

PATH OF DEVASTATION



SEASON 3 SHATTERED LIVES



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, you travel to lands utterly decimated by war and lacking infrastructure to protect their peoples. Denizens of these regions desperately seek safe haven from fiendish predators. Now is your chance to save—or exploit—those made defenseless by years of violent conflict. Gather your troops, call forth your greatest heroes, and prepare to leap headlong into the fray!

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: Ambassador

Play against a player you have not played against for at least one month.

Bonus: 3 XP

Milestone 2: Demolitionist

Destroy an enemy objective with an attack made by your Hero.

Bonus: 3 XP

Milestone 3: Skirmisher

Destroy three or more enemy warrior models in a single game with attacks made by your Hero. Additionally, your Hero cannot be destroyed or removed from play this game.

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: Vandal

Create a terrain feature (obstruction or rough terrain) to represent ruins.

Bonus: 5 XP

Milestone 6: Despair

Challenge a player to a game in which you play a 50-point army and your opponent plays a 60-point army, and win the game.

Bonus: 3 XP

HERO MODELS

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

- Hero models gain Officer (🛡️) and Grizzled. (A model with Grizzled has 5 damage boxes.)
- A unit led by a Hero retains its normal FA; it does not become FA C. If your army includes duplicate units, you must clearly indicate to your opponent which unit is being led by your Hero.

The following are the Hero models for this season:

- **Cygnar** – Rangers Leader
- **Protectorate** – Daughters of the Flame Leader
- **Khador** – Greylord Ternion Leader
- **Cryx** – Bloodgorgers Leader
- **Retribution** – Stormfall Archers Leader
- **Convergence** – Clockwork Angels Leader
- **Mercenaries** – Steelhead Riflemen Leader*
- **Trollbloods** – Trollkin Scouts Leader
- **Circle** – Tharn Bloodweavers Leader
- **Skorne** – Praetorian Karax Leader
- **Legion** – Blighted Nyss Grotesques Leader
- **Minions** – Farrow Brigands Leader**

*This Hero and its unit can work for any Mercenary contract.

**This Hero and its unit can work for any Minion pact.

HERO UPGRADES

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

DAMAGE SURVEY REGIONS

REGION 1: THE HUSK

A nameless village and its few inhabitants have suffered a horrible fate. The villager’s homes have been reduced to little more than brittle wood and ash. The desiccated corpses of the rural folk rot openly in the grass—even the scavengers won’t pick at them. Whatever horror was unleashed here, it left the area utterly ruined and in a perpetual state of decay. Those with a strong enough stomach to pick through the ruins in search of answers will find lingering traces of dark magic still corrupting the land and any who pass through it.

The following special rules apply in Region 1.

- **WARMACHINE/HORDES:** Games must use Shattered Lives Scenario 1: The Husk.

- **High Command:** During the round the first Mid-war Winds of War card is revealed, at the end of each player’s turn, that player must move one friendly warrior card from a location to his hand. If no friendly warrior cards are in play, he must discard three cards instead.

REGION 2: FLOODED CEMETERY

Near the northern edge of the Thornwood lies an old cemetery that hasn’t seen care in years. Blackclads of the Circle Orboros recently engaged in a dire battle with an unknown enemy here. During the desperate clash, one of the blackclads invoked a powerful spell that assaulted the area with gale force winds and torrential rain. Though the blackclad’s skirmish is over, the damage wrought by the battle is still apparent. The cemetery remains flooded, with only scattered areas not completely submerged. It is clear the graves themselves have been severely damaged by the storm. Open caskets float lazily through the cemetery, some with their contents missing. The cemetery’s devastation has attracted an odd mix of travelers, both those with an interest in grave robbing and others who seek to repair the damage done.

The following special rules apply in Region 2.

WARMACHINE/HORDES: The only terrain features that can be used in this region are shallow water features and obstructions.

High Command: The rush cost of all warjack, warbeast, and warrior cards is equal to twice their purchase cost instead of the printed value.

REGION 3: PRISON BREAK

There are fates worse than death in western Immoren. Spending a lifetime in a dilapidated prison hidden somewhere in the desolate tundra of northern Khador is a good example. These high-security prisons are known to harbor extremely violent criminals sentenced not to die but to suffer in the wastes for the rest of their miserable lives. Recently, a Legion scouting force passed too close to one of these icy hellholes, alarming the guards. A few blasts of blighted fire and a volley of arrows later, the guards were dead and the prison’s defenses were severely weakened. Unfortunately, the now “free” prisoners had nowhere to go except out into the frozen landscape beyond the prison—a move that would inevitably lead to their deaths.

