



FULL METAL FRIDAYS

We at Privateer Press are very excited that Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods releases later this year. To celebrate, we're counting down to launch day with free new RPG content every Friday! From now until launch, you'll be able to download new careers, equipment, monsters, and more on Full Metal Fridays. Each month will showcase a different theme and will culminate in an event Game Masters can drop right into games. This month, Full Metal Fridays will examine the role of dueling in the Iron Kingdoms.

Check back every Friday for new Iron Kingdoms RPG content!

INSTALLMENT 5, WEEK 4: THE NOBLE'S TOURNAMENT

BY WILLIAM "OZ" SCHOONOVER

Hero-Level Combat Encounter

Adversaries: Denys Manet, Mirek Orlov, Human Duelists (as necessary)

Description: This series of encounters take place in and around a sporting dueling tournament sponsored by an exiled Llaelese noble.

The noble is sponsoring the tournament as a recruitment tool, as he lost all his most capable retainers in the fall of Llael. He is most eager to fill a bodyguard position since he has recently learned that there may be a contract out on his life. The event has drawn many duelists, one of whom is an assassin.

SCENE 1: BEFORE THE TOURNAMENT

The characters have become aware of a dueling tournament taking place in King's Vine. The tournament is being sponsored by a prominent exiled Llaelese earl named Armand Feraud. The contests will use non-lethal weapons provided by the host, and the winner will claim a significant purse as a reward. Registration for the tournament is being held in a nearby tavern and is open to all comers.

GATHERING INFORMATION

When the characters arrive in town they can seek out additional information about the event. The local taverns offer many easily overheard conversations. Feraud's family has maintained an estate near King's Vine for at least one hundred years. He arrived in the city days before the invasion of Llael. This could mean that he has very high connections who warned him to flee or that he is simply very lucky. Feraud previously employed a few well-known retainers who did not arrive with him and have not been seen since the invasion. Rumors abound regarding what happened to those individuals, with the consensus being that they must be dead. Many of the townsfolk speculate Feraud is holding the tournament to recruit staff and will offer the winner, and possibly other skilled duelists, a position.

A character with the Streetwise skill can gather additional information. Without making a roll, any character trained in Streetwise hears rumors in the tavern that someone has put out a contract on Feraud's life. On a roll of 12 the character learns that there is at least one assassin attempting to kill Feraud. On a roll of 14 the character learns that the assassin has entered the dueling tournament.

THE RECEPTION

Registration for the tournament takes place over four hours at a large tavern called the Drunken Jack. The wait to register is never more than fifteen minutes.

In the evening, after registration has been closed for an hour, there is a reception at Feraud's estate a short distance outside of King's Vine to honor the tournament participants. Numerous nobles and other prominent members of the community are also in attendance. The event offers the duelists a chance to gauge their potential opponents and allows the spectators a first look at the combatants. Many of the wealthy spectators begin betting on the upcoming competitions; a large amount of money will exchange hands over the course of the tournament. If the player characters did not discover all the information about the assassin earlier, they overhear several of the partygoers gossiping about it during the reception.

As the attendees mingle, two names are brought up more than any others: Denys Manet and Mirek Orlov. These men are the obvious favorites to win the tournament, and one of the two is most likely the assassin sent after Feraud. The player characters can mingle during the reception to gather more information about the two duelists. The reception attendees have six pieces of information about Manet and Orlov, but not all of them are true.

Each detail comes from a different individual at the reception, and the attendees' response to the effort of gathering the information varies depending on the approach a player character uses. The Game Master should feel free to add further bonuses or penalties to the roll as appropriate (deciding, for instance, that the Riverboat Captain is much more receptive to a character who introduces himself by offering him a drink). The target number for learning a detail is 16. Rolls can be made using Bribery, Etiquette, Interrogation, Negotiation, or Seduction. For the purposes of these checks, these skills suggest slightly different and broader use of these social skills than their description in the *Core Rules*. For example, Seduction can represent flattery and a general attempt to charm, Negotiation can represent a discussion with an implied exchange of future favors, and Intimidation can represent simply being a bit more forceful and firm in one's requests.

Each detail can be verified from other sources. Once a detail is learned it can be included in a conversation with another source to attempt to verify it. A character confirms or denies information without requiring a roll.

The following describes the significant attendees at the reception, the modifiers to skill rolls when interacting with them, which detail they know, and which facts they can verify.

THE SHIPPING MAGNATE

The shipping magnate is in his late 50s. He is a self-made man and responds well to flattery.

Modifiers: +2 to rolls using Seduction, -2 to rolls using Intimidation

Detail: He and Orlov's father were both riverboat captains on the Black River twenty years ago. They knew each other well, and Orlov's father was always honorable.

Confirmation: The shipping magnate knows that Orlov is not a Khadoran, disproving the egotistical duelist. Orlov's family has Umbrean roots, but he was born in Llael.

THE BARON

The baron is a local Cygnaran noble in his late 60s. He does not like to be badgered.

Modifiers: +2 to rolls using Etiquette, -2 to rolls using Negotiation, No roll for Cygnaran characters with the Aristocrat career

Detail: Orlov's family lost everything in the invasion of Llael. He's been seen in the company of river pirates and other shady characters.

