

PATH OF DEVASTATION



SEASON 4 FALLEN HEROES



Western Immoren is plagued by ceaseless bloodshed, unspeakable atrocities, and constant strife. All nations and kingdoms are embroiled in armed conflict, enigmatic cults rise from the shadows to terrorize the citizens, and even the skies are filled with horrors. Life grows harder and harsher each day as these conflicts continue to intensify.

Though the strongest may survive, smaller and less resilient communities fall victim to any number of violent calamities raging across the land. Villages are wiped out, rural settlements vanish overnight, and many other residents are exploited by opportunistic villains once their protectors are slain or sent to fight elsewhere. A new apocalypse can be experienced each day in the regions less protected by the mighty Iron Kingdoms.

This season, as tensions rise and conflicts multiply across the land, more and more of Immoren's greatest and most valiant heroes fall to countless nefarious threats. Now is your chance to cement your legacy and ensure the Iron Kingdoms will remember your deeds for decades to come. Gather your troops, call forth your greatest heroes, and prepare to make history!

Along with this season rules document, players and Event Organizers will need the Path of Devastation core rules, which can be found at <http://privateerpress.com/organized-play/leagues>.

MILESTONES

Milestones for this season are described below.

Milestone 1: Wanderer

Play against four different opponents in the first two weeks of the season.

Bonus: 3 XP

Milestone 2: Show-off

Destroy an enemy Hero with a power attack made by your Hero.

Bonus: 3 XP

Milestone 3: Legend

Destroy three or more enemy warcasters or warlocks throughout the season with attacks made by your Hero.

Bonus: 3 XP

Milestone 4: Decorated Veteran

Convert your Hero model to represent three or more of the Upgrades you've purchased.

Bonus: 5 XP

Milestone 5: Mourner

Create a terrain feature that includes a Hero model from a previous season converted to look dead, injured, or destroyed.

Bonus: 5 XP

Milestone 6: Mangled

Challenge a player to a 25-point game in which each player's army list can contain only battlegroup models and independent warjacks or warbeasts, and win the game.

Bonus: 3 XP

HERO MODELS

For this league season the Hero models are warjacks and warbeasts instead of solo models. All Hero rules in the Path of Devastation core rules document apply, with the following exceptions:

- A Hero retains its normal FA; it does not become FA C. If your army includes duplicate warjacks or warbeasts, you must clearly indicate to your opponent which model is your Hero.

The following are the Hero models for this season:

- **Cygnar** – Firefly
- **Protectorate** – Dervish
- **Khador** – Marauder
- **Cryx** – Stalker
- **Retribution** – Aspis
- **Convergence** – Galvanizer
- **Mercenaries** – Buccaneer*
- **Trollbloods** – Troll Bouncer
- **Circle** – Scarsfell Griffon
- **Skorne** – Cyclops Shaman
- **Legion** – Nephilim Protector
- **Minions** – Gun Boar**

*This Hero can work for any Mercenary contract and can be included in any Mercenary warcaster's battlegroup.

**This Hero can work for any Minion pact and can be included in any Minion warlock's battlegroup.

HERO UPGRADES

See pages 4–15 for the Hero Upgrades available this season.

DAMAGE SURVEY REGIONS

REGION 1: ADRIFT

The pirates of the Broken Coast are a surprisingly innovative group of scoundrels. In order to conduct their unsavory commerce without the intervention of the authorities, these criminals must congregate in secure locations, hidden away from prying eyes. One of their best-kept secrets is an impressive feat of gobber engineering constructed for the sole purpose of facilitating the pirates' dubious dealings: the floating city known as Ironreef. An enormous structure built from the wreckage of nearly a hundred ships, Ironreef required years of clandestine effort to build, but in the end the gobbers were successful. This isolated and nearly mythical "island" has endured many seasons anchored miles off the Ordric coast in the dangerous waters of the Meredius—until now.

A bit too much rum loosened the lips of a gang of sea dogs returning from Ironreef to the mainland, and word of its

location has begun to spread throughout the Iron Kingdoms. Ironreef does not have time to raise its many anchors and move to safety before the armies of Western Immoren arrive. The pirates' only hope is that the roiling storm brewing on the horizon will be strong enough to keep their ships at bay.

The following special rules apply in Region 1.

- **WARMACHINE/HORDES:** Games must use Fallen Heroes Scenario 1: Adrift.
- **High Command:** The rush cost of all warrior cards is equal to their purchase cost instead of the printed value.

REGION 2: MEMORIAL OF THE VALIANT

Immoren is rich with the tales of great heroes. Stories and songs as old as history itself tell of the stalwart defenders and brave warriors who have protected the defenseless and oppressed throughout the ages. Sometimes a hero's deeds are so glorious that recounting them through song and spoken word falls short, and a memorial is erected to commemorate his achievements. Such tangible tributes inspire courage in the hearts of those who share a hero's beliefs—and incite anger in those who disagree. It is not uncommon for a bloody brawl break out at such a site, with one side chanting the name of their long-dead hero while their opponents curse him as a notorious villain.

The following special rules apply in Region 2.

- **WARMACHINE/HORDES:** All models gain Fearless (☒).
- **High Command:** When a player deploys a warrior card from his hand, it gains +2 health until the end of the turn.

REGION 3: SOUL DOUBT

Little is known of the enigmatic beings called Infernals, but what is known is truly terrifying. Existing beyond both Caen and Urcaen, these entities are utterly focused on the collection of mortal souls. Infernals will strike bargains with nearly anyone, and offer nearly anything, in order to gain souls, though any bargain they arrange will be just as beneficial to them as it is to the poor mortal who agrees to the terms.

One such "poor mortal"—a highly placed arcanist who secretly belongs to the Unseen Hand—has studied the military intelligence of various forces and has accurately predicted this region will soon be the site of a major battle. This arcanist has entered into a bargain with Infernals, guaranteeing a glut of souls at a specific time and place in return for immense personal power. The Infernals were very clear, however, that if they do not collect the minimum number of souls promised, the arcanist's soul shall be theirs as well. Waiting nearby as the battle approaches are the Soul Stalkers—enormous snakelike creatures that serve as the Infernals' soul collectors. When the air becomes thick with the spirits of the recently departed, they will storm the battlefield to claim what is rightfully theirs. Should the air remain spiritually clear, the would-be infernalist is going to have a very, *very* bad day.

The following special rules apply in Region 3.

- **WARMACHINE/HORDES:** All games must use Fallen Heroes Scenario 2: Soul Doubt.
- **High Command:** Once per turn, the active player can discard a friendly warrior card from a location to draw three cards.

REGION 4: HAMMER'S FALL

A strange fate has recently befallen a Searforge Commission platoon. While escorting a merchant caravan along the outer trails of the Thornwood, the platoon was assaulted by Grymkin. The majority of the Rhulic arms and armor seem to have been left behind, mostly intact, but the Rhulfolk themselves are all gone. To the unaware, it would seem as if the Rhulic soldiers simply stripped off their gear and vanished into the woods.

The stockpile of weaponry left behind is not insignificant, especially in terms of functioning artillery. Several different military forces have already been dispatched to secure these goods. Unfortunately for the approaching soldiers, the mischievous Grymkin are still nearby . . . and they're preparing some special surprises.

The following special rules apply in Region 4.

- **WARMACHINE/HORDES:** All non-warcaster, non-warlock warrior models gain Bamboozled. (Swap the base MAT and RAT of a model with Bamboozled.)
- **High Command:** Swap decks with your opponent. In a multiplayer game, randomly determine which deck each player will use. A player cannot use his own deck.

REGION 5: FORGOTTEN VAULT

Ordic relic hunters have discovered an enormous metal vault buried in a cave near Scarswall. The few who have seen it have been unable to identify who created the enigmatic vault or how to open it. Strange engravings run along its entire surface, but their meaning is a mystery. Word has spread quickly of the discovery, and forces are mobilizing to retrieve the artifact for further study. Even if the area were to be secured by military might, the vault is firmly embedded in the rock wall of the cave. The only way to remove this titanic lockbox is by the strength of many powerful warjacks or fierce warbeasts. The ground trembles as the combatants draw near, their ranks filled with towering machines and beasts of war.

The following special rules apply in Region 5.

- **WARMACHINE/HORDES:** Reduce the cost of heavy warjacks, colossals, heavy warbeasts, and gargantuans by 1.
- **High Command:** When a player deploys a warjack or warbeast from his hand, he can draw one card.

REGION 6: BLAZE OF GLORY

Oblivion does not always come swiftly to the military detachments on the losing side of a battle. It is often a long, slow grind that reduces their numbers through numerous deadly encounters. Each warrior lost to an enemy bullet or blade is another step toward the annihilation of the battalion. Eventually, the battered and bloody soldiers face an enemy that outnumbers and outguns their weakened force. It is in these moments that true heroes step forward to lead the charge into certain death, as the last of their comrades follow to make one final stand against their foe.

