

# MYSTARA DECLASSIFIED ARCHIVES PRESENT

MD01 THE IRON RING SOCIETY FILES  
COMPILATION BY IRVING GALVEZ



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## Prologue

First of all I want to thank everyone that has written something to keep alive Mystara. This is a compilation of different authors put together by me. I also add some information to complement this work. My intention is to unify different ideas. I try to put the authors of each idea. This compilation is not intended to be sell and is for free usage by people that keep playing Mystara. Dungeons and Dragons and Mystara are property of Wizards of the Coast.

Keep playing and keep making Mystara breath. Special thanks to Vaults of Pandius (<http://pandius.com/>) and to The Piazza (<http://www.thepiazza.org.uk/>)

You can find more work made by me at <http://pandius.com/igalvez.html> and The Piazza or you can contact me at [irvinggalvez@gmail.com](mailto:irvinggalvez@gmail.com).

## The Iron Ring (From A Karameikos Companion by Agathokles)

The Iron Ring is based in Fort Doom, and has resident agents in all towns in Karameikos, as well as in Jaibul, Sind and Thyatis. Other agents of the Iron Ring travel across the Grand Duchy, furthering the agenda of the organization. The Iron Ring has almost no influence on the criminal underworld of Specularum, where the major players are the Kingdom of Thieves and the Veiled Society. It operates openly both in the Black Eagle Barony and in Jaibul, as well as among several goblinoid tribes (especially of Bug-bears and Goblins) in the wildernesses of Karameikos. The Iron Ring is protected by Ludwig von Hendricks in return it works to further the interests of the Black Eagle, operating as a sort of secret service for the Baron.

The members of the organization do not generally operate as simple burglars or pickpockets, and the Iron Ring does not have the manpower to run extortion rackets. The primary business of the Iron Ring is slavery, followed by espionage and assassination. Goblinoid tribes are employed to help with guarding the prisoners along their route across Karameikos to Fort Doom, where ships are loaded with the new slaves and sent to slave markets such as Jaibul and Thyatis, but also Zeaburg, Surra-Man-Ra and the ports of the Alphatian Empire. Given the extensive amount of effort needed to hide the slave trade, the Iron Ring are also among the best smugglers in Karameikos, though they rarely work in this area, except to smuggle magical components and treasures to Fort Doom.

The typical agent of the Iron Ring is the Reaver. Reavers are not allowed to operate independently, and are either attached to a higher ranking member, or are assigned tasks in the slavery operations, such as leading caravans, coordinating the kidnapping of people in an area, or spying on the rulers of a town. The typical Reaver joins the organization when he is already a skilled thief, warrior or priest – there are no apprentices. Due to the peculiar nature of the organization, thieves are only slightly more common than warriors, and several priests of evil cults from Jaibul are also present.

The manpower of the organization is provided by goblinoid mercenaries as well as by brain-washed and conditioned slave warriors, called Hounds.

The Iron Ring organization is ruled by the Masters, almost all of whom are highly skilled wizards at least as far as Karameikan wizards go. The real power is in the end of a few Masters, but even lesser Masters are able to pursue personal agenda, commandeering Reavers and Hounds as well as resources.

Joining the ranks The Iron Ring is only suited for the most villainous PCs, given its goals and methods. A PC Reaver should either be a plant in a group that is a known opponent of the Black Eagle, or a member of an Iron Ring-only party.

Progression in the organization is very limited new members are recruited from those who demonstrate skill or strength (being second level Thieves or Fighters), or from the ranks of the Entropic priesthoods. At about fourth level, the Reavers are assigned to tasks or posts outside the Black Eagle Barony, and operate independently or in small groups. At about sixth level, the Reavers becomes more a threat than an asset to the organization thus, only the most loyal Reavers are retained past this point, and are usually subject to magical screening and control. All others, with the exception of Clerics, are assassinated by the Masters. Cleric Reavers, however, are allowed to leave the organization and return to their cult.

## Religion (From A Karamaikos Companion by Agathokles)

### The Gens Celaenes

This fractious cult is based in Fort Doom, and finds most of its adepts among the members of the Iron Ring. It is a Thyatianized version of the cult of Kala, which the Iron Ring clerics have taken up in Jaibul.

### Pantheon

The Iron Ring imported from its primary trading partner, Jaibul, a number of dark gods, including Hel, Masauwu, Jammudaru, Loki and Brissard. The Iron Ring cultists rarely use the Sindhi names for the various Immortals, using instead the Thyatian names listed in Table 2.2.

The cultists refer to themselves as the Gens Celaenes that is the “House of Black Goddess”.

### History

The Iron Ring was formed when a branch of the Shadow Hand, the largest Thyatian Thieves’ Guild, moved in to Halag in 973 AC.

At that time, the Black Eagle was facing the opposition of a local Thieves’ Guild, an organization similar to Specularum’s Veiled Society. He turned therefore to his court wizard for help in dealing with these stealthy enemies, who had already tried thrice to assassinate him. The wizard, one Lucius Pamphilion, decided it was best to use thieves to catch thieves. His own shady past gave him the right contacts, and he was able to persuade a high ranking Shadow Hand guildsman, Lamacus, who had made several powerful enemies within the guild, to move in Fort Doom with his followers, where they would enjoy the Baron’s protection in return for taking care of the local thieves.

Within three years, the newly formed group, not yet known as the Iron Ring, got rid of the local opposition with the help of Pamphilion and his apprentices. However, there was little left for them to do – they could not steal from the rich, since the Baron had reduced the Traladarans to poverty, nor they could take over the protection racket from their Traladaran predecessors, since the Baron was already squeezing the local merchants dry.

Then, one of Pamphilion’s apprentices had a brilliant idea – the Black Eagle’s rule was raising more and more discontent among the local population. While the Baron seized as many political opponents as he could, his dungeons were getting full of them. So the wizard proposed to Von Hendricks to let the unemployed thieves dispose of the prisoners.

This led to the formation of the modern Iron Ring, as former Ierendi pirates joined in to provide the means to transport the prisoners to Jaibul, the prime market for slaves. Thyatis was originally avoided due to the enmity between the Shadow Hand and Lama-cus. Some of the most regular customers of the Iron Ring were the priests of Kala, Bhrsharadha and Mahavasha. As the slave traffic became the most important source of revenue for the Iron Ring, some members started converting to the cult of these Immortals, especially Bhrsharadha.