In the weeks since the attack, the prison has been transformed. It is now run by the ruthless criminals it once imprisoned. Those who survived the initial riots and power struggles are expecting a scheduled supply caravan soon, offering an opportunity for escape. Unfortunately for them, many war criminals holding vital information and military secrets are among their number. The next caravan that arrives won’t be filled with supplies; it will be filled with soldiers.

The following special rules apply in Region 3.

- **WARMACHINE/HORDES:** All games must use Shattered Lives Scenario 2: Prison Break.
- **High Command:** When a warrior card would move to a player's occupying forces pile, he can move it to his hand instead.

REGION 4: LOST CAMP

Over the last several years, this area had become a safe haven for Llaeese refugees who wished to remain out of sight. A series of hidden camps and caves allowed these refugees to live a quiet life in secrecy, away from those who would wish them harm. Recently, the refugees were discovered by Menite agents and forced to flee suddenly, leaving behind all the goods (and secrets) they had kept there. The Llaeese were clearly in hiding for a reason, and the abandoned camp has become an area of interest for many parties in the Iron Kingdoms.

The following special rules apply in Region 4.

WARMACHINE/HORDES: Hero models in this region gain Secrecy. (A model with Secrecy begins the game with three knowledge tokens. When this model is directly hit by an enemy ranged or magic attack, you can spend one knowledge token to have one friendly, non-incorporeal model within 5" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.)

High Command: All players must play with their hands revealed.

REGION 5: MADMAN'S SANCTUM

While today's brilliant minds of western Immoren have a much deeper understanding of the arcane than their ancestors ever did, there are still many magical anomalies and mysteries that perplex even the most educated arcanists. Some are so deeply compelled to solve these impenetrable puzzles that they go mad in the process. These tragic figures leave behind laboratories, hidden dens, and arcane sanctuaries where they conducted insane experiments in their attempts to understand the unknown. Men and women attuned to the arcane are often attracted to such places, often finding repositories of arcane power left behind by a forgotten madman.

The following special rules apply in Region 5.

- **WARMACHINE/HORDES:** Warcasters gain +1 FOCUS and warlocks gain +1 FURY.
- **High Command:** When a player rushes a warcaster or warlock card, he can draw one card.

REGION 6: SHOOTING GALLERY

Not all battles are fought with the utmost honor. When one is faced with a superior foe, improvised and possibly ignoble tactics can be required to secure victory or mere survival. This region represents a perfect example of such desperate measures. An ammunition depot is under assault, and the raiders vastly outnumber the defenders. Openly and honorably engaging the enemy on the field of battle would be suicide for the defenders, so they have resorted to an effective if not exactly sporting strategy: firing very large guns from big armored towers.

The following special rules apply in Region 6.

- **WARMACHINE/HORDES:** All games must use Shattered Lives Scenario 3: Shooting Gallery.
- **High Command:** Randomly determine one player to be the Defender before the game begins. The total VP value of all cards in that player's deck cannot exceed 24. The Defender immediately wins the game if he captures his second location. 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.

SEASON 3 HERO UPGRADES

CYGNAR

RANGERS LEADER



TIER 1
COST: 5 XP

<p>Steel Commander – This model gains +1 ARM and 'Jack Marshal' (♣).</p>	<p>Explosive Rounds – This model's Military Rifle gains AOE 3.</p>	<p>Ghillie Suit – This model gains Hidden. (When a model with Hidden forfeits its movement to gain the aiming bonus, it gains concealment for one round.)</p>
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TIER 2
COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Survivalist – While this model is in play, models in its unit gain Tough (♣).</p>	<p>Arcantrik Scope – This model gains True Sight. (A model with True Sight ignores concealment, Camouflage, and Stealth.)</p>	<p>Vital Document – This model gains Sacrificial Pawn [Ranger]. (When a model with Sacrificial Pawn [Ranger] is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Ranger model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.)</p>
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TIER 3
COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Agent of the Unseen Hand – This model gains Dark Whispers. (During your Maintenance Phase, if one or more enemy models are in the command range of a friendly model with Dark Whispers, one friendly warrior model in the friendly model's unit can advance up to 3" and make one normal ranged attack. It cannot be targeted by free strikes during this movement.)</p>	<p>Black Market Ammo – This model's Military Rifle gains Knockdown. (When a model is hit by an attack from a weapon with Knockdown, it is knocked down.)</p>	<p>The King's Agent – While this model is in play, models in its unit gain Press On. (A model with Press On cannot be knocked down or made stationary and does not suffer blast damage.)</p>
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SEASON 3 HERO UPGRADES