The following special rules apply in Region 6.

- **WARMACHINE/HORDES:** All games must use Fallen Heroes Scenario 3: Blaze of Glory.
- **High Command:** Randomly determine one player to be the Defender before the game begins. The Defender uses only one warcaster or warlock card, and his reinforcement deck consists of only two detachments of twelve army cards that match the warcaster's or warlock's colors. The Defender immediately wins the game if he captures three locations. Otherwise, determine the winner normally.

REGION 7: WAR-TORN IMMOREN

Fighting in this region represents taking part in one of the many battles raging across the Iron Kingdoms that are not tied to a specific area or resource. These intense engagements are simply part of the daily bloodshed that comes with the ceaseless conflict in western Immoren.

There are no special rules for games played in Region 7.

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SEASON 4 HERO UPGRADES

CYGNAR

FIREFLY



TIER 1

COST: 5 XP

<p>Fully Charged – This model gains Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)</p>	<p>Hyperstatic Generator – This model gains Force Barrier. (A model with Force Barrier gains +2 DEF against ranged attack rolls and does not suffer blast damage.)</p>	<p>Electrified Hull – This model gains Plasma Nimbus. (If a model with Plasma Nimbus is hit by a melee attack, immediately after the attack is resolved the attacking model suffers a POW 10 electrical damage roll ⚡ unless the model with Plasma Nimbus was destroyed or removed from play by the attack.)</p>
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TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Experimental Cortex – This model gains Focus Battery. (During the Maintenance Phase, do not remove unspent focus points from a model with Focus Battery. Focus points remaining on this model at the start of your Control Phase count toward its focus allocation limit.)</p>	<p>Recon Model – This model gains Pathfinder ⚡ and Parry. (A model with Parry cannot be targeted by free strikes.)</p>	<p>Storm Cell – This model's Storm Blaster gains +1 POW and Disruption. (A warjack hit by a weapon with Disruption loses its focus and cannot be allocated focus or channel spells for one round.)</p>
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TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Prototype Electrocharger – This model gains +1 SPD and Sprint. (At the end of its activation, if it destroyed one or more enemy models with melee attacks during its activation, a model with Sprint can make a full advance.)</p>	<p>Synchronized Weapon Systems – This model gains Gunfighter ⚡ and Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved it can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.)</p>	<p>Halo of Thunder – This model gains Storm Center. (When a model with Storm Center ends its activation, center a 5" AOE cloud effect on it. Models entering or ending their activations in the AOE suffer a POW 10 electrical damage roll ⚡. This AOE remains in play for one round.)</p>
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SEASON 4 HERO UPGRADES

PROTECTORATE OF
MENOTH
DERVISH



TIER 1 COST: 5 XP		
<p>Affixed Wrack – This model gains +1 ARM and Terror ☹️.</p>	<p>Salvaged Cortex Receiver – This model gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller’s control area, double the area.)</p>	<p>Martial Machine – This model gains Nimble. (A model with Nimble cannot be targeted by combined melee attacks or combined ranged attacks.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Temple Assassin – This model gains +1 MAT and Arcane Assassin. (When making attacks, a model with Arcane Assassin ignores focus points overboosting the target’s Power Field and spell effects adding to its ARM or DEF.)</p>	<p>Mechanical Defiance – This model gains Redundancy. (A model with Redundancy does not suffer the effects of crippled systems.)</p>	<p>Sand Swirl Shroud – This model gains Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2” of their current locations.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Divine Steel – This model’s Swords gain +1 POW, Reach ⚡, and Magical Weapon ⚡.</p>	<p>Allegiant’s Champion – This model gains +2 DEF and Groundwork. (While knocked down, a model with Groundwork is not automatically hit by melee attacks and its DEF is not reduced.)</p>	<p>Hierarch’s Blessing – This model gains Arc Node ⚡ and Divinity Manifest. (While a model with Divinity Manifest is engaged, its controller can channel spells through it as if it were not engaged.)</p>

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SEASON 4 HERO UPGRADES

KHADOR

MARRAUDER



TIER 1 COST: 5 XP		
<p>Raging Boiler – This model gains Follow Up. (When a model with Follow Up slams an enemy model, immediately after the slam is resolved the model with Follow Up can advance directly toward the slammed model up to the distance the slammed model was moved.)</p>	<p>Violent Cortex Glitch – This model gains Blood Thirst. (When it charges a living model, a model with Blood Thirst gains +2" of movement.)</p>	<p>Stabilizing Pistons – This model gains Steady. (A model with Steady cannot be knocked down.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Bunker Buster – This model gains +1 STR and Siege Specialist. (When a model with Siege Specialist contacts a linear obstacle or wall template, remove the linear obstacle or wall template from play.)</p>	<p>Decorated War Machine – This model gains Valor. (Friendly models/units within 4" of a model with Valor cannot flee and immediately rally. Additionally, friendly models/units that begin their activation within 4" of a model with Valor gain Fearless ☒ for one round.)</p>	<p>Piston Spikes – This model gains Finisher. (A model with Finisher gains an additional die on damage rolls against damaged models.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Pride of the 5th Border Legion – This model gains +2 SPD and Pathfinder ☑.</p>	<p>Orgoth Enchantment – This model gains Abomination ☑ and Horrify. (Enemy models roll one less die when making attack rolls against a model with Horrify.)</p>	<p>Arctic Aura – This model gains Immunity: Cold ☑ and Absolute Zero. (Enemy models within 5" of a model with Absolute Zero suffer –2 DEF.)</p>

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SEASON 4 HERO UPGRADES

CRYX

STALKER




TIER 1

COST: 5 XP

Bloated Hull – This model gains +1 ARM and Girded. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)

Skull Barbs – This model gains Parry. (A model with Parry cannot be targeted by free strikes.)

Tunnel Exit – This model gains Advance Deployment .

TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Blunt Blades – This model's Eviscerators gain Knockdown. (A model hit by a weapon with Knockdown is knocked down.)

Ghost in the Machine – This model gains Poltergeist. (When an enemy model misses a model with Poltergeist with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from the model with Poltergeist.)

Antique Model – This model gains Bounding Leap. (Once per activation, after making a full advance but before performing an action, a model with Bounding Leap can spend one focus point to be placed completely within 5" of its current location. Any effects that prevent charging also prevent a model from using Bounding Leap.)

TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Rune of Devastation – This model gains +2 STR and Berserk. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)

Shadow Wings – This model gains Displacement. (At the end of its activation, if it did not run or charge a model with Displacement can be placed anywhere completely within 6" of its current location.)

Rune of Divination – This model gains Future Sight. (A model with Future Sight can boost attack and damage rolls after rolling.)

SEASON 4 HERO UPGRADES

RETRIBUTION OF SCYRAH

ASPTS



TIER 1 COST: 5 XP		
<p>Magnetic Geostabilizer – This model gains Steady. (A model with Steady cannot be knocked down.)</p>	<p>Heavy Duty Servos – This model's Repulsors gain Trash. (A weapon with Trash gains an additional damage die against knocked down targets.)</p>	<p>Camo Field – This model gains Prowl. (A model with Prowl gains Stealth ☹️ while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Magnetic Anomaly – This model's Repulsors gain Sustained Attack. (During this model's activation, when it makes an attack with a weapon with Sustained Attack against the last model hit by the weapon this activation, the attack automatically hits.)</p>	<p>Shyeel Safeguards – This model gains Redundancy. (A model with Redundancy does not suffer the effects of crippled systems.)</p>	<p>Kinetic Defense System – This model gains Kinetic Barrier. (A model with Kinetic Barrier gains +2 DEF against melee attack rolls and cannot be knocked down.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Hyperfast Reflexes – This model gains Protector. (A model with Protector can use Shield Guard any number of times per round.)</p>	<p>Void Repulsor – This model's Repulsors gain +2 POW and Consume. (If an attack from a weapon with Consume hits a small-based non-warlock/warcaster model, the model hit is removed from play.)</p>	<p>Overcharged Force Field – This model gains Supercharged Shielding. (While its Field Generator system is not crippled, a model with Supercharged Shielding gains +4 ARM.)</p>

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SEASON 4 HERO UPGRADES

CONVERGENCE OF CYRISS GALVANIZER



TIER 1
COST: 5 XP

Glowing Coils – This model gains Illumination. (When a model with Illumination ends its activation, center a 5" AOE on that model. While an enemy model is in the AOE, friendly Faction models ignore forests and cloud effects when drawing LOS to it and ignore Stealth when attacking it. This AOE remains in play for one round.)

Hazard Plating – This model gains Pathfinder  and Aegis. (A model with Aegis is immune to continuous effects.)