Table 2.2: The Iron Ring Pantheon

Sindhi name	Standard name	Meaning of Sindhi name	Thyatian name
Kala	Hel	“The Black”	Celaene
Mahavasha	Masauwu	“Great Spirit”	Magnanimus
Jammudaru	Jammudaru	“Killer in revenge”	Antiphon
Bhajyagwan	Loki	“The Veiled One”	Aphantos, Farbautides (rarely)
Bhrsharadha	Brissard	“He who prospers through violence”	Hybristes

By 980 AC, the influx of political prisoner was down to levels insufficient to support the market re-quest for slaves. So, the Iron Ring leadership, which, after the death of Lamacus, was composed of former apprentices of both Lamacus and Pamphilion, had to expand their business outside the Black Eagle Barony. The Iron Ring was now structured in two layers: the Masters, leaders of the organization, and the Reavers, some of whom served under the Masters in Fort Doom, while others, more experienced, served as contacts in the various Karamaikan towns or as travelling agents. Reavers were in charge of procuring new slaves by kidnapping travelers, foreigners, or other people who would not raise much trouble on their sudden disappearance.

Contacts were established with goblinoid tribes such as the Vileraider Bugbears to provide further slaves and manage the secret transfers of slaves across the country. Meanwhile, the Reavers started working in the business of assassination as well as kidnapping rich people in order to exact a ransom.

The last major change to the Iron Ring structure came when Bargle the Infamous slew old Lucius Pamphilion and took his place as court wizard of the Black Eagle. Instead of killing the Iron Ring wizards, he helped them in disposing of the non-magic using Masters, and in establishing a further division between lesser and greater Masters. The newly established leaders of the Iron Ring, working on Bargle's recommendation, started investigating into magical occurrences, old artifacts and treasures all over the nation. To this end, clerical help was now needed, and so were bodyguards. The Iron Ring itself had many fighters, but they were all needed to keep the flow of slaves, and to keep track of their goblinoid allies, lest they started pocketing slaves from the caravans.

So, the Masters turned to the Jaibul priesthoods. They offered favorable trading conditions in exchange for the training of priests, chosen among the Reavers of the Iron Ring, as well as knowledge of the hypnotic techniques developed by the priests of Bhajyagwan and Mahavasha. Armed with this knowledge, the Masters went on to create their perfect tools the mindwashed warriors known as the Hounds of the Iron Rings.

Nowadays, low-level priests of the five primary Jaibulite Immortals are quite common in the ranks of the Iron Ring Reavers. While these priests serve the Iron Ring, they also advance the agenda of the Jaibul priests and therefore of their allies from the Hulean Temple of Chaos.

### Organization

In Karamaikos, the Gens Celaenes is part of the Iron Ring organization, and shares its hierarchy and leadership. However, the priests also answer to the high priests of Kala in Jaibul. Since these leaders are so distant, and the Iron Ring Masters appear to support the Jaibul priests, the issue of double loyalties has not yet arise.

Priests of this Sindhi cult often serve as support staff for the Iron Ring Masters or as liaisons with several goblinoid tribes allied to the Iron Ring. Many lesser priests are also employed to "program" animated corpses used as guards or to select and mind-wash prospective Hounds.

This cult is gaining some following among the most evil goblinoids that serve the Black Eagle Baron or work with the Iron Ring.

## Karameikos Iron Ring Cells

### Fort Doom

#### *Bargle the Sybarite (From Fort Doom by Niels Just Rasmussen)*

Spionagechef (Spymaster) Bargle (MU15) is a much less trusted "lieutenant". Bargle is head of the "Iron Ring" network. He is not its creator, but has taken control of it, which makes him able to provide Ludwig von Hendriks with intelligence from the underworld outside his realm. Not that the Baron fully trusts this intelligence -- he has numerous Thyatian informers of his own across both Karameikos and Thyatis. Bargle, however, gives him enough information to remain important and the two men have an uneasy truce. So long as Bargle knows his place, the status quo is preserved. Bargle appears to Freiherr von Hendriks as a flashy, 30 year old dandy magician interested in sophistication and fine dining. He tries to appear much less powerful and ambitious than he actually is, though he suspects that the paranoid Freiherr is not easily fooled. For now Bargle is not interested in rulership, since he is quite bored by politics.

Being a crime kingpin is much more fun. Ludwig von Hendriks has commissioned a Wizard's Keep for Bargle, to compensate him for his services. Spies and prisoners can be shipped in and out of this tower through the "Eisen Flotte" fairly unnoticed. The tower is distant enough from the town to allow the wizard to conduct his experiments without causing undue disturbances. Indeed Bargle, both out of scientific curiosity and being a psychopath, has a keen interest in testing the limits of human, demi human and humanoid endurance to different types of pain, as well as the use of pain for indoctrination and information gathering.

No one is known to have seen Bargle's true form and survived. The wizard is always in disguise and has a number of doubles. These doubles are the highest measure of his powers as well as the focus of his current magical studies. Each double looks exactly like Bargle's public persona, thanks to extensive magical transformation. Each double's mind has been completely shattered, and each believes themselves to be Bargle, but in the service of an unknown master that reports to them telepathically and in dreams. With their minds disrupted to this extent, however, the doubles are quite helpless, unless closely directed by Bargle himself. He can use them to cast spells, although he can manage only low level magic. Every report of Bargle being killed is likely to be a double and it only increases the fear when he seems to come back again and again.

Bargle has so far made four doubles, three of which are still alive<sup>5</sup>, and is working on creating more. The first double remains at Ludwig von Hendriks' court in his castle. Bargle uses this double to mask his activities, and appear less ambitious and far reaching than he really is. The second is stationed in Specularum -- Bargle uses it to control the Iron Ring there. The third remains in the Wizard Keep, from where it controls the Iron Ring operations in the harbor. The real Bargle is



down in the dungeons in disguise as "Chief Torturer Gelbar" (an anagram of Bargle) or travelling incognito around the world to increase his knowledge and power. If anyone goes after him, they will likely kill the wrong Bargle.

*Master Sverdlov (M 7) (From A campaign plot for south-western Karamaikos by Giampaolo Agosta)*

Sverdlov is known as the "Tracking Hound", his expert skills in wilderness helps recapture those prisoners who have escape. His only orders are to recapture or kill. He also controls those prisoners that are left in warranty when a family member has to go and do activities outside Fort Doom.