PROTECTORATE OF
MENOOTH
DAUGHTERS OF THE FLAME LEADER



TIER 1 COST: 5 XP		
Urban Camouflage – This model gains Predator. (A model with Predator gains Stealth (☹) while within 2" of an obstruction, obstacle, flag, or objective.)	Lexicon of Glorious Deeds – This model gains +3 CMD.	Distracting Cape – This model gains Duelist. (A model with Duelist gains +2 DEF against melee attack rolls.)
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
Widow's Token – While this model is in play, models in its unit gain Defiance. (A model with Defiance contests all enemy zones and flags within its command range.)	Assassin's Cutlass – This model's Swords gain Reach (☹).	Family Menofix – While this model is in play, models in its unit gain Fearless (☹). Additionally, this model gains Tough (☹) and Steady. (A model with Steady cannot be knocked down.)
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
Litany of Rage – While this model is in play, models in its unit gain Finisher. (A model with Finisher gains an additional die on damage rolls against damaged models.)	Brand of Revenge – This model gains Burning Hatred. (When a model with Burning Hatred is boxed by an enemy attack, all enemy models within 5" of it suffer the Fire continuous effect (☹).	Ring of Urcaen – This model gains Blood Shadow. (Once per game during its unit's activation, this model can use Blood Shadow. At the end of its activation, models in its unit gain Incorporeal (☹) for one round.)

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SEASON 3 HERO UPGRADES

KHADOR

GREYLOD TERNION LEADER



TIER 1 COST: 5 XP		
<p>Icy Barrier – This model gains +2 ARM.</p>	<p>Creeping Cold – This model and models in its unit gain Advance Deployment (A).</p>	<p>Heavy Leather Coat – This model gains Girded. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Wind-carved Cane – This model gains Wind Spike. (When a model with Wind Spike hits another model with Frostbite, after the attack is resolved you can push that model 1" in any direction.)</p>	<p>Frozen Orb – This model gains Icy Reflection. (While within 10" of a stationary model, a model with Icy Reflection cannot be targeted by ranged or magic attacks.)</p>	<p>Frostfever, Rune Axe of Arctic Death – This model's Rune Axe gains Reach (R), Weaponmaster (W), +2 POW, and Freeze. (A model hit by a weapon with Freeze becomes stationary for one round unless it has Immunity: Cold (I).)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Cryomaster's Seal – This model gains Winter's Chill. (When a model with Winter's Chill hits another model with Ice Cage, that model suffers -2 SPD for one round.)</p>	<p>Crown of Brittle Ice – This model gains Haste. (A model with Haste can make two special actions during its activation.)</p>	<p>Aura of Mist – While this model is in play, models in its unit gain Prowl. (Models with Prowl gain Stealth (S) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)</p>

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SEASON 3 HERO UPGRADES

CRYX

BLOODGORGERS LEADER



TIER 1
COST: 5 XP

<p>Raid Leader – While this model is in play, models in its unit gain Relentless Charge. (A model with Relentless Charge gains Pathfinder 🏹 during activations it charges.)</p>	<p>Skull Plate – This model gains +1 ARM and Hardy. (When a model with Hardy makes a Tough roll of 4, 5, or 6, it heals 1 damage point and is knocked down.)</p>	<p>Sharde Cowl – This model gains +1 DEF, Immunity: Corrosion 🌀, and Immunity: Fire 🌀.</p>
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TIER 2
COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Elder Warrior – This model gains +2 CMD and Resilient. (A model with Resilient ignores the effects of all injuries.)</p>	<p>Scavenged Armor – While this model is in play, models in its unit gain Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)</p>	<p>General's Helm – While this model is in play, models in its unit gain +1 MAT.</p>
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TIER 3
COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Chalice of Blighted Blood – While this model is in play, models in its unit gain 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.)</p>	<p>Wraith Cloak – This model gains Unstoppable. (When a model with Unstoppable is hit by a non-magical enemy attack, it suffers no damage roll from the attack.)</p>	<p>Gore-Soaked Camo – This model and models in its unit gain Horrific. (When a model with Horrific destroys one or more enemy models with a melee attack during its combat action, it gains Stealth 🌀 for one round.)</p>
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SEASON 3 HERO UPGRADES