Spare Parts – This model gains Master Craftsman. (When a model with Master Craftsman makes a Repair skill check, it automatically succeeds. Additionally, remove 1 damage point from this model at the start of each of its activations.)

TIER 2
COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.




Redundant Armor Plates – This model gains Death Defying. (The first time a model with Death Defying is directly hit by an attack each turn, it suffers no damage roll from the attack.)

Extra Legs – This model gains +1 SPD and Swiftiness. (After a model with Swiftiness has completed its action, it can advance up to 3".)

Connection Cables – This model gains Iron Sentinel. (While B2B with a friendly warjack, this model gains +2 DEF and ARM and cannot be knocked down.)

TIER 3
COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

The Eradicator – This model's Metal Saw gains Continuous Effect: Fire , Continuous Effect: Corrosion , and Reach .

Welding Arm – This model gains Haste. (Once per turn, when a model with Haste performs a special action during its activation, immediately after the action is resolved it can make one additional special action.)

Annihilation Protocol – This model gains Flank [another Faction model]. (When a model with Flank [another Faction model] makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.)

MERCENARIES

BUCCANEER



TIER 1 COST: 5 XP

Covered in Brine – This model gains +1 DEF and ARM.

Dangling Chains – This model gains Up and At 'Em. (After resolving continuous effects during your Maintenance Phase, friendly knocked down models within 4" of a model with Up and At 'Em stand up.)

Deep Sea Diver – This model gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)

TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Mr. Wall's Curious Friend – This model gains Monkey Bite. (Living enemy models suffer –2 to melee attack rolls while in melee with a model with Monkey Bite.)

Black Market Upgrades – This model gains Arc Node .


Barbed Net – The base POW of this model's Net becomes POW 10.

TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Pirate's Luck – This model gains Fair Winds. (The first time a model with Fair Winds is disabled by an enemy attack, it heals all damage.)

Kraken Hunter – This model's Gaff gains Armor Piercing. (When calculating damage from a weapon with Armor Piercing, halve the base ARM stats of models hit that have medium or larger bases. This weapon gains +2 to damage rolls against models with small bases.)

Gobber-Improved Targeting System – This model gains +2 RAT, Eyeless Sight , and Jittery. (A model with Jittery cannot gain the aiming bonus when making ranged attacks.)

TROLLBLOODS

TROLL BOUNCER



TIER 1 COST: 5 XP

Dhunian-Blessed Steel – This model gains Immunity: Cold  and Immunity: Fire .

Patient Protector – This model gains +3 THR.

Spiked Boots – This model gains Steady. (A model with Steady cannot be knocked down.)

TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Surprisingly Agile – This model gains +1 SPD and DEF.

Inherited Shield – This model gains Hand of Vengeance. (When one or more friendly Faction warrior models are destroyed or removed from play by enemy attacks while within 5" of a model with Hand of Vengeance, the model with Hand of Vengeance gains +2 on attack and damage rolls for one round.)

Dhunian Relic – This model gains +1 ARM and Sacred Ward. (A model with Sacred Ward cannot be targeted by enemy spells.)

TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Pile o' Whelps – This model gains All You Can Eat. (At the beginning of your Control Phase, before leaching, you can remove any number of fury points from models with All You Can Eat. Each model with All You Can Eat heals 1 damage point for each fury removed from it this way.)

Master's Mark – This model gains Aggressive and Awakened. (A model with Aggressive can run or charge without spending focus or being forced.) (A model with Awakened can use its animus once during its activation without being forced. It cannot also be forced to use its animus that activation.)

Enormous Flail – This model gains +3 MAT and Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.)

SEASON 4 HERO UPGRADES

CIRCLE ORBOROS

SCARSFELL GRIFFON



TIER 1 COST: 5 XP

High Perch – This model gains Camouflage. (A model with Camouflage gains an additional +2 DEF when benefiting from concealment or cover.)

Screaming Eagle – This model gains Shriek. (While within 3" of a model with Shriek, enemy models cannot give or receive orders and cannot cast spells.)

Aerial Scout – This model gains Intelligence. (You gain +1 to the starting roll determining the order of deployment and play when a model with Intelligence is included in your army.)

TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Cursed Heart Talisman – This model gains Berserk. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)

Evolved Form – This model gains +1 FURY.

Morvahna's Blessing – This model gains +1 ARM and Hyper Regeneration. (A model with Hyper Regeneration automatically heals d3 damage points at the start of each of its activations.)

TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Strange Fungal Growth – This model gains +2 THR and Channeler [friendly Faction warlock]. (While a model with Channeler [friendly Faction warlock] is not engaged and is in a friendly Faction warlock's control area, the warlock can channel spells through it.)

Big Bully – This model gains Vendetta [small-based]. (A model with Vendetta [small-based] gains boosted attack and damage rolls against small-based models.)

Massive Talons – This model's Claws gain Reach 2 and Grievous Wounds. (When a model is hit by a weapon with Grievous Wounds, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.)

SEASON 4 HERO UPGRADES

SKORNE

CYCLOPS SHAMAN



TIER 1

COST: 5 XP

<p>Bloodshot – This model’s Evil Eye gains Inflict Pain. (When it hits a warbeast with a weapon with Inflict Pain, this model can place 1 fury point on or remove 1 fury point from the warbeast.)</p>	<p>Far-Sighted – This model’s Evil Eye gains +2 RNG.</p>	<p>Ethereal Escort – This model gains Ghostly. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)</p>
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TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>All-Seeing Eye – This model gains Circular Vision and Clarity. (The front arc of a model with Circular Vision extends to 360°.) (During the activation of a model with Clarity, you can measure the distance between any two models.)</p>	<p>Glowing Eye – This model gains Witch Hunter. (After an enemy model casts a spell within 10” of a model with Witch Hunter, the model with Witch Hunter can immediately make a normal ranged attack targeting that model.)</p>	<p>Sacred Stone – This model gains Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2” of their current locations.)</p>
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TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

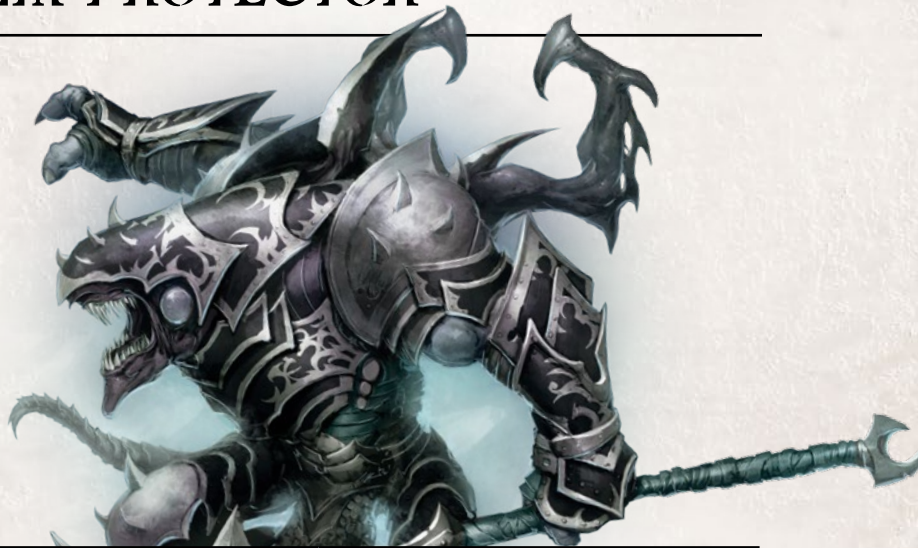
<p>Stolen Knowledge – This model gains +2 THR and Black Arts. (A friendly Faction warlock with a model with Black Arts in its control area can upkeep one spell without spending fury.)</p>	<p>Attuned to the Void – This model’s Evil Eye gains Shadow Bind. (A model hit by a weapon with Shadow Bind suffers -3 DEF and when it advances it cannot move except to change facing. Shadow Bind expires after one round.)</p>	<p>Extoller’s Pet – This model gains Soul Collector. (A model with Soul Collector gains one soul token when a living enemy model is destroyed within 10” of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.)</p>
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LEGION OF EVERBLIGHT