*Master Tiberius (M10)*

Tiberius have been working with the Iron Ring for 22 years. He is now 59 years old. He is in charge of controlling the docks where the slaves are transport to the final customer.

*Reaver Menelaus (DDA3 Eye of Traldar) T3*

Administrator of bookwork for the iron ring society network.

*Reaver Todosz (DDA3 Eye of Traldar) T3*

He is the one that gather information to coordinate the Iron Ring and the guards of Fort Doom.

*Hound the Mad One (E2) (From Scourge of the Iron Ring by Steven B. Wilson)*

Fort Doom and the surrounding area is under the careful watch of a renegade elf generally known as "the Mad One." Although he affects a gibbering madness to move about unmolested, collecting gossip and information, he really is truly mad, though not in ways he pretends.

*Omak The Silent (Dragon Magazine 206, Karamaikos, HO by Jeff Grubb)*

Omak works at The Gulp a public house that is reputed to be a front for the Iron Ring, He is a large, powerful looking man called Omak the Silent. Omak does not speak, and scars along his neck indicate that he lost this capacity as a result of an unsuccessful hanging.

Achelos Woods Slave Camp

*Reaver Caeso F3*

He is in charge of the camp and majorly hins slaves come here.

Blight Swamp Slave Camp

Reaver Tzerik Lizarman 3

He is in charge of the camp operations. Here some humans and swamp folks are capture here and send to Fort Doom.

### Cruth Lowlands

*Master Haxmal (From Lords of the Cruth Lowlands by Agathokles) (Magic User 8, C)*

Iron Ring lesser master. Haxmal is in charge of the Iron Ring operations in the eastern Cruth Lowlands. He is also looking for the Regalia of Achelos as a personal project. If he survives the attack on the Iron Ring enclave, he may come back with a strike force (10 Hounds and three Reavers) to steal or otherwise recover the Regalia. He will select the three Reavers to cover all basic classes (i.e., one Fighter, Thief and Cleric).

*Rucker, Hermann (From Lords of the Cruth Lowlands by Agathokles) (Fighter 5, C).*

Reaver of the Iron Ring. Hermann and his brother (the Rucker in B10 "Night's Dark Terror") are Hattian warriors whose father moved to Halag with Baron Von Hendricks. The Rucker brother, rather than join the Lance of Doom, moved into the more lucrative business of slavery by joining the Iron Ring. Both are Reavers, but work in different regions -- Hermann is in charge of keeping contacts with the Orcish tribes of the Cruth Lowlands, while his brother moves slaves from eastern Karameikos to the Black Eagle Barony. Hermann is a frequent presence at the Hidden market, mostly buying slaves from the Orcs, but sometimes also selling merchandise usually items plundered during Iron Ring raids that would not be good to have reappear on the black market in Karameikos.

### Dimitrov

*Master Atria M 7*

She smuggles slaves capture on the southeastern part of Karameikos. She sends the slaves to Fort Doom in a small merchant ship. She owns The Lantern Shop where you can find normal equipment. But at the basement she moves slaves out Dimitrov by a hidden tunnel that goes to the sewers and from there to the sea.

*Reaver Calidia T 4*

She is captain if the merchant ship that transport slaves out of Dimitrov.

### Harbourlee Rock Slave Camp

Reaver Murbag Orc 2

This is a very small cell that try to capture hins at Harbourlee Rock.

### High Forge

*Master Dorjin Hairyfoot Gnome 6*

He capture gnomes and dwarves for the Iron Ring, specifically gnomes have been a new addition for their crafting and invention abilities.

*Reaver Turnolf Smashhammer Dwarf 4*

He is an expert kidnapping targets, usually get drunk with them or drug them.

### Kelven

*Master Titius MU 8*

He used to work at Fort Doom but with his experience he was send to Kelven. He coordinates all operations in the zone and is the one that brings and take news to Xitaqa.

*Reaver Aksel (B10 Night's Dark Terror) Kelven T3*

*Reaver Bors (B10 Night's Dark Terror) Kelven F3*

### Luln

*Master Jacoby Kilonski (Fom Luln by Robert Ligon) (T7)*

This charismatic thief is well-connected and likable. He is in cahoots with Rashak's Reavers and may lead PC's allied with the White Peregrine into ambush by the gnolls and/or goblins of that tribe.

*Master Kaline Ilthandar (From Luln by Brian Caraway) (NE hm T12)*

A high-level operative for The Iron Ring, Kaline usually hires himself out to adventurers, works with them for a time, and then betrays them. He also leads a party of "anti-adventurers", whose task it is to capture groups of adventurers and deliver them to Baron Von Hendriks' underground deathtrap in the hills to the north of Luln. He has a plethora of disguises and false identities to fall back on if his machinations do not garner success.

## Marinelev

### *Master Helena C6*

She is in charge of taking slaves to a slaver camp in the woods between Marinelev and Fort Doom.

### *Reaver Claudius T6*

## Marinelev Slave Camp

### *Reaver Flavius M4*

He is in charge of the camp operations.

## Pit of the Iron Ring

The Pit is a hidden slave camp north of Fort Doom near the Blight Swamp. This place is well hidden and the only entrance is a pit that goes 70 feet deep and open into a small cavern citadel made by the Iron Ring. Here slaves are brought and are put in cages. From here slaves are sent to Fort Doom thru wagons or by boats at the swamp. This citadel is guarded by Iron Ring members, goblins and lizardmen from the River Kingdom. The only way in or out is a rustic elevator that is moved from the bottom with the help of mules.

### *Master Decimus M 10*

He is responsible of all operations at the Pit. He coordinates the transportation of the slaves. He also is in charge of the citadel security.

### *Reaver Olog Goblin 4*

Olog is responsible of the outside security. He orders the goblin patrols outside The Pit.

### *Xort lizardmen 3*

Xort is Decimus right hand, he guards the river boats that transport slaves from The Pit to Fort Doom.

## Penhaligon

*Master Eleanus C7*

He transport slaves from Penhaligon to Xitaqa.

*Reaver Milius T4*

*Illyana Penhaligon*

Illyana is not a member of the Iron Ring but she finances the cell at Penhaligon and often hire Iron Ring member or humanoids to work for her.