RETRIBUTION OF SCYRAH

STORMFALL ARCHERS LEADER



TIER 1 COST: 5 XP		
<p>Long-range Arrows – This model’s Great Bow gains +2 RNG.</p>	<p>Explosive-tipped Arrows – The base AOE of this model’s Great Bow becomes 5.</p>	<p>Flare-tipped Arrows – This model’s Great Bow gains Flare. (Models hit by a weapon with Flare suffer –2 DEF for one round.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Guerrilla Team – While this model is in play, models in its unit gain Gunfighter and Parry. (A model with Parry cannot be targeted by free strikes.)</p>	<p>Hawkeye Helm – While this model is in play, models in its unit gain Arcane Precision. (If a model with Arcane Precision forfeits its movement during its activation to gain the aiming bonus, it ignores Stealth that activation.)</p>	<p>Beloved Hero – This model gains Sacrificial Pawn [Stormfall Archer]. (When a model with Sacrificial Pawn [Stormfall Archer] is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Stormfall Archer model within 3” of this model directly hit instead. That model is automatically hit and suffers all damage and effects.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Archer Assassin – This model gains +1 RAT and Snap Fire. (When a model with Snap Fire destroys one or more enemy models with a ranged attack during its combat action, immediately after attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon’s ROF and cannot generate additional attacks from Snap Fire.)</p>	<p>Deadman’s Rig – This model gains +1 RAT and Parting Shot. (When a model with Parting Shot is boxed by an enemy attack except while advancing, the model with Parting Shot can immediately make a full advance and can make one normal attack, then the boxed model is removed from play. The boxed model cannot be targeted by free strikes during this movement. The attack and damage rolls for this normal attack are boosted.)</p>	<p>Bow Stabilizer – This model gains Perfect Shot. (Once per game during its unit’s activation, this model can use Perfect Shot. Ranged attacks made by models in this unit automatically hit for one turn.)</p>

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SEASON 3 HERO UPGRADES

CONVERGENCE
OF CYRISS
CLOCKWORK ANGELS LEADER



TIER 1 COST: 5 XP		
<p>Platinum Wings – This model gains +2 ARM.</p>	<p>Guidance Interface – While this model is in play, models in its unit gain Circular Vision. (The front arc of a model with Circular Vision extends to 360°.)</p>	<p>Angelic Voice – This model gains +3 CMD.</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>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.)</p>	<p>Turboboosters – This model gains Supersonic. (When a model with Supersonic ends its normal movement, one friendly Faction model this model moved within 2" of is pushed 3" in any direction.)</p>	<p>Chronneural Link – While this model is in play, models in its unit gain Synchronized Beatdown. (When a model with Synchronized Beatdown hits an enemy model with an initial melee attack, another model in its unit can immediately advance 2" and make one normal attack.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Sky High – This model gains High Altitude. (A model with High Altitude cannot be targeted by melee attacks unless it is knocked down or stationary.)</p>	<p>Voltaic Engine – This model gains Shooting Star. (At the end of its activation, if a model with Shooting Star successfully destroyed one or more enemy models with a charge attack this activation, it can advance 2" and make d3 ranged attacks, ignoring ROF.)</p>	<p>Clockwork Storm – While this model is in play, the Binomial Beams of models in its unit gain Thunderbolt. (When an enemy model is hit by an attack from a weapon with Thunderbolt, it is pushed d3" directly away from the attacking model. On a critical hit, the enemy model is knocked down after being pushed.)</p>

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MERCENARIES

STEELHEAD RIFLEMEN LEADER



TIER 1 COST: 5 XP

Firing Positions – While this model is in play, models in its unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

Made of Steel – This model gains +1 ARM and Tough ☒.