NEPHILIM PROTECTOR



TIER 1

COST: 5 XP

<p>Blight-Quenched Steel – This model gains Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)</p>	<p>Barrier of Blood – This model gains +1 ARM and Girded. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)</p>	<p>Legionnaire Training – This model gains Blade Shield. (A model with Blade Shield gains +2 DEF against ranged attack rolls.)</p>
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TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Banner of Conquest – This model gains Valor. (Friendly models/units within 4" of a model with Valor cannot flee and immediately rally. Additionally, friendly models/units that begin their activation within 4" of a model with Valor gain Fearless ☒ for one round.)</p>	<p>Rhyas' Student – This model gains Riposte. (When a model with Riposte is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.)</p>	<p>Cauldron Guardian – This model gains Blood-Quenched. (A model with Blood-Quenched gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.)</p>
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TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Apex Defender – This model gains Divine Inspiration. (A model with Divine Inspiration gains an additional die on melee attack and damage rolls. Discard the lowest die of each roll.)</p>	<p>Ancient Morrhdic Blade – This model's Halberd gains +2 POW, Magical Weapon ☒, and Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to a model's ARM or DEF.)</p>	<p>Impenetrable Blight – This model gains Cornerstone. (A model with Cornerstone cannot be knocked down, placed, pushed, or made stationary, and friendly models B2B with a model with Cornerstone cannot be knocked down, placed, pushed, or made stationary.)</p>
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SEASON 4 HERO UPGRADES

MINIONS

GUN BOAR



TIER 1 COST: 5 XP		
<p>Mud Bath – This model gains Prowl. (A model with Prowl gains Stealth (☹) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)</p>	<p>Scavenged Propulsion System – This model gains Flight. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.)</p>	<p>Unbreakable Determination – This model gains Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)</p>
TIER 2 COST: 10 XP		
<p><i>Prerequisite:</i> Purchase at least one Tier 1 Upgrade.</p>		
<p>Exposed Metallic Spine – This model gains Aberrant. (A model with Aberrant gains +1 ARM for each fury point currently on it.)</p>	<p>Chrome Legs – This model gains +1 DEF and Dodge. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)</p>	<p>Personal Antipersonnel Mines – This model gains Flak Field. (A model with Flak Field can use this ability once per turn at any time during its activation but cannot interrupt its normal movement to do so. When the model uses Flak Field, models B2B with it suffer an unboostable POW 12 blast damage roll and other models within 2" of it suffer an unboostable POW 6 damage roll.)</p>
TIER 3 COST: 15 XP		
<p><i>Prerequisite:</i> Purchase at least one Tier 2 Upgrade.</p>		
<p>Lord Carver's Most Glorious Message Delivery System – This model's Big Gun gains +3 RNG and POW.</p>	<p>Adrenaline Injection – This model gains Rabid. (A model with Rabid can be forced during its activation to gain +2 SPD, Pathfinder (☹), and boosted attack and damage rolls for one turn.)</p>	<p>Heavy Shrapnel – This model's Big Gun gains Black Eye. (A model hit by a weapon with Black Eye suffers -4 DEF for one round.)</p>

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FALLEN HEROES SCENARIO 1: ADRIFT

Summary: You are not the only force seeking to plunder the floating island of Ironreef. Others have also arrived, well armed and ready for battle! As your soldiers march through the crudely constructed alleys of Ironreef, a terrible storm approaches from the east. Time is of the essence. You must vanquish your foe and escape Ironreef before the fury of the Meredius swallows it whole.

Hobbyists are encouraged to create terrain features that resemble the structures of Ironreef, a floating island built from the wreckage of a hundred ships. The only terrain features that can be used in this scenario are obstructions, obstacles, rough terrain, and shallow water (representing sections of the island that are damaged and sinking).

When placing additional terrain, no terrain feature can be placed within 3" of another terrain feature or within any player's deployment zone.

Both players have a deployment zone of 10" and an advance deployment of 16".

SPECIAL RULES

When a model contacts a table edge, that model falls off of Ironreef and is removed from play.

Starting on the first player's sixth turn, Ironreef begins to sink. The active player randomly determines a table edge to begin sinking. The entire area within 12" of the sinking table edge immediately becomes shallow water. At the start of each of the first player's subsequent turns, double the area from the sinking table edge that becomes shallow water: 24" on turn seven, and 48" on turn eight.

VICTORY CONDITIONS

A player wins if he has the only warcaster(s) or warlock(s) remaining in play. If neither player has won by the end of the second player's eighth turn, Ironreef sinks completely, and the game is a draw.

FALLEN HEROES SCENARIO 2: SOUL DOUBT

Summary: Something feels wrong. Instead of the familiar nervous electricity that enlivens the air before battle, you are sensing something far more sinister. Perhaps you'll have time to investigate the source of your unease later, but for now, it is time for battle.

After both players have determined the point value for this game and created their army lists, each player must choose a single non-warcaster, non-warlock warrior unit worth up to 10 army points to be held in reserve. This unit is not deployed normally but must follow all FA restrictions as if it were part of the player's normal army list.

When placing additional terrain, no terrain feature can be placed within 3" of another terrain feature or within any player's deployment zone.

Both players have a deployment zone of 10" and an advance deployment of 16".

SPECIAL RULES

Using dice or pen and paper, set up an Infernal Collection tracker. When a living model is destroyed and another model does not gain its soul token, increase the Infernal Collection total by 1. When a model gains a soul token, it suffers 1 point of damage as unseen forces claw at it in rage.

Each time the Infernal Collection total reaches a multiple of 5, the Soul Stalkers swarm the battlefield, collecting the recently released souls of the dead as well as trying to secure a few unreleased souls. The active player chooses an enemy non-warcaster, non-warlock warrior model to be marked by the Soul Stalkers. That model is immediately knocked down and suffers 1 point of damage.

The Unseen Hand arcanist has prepared for the potential outcome that not enough souls are collected by the Infernals, and has secretly informed each army that their opponent is bringing significant reinforcements to this battle. At the beginning of each player's second turn, during his Control Phase the active player must deploy the unit he held in reserve by placing all models in the unit in formation within 8" of his table edge.

VICTORY CONDITIONS

A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

If the Infernal Collection does not increase by at least one soul for five consecutive turns, the Infernals swarm the battlefield in rage, and the game is a draw. Ignore this rule if neither player has any living models in their army lists.

FALLEN HEROES SCENARIO 3: BLAZE OF GLORY

Defender Summary: Battered, beaten, and bloody, you're down to your last few remaining soldiers. As the enemy approaches once more, it's clear this is likely to be your final battle. Better to go out with your head held high in defiance, not bowed in retreat. Those foes who survive will remember your deeds this day for years to come.

Attacker Summary: You've caught the remaining enemy forces off guard, and it's time to put an end to their suffering. They are surrounded, outnumbered, and hopeless. Finish this quickly—you've got better things to do.

Before the game begins and before either player creates his army list, randomly determine one player to be the Defender. The other player is the Attacker. The Attacker then creates his army list using the full point value agreed on, and the Defender creates an army using half of that point value.

When placing terrain, no terrain feature can be placed within 3" of another terrain feature or within any player's deployment zone.

Place a 10"-diameter circle in the center of the table. This is the Defender's deployment zone. The Attacker has a deployment zone of 6" from all table edges. All models lose Advance Deployment and Ambush.

The Attacker deploys first and takes the first turn.

SPECIAL RULES

All Defender non-warcaster, non-warlock warrior models gain Fearless ☒ and Heroic Charge. (When a model with Heroic Charge makes a charge attack, the attack automatically hits and gains an additional die on the damage roll.)

VICTORY CONDITIONS

A player wins if he has the only warcaster(s) or warlock(s) remaining in play.

MILESTONE SCORE SHEET

MILESTONE 1: WANDERER	
Play against four different opponents in the first two weeks of the season.	Bonus: 3 XP
MILESTONE 2: SHOW-OFF	
Destroy an enemy Hero with a power attack made by your Hero.	Bonus: 3 XP
MILESTONE 3: LEGEND	
Destroy three or more enemy warcasters or warlocks throughout the season with attacks made by your Hero.	Bonus: 3 XP
MILESTONE 4: DECORATED VETERAN	
Convert your Hero model to represent three or more of the Upgrades you've purchased.	Bonus: 5 XP
MILESTONE 5: MOURNER	
Create a terrain feature that includes a Hero model from a previous season converted to look dead, injured, or destroyed.	Bonus: 5 XP
MILESTONE 6: MANGLED	
Challenge a player to a 25-point game in which each player's army list can contain only battlegroup models and independent warjacks or warbeasts, and win the game.	Bonus: 3 XP

HADRIN'S REST:

AN IRON KINGDOMS RPG ENCOUNTER

Each season of the Path of Devastation league includes an *Iron Kingdoms Full Metal Fantasy Roleplaying Game* encounter designed to let players of the roleplaying game explore the Path of Devastation's effects on western Immoren. *Hadrin's Rest* is the fourth of these scenarios.

Note: The stats for boneswarms and graveswarms are in Iron Kingdoms Unleashed Roleplaying Game: Core Rules. We also suggest the Game Master have a copy of Iron Kingdoms Full Metal Fantasy: Urban Adventure at hand.



