Kearik Stonetear's Gems**
- **Strongaxe Silversmithery**
- **Smith of Rare Metals**
- **Andora's Quality Inlays**
- **Beads and Prayers**
- **Sargasso's Ring Emporium**
- **Crecmair's Fine Pewterware**
- **Uriel's Usury**
- **Karpan Ringsmith**
- **Government Building**

FREEMAN'S WARD

This ward is a maze of sprawling hovels, owned by the common people of Iron Crown. Most laborers and servants live here with their families. Crime and poverty can be a problem in certain blocks of the Freeman's Ward. The city guard tends not to patrol certain areas of this ward. Disease and urban decay can get so bad that that entire blocks must be demolished or magically destroyed. The Freeman's Ward is the location of choice for questionable activity. The Ring Road is kept safe so that the city can be navigated, but most people who do extensive business in this ward hire local bodyguards, often from the Sibeccai guards assigned to patrol the ward.

Places of Note:

- **Ku Lin Tang's Gaming House:** Gambling house and minor gladiatorial betting.
- **The Rusty Dagger:** Gladiatorial sports
- **Drendari's Tattoo Temple and Reptile Museum**

MERCHANT'S WARD

This is where the middle class of Iron Crown resides. Up and coming merchants, craftsmen, sailors and the like live in this ward. This is a ward of the tiny middle-class, respectable folk. It's where you'll find many of the city's guilds, and respectable shops. The Merchant's Ward is also the home of non-craftsmen guilds, including:

- **Bankers Guild**
- **Cobblers Guild**
- **Drapers Guild**
- **Goldsmiths Guild**
- **Herbalists Guild**
- **Masons Guild**
- **Merchants Guild**
- **Tanners Guild**

Places of Note:

- **Sovent's Sundries:** Loremaster Sovent
- **Elvish Massage**
- **Aakesh Cartography**
- **Zorlan, Zorlan and Zorlan, Attorneys at Law**
- **Tharbad the Sage**

OLD NOBLE'S WARD

This is where the Yan-ki rich and powerful live. This old guard tends to socialize only with each other, wear traditional yan-ki (Celtic) clothing such as kilts and plaid designs, worship the old gods instead of the new (such as Erias), and tend to focus on traditional businesses and industries.

The ward recently experienced severe unrest after the yan-ki warriors put down a revolt from their merchant brethren. Fire ravaged many estates. From the flames emerged a stream of singed creatures, ratmen. There had been rumors of such creatures before, but their existence had not been verified. Now they've decided to live above ground, often within the Freeman's Ward.

Places of Note:

- **The Reflection Pool of Esselin:** A popular meeting place.
- **The Whitelaw Library:** The collection contains thousands of books on animals, nature, agriculture, literature, art, and poetry.
- **The Astral Meridian:** An upscale, members-only, social club

TEMPLE WARD

The Temple Ward consists of both the Temple District (half the ward) and the Necropolis. There are innumerable temples in the Temple District. The most prestigious temples are spireward, along the Avenue of 1000 Gods. These temples are big and prestigious. As you make your way gateward down the avenue, the temples grow smaller and the gods more obscure. Eventually the temples are about the size and construction of a fruit stand. Finally, near the Necropolis, priests simply yell out prayers and blessings, or give sermons to the passersby.

Religion is a national sport in Iron Crown and the population takes delight in visiting the Avenue of 1000 Gods and giving small amounts of money to the best speaker, or the priest with the best sermon. The crowd of fans moves gateward down the avenue, starting at the more ostentatious temples and working their way down towards the necropolis. Often their coin is gone by then.

This money is desperately needed by the priests along the avenue. It's rumored that a powerful guild of thieves owns the real-estate along the avenue, delighting in forcibly removing religious orders that can't pay the exorbitant rents.

Places of Note:

- **The Sages Guild**
- **The Four Winds.** The only bar in the ward. Talking about religion is not allowed.
- **The Lonely Runner.** A horse racetrack dedicated to the goddess of competition and athletics, Canelle. It's a perfect spectacle that fits well with The Avenue of 1000 Gods.
- **The Lyceums of Aymara.** The lyceums places host to concerts, plays, dances and other performances.

The Necropolis is a normal graveyard by day, with open gates and regular funerals. Cleric patrols walk the heavily trafficked area of the necropolis, while the older areas are left to their own. At night, the gates are closed and "Knights of the Pale" stand on the high walls, ready to kill anything that makes its way out. The walls have special enchantments placed on the bricks by "Hallowed Mages", but time has eroded many and the order of mages has dwindled to but a few old men.

Unfortunately, it's often the case that undead horrors find their way out of the Necropolis. The undead are a remarkable mix of horrifying creatures that only a city that houses the vilest evil could manage.

Many undead are quickly dispatched when they head into the heavily fortified and guarded Military Ward. Others are turned to dust or possibly used for nefarious purposes when they make their way across Ring Road into the Temple District. The most troubling incursions take place in the Old Noble's Ward, where extra guards are needed to destroy the monsters.

MILITARY WARD

The Yan-ki are a martial people and those in the military comprise a surprisingly large percentage of the yan-ki population. This ward houses the barracks, families, training grounds, and estates of military officers. The Warrior's Guild is also in this ward. There's very little commercial activity in this ward and outsiders are generally not welcome beyond the Ring Road.

THE CITADEL

Although not a ward, The Citadel is an important location in Iron Crown, as it acts as the home of the warlocks and their leader, Senja'si Vorekoth. Iron Crown was originally built around The Citadel, with the Citadel built around what is now the Vault of Tehvin, or as most people call it, The Spire.

Guarding the citadel is the primary role of the defenders of the city. The Citadel also acts as an arcane library and research center, where warlocks catalog and study (from afar) the many artifacts that are stored in The Vault.

To satisfy the need for arcane knowledge in the general community, The Citadel houses a basic spell library for visiting wizards. The entrance is off of Founder's Square. The library consists of 1st through 3rd level arcane spells, with many outlawed spells not available. Outlawed spells include most compulsion spells and spells that can cause structural damage, fire or disease. For example: *Charm Person*, *Burning Hands*, *Scorching Ray*, *Command Undead*, and *Fireball*. Purchasing of spell scrolls is the standard DMG cost and requires valid Iron Crown identification papers. All spell purchases are recorded.

Places of Note:

- **The Citadel Spell Library**

THE LOOK OF IRON CROWN

Iron Crown looks like a typical medieval city. The buildings are usually made entirely of stone or at least what passes for stone in the astral plane. Buildings in the Temple Ward tend to have all types of different architecture, usually with some sort of religious or cultural significance.

Iron Crown can be windy, but there is rarely anything that resembles weather. Weather is usually a sign of impending doom or calamity. Fog can cover the city, wind storms can come up from nowhere, and it has even rained once or twice. These events always show signs of the supernatural.