## Radlebb Woods Slave Camp

*Reaver Spuria*

She is in charge of operation at the camp.

## Rifllian

*Master Arandyous E 10*

He is an elf that works secretly for the Iron Ring. His business The Saddle sell very good riding horses, but also is use to capture elves to be sell as slaves.

*Reaver Joleta (B10 Night's Dark Terror) F3*

*Reaver Gactis (B10 Night's Dark Terror) F3*

## Rugalov

*Master Darius F6*

Darius is in charge of coordinating with the goblinoid tribes that support the Iron Ring at Dymrak Forrest. He also capture humans, vyalia elves and goblinoid that don't work for the Iron Ring.

*Reaver Irenya F3*

## Specularum

Ergal (From Specularum NPCs by Giampaolo Agosta)  
Thyatian Magic User 7

Ergal isn't directly working for the Iron Ring. The magician Ergal is the official representative of Baron von Hendricks in Specularum. A powerful magician, by Karameikan standards, Ergal is not associated with Teldon's guild, though he keeps cordial relations with several guild magicians -- he says his political duties prevent him from associating with the guild, as this would lead to double loyalties. In truth, Ergal prefers to keep away from the guild to hide his skills as a necromancer. Ergal maintains the image of a cultured, polite Thyatian gentleman, with a penchant for imported wines and Thyatian fashion. He lives in a replica of a Thyatian domus, built in the Hill district, near the old city walls north-west of the Ambassadors' Row. He attends court regularly, since the enemies of the Black Eagle often try to move the Duke to action by presenting evidence of slavery, violations of the Duke's Law, and other crimes of the Baron. Ergal makes sure the evidence is never too clear, or averts Stefan's suspicions about Ludwig with stalling tactics. He will generally admit that the Baron "is no saint", but that his faults are personal and generally limited to bad taste in dressing, an excessive degree of trust in his subordinates, and a lack of subtlety in communication (which he will try to present as a Karameikan virtue).

To weaken the accusations, Ergal employs a number of spies and agents that collect gossip and create false evidence to both discredit the Baron's enemy and to let Duke Stefan and the public believe that other nobles are no better than Ludwig.

Ergal then often advises the Duke to send impartial advisors to verify the accusations -- knowing well that bribery and, in extreme cases, Bargle's magic, will ensure they come back ready to relate that the Baron's faults are largely exaggerated by his detractors.

Besides his official business, Ergal pursues his own research interests in thanatology and necromancy. He refrains from using human bodies for practical reasons -- the risk is too high. He relies on contacts with the Iron Ring to provide him a supply of orcish slaves and corpses to experiment with. Ergal research focuses on necromantic healing, making him a competent, if unorthodox, and physician. In addition to mundane surgery, Ergal has an array of necromantic spells that allow vital transfers, healing grievous injuries to one subject by draining life from another. Iron Ring agents sometimes use his services if they are wounded in Specularum, with no access to clerical healing.

Ergal is tall and bony, with a long face dominated by a high forehead and a strong, protruding chin. He has black hair greying at the temples, closely cropped in a fashionable Thyatian style.

*Master Demetrius F9*

He is in charge of the cell in Specularum. He and his hounds are only use to gather information or steal artifacts from the capital. Specularum has almost no Iron Ring activities.

### Stallanford

*Reaver Petrides C5 (B11 King's Festival) Stallanford*

### Sulescu

*Master Alerius MU 7*

He capture people a Sulescu and take them to the slave camp between Marinelev and Fort Doom.

*Reaver Martirius F4*

*Reaver Malenus F3*

### Threshold

*Master Karllag (B10 Night's Dark Terror) MU 6*

He coordinates all north east operations of the Iron Ring Society. Hi do this at The Crossed Swords Tavern on Fogor Island.

*Reaver Mafka (B10 Night's Dark Terror) T5*

*Reaver Sligh (B10 Night's Dark Terror) F4*

*Vokos (B10 Night's Dark Terror) Threshold Wererat Leader*

He commands 4 wererats that work for the Iron Ring.

Hound Falana MU2 (Karameikos Kindgom of Magic)

Hound Brenna F1 (Karameikos Kindgom of Magic)

Hound Rocko F1 (Karameikos Kindgom of Magic)

Hound The Silent One T2 (Karameikos Kindgom of Magic)

### Verge

*Master Pericles T6*

Pericles cell is small so normally he aids Threshold or Rugalov cells. Not too much activity at Verge.

*Reaver Miroslav T4*

*Reaver Lucius F3*

### Vorloi

*Master Hostus MU 6*

He sends captured slaves to Dimitrov cell.

*Reaver Vibia T3*

### Xitaqa

*Master Golthar (B10 Night's Dark Terror) MU 6*

Is in charge of the Iron Ring Citadel Xitaqa. His is the second most important Iron Ring Village. Here all eastern Karamaikos slaves are concentrated and sent to the Pit of the Iron Ring.

*Ranik the Minotaur (B10 Night's Dark Terror)*

He is the bodyguard of Master Golthar.

*Xitaqa Slavers Camp*

Reaver Rucker (B10 Night's Dark Terror) C5

Reaver Sydnor (B10 Night's Dark Terror) F4

Reaver Sgasagt (B10 Night's Dark Terror) Bugbear



## International Cells

### Alphatia

The Market in here is the biggest but the mayor problem is they don't like to deal with Thyatian people.

+Sundsvall

*Master Drazen M 8*

Drazen is a mix of thyatian and traladaran. But he resemble more the traladaran factions. He is responsible in all operations at the capital city, which is the mayor place to sell slaves.

+Aasia

*Master Landryous E 7*

Landryous cover the other mayor city at the island. He is native of Alphatia but was hire after working for a Minrothad pirate ship. He made friendship with Master Tiberius that later made an offer for him to work with the Iron Ring.

### Broken Lands

+Upper Bugburia

Lirk Scarnose Hobgoblin 5

Lirk is not a direct member of the iron ring but he is the contact of the Glantrian Cell for buying slave humanoids and sometimes if paid he do special jobs for them.

### Darokin

Darokin is a good market for capturing hins from Five Shires and elves from Alfheim. Darokin is the third country with more Iron Ring cells. There are 3 cells and 5 camps.

+Darokin

*Master Gioventino Merchant 7*

Master mind of the iron ring at Darokin he is the one responsible of all the territory. He has a great reputation as merchant and nobody knows his dark side.