FOR THE GAME MASTER

Hadrin's Rest can be used as a stand-alone adventure, but it also draws to an end a longer story presented in the first three Path of Devastation RPG scenarios—*Twisted Steel*, *Dark Water*, and *The Tale of Ol' Mudfoot*.

In this scenario, the characters are caught up in a plot being carried out by the Broken Wheels, a secret society that patterns itself after the Thamarite Scion Roth, patron of bandits, mercenaries, and outcast soldiers. In the 600s BR, Roth carved out a fiefdom along the Dragon's Tongue River, leading an army of cutthroats and river pirates. The Broken Wheels seek to reestablish Roth's former kingdom, with themselves as its lords and governors. The society has worked in secret for centuries, with each new leader believing he will be the one to see this plan fulfilled.

The society has suffered its share of setbacks over the years, though recently it has gained many new adherents. Headquartered in Five Fingers, the Broken Wheels strive to sow discord among pirate crews, mercenary companies, and gangs in order to lure members to their growing band. Once driven from their original groups, these disillusioned men and women become easy targets for recruitment. After being indoctrinated in the beliefs of the society, new members are sent out to expand its numbers.

The current leader of the Broken Wheels, Thayle Hadrin, has scattered his lieutenants throughout the city of Five Fingers,

with a good number on Hospice Island to the south. He himself is hiding in a forgotten burial site on the south shore near the Gnarl. He waits there to test the abilities of two strange undead things he has recently acquired: swarms of skeletons bound into amorphous bodies that he now has the power to control. He plans to use them to slaughter the leaders of Five Fingers and throw the city into a chaos he can exploit, furthering his great work. Thayle is obsessed with Sc. Roth and believes the Scion watches over his work, protecting him and guiding him to recreate Roth's own works.

GETTING THE PLAYERS INVOLVED

To get the players involved in the scenario, try one of the following methods, or hooks. The first hook works best if the players have completed the previous encounters in Path of Devastation. The second is more general and works well for including new players or new groups in the scenario. Game Masters who wish to include *Hadrin's Rest* in an ongoing campaign are encouraged to use the third option.

HOOK ONE: DARK DEEDS IN SILVERPORT

If the players have played through the previous installments in Path of Devastation, they are likely already on their way to Five Fingers. Thayle Hadrin was an associate of the Tordoran necromancer Martinho Cordozo. Having learned of Cordozo's defeat at the hands of the PCs, Hadrin set out to learn more about them, sending agents up the Dragon's Tongue river to learn of their recent exploits. Rather than run the risk of the PCs interfering with his work in Five Fingers, Hadrin decided to lure them under false pretenses and have them quietly disposed of on the city's south shore. Doing so also lets him test the capabilities of two graveswarms Cordozo has bound to Hadrin against dangerous opponents.

HOOK TWO: FRIEND OF A FRIEND

Characters with connections to the world of piracy or the illicit gangs of Five Fingers may receive a summons from a contact in the city requesting aid. The Broken Wheels have driven many other crews and smaller gangs to leave their former leadership behind, and they aren't above press-ganging talented individuals who have skills they require. A close friend of a PC's contact may have gone missing, leaving the contact desperate for aid. Prior to the PCs' arrival in the city, Hadrin's agents warn him of the newcomers' arrival, leading him to construct a hasty plan to deal with them before they cause him more trouble.

HOOK THREE: SPECIAL DELIVERY

Cargo from all over western Immoren finds its way to Five Fingers, through channels both legitimate and otherwise. The

characters can be headed into the city to make a purchase, such as a new laborjack or a piece of mechanika, or they can be hired to escort the delivery of some valuable cargo and ensure the transfer of its asking price. Through hirelings and agents paid to keep watch for such individuals, Hadrin learns of the PCs' particular skills and quickly makes plans to deal with the potential threat before it arises.

RADIZ CAMPS

Hospice Island in Five Fingers hosts a large number of Radiz. If the characters previously played through the *Dark Water* scenario, then these Radiz can act as significant allies—or dangerous enemies—of the PCs, as word of their actions will have spread among the Radiz.

If the characters aided the Lasho caravan in *Dark Water*, they are approached by the Radiz before heading to the south shore. The Radiz offer the characters transport to the south shore free of charge and share the location of a hidden pathway to Hadrin's Rest (see "If I Had a Boat," p. 25). If the characters request it, three Radiz warriors (see below) will join them against Hadrin in the final encounter.

Conversely, if the characters acted against the Lasho's interests, some of the local Radiz are out looking for vengeance. Add three Radiz warriors to the Gang Ambush encounter (see *Dark Water* for stats).

PART ONE: ENTERING THE PORT OF DECEIT

The scenario begins as the characters arrive in Five Fingers. Read or paraphrase the following to set the mood:

The morning is cold and damp as your boat slips from the Dragon's Tongue River into the Broken Finger Channel. A thick haze hangs over the water, turning the islands of Five Fingers into dark, indistinct shapes. Smaller shadows move silently between them—ships carrying cargo and passengers between the many islands. In the distance you hear the piercing whistle of steam engines as great powered cranes haul cargo from pirate holds and lower it to teams of waiting laborjacks.

Give each player a turn to describe their actions on the ship as it moves toward the docks on the eastern edge of Captain's Island. If no one takes any action, the captain of the vessel requests their help in readying mooring lines, lighting red and green lanterns to hang from the sides, and other similar nautical tasks.

Once each character has had a chance to perform an action, read or paraphrase the following:

The captain skillfully navigates his small vessel between the towering tall ships anchored in the deep water of the channel, steering into the northern docks of the Wake Isles. You have arrived in Five Fingers, a city of pirates, thieves, and mercenaries.

Upon docking, the captain says to you, "I have some men to meet here on Hospice Island. I'll keep the boat moored here for a few days before heading back up the river. If you have need of me, I'll be staying at Coalcutter's Inn in the Wake Bridge Bourg. It's been a pleasure traveling with you."

TO LIVE AND DIE IN FIVE FINGERS

There are several activities the PCs might pursue once they are free to roam Hospice Island, including the following:

- Chesake Bourg and the Wake Bridge Bourg both have markets where the characters can purchase new weapons and supplies. These markets are well-stocked with both legal and illicit goods. A PC interested in buying or selling material can make a contested Negotiation roll against an NPC with an INT + Negotiation total of 6 to purchase or sell goods.
- The island is home to a sizeable Radiz community, which characters who played through the *Dark Water* scenario may wish to visit. If the PCs protected the Lasho caravan in *Dark Water*, they are greeted as heroes. Otherwise they may find that the Radiz are a danger in their own right. For more on Radiz in Hadrin's Rest, see the "Radiz Camps" callout.
- In Coveward Bourg, characters can look into working with the Blackguard to put down a group of ten undead (use Risen Thralls stats, *Iron Kingdoms Full Metal Fantasy: Core Rules*, p. 346) that have come up from the Orgoth ruins beneath the city. The bounty is 10 gc per thrall destroyed.
- There are bare-knuckle boxing bouts that would-be-prizefighters can enter for a 25 gc purse. A character must fight three rounds against an unarmed Trollkin Warrior with MAT 5 (see *Core Rules Bestiary: Expanded*, p. 18). The best two out of three takes the prize.

As the PCs move through the city, they are followed by a handful of Hadrin's Broken Wheels (see p. 28 for stats). The Broken Wheels stick to large crowds to avoid notice and intermittently report to Malvey Crumm (see next section) on the PCs doings. The Wheels have explicit instructions to avoid conflict with the characters and will use the Lost in the Crowd ability if a PC notices or confronts them.

No matter what diversions the characters choose to explore, within the first day in Five Fingers an older woman dressed in worn sailor's garb approaches them. If the characters choose to explore Hospice Island, she contacts them before sundown. Characters who played through *Twisted Steel* may wish to

approach one of the Mateu Trading House locations on the island. If they do, Malvey waits for them there.

MESSAGE RECEIVED

Malvey Crumm is a former pirate living on Hospice Island who acts as a liaison for the Broken Wheels. When she encounters the PCs, she delivers Hadrin's message (below) to the most senior-looking member of the group. If no character is obviously in charge, she bluntly asks who is. Once the letter is delivered, Crumm urges the PC to open the message immediately, as her employer told her that it was a matter of some importance.

My friends,

At least I hope I can call you friends. I have come to learn of your recent actions from those who benefited from your talents. I can think of few who could navigate such rough waters and prevail as you have. I realize we do not yet know each other, but I come to you in my hour of need and beseech you to hear my call for aid. There are dark powers at work in this city, and I fear those powers have chosen me for their unspeakable labors. If you would travel to the establishment known as Coalutter's Inn on Legison Street, you will discover my words are true. He hides his work below the kitchens. Once you see for yourself the danger at hand, kindly meet me at the Strop Ferry. Your actions will be rewarded.