Iron Crown is infused with magical energy. It's apparent to new visitors and missed by natives when they leave town. It doesn't take much to notice the magic in Iron Crown. Wizards fly overhead and astral ships queue up for the docks. Gnomes gather in the parks to test their latest automatons.

Technology is also omnipresent. Street lights in wealthier districts use *Continual Light* spells to illuminate the gloomy streets. Firearms are prevalent, especially with pirates and rogues. Most people of means carry pocket watches, while the commoners rely on the clock tower, located on the government building in Founder's Square. Gnomes are constantly attempting to use their know-how to solve problems, such as using water power to pump sewage out of the sewers.

NOBLE HOUSES

The ten noble houses, most often referred to as *trade houses*, descend from the original ten yan-ki families that fled the material plane to the astral. Iron Crown recognizes their right to rule on the council. They enjoy many special privileges, both because of their ancestry and their wealth, although they are not above the law. Many of their names are translations from the original yan-ki, better to represent their trade and ingratiate themselves to the masses.

Norvel: Often called "House Blue" because of a rumor they trade through a blue astral color pool, House Norvel is known for the import of food (primarily grains) and water. Giant tanker ships dock on the astral causeway, feeding a maze of underground aqueducts into the city. Lord Cadfael Norvel is the mayor of Iron Crown. House Norvel is highly respected in Iron Crown, but it's clearly the least wealthy, despite providing a vital service. House Norvel sat out the recent rebellion amongst the nobles. Some believe Lord Norvel was in league with the king while others believe they simply lacked the power.

Orrock: A very wealthy house, Orrock are powerful mercantile traders. The house competes, often unfairly, with much of the merchant class. Their favorite practice is to dump a good on the market below their costs, drive competitors away, and then raise it to an unreasonable cost. House Orrock is always ready with slippery argument expounding

the merits of supply and demand. Some citizens make it a point to avoid purchasing Orrock goods. They'll ask a merchant if something is *Orrock*, especially if it's at an unusually low price. Lord Rackafel Orrock, the patron of House Orrock, is a corpulent man known for his taste in young mistresses. The rest of the family spends almost all of their time in fancy clubs or gambling away their fortune at *The Lonely Runner*. The Council, in the spirit of free trade, recently published a leaflet, distributed in the streets, listing all the goods produced by House Orrock. Their fortunes have taken a turn for the worse.

Woods: Known for their wood and wood products, House Woods is another trade house rumored to bring raw materials from another plane. The house is allied strongly with the warlocks, especially when it comes to laws or policies regarding the use of color pools or planar travel. The house has recently fallen on hard times, with Lord Jaden Woods blamed for the nobles uprising. House Shipmaker, the primary customer of Woods, recently discovered a new source for wood for their ships. It's thought that House Woods relationship with the warlocks may be at an end.

Shipmaker: This house builds the many trade ships that ply the Astral Plane from Iron Crown. They used to have an exclusive contract to build warships for the city, but their part in the recent uprising cancelled those contracts. Before the uprising, Shipmaker and Woods had a rocky relationship. Now they seem destined to work together, as both are in trouble with the same groups. Lord Sabhel Shipmaker succeeded his father who was assassinated a decade ago. Younger members of House Shipmaker recently began a partnership with The Gnomish Society of Mechanisms and Alchemy to build clockwork weaponry for use on astral ships.

Brewerton: Use of alcohol is an important cultural tradition of the yan-ki, making it an essential product in Iron Crown. House Brewerton is the most progressive of the trading houses. It was not surprising then to see the house leading the uprising against the council. As punishment, The Council has opened up the alcohol market to the merchants, and many products, including dwarven ales, have taken off in the city. Lord Katishimo Brewerton saved his family by agreeing to hand leadership over to his daughter, Maltora, and enter the monastic order of The Whiskey Man, where he'll spend his final days brewing beer.

Smith: This ultra-conservative house took no part in the uprising and has been rewarded profusely with new contracts in metal goods, including siege weaponry for a fleet of new ships. The house deals in all forms of metal goods, except weapons and armor. Socially, they believe in banning the New Gods, enforcing a cultural dress on the citizenry, and banning foreigners from entering the city. Lord Atazra Smith rules this house with an iron fist.

Redstone: A house with an evil reputation, House Redstone is contracted with the ruling council to administer the mining of precious metals on behalf of the city. Their nefarious reputation goes back before the yan-ki settled on the astral plane, when thousands of

workers would die mining precious stones in the yan-ki homeland. Iristul Redstone is the master of the house, but he hasn't been seen in years. Navanna Redstone leads the house in his stead. Most people whisper that demonic blood runs in through the family's veins. It's even rumored that Iristul Redstone established the house in Iron Crown thousands of years ago. The family had no part in the recent uprising. In fact, they irked The Council when they declined to show up for the reckoning that occurred afterwards.

Primrose: This small trading house is known for fashion in Iron Crown. They play sides, stressing the importance of traditional yan-ki dress to the Old Nobles and selling the flashy new fashions to the New Nobles. House Primrose is known as a patron of the arts. Family members are talented and fashionable and prefer to dabble in theatre instead of politics.

Shieldstrong: House Shieldstrong is the wealthiest of trade houses. Lord Ozatras Shieldstrong has had a tumultuous time ruling the house, as most of his family are traditional warriors who seem to resent being traders. House Shieldstrong strongly supports the yan-ki warrior class and played a role against the other trade lords in the recent uprising. This made them many enemies. Lord Shieldstrong has had a running feud with House Redstone for many years.

Whitelaw: This house is one of the oldest trade houses, and the house responsible for building the Vault of Tehvin and The Citadel. They now administer The Citadel and provide training and magical goods and materials to the warlocks of Iron Crown. House Whitelaw is championing the Warlock Preservers idea of "cleansing" evil artifacts from the vault. House Whitelaw is ruled by Lord Valmar Whitelaw, considered rather nasty and vicious. Lord Whitelaw is thought to have ties to the Dark Pyramid arcanists' guild.

ORGANIZATIONS

Iron Crown citizens who acted in an unusual manner are watched with suspicion, while organizations are given more leeway if their purpose is understood. Therefore, most individuals find an outlet for personal expression through an organization. There are many different groups, but here are some of the most prominent:

Acolytes of Justice: Planar justice bringers who contract as marshal's for the Iron Crown authorities.

Artificers Guild (Merchant's Ward): While the Gnomish Society wishes to create constructs from steam, hydraulics and mechanical methods, The Artificers Guild is a traditional group devoted to creating golems and other constructs via strictly magical means. Entry into the guild is accomplished by showing up with a construct of ones own. For those not quite up to the task, one can buy membership with the help of a sponsor. Many guild members test their constructs at The Rusty Dagger, where they literally pit their creations against one another.

Astral Syndicate: This small group of pirates has a name larger than their small operation deserves. They work to smuggle goods into the city, often items pirated off legitimate Iron Crown trading vessels in the Astral Plane.

