

- PRESUPPORTED STL
- WELCOME PACK (15 models)
- DnD 5E DATASLATES
- KITBASH SET



Iron Captain



Cripper Overlord

Crippers



Bouncers



Iron Crew



Diggers



NARWHAL Flying ship



IRON CREW

Description of the location and characters

During the great Cataclysm the rocks of the Skelisian Archipelago rose into the sky, and the Skragoth Raiders began to hear The Call. This great upheaval drew the attention of the alchemists of Allstein, for the mechanical mind developed in the depths of their floating spires was hungry for new knowledge.

On the rocks of the former Skelisian islands, the first scouts discovered unusual minerals and strange new forms of flora and fauna.

One finding in particular drew the studious gaze of the Spirers, a mineral that was called Asmantium, found deep in the hive-like structure of the caves. At great cost to the Legions of Allstein was a sample of this ore was carried out from the caves, for the hives full of vicious predators, named Creepers by the survivors of the doomed expedition.

Under certain alchemical rigours, Asmantium could release a huge amount of energy. Such energy could drive new contraptions and perhaps even provide an alternative animus to their mechanical deity, something more sustainable than that dreaded portal.

Despite their combat prowess, the forces of Allstein could not effectively cope with scouting, exploration and the extraction of new minerals in this zone, for alongside the Creepers, the unique alchemical structure of the land played havoc on their navigation devices.

Instead, they hired the captain of a mercenary company, a famous privateer nicknamed the Iron Captain – a strong willed and tough man whose intuition and luck were the stuff of legend. He and his crew had become infamous for fighting and plundering in service of, and upon many states and were famous for never being caught unawares.





IRON CREW

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So great did their infamy grow that navigating the complex web of bounties placed upon their heads became untenable, so the Iron Crew decided to accept the dubious proposal of the messenger from the mysterious city of Allstein, and so they joined the expedition. Further, for the great sums of gold that the spirers offered, the crew was willing to do anything.

The Iron Captain's Ship, named the Narwhal, was modified for the needs of the expedition, and turned into a transport capable of exploring this unusual archipelago with its floating rocks. The Allstein Council spared no expense in the project, opening its workshops and providing all the craftsmen and resources for this grandiose project, such was their desire for the precious Asmantium.

But on the first outing, the team encountered a migrating swarm of Creepers. They managed to fight back solely thanks to the escort of Allstein's shooters and no small amount of luck. Not many of the crew survived this collision, and of those many suffered grievous wounds, The Iron Captain himself completely lost his right arm and both legs in battle with a huge Creeper.

On the crew's limping return, the engineers of the Spires offered the dying captain a suite of arcane prosthetics in exchange for faithful, life-long service to Allstein. With his new, powerful body and vicious appendages, he had truly become the Iron Captain now in both deed and form.

But his new body, as well as the prosthetics of those team members who survived, worked exclusively on the energy of Asmantium, making them entirely dependent on the will of their employers and continuous trips to the dangerous Skelisian Archipelago.

While the Crew's experience grew, mining the Asmantium remained a deeply dangerous task. Not only because of the Skragoths raiding throughout the region, but also because the ore deposits are located deep in the caves, filled with poisonous fumes exuded by the effluvial leavings of the creepers. When trying to mine the crystals, the creepers violently attack the uninvited guests with sharp limbs and jets of acidic liquid from their tails and appendages.

For protection the mining team utilize specially developed sealed suits with reinforced armor and heavy equipment for drilling and gas protection. But even such ingenious solutions were sometimes not enough, because the production had to be returned to Allstein in one piece.





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To resolve the issue of returning the precious ore, the Crew of the Narwhal harpooned and captured one of the Archipelago's enormous floating fish-beasts. The poor creature was dragged back to the engineers of Allstein, who implanted copper cables into its brain and nervous system. Through such cables, it was possible to subdue and control the fish with the cruel application of electrical stimulus direct into it's nervous system.

This upgrade to the ship was truly impressive. The speed and maneuverability of the vessel has increased significantly, allowing crew to fly longer distances and deftly break away from the pursuit of local wildlife.

So the Iron Captain and his team continue to go further and further into the archipelago, unearthing precious minerals and artefacts to their masters in Allstein. But the floating isles risen from the depths of the ocean also hide secrets that may be better left well alone.