Capt. Thayne Hadrin

Crumm has been paid well to speak highly of the cult leader should the PCs question her, but a character who watches her closely or attempts to detect deception notice that she pauses slightly before each compliment and chooses her words carefully. If confronted, she confesses she's been paid by Hadrin but barely knows the man.

Hadrin plans to sacrifice one of the Broken Wheels—the owner and operator of Coalutter's Inn, in fact—in order to garner the PCs' trust. Crumm has instructions to follow the PCs at a distance. If they don't follow the lead, Hadrin has a group of local toughs on retainer to attack them in an attempt to drive them to search for answers.

COMBAT ENCOUNTER: GANG AMBUSH

Combat Encounter

Encounter Points: 31

Antagonists: Human Thugs (7), Human Alchemist (1), Forager Laborjack (1)



The thugs are a small faction of the Treddermore Boys, a minor gang from the larger of the Wake Isles. They do not know Hadrin is their employer and believe they have been hired to attack his associates, for a bounty of 50 gc per head. They attempt to ambush the PCs in an isolated alleyway or side street. The Treddermore Boys fight in an undisciplined and disorganized manner while the Alchemist controls a battered Forager laborjack. If the fight turns against them the Treddermore Boys fall back, shouting that Hadrin hasn't seen the last of them.

Any captives the PCs take can tell them the gang was paid to ambush them. The thugs don't know the identity of the person who hired them, only that he wants to send the PCs a message: working with Hadrin can be hazardous to their health.

STREET WORK: WHO'S HADRIN?

Before or after the Treddermore Boys attack, the characters might be curious about Thayle Hadrin and want to find out more about him. A character can spend an hour visiting the taverns, gambling parlors, and brothels of Hospice Island making inquiries, then make a Streetwise roll against a target number of 13. Characters with Connections (gang) gain a +1 bonus to the roll. If the roll succeeds, the character learns that Hadrin is not particularly notorious in the underworld of Five Fingers, but he is known to lead a small group of loyal toughs. Recently Hadrin was seen arguing with the proprietor of Coalcutter's Inn, Gervin Doyle. A character who rolls 16 or higher discovers that Hadrin was a member of the Four Star Syndicate in the 580s AR, and when he left the mercenary company he persuaded several others to go with him, abandoning their former employer.

A PC with Connections (Thamarite Sept) might know of Hadrin, at least by reputation. Have any characters connected to a sept make an INT roll against a target number of 15. If the roll succeeds, they have heard his name connected to a minor group of Thamarites in Five Fingers. Hadrin is careful not to let his reputation grow, even among other worshippers of the Dark Twin, so the PC does not learn much else beyond that loose connection.

COALCUTTER'S INN

When the characters arrive at Coalcutter's Inn, read or paraphrase the following:

Coalcutter's Inn is a narrow three-story building crammed between a sailmaker and a tannery. A salt-stained sign hanging over the door boasts cheap rates, hearty food, and cots free of tick, flea, or louse.

Operated by Broken Wheels member Gervin Doyle, Coalcutter's Inn is a flophouse on Legison Street on Hospice Island. The secret society uses the flophouse to spy on sailors coming into the city to determine if any are likely candidates to join their ranks. Doyle does not know Hadrin has sold him out in order to test the capabilities of the PCs and lure them to the burial ground on the south shore.

The second and third floors of the building contain cots where sailors can spend the night for a half-galleon. PCs who explore the second floor discover the sea bag of the captain who carried them to Five Fingers along with his worn boots, but the captain is nowhere to be found. Downstairs a cramped dining room and a kitchen that also serves as the owner's room take up the rest of the inn. In the kitchen, hidden beneath sacks of moldering potatoes and onions, a hatch leads down to Doyle's hidden shrine to Scion Roth.

When the PCs arrive at Coalcutter's Inn, Doyle is the only person in the building—barring the captain who ferried them to Five Fingers, who has been drugged and tied up below.

INTERACTING WITH DOYLE

Use Broken Wheel stats to represent Doyle. When the PCs arrive, Doyle tries to conceal his nervousness. He plans to haul the drugged captain to the Strop Ferry and deliver him to Hadrin at around 2:00 a.m. to "feed" the graveswarms. If the characters arrive before then, Doyle is preparing for the journey by loading sacks into a large wagon in the street outside Coalcutter's Inn. In the wee hours of the morning, Doyle retrieves the unconscious captain from his hidden shrine room, conceals his body in a large sack, and carts him off.

If the characters interrogate Doyle, he does his best to deceive them and pretends not to know about Hadrin. He claims gangs in the city are constantly harassing and threatening him for not paying protection money. His eyes keep flicking back to the back room as the questioning continues.

If the PCs mention the captain, act in a hostile manner, try to enter the back room, or otherwise tip their hand that they suspect Doyle is up to no good, the innkeeper breaks away toward the kitchen. He runs to his shrine to retrieve his assassin's blade and his prisoner. Thinking that the PCs have been sent to arrest or assassinate him, Doyle threatens to kill his captive if they try to pursue him.

While holding the captive, Doyle has +2 DEF against melee attacks and counts as engaged for the purpose of resolving ranged attacks. Using his wagon, he attempts to flee to the Strop Ferry to reach Hadrin on the south shore. If the PCs fail to stop him, add an additional Broken Wheel and the manacled captive to the final encounter.

If the PCs defeat Doyle and examine him for clues, a character can make a Detection roll against a target number of 15. If the roll succeeds, the character discovers an unsigned message sealed with the wax symbol of the Broken Wheels hidden inside Doyle's left boot.

Doyle,

The Broken Wheels move forward tonight. Cordozo's gifts are ready. We can control the beasts and loose them on the city. We will destroy the fools in charge of these islands and take control for ourselves tonight. I will await you at the south shore. Bring any others you can collect, and be ready to call our hidden brothers and sisters to action.

STREET WORK: THE BROKEN WHAT, NOW?

Upon learning the name of Hadrin's organization, a PC can ask around Hospice Island and make a Streetwise roll against a target number of 12 or ask one of the pirate captains on the island and make an Interrogation roll against a target number of 13. If the roll succeeds, the character learns the origin of the society's name—a semi-mythic gang of Thamarites said to have inhabited Five Fingers for centuries, whose leader once notoriously dealt with an infiltrator by applying a ship's wheel to the man's head, breaking both in the process—and is given a general overview of its activities.

Over a hundred years ago, powerful gangs in the city broke up the organization, but recent rumors suggest a resurgence in the southern islands. Several of the high captains have standing bounties for capturing or killing known members, ranging from 15 gc apiece for minor members to 150 gc for the leader of the organization.



DOYLE'S SHRINE

The shrine hidden beneath Doyle's basement has several black candles mounted to the cracked wheel of a sailing ship. If one of the PCs has Mudfoot's medallion (see *The Tale of Ol' Mudfoot*), he recognizes the shrine's similarity to the symbol scratched into the medallion's back. A character can make a Lore (Thamarite) roll against a target number of 12 to recognize several items that mark the shrine as being devoted to Scion Roth. There are also 15 gc worth of old coins scattered around the shrine, two doses of Somnolence Elixir, and an unused pair of manacles.

PART TWO: OVER THE WATER AND INTO THE WOODS

The second part of the adventure takes place on the southern shore of Five Fingers, at an old burial ground where Hadrin and his handpicked affiliates await the PCs' arrival. Hadrin has arranged for the Strop Ferry to bring the PCs to him, but it is possible the characters will find their own way to the mad Thamarite.

WELL-INFORMED PCS

If the characters have figured out that Hadrin is behind the trouble they're facing in Five Fingers, they might be prepared to confront the Thamarite pirate, even going so far as to contact one of the high captains to ask about him and the bounty on the secret society's members.

If the characters know the truth about Hadrin and contact the authorities with the information, d3 + 1 friendly Human Watchmen (*Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*, p. 345) are willing to accompany them to the final encounter to investigate their claims.

THE STROP FERRY

If the characters choose to take the Strop Ferry to the south shore, read or paraphrase the following:

A large, strongly built ferry awaits you at the dock with wisps of coal smoke rising from its stacks. The pilot emerges from the wheelhouse, his expression one of muted panic, and says, "There's not much time. Hadrin is waiting at the old burial ground on the south shore, in the forest south of the cemetery. I'm supposed to lead you there. Hurry aboard, before someone sees you!"

The ferry is a large and flat-bottomed, about 48 feet long and 24 feet wide, and sturdy enough to transport heavy laborjacks to the south shore. The journey south takes only a few minutes. Bullin Grouse, the captain, pilots the ferry to the westernmost of the south shore's three slips, where Hadrin has paid him to drop the PCs off. Grouse is not interested in interacting with the characters and claims that distractions from his work could lead to a grounding upon reaching the south shore.