*Reaver Severus F5*

Send directly from the Iron Ring at Fort Doom to keep an eye at Gioventino, he is always with him.

+Favaro

*Master Albertini T 7*

Albertini specialize in tracking and capturing elves, he hate them so is fun and brings him money.

*Reaver Roberto F5*

+Selenica

*Master Felanus T8*

He mayor job is to pass slaves thru Darokin/Karamaikos frontier. He also controls the north slavers of Five Shires.

*Reaver Aloiso*

He is responsible of bringing slave hins from north Five Shires to Selenica Cell.

Glantri

The only known cell of the Iron Ring is located at a poor shop/house name Tools for All at the merchant quarter in Glantri City. It is secretly said that if someone needs a humanoid for an experimant that's the place to ask. The Iron Ring gets humanoids from Broken Lands.

*Master Alesterois MU 12*

The Iron Ring paid Alesterois scholarship at the School of Magic so now he has to pay back. Sometimes he is hire to kidnap people.

*Reaver Ramon E5*

Belcadizan elf that helps to make iron tools for sell. In his free times he looks for potecial customers.

## Ierendi

### +Ierendi Island

It is known that the Rogers Family supports the Iron Ring (From Ierendian Government and Aristocracy by Giampaolo Agosta). But they don't want to draw too much attention so they help putting a cell at Makalai Village. Some Ierendi pirates are paid to transport slaves.

#### *Master Merather Beermaker F6*

From thyatian mother, he is in charge of the Iron Ring at Ierendi. He controls 2 slave camps hidden at the woods and activities at the capital. He owns a small tavern at the Makalai name the Dancing Sea Dragon use to close Iron Ring deals.

### +Elegy Island

*Tiberius Diocletian (Ghoul 7, spells as C7) (A Mini-Player Crucible for the Undead by Giampaolo Agosta, John Calvin, and Francesco Defferrari)*

A former Reaver of the Iron Ring and priest of the Gens Celaenes, the dark cult of Hel that fuels the slavers' organization and handles its contacts with Jaibul. Undeath has not disrupted Tiberius' contact with his Immortal patrons, although he has managed to hide this from the other crewmen.

Tiberius is an agent of Celaene (Hel), and has contacts in the world of the living through the Iron Ring. He plans to use these contacts to recruit more ghouls to his own side, and then take over the Iron Ring for himself. Another long-term planner, he sees the slave trade as a steady, low-risk source of food for himself.

## Jaibul & Sind

The second place where the Iron Ring Society have develop, here there are 6 cells and 10 camps. Each cell is in charge of certain sector of West Brun.

### +Jaibul City

#### *Master Gaullus M12*

He coordinates all operation at Jaibul and surroundings he is consider the third most important agent of the Iron Ring. He is always guarded by reaver and hounds. He lives a Jaibul City.

#### *Master Cornelius T7*

He is also at Jaibul but he is in charge of coordinating the slaves ships he is the leader of the second cell at Jaibul.

+Nainpur

*Master Romulo C6*

He pass slaves from Sind to Nainpur and then to Jaibul.

+Sair Ulan

*Master Aadit M7*

He is in charge of Sind Iron Ring cells. He coordinates captures and transportation of slaves to Nainpur.

*Reaver Naagdhar T5*

He is In charge of Aadit security.

+Jahore

*Master Raahi C8*

He controls all southern Sind operations. He sends slaves trou ships to Jaibul.

*Reaver Marcos F6*

Coordinates ships that come or go to Fort Doom.

+Khamarati

*Master Zrimat M6*

He coordinates Sind north western territory, he sends caravans of slaves to Nainpur.

#### Minrothad Guilds (From Scourge of the Iron Ring by Steven B. Wilson)

*Ragnar (F14)*

A Minrothadian warlord, is the ringleader of the Iron Ring's network in Harbortown. He is also the paymaster for the Master Magic Dealer of Guild Corser. His duties have given him the rank of Master among the Iron Ring. Pavel has a wicked sense of battle tactics and a muscular frame – and

an ample amount of brilliance and cunning. He is intelligent, adaptable, and well-read. Thus, he is an extremely dangerous enemy.

He makes liberal use of tricks, deceptions, and traps, preferring to strike only when all the odds are in his favor. He almost always has a plan of operations and usually has several in case the first one goes awry. He will flee without shame. His only qualm about abandoning others is the loss of useful resources this may entail. As such, he is perfectly suited to the fraternity of the Iron Ring and has been quickly rising in their ranks.

#### *Hazzard (MU8)*

A male human wizard nearing late middle age. As a Iron Ring Reaver, his role within the organization is as Ragnar's right hand man. He examines all reports for details otherwise missed and checks the truth of all statements. He is well known by the patrons as a spellcaster (he tends to go underground when any member of the Tutorial Guild shows up in town). At times he drinks too much; when drunk, he is given to showing off with minor spells. When sober, he is an efficient if not overly brave combatant. He quite sensibly avoids combat and has a particular dislike of those using missile weapons. In an emergency, Hazzard will dimension door to his room for his spell books before setting up a linked portal to Crossbones to safety.

#### Ostland

The newest cell of the Iron Ring was born at Zeamark. Still there isn't too big the market to sell slaves but is a good place to buy future gladiators for Thyatis.

#### *Master Oleck the Grey F7*

He was born at Zeamark and was contacted by the Iron Ring to form the cell. He was promised to control the slave market on this area.

#### *Reaver Markus T4*

As always the Iron Ring send an eye to help/spy Oleck.

#### Thyatis

+Thyatis City

#### *Master Octavius F 15*

He is in charge of selling slaves and of the iron ring cells activities in all Thyatis. The cells are managed by reaver in the cities of Kerendas, Retebius, Port Lucinus and Tel Ahir.

#### *Friedrich Lagmann (DDA1 Arena of Thyatis) F5*

Not working directly with the Iron Ring but he buys iron ring slaves to use them as gladiators.

+Hattias

*Master Asterius F6*

He coordinates all operation at County of Hattias.

The Five Shire

There is only an active cell on Five Shires because this is a country that hunts the Iron Ring Member. The Happy Dog Inn at Wereskalot on East Shire is home of this cell.