Balthazar Crime Family: This family has emerged over the last decade to provide criminal services wherever there was a gap. They deal in gambling, assassination, extortion, smuggling, slaves, drugs and evil magic. Octavio Balthazar is the organizations young leader. He quickly moves in to take over whenever a criminal organization is disrupted by The Watch.

Black Pyramid (The Dark): Located in The Dark, a dead area of astral space, The Black Pyramid is rumored to be an invisible floating black pyramid, only accessible through teleportation. Since it's protected from scrying, it can only be reached if someone is taken there first. Many members of the Black Pyramid in Iron Crown claim to have never visited the actual pyramid, and others claim never to have seen it from the outside. Critics scoff, claiming that pyramid is a myth and that the real Black Pyramid is likely in some fool wizard's basement. The Black Pyramid was banned from Iron Crown two hundred years ago when the guild members began wielding too much power. The Court of Maal has an edict on their books requiring arrest of any cabal members.

Blood & Venom (The Freeman's Ward): This social organization is composed of the top sorcerers of Iron Crown. They meet in a large hall in a bad section of the Freeman's Ward where they drink and carouse throughout the evening. Membership is 300 gold crowns per month, with a 1,000 gold crown damage deposit.

Darknight Crime Syndicate: This new organization is rumored to be run by a female blackguard, Howsa Hodad, who specializes in extortion and assassination. They're also moving into the drug trade. Their ranks are populated by the few "monster" races in the city, including gnolls, orcs and minotaurs.

Filchers Guild: An older thieves guild known for pick-pocketing, assault, and con jobs. They tend to be squeamish and far less ambitious than the more aggressive, newer guilds. Their headquarters is deep below the city.

Forsaken (Necropolis): Forsaken are obsessed with death and the dead. They venerate the undead and worship evil gods. They're often opposed by Knights of the Chalice, who despise demons and the undead. The Forsaken hide behind Iron Crown's laws to protect themselves from the knights.

Gnomish Society of Mechanisms and Alchemy (Merchant's Ward): Despite its name, the society is open to those interested in serious research into "natural science." Much of their book research is performed using the excellent collection of natural science books at the Whitelaw Library. Many new inventions are adapted from these books. The society now meets in the Merchant's Ward, in a building surrounded by a private park.

Growlers A gang of sibeccai thieves' known to raid warehouses of precious goods in the Warehouse District.

Iron Guard (Iron Crown Outposts): The most inhospitable territories of the Iron Crown Empire are the far-flung defensive outposts. Bastion, Citadel, Stronghold, Rampart and Palisade stand as the first line of defense between Iron Crown and its enemies. These desolate outposts are built upon enormous chunks of astral drift metal, corpses of dead gods, or even pockets of compressed space that form demiplanes. The Iron Guard can be found in all these locations, keeping watch for the crown. Joining the Iron Guard is simple, although not always voluntary. Convicted criminals, vagabonds, or the politically undesirable comprise the majority of soldiers in the Iron Guard.

Jade Gang: A group of smugglers led by a female tiefling named Jade. Opportunists, the Jade Gang adapts to whatever good brings the highest price. They tend to avoid open piracy, trading only in heavily taxed items. They've gained much success as the authorities are focused on more violent smugglers, such as the various pirates.

Knights of the Chalice: Knights dedicated to the destruction of demons, devils and the free-willed undead. Their headquarters is the Siege Tower, on the edge of the Necropolis.

Knight Protectors of the Great Kingdom: Knights dedicated to preserving yan-ki culture, tombs, historical buildings, and all things traditional.

Magical Threat Authority (MTA) : The MTA investigates magical threats to Iron Crown and is composed almost entirely of *verrik*, a red-skinned race of creatures adept at magic. The Vault of Tehvin is known to attract all kinds of horrible creatures and people to the city, so the MTA is hard at work keeping the city safe. In addition to the MTA, the Watchers of Erias form a divine protection force that use divination and secret agents to prevent threats to the Vault of Tehvin, both internal and external.

Merkel's Marauders: Once a group of pirates, Merkel's Marauders formed a permanent home in Iron Crown when their ship caught fire while in the Iron Crown astral docks. They tend towards robbery and violent crime and are led by their leader, the ruthless Captain Merkel.

Ministry Of Guild Regulation (Craftsmen Ward): The ministry is responsible for maintaining peace between the various guilds of Iron Crown. This helps keep prices reasonable, prevents guild conflicts from getting out of hand, and maintains a channel between the guilds and the noble families.

Reavers (The Dark): Savage creatures out in the dark who prey upon poorly def

Sisterhood of Redemption (Freeman's Ward): Monastic order that believes everyone can be redeemed and no race or creature is inherently evil. They pay a bounty for sentient evil creatures (5gp per Hit Die) that aren't of the major races.

Society of the Sigil (Freeman's Ward): Comprised of runechildren, The Society of the Sigil was organized to focus their energies on altruistic endeavors in Iron Crown. This is the most diverse magical organization in Iron Crown, comprised of many races, vocations, and social classes.

Starlight Guild (Ghustil Ward): Named after the glowing stars seen on the robes of Erias, The Starlight Guild studies knowledge as a means to enlightenment. Although this spiritual goal is the underpinnings of the guild, many guild members are strictly academics, more interested in the concepts of divine and arcane magic than in actually casting spells or achieving a spiritual end. Sages of the Starlight Guild are great masters of lore, spending much of their time in dark libraries and examining new artifacts. It was the Starlight Guild that created the list of evil artifacts that were to be gathered and destroyed. The Guild was the architect of Tehvin's Vault. The Starlight Guild offers membership to sages and mages at the price of 5,000 gold crowns per year.

Swan Sentinels (Military Ward): Swan Sentinels are an elite group of Narynite holy warriors sworn to protect the king and the royal family. Swan Sentinels are elite warriors within the Swan Knights, the holy warriors of Naryne. The king has twelve Swan Sentinels, the queen four, and princes and princesses, two each. Swan Sentinels wear shining armor and shields, helms ornamented with the white swan of Naryne, and exemplify chivalry in their every action.

Vermin, The (Freeman's Ward): Young ratmen thieves based in the Freeman's Ward. They embrace their heritage by sharpening their claws, not wearing clothes and generally acting like animals. It's been said that Howsa Howdad of the Darknight Crime Syndicate finds them charming and employs them to do minor tasks for her organization.

Warlocks (The Citadel): The de-facto arcane organization in Iron Crown, The Warlocks, founded the city. They provide its most important function: guarding the evil artifacts in Tehvin's Vault. The Warlocks are composed entirely of male yan-ki and the organization is not open to outsiders.

Warlock Preservers (The Citadel): The preservers are a subset of The Warlocks. They work to maintain magical lore and all things arcane. They wish to preserve and study all magic including the evil artifacts, or "banes", despite their evil taint.

Warrior's Guild (Military Ward): Guild fees are 20 gold crowns per year. Luthian the Guildmaster provides the latest information on expedition guard and ship jobs available to those willing to join the guild. Those joining the guild can live in the guild commons until they find employment, and when they are between jobs. There are also a limited number of positions open in Luthian's mercenary company.