Leather Rounds – This model's Military Rifle gains Thud. (When a small-based model is hit by a weapon with Thud, it is pushed 3" directly away from the attacking model.)

TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Hunting Blinds – While this model is in play, models in its unit gain Prowl. (Models with Prowl gain Stealth ☑) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)

Decoys – This model loses Officer ☑.

Steel Scope – This model gains Gunman. (A model with Gunman gains an additional die on ranged attack and ranged damage rolls. Discard the lowest die of each roll.)

TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Thamar's Blessing – This model gains Dark Champion. (A model with Dark Champion gains Dark Shroud. While within 3" of this model, friendly models also gain Dark Shroud. While in the melee range of a model with Dark Shroud, enemy models suffer -2 ARM.)

Veteran Captain – This model gains Fearless ☑ and Inspiration [Faction]. (Friendly Faction models/units in the command range of a model with Inspiration [Faction] never flee and immediately rally.)

Brain Buster Rounds – While this model is in play, the Military Rifles of models in its unit gain Silencer. (A model directly hit by a weapon with Silencer cannot cast spells for one round.)

SEASON 3 HERO UPGRADES

TROLLBLOODS

TROLLKIN SCOUTS LEADER



TIER 1 COST: 5 XP		
<p>Giant Stogie – This model gains Puff of Smoke. (When a model with Puff of Smoke ends its activation, center a 3" AOE cloud effect on that model. This AOE remains in play for one round.)</p>	<p>Drunk on 'Shine – This model gains +1 ARM and Stumbling Drunk. (A model with Stumbling Drunk cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved this models is pushed d3" in a direction determined by the deviation template, then you can choose its facing.)</p>	<p>Pig Slop – This model gains Filthy Pig. (While within 3" of a model with Filthy Pig, enemy models treat open ground as rough terrain.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Berserk Whelp – This model gains Get It Off! (Enemy models suffer –2 to attack rolls and damage rolls while within 2" of a model with Get It Off!)</p>	<p>Fistful of Axes – This model's Thrown Axe gains Rapid Fire [d3]. (When you decide to make initial attacks with a weapon with Rapid Fire [d3] at the beginning of this model's combat action, roll a d3. The total rolled is the number of initial attacks this model can make with this weapon during the combat action, ignoring ROF.)</p>	<p>Blood Brothers – While this model is in play, models in its unit gain Defensive Line. (While a model with Defensive Line is B2B with one or more models in its unit, it gains +2 ARM.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Dire Whelp – This model gains Sucker Punch. (When a model with Sucker Punch ends its combat action, choose one enemy model B2B with the model with Sucker Punch to suffer a boosted POW 12 damage roll.)</p>	<p>Big Ol' Axes – This model's Thrown Axe and Hand Axe gain Weaponmaster (P).</p>	<p>Feral Kin – This model and models in its unit gain +1 SPD and STR, Fearless (F), and Terror (T).</p>

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SEASON 3 HERO UPGRADES

CIRCLE ORBOROS

THARN BLOODWEAVERS LEADER



TIER 1 COST: 5 XP		
<p>Thornweave Armor – This model gains Girded. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)</p>	<p>Razorvine Belt – This model gains Parry. (A model with Parry cannot be targeted by free strikes.)</p>	<p>Glowing Blade – This model’s Sacral Blade gains +2 POW and Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to a model’s ARM or DEF.)</p>
TIER 2 COST: 10 XP		
<i>Prerequisite: Purchase at least one Tier 1 Upgrade.</i>		
<p>Tharn Queen – This model gains No Sleeping on the Job [Tharn] (A model with No Sleeping on the Job [Tharn] and friendly Tharn models in its command range cannot be knocked down.)</p>	<p>Survivalist – While this model is in play, models in its unit gain Tough ☒.</p>	<p>Woldwrath Shard – While this model is in play, models in its unit gain Sacred Ward. (A model with Sacred Ward cannot be targeted by enemy spells.)</p>
TIER 3 COST: 15 XP		
<i>Prerequisite: Purchase at least one Tier 2 Upgrade.</i>		
<p>Talisman of the Huntress – While this model is in play, models in its unit gain +1 MAT and Reform. (After all models in a unit with Reform have completed their actions, each can advance up to 3”.)</p>	<p>Murder Witch – This model gains +2 STR and Rapid Strike. (A model with Rapid Strike can make one additional melee attack each combat action.)</p>	<p>Ghost in the Forest – This model gains Chasing Shadows. (When an enemy model advances and ends its movement within 3” of a model with Chasing Shadows, the model with Chasing Shadows can immediately gain Incorporal ☹ for one turn.)</p>