*Master Elzin Sharkiller Halfing 7*

Elzin is a retire pirate that once worked with the Iron Ring transporting slaves to Thyatis. He just like money so he don't care betraying his kin. But he has to work very discreetly so no one discover him. He drugs customers of the inn and then by night transport them to a iron ring camp at Achelos Woods.

*Reaver Adonius*

He is in charge of transporting the kidnap hins to Achelos Woods slave camp.

The Kingdom of Ator

There is no active cell just a representative at Ator but lately has been a good place for the Iron Ring to sell caymen from the Blight Swamp.

*Reaver Domicius F4*

He is in charge of receiving and selling caymen at Ator territory. He secretly is trying to form a cell in here.

Ylaruam

The only cell in here is on Surra-Man-Ra and it's only a place to sell slaves.

*Master Samir C6*

Samir control all the activities mostly gathering information on trips to Ylaruam City or selling slaves. Sometimes he just risk to capture people that can be sell as gladiators.

## Allies

### Gnhasska (From Goblinoid Tribes of Karameikos by Giampaolo Agosta Modiphy for AC 1000)

Holding the western reaches of the Dymrak forest from human encroachment, the Red Blade ("Gnhasska") goblins their chief, Gnhas. With seven hundred-strong hordes, the Gnhasska are still a large tribe, and they bolster their hunting skills and lair defenses with trained giant ferrets. Red Blade goblins wear clothing and use weapons died in their tribal colors. The warriors of this tribe are generally armed with short swords and slings.

### Vlackkag (From Goblinoid Tribes of Karameikos by Giampaolo Agosta)

A powerful Hobgoblin tribe from the Altan Tepee mountains, the Vlackkag (Bloody Head) is composed of 5 hordes including Hobgoblin winter wolf riders, Hobgoblin crossbowmen, Goblin wolfriders, Thoul guards and trained vampire bats. Swords and crossbows make up the largest part of the Vlackkag weaponry. These goblinoids are followers of Wogar and Karaash, and have powerful, ambitious leaders, including the tribe chief, King Vlack (Hobgoblin 10), and the horde chief Skrakkbak (Hobgoblin 6). They have been forging alliance with the major powers of Western Karameikos, including the Iron Ring, Ilyana Penhaligon and the Witches of Dymrak, but never fully commit to their allies' causes. Vlackkag Hobgoblins wear gaudy clothes in contrasting colours, and are generally paler than other Karameikan Hobgoblins. King Vlack wields a powerful blade of Ylari steel, the Sword of Gygar, which was enchanted by the ancient wizard-lord of Mistamere and lost in the Vampire Wars in 720 AC. In the hilt of the sword is set one of the Ionian Gems, which adds to the power of the sword. The Sword of Gygar is unique in its scimitar-like design, adapted to two-handed use.

### Faz-Plak (From Goblinoid Tribes of Karameikos by Giampaolo Agosta)

The Yellow Fang ("Faz-Plak") goblins live in the ruins of the ancient Hutaakan city of Xitaqa along the banks of the Volaga river. Led by King Plak (Goblin 11), the five hordes of this tribe (totaling 600 Goblins) have applied their skill of animal training to the rock baboons that inhabit the ruins. Plak has also struck an advantageous deal with the Iron Ring, and maintains a profitable slave trade. Faz-Plak Goblins worship Yagrai and Leptar. Their warriors wear heavy iron bracers and collars, similar to the Iron Ring manacles, and carry short swords and short bows.

#### Faceslashers (From Goblinoid Tribes of Karameikos by Giampaolo Agosta)

An independent, semi-nomadic Gnoll horde, the Faceslashers are mercenaries. Hassistrek (Gnoll 4) is the horde chief, and currently serves the mad "Queen", Ilyana Penhaligon. Most Faceslasher warriors favour large weapons, and especially polearms. The Faceslasher tribe is quite small, compared with other goblinoid tribes, and only survives by allying with greater powers usually evil human organisations such as the Iron Ring or the cults of Orcus.

#### Vileraiders (From Goblinoid Tribes of Karameikos by Giampaolo Agosta)

From the woods east of the Black Eagle Barony, the Vileraider Bugbears manage a successful slaver ring in a joint venture with the Iron Ring. Mostly, they kidnap people from LuIn or ambush caravans on the Westron road. Urrgh Blacktooth (Bugbear 8) leads the three Vileraider hordes, under the banner of the snake head. These Bugbears originally followed Bartziluth, but entropic cults such as those of Orcus or the Iron Ring's Sindhi-originated religion are gaining more and more power in this tribe. These Hobgoblins decorate their weaponry, usually large, curved blades, with crude carvings depicting dragons and other fierce monsters.

#### Greyslayers (From Lords of the Cruth Lowlands by Agathokles)

Kardat Souleater (Orc 13/ Wicca 2) is the unchallenged leader of the Greyslayers. A vicious and experienced fighter, this wily Orc exploits any and all advantages he can get -- poison, magic, Ogre mercenaries, anything goes to get the upper hand against his many enemies. Only the fact that all other tribes would be ready to drop their feuds to fight the Greyslayers over their deep religious differences (the Greyslayers follow Jammudaru) has kept Kardat from uniting the tribes. His current plan is to kill Prince Bakghat and take over the Jagged Claws. Meanwhile, he keeps his Greyslayers busy kidnapping Hin from the nearby Eastshire and selling them as slaves to the Iron Ring.

#### Firemane Tribe (From Centaurs of Karameikos by Håvard)

The Firemane Centaur Tribe is a chaotic and wild bunch. They tend to have red hair and gold-brown eyes. This tribe is known to be the most aggressive and warlike. They are rumored to occasionally sell human captives to the Iron Ring, and have had an alliance with Grizzelda, one of the Hags of Dymrak (See the Witches of Dymrak) in the past. The Firemanes live in the lands between the Kelvin Moors and the Lake of Lost Dreams. Fire is holy to the Firemane Tribe. Their leader is Rathanuk Flamehoof, a powerful warrior easily recognized by his flaming red lion-like hair and a scar below his left eye. He wields a powerful scimitar, said to burst into flames when engaged in combat.



### The Black Torch Caymen Clan (From The Blight Swamp Compilation by Irving Galvez)

A small clan of cayman that now are capturing swamp folks from Blight Swamp to sell them as slaves to the iron ring.

### The River Kingdom (From The Blight Swamp Compilation by Irving Galvez)

Only clan of lizardmen on Karamaikian territory. Hasias his leader is working with the Black Eagle Barony as well with the Iron Ring Society. He wants to gain control of the Blight Swamp again.