Watchers of Erias (Ghustil Ward): The priests, who form the ghustils, believe that the banes should be left untouched. One aspect of Erias is that he conceals those things that are not meant to be exposed. Therefore warrior priests of The Church of Erias secretly patrol the city and ensure that the vault is protected.

Weavers (Ghustil Ward): The Weavers are comprised of cleric-wizards who worship Erias. They're an independent lot and they're open and friendly to the public, whom they wish to serve. The Weavers attempt to interpret the meaning of arcane magic, the "why" as well as the "how" of magic. The Weavers have little time for sorcerers, but they invite wizards, clerics and monks to participate in their free public lectures. Lectures are usually interesting, but they often have a moral purpose as well, related to the proper use and creation of magic. The Weavers' Library is one of the many excellent resources in the Ghustil Ward, but it deals primarily with Arcane Philosophy and Arcane History. Many weavers belong to the hierophant prestige class.

Windwalkers: These solitary individuals are astral scouts. Before heading blindly out into the black, many will hire a wind walker to ensure they arrive safely. Many serve on ships but others have small, fast sloops with room for an adventuring party.

RELIGION

The official religion in Iron Crown is the worship of Erias, Lord of Dreams (from the *Scarred Lands Campaign Setting*). The faith is very close to the government, despite being classified as a *new* religion. It's Erias' connection to the astral and dreams that has catapulted him from a minor deity to the religion of choice. Even casual believers achieve spiritual union with Erias through simple dream meditation. Only the most advanced worshippers would be able to accomplish such a feat from the material planes.

Yan-ki and those who wish to emulate them worship the old gods (the Celtic pantheon). These gods are tied to nature and natural processes, aspects that have little in common with residents of the astral plane. Very few non yan-ki worship these gods and an increasing number of yan-ki have left these faiths for the new gods.

The new gods include an array of deities representing everything from craftwork to the sky (the pantheon from *Book of the Righteous*). The Court of Maal has become the official court in Iron Crown. Narynite knights protect the royal family. Various religious faiths sponsor entertainment and the arts.

Hundreds of other gods are also represented in Iron Crown. The astral plane is a plane of thought, so it's not surprising that the Avenue of 1000 Gods is packed with worshippers.

There is a darker side as well. Evil cults are everywhere, with alters and idols hidden in closets or basements of homes and businesses.

Erias, the Lord of Dreams

Domains: Dream, Magic

Alignment: CG

Description: The Lord of Dreams makes his home in a realm of the Astral Plane that is said to contain both the Dreams of mortals and the desolate graves of the Gods that died in the Divine War. His is the power of the ephemeral made real--dream and vision made inspiration. Erias is a willful being, and it is this willpower that grants motivation and action backed by insight.

IMPORTANT INDIVIDUALS IN IRON CROWN

Below are important people you might meet in Iron Crown:

Name of Contact	Role
Adrianna	Proprietor of Silken Dreams
Alara Reed	Owner of Scribes & Paper
Arden Mhall	Yan-ki proprietor of The Blue Flame Inn
Bazz Thundershield	Proprietor of Expedition Outfitters
Bendo	House Enforcer for Pelopi's House
Corinn Blithingsford	Halfling younger brother to Faranith, Blithe's Spirits
Edden and Bolik Traken	Proprietors of Traken Brothers Stables
Elisa Stormfeather	Granddaughter of the proprietor of Stormfeathers Fletchery
Ezellohar	Sorcerer and businessman from the Blood and Venom
Falgur Reston	Proprietor of Reston's Wood Creations
Faranith Blithingsford	Halfling owner of Blithe's Spirits
Gareth Osendraz	Proprietor of Expedition Outfitters
Gizelle	Elf owner of Gizelle's Fine Herbs and Potions
Glugnar	Master Brewer and Proprieter of The Dented Shield
Gregor	Proprietor of Ringing Steel
Howsa Hodad	Female blackguard leader of the Darknight Crime Syndicate
Jade	Female tiefling leader of The Jade Gang
Jevicca Nor	Human member of the Black Pyramid. A powerful sorceress
Karapan	Proprietor of Karapan Ringsmith
Kearik Stonetears	Proprietor of Kearik Stonetears Gems
Lord Falgar	Owner of many warehouse
Lucan Shadlow	Director of The Dreamer's Theater
Luthian	Guildmaster of the Warrior's Guild
Master Rehlit Korakin	The Holy and Revered Order of Masons
Melvik Davin	Halfling proprietor of Beads and Prayers
Mergala	Female crime lord (elf)
Navana Redstone	Temporary lord of House Redstone
Norville Gaxon	Proprietor of The Armorium
Octavio Balthazar	Leader of the Balthazar Crime Family
Orthan Stonefingers	Proprietor of Circle of Stones, creates magic items
Ozatras Shieldstrong	Lord of House Shieldstrong
Quascar	Sorcerer and businessman from the Blood and Venom

Rielien	Daughter of Sargasso
Sargasso	Owner or Ring Emporium
Taina	prostitute at Pelopi's House
Trevor Birdseye	Proprietor of Overflowing Cheer
Uriel Silverfae	Proprietor of Uriel's Usery
Urlena, Star of Navashtrom	Ogre-mage cleric of Morwyn. Bears many ioun stones. Major representative of Sisterhood of Redemption
Zenith Shieldstrong	Son of Lord Ozatras

OUTSIDE IRON CROWN

Nearby Iron Crown there are several settlements, The Rock, a large trading city located on a colossal piece of astral driftmetal, Tempest, a lawless, semi-permanent settlement of chained together astral ships, populated primarily by pirates and troublemakers. Bastion, Citadel, Stronghold, Rampart and Palisade are all military outpost populated primarily by The Iron Guard. Beyond these nearby settlements lie many strange, bizarre and deadly regions.

- **The Doldrums** is a frightening region of empty space where no wind blows. It's believed to be a graveyard for dead gods. Most ships won't approach the region, in fear of getting their ships stuck. Pirates patrol the region, hoping to find a marooned ship.
- **The Dark** is an area of astral space where there is no astral wind or clouds, where one can see for many miles with rumors of bizarre creatures and twisted arcane cabals (such as The Dark Pyramid).
- **Mining communities** can be found throughout the region. Various precious metals can be found in the Astral. Some are simply astral driftmetal, a metallic ore that has magical properties against the incorporeal. Iron Crown was founded with the wealth from this metal. Other more rare metals are located in the astral, many infused with power from their planes of origin.
- **The Old Ones.** The Slarecians, or "Old Ones" live on the Astral Plane. They have enslaved many yan-ki throughout the centuries. Slaves are used to mine metal or other nefarious purposes.

CUSTOMS AND IRON CROWN DETAILS

Here are some customs you'll find in Iron Crown:

Clothing: The astral plane is a silvery void. Most common people in Iron Crown wear vibrant colors. It's their way of letting the world know that the monotonous void won't get their spirits down. The upper classes wear subdued colors, like dark blues, gray's or for the super rich, solid black. A typical *noble's outfit* is gray and blue.