A Broken Wheel waits for the PCs on the docks, ready to lead them directly to where Hadrin waits in an old burial ground south of the cemetery. Characters led directly to Hadrin from the dock walk into an ambush. (See "Hadrin's Rest," below.)

IF I HAD A BOAT

If the characters saved the captain from Coalcutter's Inn or if they hire another ship to transport them to the south shore instead of taking the ferry, they have an opportunity to investigate Hadrin's meeting place prior to the final encounter. Heading to the forest south of the cemetery, a character can make a Tracking roll against a target number of 12 or a Detection roll against a target number of 14 to discover the clearing in which Hadrin plans to ambush them. If the roll succeeds, the PCs are not surprised going into the first round of combat. If the roll fails, the characters spot one of the Broken Wheels heading to Hadrin's Rest along the Gnarroad; they can follow the member to Hadrin but are still surprised upon arrival unless they make the extra effort to sneak in.

Additionally, if the PCs succeeded in locating Hadrin's Rest, the character with the lowest AGL + Sneak total can make a Sneak roll against a target number of 13 to set up an ambush. The PCs approach Hadrin's Rest without being discovered, gaining a surprise round when they attack.

HADRIN'S REST

Hadrin's Rest is a forest clearing in the Gnarl, south of the south shore cemetery along the Gnarroad. Even prior to the cemetery's construction this was where locals buried their dead, marking the graves with simple stone cairns. Hadrin has paid the necromancer Martinho Cordozo to use the bodies here to fashion two deadly graveswarms (*Unleashed* core rules, pp. 364, 461), burrowing undead scavengers similar to the swamp-dwelling boneswarm. The graveswarms are marked with necromantic runes that grant Hadrin power over them.

Hadrin plans to use the graveswarms as weapons of terror and assassination, having them burrow up into the residences of Five Fingers' most influential citizens. Once the leadership of the islands is destroyed, the agents he has planted around the city will capitalize on the chaos, forming their own spheres of influence among the confused and leaderless gangs. Sitting above them all will be Thayle Hadrin himself, heir apparent to the legacy of Scion Roth.

A WARM WELCOME

If the characters arrive on the Strop Ferry and are led to Hadrin, read or paraphrase the following:

The Gnarroad opens onto a darkened clearing dotted with stone cairns. Half a dozen men stand among the stones, dressed in dark leather armor, as a lean man with close-cut silver hair steps forward, a smile splitting his leathery face. He thanks your guide and beckons you closer.

Hadrin introduces himself and thanks the PCs for dealing with Doyle. His goal is to lure them into the center of the clearing, below which the graveswarms are burrowed, and there test the capabilities of the swarms, along with his ability to control them.

A master of deceit, Hadrin weaves elements of truth into a story of conspiracy involving a necromancer who plans to assassinate the leaders of Five Fingers and thrust the city into chaos. PCs who have dealt with Martinho Cordozo recognize elements of the story aligning with the Tordoran necromancer. Hadrin claims he stands against this conspiracy and that their agents are hunting him down.

Have Hadrin make a Deception roll against the PC with the highest INT. If the roll succeeds, his story is convincing (barring PCs with the Truth Reader ability). If the roll fails, the characters spot inconsistencies in Hadrin's tale.

Once Hadrin leads the characters to the center of the clearing or when a character identifies a slip-up in his story, read or paraphrase the following:

Thayle Hadrin stops for a moment, a wry grin on his face. With a chuckle he says, "Well, I can't keep this up forever. I need to test the necromancer's gifts against something worthwhile. Something like you."

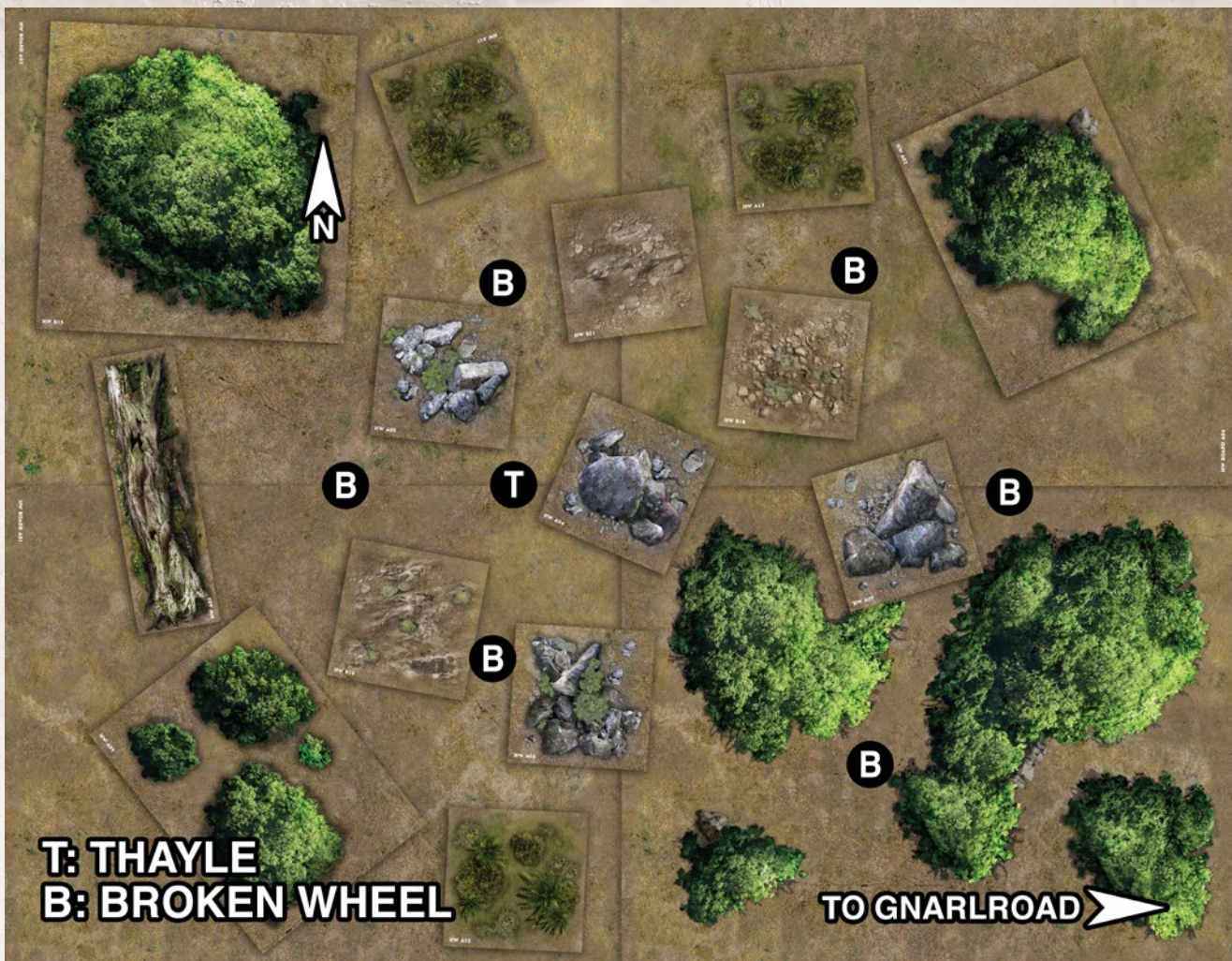
With that, Hadrin drops all pretense and shouts for the Broken Wheels to attack. (See "Combat Encounter: Breaking the Wheel.")

THROUGH THE WOODS

If the PCs did not take the Strop Ferry and instead approach the burial ground by another route, read or paraphrase the following:

Between the trees you can make out a moonlit clearing. Standing there are seven men wearing leather armor. A wiry older man with cropped silver hair snarls, "Where the hell are they? Keep your swords loose, men, they could be here any moment. I need to test the necromancer's work against something, and those bastards fit the bill."

After ten minutes, Hadrin sends one of the Broken Wheels back to the ferry to find out what the delay is. The Broken Wheel returns in fifteen minutes to tell Hadrin the ferry captain claimed the "marks" never showed. After receiving the message, Hadrin becomes suspicious and has the Broken Wheels spread out to search the forest around the clearing. The PCs make contested AGL + Sneak rolls against the Broken Wheels' PER + Detection each round. If the PCs win, the Broken Wheels don't detect them and they can act normally. A PC who fails is spotted and attacked.



COMBAT ENCOUNTER: BREAKING THE WHEEL

Hero-level Combat Encounter

Encounter Points: 56

Antagonists: Thayle Hadrin, Broken Wheels (x6), Bound Graveswarm (x2)

Once the Broken Wheels are aware of the PCs' presence or receive orders from Hadrin, they move out to defend their leader while he summons forth the two graveswarms. The graveswarms do not begin the encounter in play and must be called forth by Hadrin. Raising the graveswarms requires a full action, which Hadrin cannot perform while engaged. Place each graveswarm raised B2B with Hadrin.