### Roaring Fiends Tribe (From The Debris: Upper Ruins of Kotesch by by Francesco Defferrari (Sturm) and Giampaolo Agosta (Agathokles).

These Hobgoblins come from the Black Eagle Barony. But it is know that sometimes they have Iron Ring agents infiltrated here. They normally send to spy or gather information from enemies.

## Known Enemies

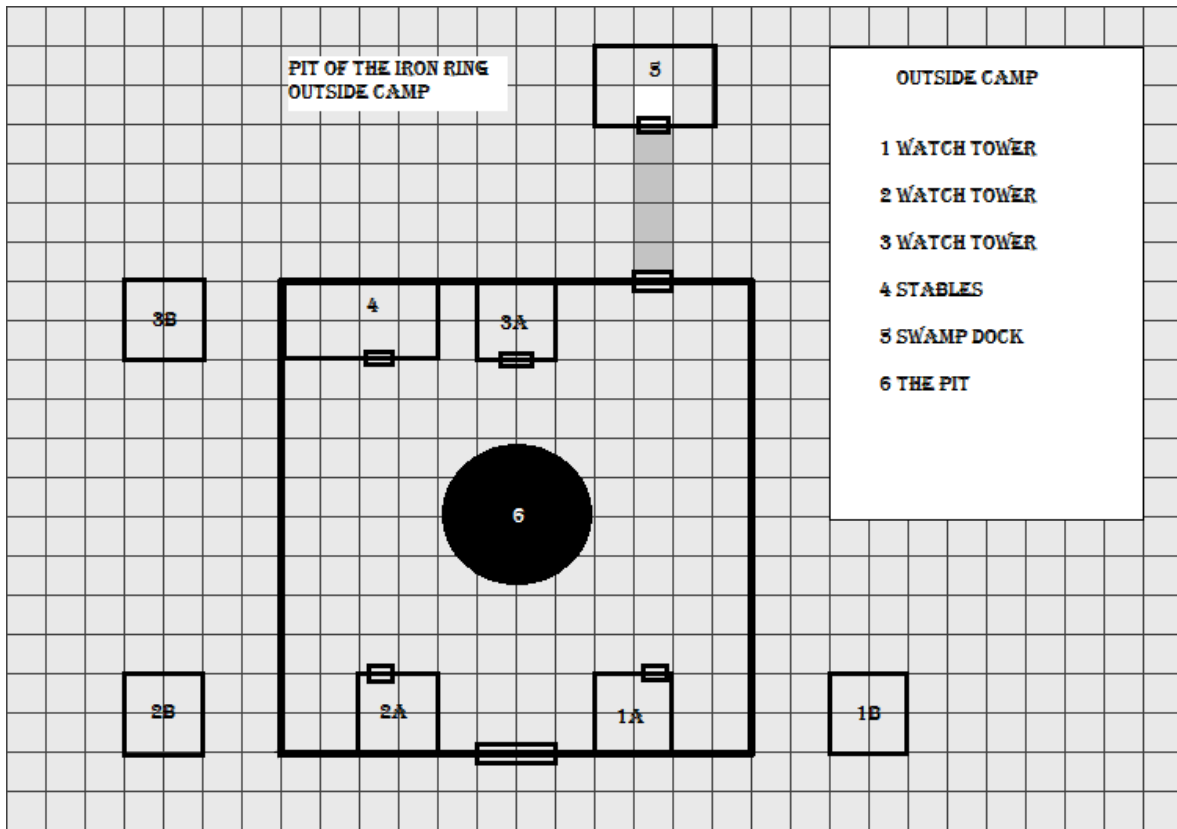
The Brotherhood of the Woods (From A Karamaikos Companion by Agathokles)  
Hunters of the Chase (From Hunters of the Chase by Joaquin Menchaca)  
Order of the Shadows (From Order of the Shadow by Joaquin Menchaca)  
The Star Crafters Caymen Clan (From The Blight Swamp Compilation by Irving Galvez)  
The Five Shires

## Known Places of The Iron Ring

The Gulp Public House at Fort Doom (Dragon Magazine 206, Karamaikos, HO by Jeff Grubb)  
The Crossed Swords Tavern Threshold (Fom B10 Night's Dark Terror)  
The Writhing Serpent Inn & Tavern (From Kelvin by Brian Caraway)  
The Saddle at Rifillan  
The Lantern Shop at Dimitrov  
Nova Achelos Merchant District (From Lords of the Cruth Lowlands by Agathokles)  
The Broken Rudder Inn at Harbortown Minrothad Guilds (From Scourge of the Iron Ring by Steven B. Wilson)  
The Dancing Sea Dragon Tavern at Makalai Ierendi.  
Happy Dog Inn at Werescalot Five Shires.  
Tools for All at Glantri City

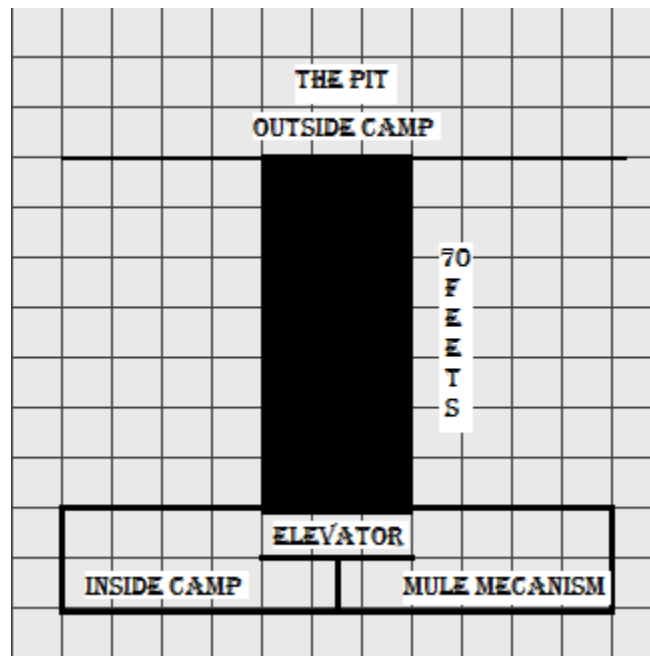
## Appendix 1 Pit of the Iron Ring by Irving Galvez

The Pit is one of the newest creations of the Iron Ring. It's the last stop before going to Black Eagle Territory and also was made to drive out some attention. What in the surface seem to be another iron ring slave camp, in the underground is a citadel. The only entrance is a pit of 70 feet deep and its only way in and out is an elevator created by 2 slave gnomes.