Those wearing these subdued colors in the Freeman's Ward or other place where people work for a living, are likely to encounter trouble with local thugs. Those wearing flashy colors in places of power are not likely to be taken seriously. Characters should take as much time choosing their clothing and knowing what they wear at all times as they do with armor.

Commoner women wear colorful dresses, often covered with an apron. They wear their hair long, sometimes styled up.

Dream Meditation: Many commoners of all faiths and dispositions are dedicated to meditating to Erias, preferably in a temple to the god. As Erias is thought to reside on the astral plane, in some demiplane of dream, it's supposedly easy for a worshiper to commune with him.

It's not uncommon for a worshiper to receive an answer to a question that's been bothering them during meditation. It's also not uncommon for someone to claim such an answer is from Erias, yet the answer is diametrically opposed to the god's nature. An assassin may realize through meditation that a certain adventurer must be killed for his business to prosper. This has led scholars to postulate that malevolent powers may be at work, feeding some worshippers with answers.

The Dread One: People don't speak the name Eslathagos Malkith, the evil title for Lord Tehvin after his transformation. They either speak of Lord Tehvin, when referring to him before his transformation or refer to him after the transformation as The Dread One.

Common Cosmology: The common people have an understanding of planar cosmology like medieval commoners would understand nature. It's not uncommon to overhear commoners discussing the various planes, the nature of color pools, or the difference between demons, devils and yugoloths. Although they'll discuss the mechanics of the multiverse, few have an understanding of the creation of the universe or what goes on outside the astral plane.

Holy Days: Each religion has their tradition of holidays. The Old Gods still have holidays for seasonal changes. The New Gods have a pantheon wide set of holidays and holidays for individual gods.

Currency: Iron Crown (10gp), Gold Crown (1gp), Silver Spire (1sp), Copper Penny (1cp). Commoners earn 1 to 3 sp per day.

Banks: With so many counterfeit coins in circulation, The Council is debating options for creating a currency system based on something different. Until then, you can borrow money from Uriel's Usury or rent a small vault at Uriel's.

Plumbing: Most buildings, but not all of them, have indoor plumbing, including privies that pump water in via hand pumps and drain it away into the city sewers.

Messengers: You can hire a messenger to deliver a note. Fee fee is 1sp per ward traveled. Magical messenger services are also available.

Travel: People ride all manner of animals in Iron Crown. Even the most inconceivable animals are affordable to maintain (although impossibly expensive to purchase) if brought from another plane. Imagine an elephant that didn't need to eat. Chariots are the cheapest form of transportation, costing 1sp per ward traveled. However, chariots are open and the passenger must cling to the side to avoid getting thrown out. Also, the less wealthy tend to throw rotten vegetables at chariot riders. They're just jealous. Carriages are safer, secure, and discrete. They can be hired for 2sp per ward traveled.

Magic: Compulsion spells are illegal in Iron Crown, along with spells that create undead, plague or cause structural damage.

Identification: Identification papers are required to be carried by all residents. The laws, as written, favor citizens over non-citizens. The laws, in practice, favor the wealthy over the poor.

HISTORY

The city of Iron Crown is not an idyllic place of safety. It was founded upon the long-forgotten carcass of a terrible construct from a bygone age – a construct whose very existence was inimical to mortal life. And this construct is not quite dead.

The construct upon which the city was founded was discovered thousands of years ago by the powerful Senja'si warrior-wizard, King Tehvin. Tehvin intended to use Iron Crown to solve a problem that haunted the Yan-ki people. Innumerable prime material worlds used the Astral Plane as a dumping ground for their evil artifacts and failed experiments.

Worse, many evil creatures and humans visited the Astral Plane in search of these artifacts, usually bringing chaos and mayhem. Tehvin decided that all of these "banes" should be collected in one place, locked up against discovery, and guarded forever by powerful warlocks and warriors. He built a vault from where a legion of warlocks worked to locate and collect these banes. Other subterranean structures existed below the surface of the construct, so it was surmised a safe place to build.

Tehvin used powerful spells and magical items to accomplish his task, working tirelessly. As his collection of banes grew, he began to bury them beneath his citadel. He constructed a vast catacomb, well warded and sealed, deep underground. It was to be called the *Vault of Tehvin*.

Tehvin found powerful allies who believed in his cause to aid him, including a celestial named Bastion, Guardian of the Morning. Later, a military settlement was created with that name. Tehvin's goal was folly. Concentrating so much raw hatred and spite - so much darkness and evil power – in one place was a terrible mistake. His actions drew the

attention of vile intelligences of whose. Wars were fought over Iron Crown, but eventually the Yan-ki proved victorious. The peace was short-lived, however.

The Stirring

Disaster struck in the form of an incident that became known as The Stirring. The supposedly dead construct on which the vault was buried was alive. The growth of buildings on its skin had gone largely unnoticed, but when the warlocks carved the Vault of Tehvin underground, and filled it with vile darkness, the sleeping construct reacted.

For the first few years, tremors plagued the city. Then, huge chasms opened in the surface, unleashing a seething horde of shapeless horrors that immediately began to lay waste to the city and its populace. The construct expelled the Vault of Tehvin, thrusting it upwards into a tall spire, nearly 2000 feet high.

The resulting battle against the seething hordes was furious and terrible, and none were more stalwart in defense of the city than Tehvin and his warlocks. The creatures were eventually driven back into the depths, but only at a great cost in lives and resources. Tehvin himself vanished sometime during the battle, and his body was never recovered.

A new senja'si was chosen from among the warlocks and it was decided that the Vault of Tehvin would be closed, its evil artifacts kept hidden and safe for eternity. Lord Tehvin's story had just begun, however.

TIMELINE

DATE	EVENT
3414 OC	The yan-ki people flee to the astral plane after massive invasion by Old Ones.
1 AC	The new Astral Calendar is established. Warlocks are given the responsibility of tracking time. The role of the druids is in question.
954 AC	Iron Crown established as secure vault for housing banes. Small but powerful garrison established, under Tehvin.
2543 AC	Old Ones attack yan-ki astral settlements, many refugees, including important craftsmen and traders make their new home in Iron Crown. protected by a formidable garrison. Foreign religions and cultures flourish.
2750 AC	Commander Tehvin declared king by top yan-ki clans. He is given power to choose a dozen clan advisors among the most powerful yan-ki clans. Iron Crown blossoms under the new lords, with massive construction projects undertaken throughout the city.
2798 AC	The Senja'si of Erias predicts grave consequences if growth is not restricted. Lords become quite wealthy with new construction projects and with new construction projects and increased trade.
2868 AC	The Stirring. In the aftermath of the destruction, the people begin to abandon their old religion and move their old religion and move to the new ones including the Church of Erias. The Church of Erias is given a say in council matters and increased land, in efforts to please the common citizens.
2912 AC	Colony of The Rock established within Iron Crown Territory. Sibeccai brought to Iron Crown.
2942 AC	Chaos Lord arrival burns down most of Warehouse District.