Confirmation: The baron confirms that Orlov's father was a riverboat captain who started a small shipping company based in Merywyn prior to the Khadoran invasion.

THE HAPLESS DUELIST

The hapless duelist is wearing fine clothes that show a bit of wear and tear. He is afraid that others don't think he belongs here.

Modifiers: +2 to rolls using Bribery, -2 to rolls using Intimidation

Detail: Manet looks a lot like a man who lost a duel against a Mercir noble's second four years ago. That man went by the name Collins and suffered a wound to the chest that ended the duel.

Confirmation: The hapless duelist was on the same boat with Manet and fought alongside him against the bog trogs, confirming the river boat captain's statement.

THE COURTESAN

The courtesan is a woman in her mid 20s. She quickly grows bored with flattery.

Modifiers: +2 to rolls using Interrogation, -2 to rolls using Seduction, No roll for characters with the Highwayman career

Detail: Manet is a master duelist who served the Llaeese crown.

Confirmation: The courtesan confirms Manet has a scar on his chest from a sword cut.

THE RIVERBOAT CAPTAIN

The captain is a gruff, finely dressed man. His clothing is a few seasons past fashionable, but he takes offense to any suggestions that he has come on hard times and is anything but prosperous.

Modifiers: +2 to rolls using Etiquette, -2 to rolls using Intimidation or Negotiation

Detail: Manet arrived in the city on the captain's boat. He helped fend off a bog trog raid as they passed through the Marchfells.

Confirmation: The riverboat captain has seen Orlov fight in disreputable fight clubs in other ports, confirming the baron's statement.

THE EGOTISTICAL DUELIST

The egotistical duelist is full of himself. He will posture loudly but quickly backs down from a real confrontation.

Modifiers: +2 to rolls using Intimidation, -2 to rolls using Seduction

Detail: Orlov is secretly a Khadoran. He speaks in a fake Llaeese accent.

Confirmation: The egotistical duelist served the Llaeese crown and has never met Manet.

SCENE 2: THE TOURNAMENT

The tournament begins on the morning following the reception. It uses a single-elimination format, and all the contests are fought in a single day.

Every player character taking part in the tournament faces off with a human duelist (see below) during the first round of the tournament. Manet and Orlov also fight human duelists and win. If there are multiple player characters that pass the first round they face each other during the second round. If only one player character wins his first match he faces another human duelist in the second round. Manet and Orlov fight each other during the second round, and Orlov is the victor. If a player character wins in the second round he faces Orlov in the final round.

A NOTE ON TIME

The description of the length of the tournament given assumes a limited field with only one or two player characters participating. If an entire party enters the tournament it will go longer than three rounds. For a larger tournament the bouts are spread over two days. In the case of a longer tournament, Manet and Orlov duel on the second day.

Player characters not participating in the competition are spectators. They can make side bets and take notes on the fighting techniques of potential opponents for their friends. A character who watches a bout can make an INT roll against a target number of 12 to gain insight about the way a character fights. If the roll succeeds he can pass this information on to give a character facing the observed duelist a free reroll during a bout.

BOUTS

Each round of the tournament is a bout. Each bout is fought until a participant has scored three touches. In order to score a touch a character must hit his opponent with a melee attack. All participants are armed with tournament foils.

The two combatants face off six feet apart and roll initiative. They fight until a touch is scored. After each touch there is a reset. The reset consists of both participants returning to their starting positions and rolling again for initiative.

When a participant has scored three touches, the bout is over and the winner is declared. Feraud has hired several line judges to ensure the bouts are fought honorably and without cheating. If a character is observed cheating, such as using magic or being under the influence of alchemical enhancement, he is immediately evicted from the tournament.

SCENE 3: THE ATTACK

After the tournament has ended Earl Feraud invites a few participants, including Orlov and the player characters, to stay the night in his mansion. If the player characters performed well it is recognition for their abilities. Conversely, if they were unable to secure victory in their bouts, the earl has seen their potential and wants to foster it. The ceremony to award the winner will be held the next morning, and Feraud wants to speak with his guests about a private matter over breakfast.

As the other spectators and duelist leave the mansion everyone who is staying overnight is shown to richly appointed rooms. If the player characters check, Orlov is not in his room.

Shortly after midnight there is a loud disturbance at the front gate. One of the losing duelists is drunk and demanding to see the earl, noisily complaining that his opponent was a cheater and demanding the opportunity to redeem himself. The estate's staff attempts to calm the man down and send him away without resorting to violence. The altercation is loud enough to wake people sleeping in the house, and most of the house staff is watching from a safe distance.

The drunk at the gate is a distraction. Manet (the assassin hired to kill Feraud) and some of his henchmen scale the back wall of the estate and make their way to the earl's quarters. A member of the house staff on his way to check the earl's fireplace sees the assassins and manages to cry out before he is killed. The warning is enough for the earl to lock himself in a small private sitting chamber attached to his room before the assassins reach him and alerts the player characters to the danger.