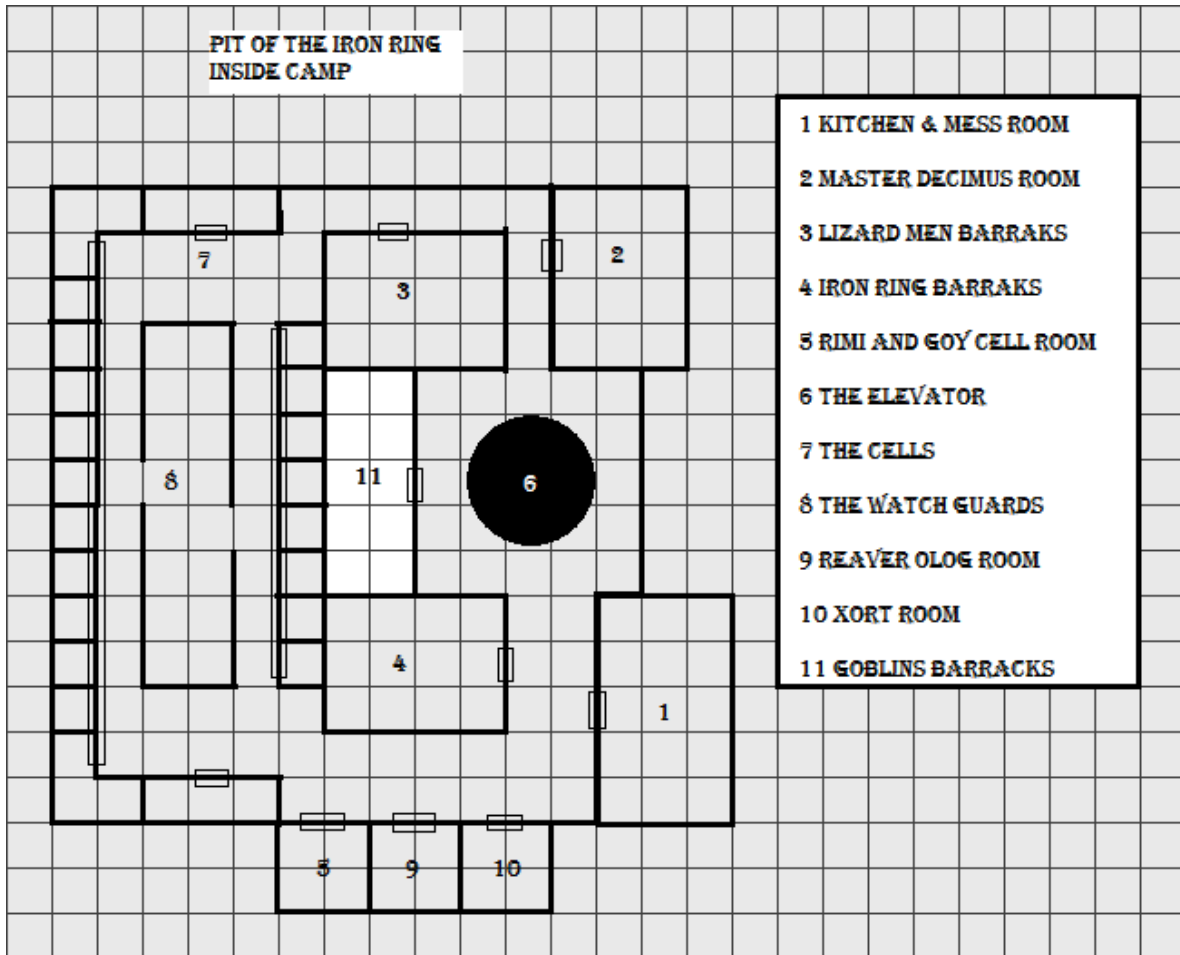


The watch towers are two level high to see perimeter. At the upper side there are 3 iron ring archer hounds. At the lower level there are 4 hounds armed with swords except at 3A that there are 5 lizardmen with spears.

At the stables there are 2 wagons use to transport slaves to Fort Doom. Usually they do this at night. At the swamp dock there is a river boat also use to transport slaves to Black Eagle.



The only way to enter the Inside Camp is by the elevator. This elevator was created by 2 slave gnomes (Rimi and Goy) that are still at camp. This elevator works with a series of mechanisms and pulleys move by mules at the bottom of the pit. This elevator can carry up to 3000 cn of weight.



There is capacity for 60 slaves that are watch from room 6. There are 20 iron ring member, 20 goblins and 20 lizardmen working here. Rimi and Goy will always be prisoners because they need them to take care of the elevator. The prisoners are only move by night by ground or by water.

## Apendix 2 Iron Ring Routes in Karameikos

### North Route

Selenica, Penhaligon, High Forge and Kelven concentrate slaves in Xitaqa. From Xitaqa they are sent to Xitaqa Slaver Camp, Radlebb Woods Slaver Camp, Pit of the Iron Ring and finally to Fort Doom.

### East Route

Rugalov and Dymrak Forrest concentrate at Xitaqa Slave Camp. From there they are sent to Radlebb Woods Slaver Camp, Pit of the Iron Ring and Fort Doom.

### South East Route

Vorloi and Dimitrov. From Dimitrov they are sent in boat to Fort Doom.

### Central Route

Threshold, Verge and Rifillan concentrate at Radlebb Woods Slave Camp. From there they are sent to Pit of the Iron Ring and Fort Doom.

### South West Route

Specularum, Marilenev and Sulescu concentrate at Marinelev Slaver Camp. From there are sent by wagons to Fort Doom.

### West Route

Wereskalot and Cruth Lowlands concentrates in Achelos Woods Slave Camp. From there they go to Pit of the Iron Ring and finally to Fort Doom.

### Blight Swamp Route:

Blight Swamp and Harbourlee Rock concentrate at Blight Swamp Slave Camp. From there they travel to Mokrath Village (From The Blight Swamp Compilation by Irving Galvez) and finally to Fort Doom.