2953 AC	Invasion of the Harrid, evil arcane bird creatures intent on breaching the vault. Advanced warning was given by verrik diplomats.
2955 AC	Harrid War ends. MTA established with verrik playing major role.
	Verrik Guard established in Ghustil Ward.
2974 AC	Increased hostilities with forces of the Old Ones. Many yan-ki outposts and cities abandoned.
3213 AC	Present Day
	OC = Old Calendar
	AC = Astral Calendar

IRON CROWN CALENDAR

The calendar features 12 months, alternating between 29 and 30 days. Every 2 1/2 years there's an extra month added, during which there are Church of Thellyne sponsored festivals.

The days of the week are based on the "new" gods, featuring the seven "womb-born" gods, of which Maal was the first. There is an eighth womb-born god, Thellyne, Goddess of Woodcraft, Nature and the Hunt. Since her clergy are all about hanging out in the woods and practicing "holy inactivity," that extra month off every 2 1/2 years is dedicated to her.

CREATING A CHARACTER IN THE IRON CROWN CAMPAIGN

The following information will help you create a character in Iron Crown. The 3.5 Core rules are the default rule set unless otherwise specified.

COMMON RACES

Dwarves, Stalwart

Iron Crown dwarves have lived on the astral plane for countless generations. While their brethren on the material plane fought for survival against humanoids in the underdark, the Stalwart Dwarves enjoyed generations of peace and productivity, focusing on craft and magic.

Traits:

- Stalwart Dwarves lose their bonuses against humanoids
- +2 racial bonus to Profession (engineer), Craft (alchemy), and Use Magic Device.

Elves, Gray

Elves in Iron Crown are gray elves (Monster Manual 104). They have silver hair and violet eyes and stand nearly six feet tall. Like the yan-ki, the elves come from a prime material world. Unlike the yan-ki, the elves of Iron Crown chose to leave their world to

better isolate themselves. The reclusive elves of Iron Crown tend to study magic, preferring the company of other elven or halfling mages and rarely leaving their towers in the New Nobles Ward. On rare occasions, elves will venture out and seek new knowledge.

Traits:

—2 Strength, +2 Intelligence

Gnomes

Iron Crown gnomes have enjoyed a peaceful existence on the astral plane for many generations. Like dwarves, they've lived without the hear of humanoid attack and have developed technical skills.

Traits:

—Gnomes lose their bonuses against humanoids and giants

—+2 racial bonus on Craft (machines), Knowledge (machines), Profession (engineer).

Halflings, Tallfellow

Halflings in Iron Crown have a history tied to the elves. When the elves left their plane, they brought with them their companions, a group of tallfellow halflings. Unlike the typical *lightfoot* halflings, tallfellows are larger and more sophisticated, and thus get along well with their elven friends.

Traits: From Monster Manual, 150.

—No racial bonus on Climb, Jump and Move Silently.

—+2 racial bonus on Search, Spot, and Listen. Passing within 5 feet of a secret or concealed door entitles them to a Search check.

Half-Elves

There are virtually no half-elves in Iron Crown. The gray elves find it inconceivable to mate beneath their race. Despite not having a significant presence, occasionally a young half-elf will be discovered being raised in a brothel or between adventuring couples.

Half-Orcs

Half-orcs are rare in Iron Crown. They come from a race of dark-skinned half-orcs that breed true, rather than a union between an orc and another race. There's much discrimination against half-orcs and inevitably they find themselves surviving at the bottom of society.

Humans

Humans are a minority in Iron Crown, unlike most cities. Their adaptability and sheer force of reproduction keeps the race vibrant. Some races started human but have slight variations, such as the tashtak, runechildren and even the yan-ki.

Yan-Ki

Yan-ki are humans from another world who have adapted to life on the Astral Plane. Their culture has a Celtic feel and they worship the gods of the Celtic pantheon. The background radiation of the astral plane has changed them over the centuries. Their ears have grown elongated, almost like elves, their skin has turned a pale yellow, and they've developed a resistance to magic.

Traits

- Dexterity +2, Constitution +2, Wisdom –2.
- Size Medium.
- Base land speed is 30 feet.
- Special Attacks: Silence (as the spell)
- Special Qualities: Resistance to cold 5, electricity 5, and fire 5.
- Racial Talent: A yan-ki gains a Talent according to its trade house.
- Automatic Languages: Common, Yan-ki. Bonus Languages: Sibeccai, Dwarven, Elven, Gnome, Halfling.
- Favored Class: Any.

MINOR RACES

These are less common races represented in Iron Crown. The party is limited to no more than one of each of these races.

Races

Iron Crown hosts the Runechild, Verrik, Sibeccai and Yan-ki, in addition to all the races found in the *Player's Handbook*.

Runechild

A runechild is a creature granted supernatural powers to act in the best interests of the world. Someone who looks beyond himself and sacrifices some aspect of himself for others, for the world, or for the general cause of altruism might become a runechild. (The name has nothing to do with age, but instead refers to being a “child” of the world, powered by the inherent magic within all things.)

Runechildren are not so much a race as the result of a magical transformation. One can usually spot runechildren by the magical rune on their hand or face. Normally, greatness (in this case) is not thrust upon an unwilling character. Characters who qualify choose to

become runechildren. And once the choice is made, nothing save death can revoke the power.

“Runechild” is a template that you can add to any living creature with a minimum Intelligence of 11 and a total of at least 5 HD. Although some people are convinced to the contrary, you are not born a runechild—it is a position you earn. Effectively, a character chooses to take a “level” in runechild.

1st Level Characters. New characters can choose to be a runechild with unrealized powers. This allows a character to have the race in their background and develop it later.

Runechild Powers

A runechild gains a +1 inherent bonus to his highest ability score (if two scores are tied for highest, the player may choose) and a permanent +1 luck bonus to all checks and saves. Runechildren with an Intelligence or Wisdom of 11 or higher possess spell-like abilities, using their character level as the caster level, chosen from the chart below.

Powers are cumulative, so a 9th-level runechild picks a power from the Level 5–6 list, the Level 7–8 list, and the Level 9–12 list; when he gains 13th level, he selects a new power.

Once chosen, powers cannot be changed. Unless otherwise indicated, a runechild can use each ability once per day.

Level	Choose One of These Abilities (spells are from <i>Arcana Unearthed</i>)
5-6	<i>Darkvision</i> (always active), <i>levitate</i>, or <i>identify</i> (usable three times per day)
7-8	<i>Dimension door</i> or <i>heal wounds</i>*
9-12	Enchantment resistance**, elemental resistance†, or <i>energy sheath</i> (choose type of energy upon gaining the power)
13-16	<i>Finger of death</i>, <i>incorporeal form</i>, or <i>teleport</i>
17-18	<i>Mind stab</i>, <i>phase door</i>, or <i>wave of life</i>
19-20	Damage reduction‡, <i>immortality</i> (self only), or <i>shapechange</i>

* *Heal Wounds*: The runechild can heal as a paladin

** *Enchantment Resistance*: The runechild makes two saving throws against all enchantments. If either succeeds, the runechild succeeds in the save.