When Hadrin successfully summons the graveswarms, read or paraphrase the following. If the characters did not defeat Martinho Cordozo, read only the first paragraph.

With the sound of old bones rattling, founts of soil explode up on either side of Hadrin as two supine columns of skeletons emerge from beneath the earth. Deep Telgesch runes are carved into the bones of both skeletal swarms. With a mad laugh Hadrin points toward you and the skeletons move to obey.

Wild-eyed, Hadrin shouts, "Recognize Cordozo's handiwork? If you see him in Urcaen, tell him our pact is now fulfilled!"

ENEMY TACTICS

Prior to Hadrin calling up the graveswarms, the Broken Wheels try to protect their leader, moving to block the PCs from getting to him. Once the graveswarms emerge, the Broken Wheels fall back, aghast at the horrors Hadrin now commands. Hadrin and the graveswarms attack without hesitation or mercy, trying to separate the characters and defeat them quickly. Graveswarms will destroy the bodies of any fallen Broken Wheels or kill accompanying Radiz or Watchmen to gain corpse tokens.

TERRAIN

Cairns: The cairns are solid cover. A character can make a STR roll against a target number of 13 to knock one of the cairns over. A ranged attack with a POW of 13 or higher that hits one

of the cairns knocks it over. A knocked over cairn becomes rough terrain and provides no cover.

Forest: The trees surrounding the area are forests. A character in a forest can perform a quick action to gain solid cover behind one of the tree trunks.

BRINTON'S RING AND MUDFOOT'S MEDALLION

If the PCs played through the previous Path of Devastation RPG scenarios, they might possess Brinton's ring or the ancient medallion worn by Ol' Mudfoot. These items have the following effects during the final encounter.

Brinton's Ring: A character wearing Brinton's ring gains +2 DEF and ARM against attacks made by the graveswarms.

Mudfoot's Medallion: When the graveswarms appear, a PC wearing Mudfoot's medallion feels a sudden surge of power radiating from it, and the graveswarms seem strangely fixated on that character. A PC wearing Mudfoot's medallion gains the following ability during the encounter:

FEAT: LEGACY OF OL' MUDFOOT

Prerequisite: Mudfoot's Medallion

Once per turn, a character can spend a feat point to perform a contested Willpower roll against one of the south shore graveswarms. If the character succeeds, the graveswarm becomes stationary for one round.

AFTERMATH

Once Hadrin and the graveswarms are defeated, any surviving Broken Wheels immediately surrender. Terrified at the loss of their leader and the destruction of their undead weapons, these characters willingly submit to capture or arrest. They will attempt to defend themselves or flee if attacked, but otherwise are compliant with the PCs' orders.

Shortly after the battle ends, a group of twelve watchmen arrive from the nearby village on the south shore, drawn by the sound of the fight. They demand the PCs explain what is going on. Despite the unlikely-sounding events, the rune-inscribed graveswarms are sufficient evidence to convince the watchmen the characters have performed a service to the city.

REWARDS

Following the scenario, once word of the PCs deeds reaches the high captains, the characters receive a bounty for each Broken Wheels member they defeated or captured, and an additional reward if they identify Malvey Crumm.

FURTHER ADVENTURES

Game Masters interested in continuing the adventure beyond the scope of this scenario have an obvious path forward: dozens

of unknown agents of the Broken Wheels remain in the city of Five Fingers, and someone will certainly seek to take up Thayle Hadrin's mantle as leader and secretly rebuild their strength. The PCs have proven their effectiveness in dealing with the Broken Wheels; their success can be leveraged into a lucrative assignment to apprehend or destroy any remaining members. The characters can be approached by someone in authority in the city, such as a high captain or one of their agents, with an offer of employment.

Some of the surviving Broken Wheels may flee the city to set up new groups in other regions. Over time the power of these offshoots will grow. Once they are aware of the PCs' part in disrupting the Broken Wheels, they are likely take it on themselves to destroy the characters, much as Hadrin once sought to do. Cutting off the secret society's head results in the PCs having to deal with multiple underground organizations striving to eliminate them, each with its own capabilities and resources.

ANTAGONISTS

This scenario uses the unique antagonists described on the following pages.



BROKEN WHEELS

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	5
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	4
ARCANE	ARC	-
PERCEPTION	PER	4



ASSASSIN'S BLADE

MAT	POW	P+S
6	4	10

Abilities: Add +2 to back strike damage rolls with this weapon..



SWORD

MAT	POW	P+S
7	3	9

INITIATIVE **INIT** **15**

DEFENSE **DEF** **14**

(Leather Armor -1)

ARMOR **ARM** **11**

(Leather Armor +5)

WILLPOWER **WILL** **10**

VITALITY: 14

COMMAND RANGE: 6

BASE SIZE: SMALL

ENCOUNTER POINTS: 4

EQUIPMENT

Assassin's blade, leather armor, sword, d6 + 3 gc

ABILITIES:

Backstab - This character gains an additional die on his back strike damage rolls.

Conniver - This character can reroll failed Bribery and Deception-based social skill rolls. Each roll can be rerolled only once as a result of Conniver.

Feat Points - This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can have up to 1 feat point at a time.

Lost in the Crowd - The character can spend a feat point while in a crowd to instantly vanish from sight. The player and the Game Master should determine where the character escapes to. Using this ability effectively removes the character from an encounter. Even if he decides to double back, it should take minutes rather than rounds for the character to return.

SKILLS:

NAME	STAT + RANK	TOTAL
Bribery	SOC 2	*
Deception	SOC 2	*
Detection	PER 2	6
Hand Weapon	PRW 2	7
Sneak	AGL 2	7

These agents provocateur work in the shadows to advance their agenda, favoring deception and trickery over a straightforward fight. Members of the secretive society known as the Broken Wheels are expert assassins and manipulators, all fervently committed to the gang's nefarious cause. Each senior member typically surrounds himself with a gang of loyal killers selected from among the most promising and deadly recruits.



THAYLE HADRIN

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	4
ARCANE	ARC	-
PERCEPTION	PER	5



DUAL HAND CANNON			
RAT	RNG	AOE	POW
6	12	-	12

Both Barrels: Discharging both barrels counts as a single attack, and the weapon suffers -2 on the attack roll. If the attack hits, add +3 to the damage roll.

Reloading each barrel takes one quick action.



REST'S BETRAYER		
MAT	POW	P+S
7	4	10

Abilities: Add +2 to back strike damage rolls with this weapon.

Barbed – A living character damaged by this weapon cannot regain vitality points for 1 round.

INITIATIVE **INIT** **16**

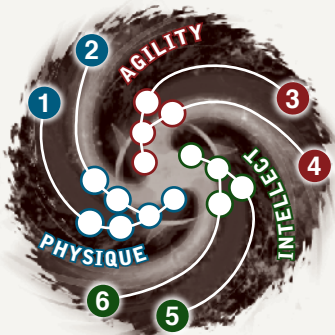
DEFENSE **DEF** **14**

(Tailored Plate -1)

ARMOR **ARM** **13**

(Tailored Plate +7)

WILLPOWER **WILL** **10**



COMMAND RANGE: 6

BASE SIZE: SMALL

ENCOUNTER POINTS: 12

EQUIPMENT

Dual hand cannon, Rest's Betrayer (barbed assassin's blade), tailored plate, Thamarite icon (Sc. Roth), blasting powder and bullets for 20 shots, 75 gc

ABILITIES:

Backstab – This character gains an additional die on his back strike damage rolls.

Commander – Other friendly characters in this character's command range gain +1 to attack and damage rolls.

Conniver – This character can reroll failed Bribery and Deception-based social skill rolls. Each roll can be rerolled only once as a result of Conniver.

Dead Reckoning – This character can spend a feat point and perform a quick action to have a friendly undead character in his command range make a ranged or melee attack. A character can be affected by Dead Reckoning only once per round.

Feat Points – This character starts each encounter with 3 feat points. He is allocated 1 feat point at the start of each of his turns. He can have up to 3 feat points at a time.

Gang – When making a melee attack that targets an enemy in melee range of another friendly character, this character gains +1 to melee attack and melee damage rolls.

Prowl – The character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Steady – This character cannot be knocked down. The character loses this ability while he is mounted.

SKILLS:

NAME	STAT	+ RANK	TOTAL
Command	SOC	2	*
Deception	SOC	2	*
Detection	PER	2	7
Hand Weapon	PRW	2	7
Lore (Thamarite)	INT	2	6
Pistol	POI	2	6
Sneak	AGL	2	6
Streetwise	PER	2	7

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