Orlov, who has trouble sleeping, is walking the grounds to clear his mind. He hears the drunk at the gate and attempts to help.

Manet and six human duelists are in the earl's room. They have taken a ceremonial axe from a display in the hallway and are attempting to chop through the door of his hiding place. The axe has a POW of 3. The door has ARM 16 and can take 10 damage before collapsing. The earl is defense 10, and will die if he is hit with any attack.

If the player characters enter the room, Manet instructs his men to hold them off while the man with the axe keeps trying to reach—and kill—the earl. Manet targets whichever character performed the best during the tournament. Manet is a skilled swordsman and can use Hidden Guard, Lashing Strike, and Turning Riposte. He will fight to keep the characters from stopping his man from breaking through to the earl, even if it means breaking away from his initial target.

I THINK WE'VE GOT THE WRONG GUY

If the player characters mistakenly identify Orlov as the potential assassin, he profusely denies any accusation. Having lived a hard life in the aftermath of the Khadoran invasion of Llael, Orlov is not a trusting man and responds violently to any attack or attempt to restrain him. He will not seek to kill the player characters in a confrontation, however, simply to prevent them from harming or imprisoning him.

WRAP-UP

There are two possible outcomes to the combat during the night.

THE EARL IS RESCUED

If the players rescue the earl they have breakfast with him and Orlov the following morning. Feraud explains that he has job offers for everyone. He is involved in many things, and he needs individuals with a certain skill set to assist him. The first task he will give his new employees is tracking down the party responsible for the attempt on his life.

Regardless of the outcome of the breakfast discussion, the award ceremony takes place in mid-morning. The winner of the tournament is given 100 gold crowns.

THE EARL DIES

If the earl is killed, the assassins plant evidence pointing the blame at Orlov and the player characters, who must then evade the authorities and track down who is really responsible in order to clear their names.

ADVERSARIES

DENYS MANET

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	14	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		14		5	6



RAPIER	
POW	P+S
2	8



GARROTE	
POW	P+S
—	—

(See previous Full Metal Friday: "The Red Kings.")



PISTOL		
RNG	AOE	POW
8	—	10

ABILITIES

SKILLS (STAT ALREADY INCLUDED)

Climbing 6, Etiquette 5, Gambling 5, Intimidation 5, Jumping 8, Seduction 5, Streetwise 5

Ambidexterous – This character does not suffer the normal attack roll penalty while using the Two-Weapon Fighting ability.

Feat Points – Manet starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Manet can have only 1 feat point at a time.

Parry – While armed with a hand weapon, the character cannot be targeted by free strikes.

Quick Work – When this character kills one or more enemies with a melee attack during his combat action, immediately after that attack is resolved this character can make one ranged attack.

To make a ranged attack, the character's ranged weapon must be loaded.

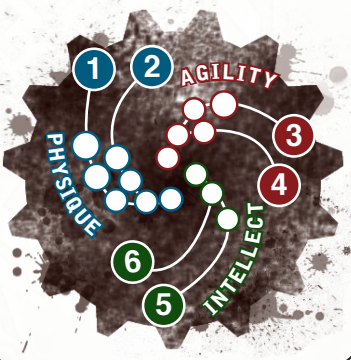
Riposte – Once per round when this character is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy.

To make a ranged attack, the character's ranged weapon must be loaded.

Two-Weapon Fighting – While fighting with a one-handed weapon or pistol in each hand, the character gains an additional attack for the second weapon. He suffers -2 on attacks rolls with the second weapon while doing so.

BASE SIZE	SMALL
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ENCOUNTER POINTS	10
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MIREK ORLOV

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	15	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		14		5	6



RAPIER	
POW	P+S
2	8

ABILITIES

SKILLS (STAT ALREADY INCLUDED)

Climbing 7, Etiquette 5, Gambling 5, Intimidation 5, Jumping 8, Seduction 5, Streetwise 5

Feat Points – Orlov starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Orlov can have only 1 feat point at a time.

Parry – While armed with a hand weapon, the character cannot be targeted by free strikes.

Precision Strike – When the character hits with a melee attack, he chooses the branch of the target's life spiral or the column of the target's damage grid that is hit, if applicable.

Riposte – Once per round when this character is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy. To make a ranged attack, the character's ranged weapon must be loaded.

BASE SIZE	SMALL
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ENCOUNTER POINTS	10
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HUMAN DUELIST

SPD	STR	MAT	RAT	DEF	ARM
6	5	6	5	14	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		14		5	6



SWORD

POW	P+S
3	8

ABILITIES

SKILLS (STAT ALREADY INCLUDED)

Climbing 6, Etiquette 5, Gambling 5, Intimidation 5, Jumping 8, Seduction 5, Streetwise 5

Parry – While armed with a hand weapon, the character cannot be targeted by free strikes.

Riposte – Once per round when this character is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy. To make a ranged attack, the character's ranged weapon must be loaded.

Variable MAT – When this character is introduced, roll a die. On a 1–2 his MAT is reduced by –1. On a 5–6 his MAT is increased by +1.

VITALITY	7
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BASE SIZE	SMALL
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ENCOUNTER POINTS	4
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