† *Elemental Resistance*: 20 points of continual resistance. The runechild must choose the element upon gaining the power.

‡ *Damage Reduction*: 15/+1, operates continually.

Verrick

Verrick possess innate mental abilities giving them rudimentary telepathy and telekinesis. They pride themselves on “contextual thinking,” which they believe allows them to see the world from a larger perspective. They despise rash or impulsive actions.

Verrick characters receive a +2 bonus to Wisdom and a -2 penalty to Charisma. They have full sensory control, able to turn off their various senses at will. Verrick have innate spell powers. All verrik have basic telekinesis abilities (mage hand) and the ability to “contact” people they touch and sense their thoughts. Verrick characters can take up to three racial levels from Arcana Unearthed.

Traits

—+2 racial bonus to Wisdom and a -2 racial penalty to Charisma.

—Base speed is 30 feet

—Sensory Control: Verrick can selectively shut off their senses. This means they can willingly blind themselves (taking the appropriate penalties) to become immune to gaze attacks and similar visual dangers. They can willingly go deaf and make themselves impervious to language-based or similar effects.

They can shut off their sense of touch and become immune to pain effects but suffer a -2 circumstance penalty to attack rolls, Open Lock or Disable Device attempts, or any other action the DM rules to be touch-dependent. Shutting off or reactivating a sense is a standard action.

—**Innate Spell-Like Abilities:** 1/day—*contact, sense thoughts, lesser telekinesis* (from *Arcana Unearthed*). Use the verrik’s character level as the caster level.

—Automatic Languages: Common and Verrick.

—Bonus Languages: Any.

Sibeccai

Strong and hardy, sibeccai are excellent warriors and fierce opponents. Recognized as something akin to jackal-people by many non-sibeccai, this race respects a strong leader and recognize a need for rules to keep order.

Traits

—Sibeccai gain a +2 racial bonus to Constitution and a -2 racial penalty to Intelligence.

—Base speed is 30 feet.

—Low-Light Vision.

—+2 racial bonus on Gather Information, Handle Animal, Bluff, and Move Silently checks.

—Automatic Languages: Common and Giant.

—Bonus Languages: Any.

Litorians

Litorians are desert wander lion-men, fierce hunters who have found their way to Iron Crown as bodyguards to the Tashtak.

Traits

—Litorians are strong, fast, and tough, enjoying a +2 racial bonus to Dexterity but a -2 racial penalty to Wisdom.

- Base speed is 30 feet.
- Low-Light Vision
- Automatic Languages: Common and Litorian.
- Bonus Languages: Tashtak. Smart litorians may know the languages of their allies.
- +2 racial bonus on Intimidate, Search, Spot, Listen, and Survival checks.

Tashtak

Tashtak are human. Tashtaks are known for their love of knowledge and philosophy or their piousness and respect of religion (but usually not both). Centuries of urban living and dependence on litorians for their defense has left them less physically fit than most humans. Because of their culture, all Tashtak's take Knowledge: Religion or Knowledge: Arcana as a class skill, depending on whether their Intelligence or Wisdom is their focus.

Tashtak characters start play without Iron Crown citizenship.

Traits

- Tashtak are physically weak, but wise or smart: -2 Str and +2 Int or Wis

Other Races

Additional less common races include bariaur, ratmen, aasimar and tiefling.

Racial paragon classes are approved from both Unearthed Arcana and Arcana

CHARACTER BACKGROUND

Characters are native to Iron Crown unless they are tashtak or litorian. Native characters should consider what profession or craft they engaged in before becoming an adventurer. All young people are apprenticed based on their abilities. Even a wizard might be apprenticed as a scribe or librarian's assistant before learning magic. Perhaps your apprenticeship didn't address your true interests. For example, a young elf might be apprenticed as a scribe, destined for life in a tower studying magic, but their real calling is music and the life of the bard.

You will have spent years apprenticed in the city, so the next step is to determine where. Figure out the ward and district you spent time in and where you live now. You would need a good reason to leave that ward. Then think of an organization in the city that you would like to be associated with. It's no guarantee you'll be accepted, but it's something to work towards. At the very least your interests will be known to those in charge and you may gain benefits when dealing with them.

If you're litorian or tashtak, the DM can assist with your background and provide you a brief history of your race. Try to think about why you came to such a strange place rather than living a normal life on your home plane.

The players also need to determine how their group came together. Some possibilities:

- **Easy money.** Before you is a difficult life of work and study, while the life of an adventurer, although risky, is an easy road to power and riches. You've met in town, discussed the downfall of other parties, and have figured out you can do it better with a bit of cooperation and planning.
- **Family or Friends.** Two or more of you are family members or good friends.
- **Patron.** An important patron has brought you all together for a task. It might just be your first adventure or it might be a long term relationship based on your calling.
- **Mutual Support.** Two or more of you have met and determined your goals are similar enough to work together.

It's fine for the party to be comprised of two or three smaller groups, if a larger group cannot be agreed on.

CHARACTER CLASSES

Barbarians: These are rare in Iron Crown and mostly come from the lawless boat city of Tempest.

Bards: While normally a jack of all trades and master of none, the bard excels in an urban campaign. In the dreary astral, bards are loved and well regarded. It's said in the city that a bard will never go hungry or sleep alone. Bards often find a home and a purpose within the Lyceums of Aymara, goddess of beauty and song.

Variant: The Bardic Sage from Uearthed Arcana.

Clerics: Clerics hold the highest level of respect in Iron Crown. With so many temples in Iron Crown, you've got a myriad of choices for picking a god. You might choose the monolithic church of Erias, one of the old (Celtic) gods, one of the popular new gods (from Book of the Righteous) or an obscure god (from various sources). Your support network might be an entire ward or an old man on Avenue of 1000 Gods who shouts warnings of doom from atop a soap box.

Variant: The Cloistered Cleric from Uearthed Arcana.

Druids, Urban: Urban druids work to protect neighborhoods and the urban environment. They can talk to buildings and transform themselves into common urban items.

Fighters: There are many options for being a fighter and a variety of knightoods to aspire to. The warrior's guild is also a good place to start, as are the fighting pits and combat arenas.

Variant: The Thug variant from Uearthed Arcana..

Variant: The Stealth and Cunning fighter variant from Uearthed Arcana.

Monks: There are a surprisingly large number of monastic orders in Iron Crown. As the astral is the plane of thought, monastic training comes naturally to many people who would otherwise be too distracted. Monastic orders can be attached to a religion, but are more often based on a belief or cause. Many temple monks are given the same level of respect and authority as clerics.

Variant: Fighting Styles from *Unearthed Arcana*.

Variant: The Ability to Withstand Attacks variant from *Unearthed Arcana*.

Paladins: Paladins tend to be connected to one of the many deities. There are many knighthoods available as well.

Variant: Chaotic good Paladins of Freedom from *Unearthed Arcana*

Variant: Holy Warriors from *The Book of The Righteous*..

Variant: The variant for paladins who hunt their prey from *Unearthed Arcana*.

Rangers, Urban: Rangers in Iron Crown are Urban Rangers (from *Unearthed Arcana*). They gain the urban tracking feat and can track down people through social contacts, rather than tracking their footprints.

Rogues: Rogue is the most versatile class in an urban campaign. The class rogue includes many honorable professions, including scouts, spies, merchants and other classes that require lots of varied skills. There are also a variety of criminal organizations to join if a rogue wants to be an actual thief.

Variant: The rogue martial trainer from *Unearthed Arcana*.

Sorcerers: Where a sorcerer might be feared in a prime world, they're viewed more as a potential public nuisance in Iron Crown. Wizards could destroy the city by unleashing powerful evil artifacts, but the worst a sorcerer is likely to do is burn down a block of buildings. Sorcerers are respected for their power and generally left to their own devices. Many congregate at Blood & Venom, a social club for sorcerers in the Freeman's Ward.

Variant: Battle Sorcerer from *Unearthed Arcana*.

Wizards: These scholarly types are very common in Iron Crown. Not only does the astral plane seem to make study easier, but Iron Crown is the center of arcane learning and study. With so many wizards, many find it difficult to get traditional scholarly jobs. You'll find wizards in the military, as librarians, church advisors, and occasionally waiting tables in the taverns. Elves are almost always wizards. Many dwarves also become wizards. Magical organizations abound in Iron Crown, but usually require hefty dues to keep out the riff-raff.

Variant: Domain Wizards from *Unearthed Arcana*.

Variants: Combat Prowess wizards from *Unearthed Arcana*.

Variants: Specialist Wizard variant from *Unearthed Arcana*.

Other classes approved for play: Artificer (Gnomes only, *Eberron Campaign Setting*), core classes from the *Wizards of the Coast Complete* books. Racial paragon classes are approved from both *Unearthed Arcana* and *Arcana Unearthed*. No Psionics.

LEVEL

Like standard D&D, most people are commoners. In Iron Crown, a city full of elites, commoners still comprise over 90 of the population. Characters of around 5th level are starting to gain a reputation. 10th level characters are people of note. By 15th level, you're elite in society. Above 15th level you have few peers.

SPELLS

There are many spellcasting traditions and many spellcasting systems are open for play by characters, upon approval. Spellcasters should name their spells and describe them in unique ways. A magic missile doesn't need to be a blue bolt, it could be flaming knives, globes of pink energy, or a spectral backhand. "Now you will feel the bite of Shandre's Spectral Backhand," might be what the sorcerer tells his opponent.

EQUIPMENT

You can purchase equipment up to 100,000 gp in Iron Crown. Your chance of not getting an item is 1% for each 1,000 gold piece value of the item each month of real-time game play. For example, you want to buy a *Sword of the Planes*, a 22,315gp item. Your chance of not getting it is 22%. If you fail, you can look again 30 days later at our next gaming session or online. The exception is items 5,000 gp or under, which are so common that you don't need to check. The DM always rolls the check.

You can purchase and sell items at various stores in Founder's Square or at Sovent's Sundries.

FIREARMS AND TECHNOLOGY

Firearms

Firearms are ball and powder mechanical-alchemical devices.

It is possible to have a masterwork firearm or enchanted firearm, similar to any missile weapon. The technology is primitive and using a firearm requires training. Using firearms requires an Exotic Weapon



Proficiency. Firearms crafted by the gnomes of Iron Crown.

Firearms are low status weapons used primarily by pirates, criminals and crazy gnomes (-2 circumstance bonus on Diplomacy checks with nobles). In the eyes of many residents, firearms are indiscriminate, unfair, brutal and base. They lack the prestige or artistry of magic.

Item	Cost	Type	Size	Damage	Critical	Range
Dragon Pistol	250 gp	Small	P	1d10	x3	50
Sting (Pistol)	120 gp	Light	P	1d6	x3	30
Double Pistol	300 gp	Small	P	1d8	x3	40
Dragon Rifle	500 gp	Med.	P	1d12	x3	150
Looking Glass Rifle	700 gp	Med.	P	1d12	x3	150
Powder Bomb	300 gp	Light	*	3d6**	N/A	10
Smoke Bomb	30 gp	Light	*	N/A	N/A	10
Ammunition (10 balls)	5 gp	N/A	N/A	N/A	N/A	N/A
Powder horn (10 shots)	10 gp	N/A	N/A	N/A	N/A	N/A

* Special

** Damage inflicted in a 5-foot radius.

Dragon Pistol: The pistol requires one action to reload.

Sting: This pistol requires one action to reload, but is small and concealable.

Double Pistol: This pistol has two barrels and can fire two shots before needing a reload (one action for each barrel).

Dragon Rifle: The rifle requires one action to reload.

Looking glass Rifle: As dragon rifle, except with a looking glass mounted atop it to help at range. The weapon ignores its first range increment. (So penalties for range begin at 300 feet)

Bomb: This gunpowder explosive has a blast radius of 5 feet.

Smoke Bomb: This non-damaging explosive creates a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3 rounds. Visibility within the smoke is limited to 2 feet. Everything within the cloud has total concealment (50% miss chance).

Timepieces

Maybe because there is no obvious night and day in the Astral Plane, the nobles of Iron Crown are obsessed with keeping track of time and dividing their day into a morning and evening. A clock tower on the government building in the Craftsman's Ward keeps track of time for the city. Time is measured using the standard twenty four hour day, with "AM" and "PM", as a kind of artificial morning and evening.

Timepieces in Iron Crown have existed for two-hundred years and are fairly advanced, "second generation" technology that includes a minute hand. Second hands are being developed by gnomish watch smiths, but the watch is quite large, requiring a belt pouch. The better pocket watches lose five minutes a day, thus owners of watches regularly set

them to the bells of the clock tower, an activity that attracts many cutpurses in Founder's Square, outside the government building.

Wealthy individuals own expensive pocket watches. There is a "Watch War" brewing between the cities elven locksmiths and gnomish alchemists. The elves craft relatively accurate, beautifully crafted pocket watches that are status symbols in the city (+2 circumstance bonus on Diplomacy checks with nobles). The gnomes craft accurate watches as well, but they focus on new features, like minute hands. Unfortunately gnomish pocket watches are large and not particularly attractive. Nobles Outfits made in Iron Crown include a special pocket for pocket watches and a loop to attach it to the outfit.

Item	Cost
Clock	100 gp
Pocket watch	45 gp

Clock: Suitable for the mantle.

Pocket watch: Comes with a chain.

This section is modified from Monte Cook's website.