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SEASON 3 HERO UPGRADES

SKORNE

PRÆTORIAN KARAX LEADER



TIER 1

COST: 5 XP

<p>Scout's Report – This model and models in its unit gain Advance Deployment (A).</p>	<p>Manacle-strapped Shield – This model gains Lash. (A model with Lash and friendly warrior models B2B with it cannot be knocked down.)</p>	<p>Ancestral Armor Plates – This model and models in its unit gain +1 ARM.</p>
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TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Drill Sergeant – While this model is in play, models in its unit gain Reform. (After all models in a unit with Reform have completed their actions, each can advance up to 3".)</p>	<p>Barbed Pike – This model's Pike gains +2 POW. Additionally this model gains Finisher. (A model with Finisher gains an additional die on damage rolls against damaged models.)</p>	<p>Karax Legend – This model gains Strength in Numbers [Karax]. (When a model with Strength in Numbers [Karax] is hit by a non-magical enemy attack while B2B with a friendly Karax model, it suffers no damage roll from the attack.)</p>
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TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Inspiring Sadism – This model gains Knowledge Is Pain. (When a model with Knowledge Is Pain destroys one or more enemy models with a melee attack, all friendly Paingiver models currently within this model's command range gain boosted melee attack rolls for one round.)</p>	<p>Supreme Archdomina's Gift – While this model is in play, models in its unit gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.)</p>	<p>Tyrant's Cohort – This model gains Power Swell. (Once per game during its unit's activation, this model can use Power Swell. During this activation, models in this unit gain an additional die on melee damage rolls.)</p>
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SEASON 3 HERO UPGRADES

LEGION OF EVERBLIGHT

BLIGHTED NYSS GROTESQUES LEADER



TIER 1 COST: 5 XP		
<p>Mutant Alpha – This model and models in its unit gain +1 SPD.</p>	<p>Blight Shards – While this model is in play, models in its unit gain Blade Shield. (A model with Blade Shield gains +2 DEF against ranged attack rolls.)</p>	<p>Extended Claws – This model gains Rapid Strike. (A model with Rapid Strike can make one additional melee attack each combat action.)</p>
TIER 2 COST: 10 XP		
<p><i>Prerequisite:</i> Purchase at least one Tier 1 Upgrade.</p>		
<p>Savage Mutation – While this model is in play, models in its unit gain Fearless ☒ and Abomination ☑.</p>	<p>Enormous Wings – This model gains Wind Screen. (When an enemy AOE ranged attack deviates from a point in the command range of a model with Wind Screen, after determining the deviation distance, you choose the direction the AOE deviates.)</p>	<p>Self-Proclaimed Prophet of Everblight – This model gains +2 CMD and Sucker! (If a model with Sucker! is directly hit by an enemy ranged attack, choose a friendly living non-incorporeal warrior model within 2" of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.)</p>
TIER 3 COST: 15 XP		
<p><i>Prerequisite:</i> Purchase at least one Tier 2 Upgrade.</p>		
<p>Bizarre Mutation – This model's Claws gain 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>Twisted Freak – This model gains +3 ARM and Awe. (While in the command range of a model with Awe, living enemy models suffer –2 to attack rolls.)</p>	<p>Everblight's Experiment – While this model is in play, models in its unit gain Immunity: Corrosion ☑ and Blight Burst. (When a model with Blight Burst is disabled, center a 4" AOE on it, then remove this model from play. Models in the AOE suffer the Corrosion continuous effect ☑.)</p>

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SEASON 3 HERO UPGRADES

MINIONS

FARROW BRIGANDS LEADER



TIER 1

COST: 5 XP

<p>Banner of the Glorious Farrow Champion – This model gains Honor the Brave. (When a model with Honor the Brave recites the Heroic Call prayer during its activation, models in its unit gain +1 DEF for one round.)</p>	<p>Banner of the Spectacular Farrow Raider – This model gains Beady Eyes. (When a model with Beady Eyes recites the Hog Wild prayer during its activation, models in its unit gain +1 RAT for one round.)</p>	<p>Pig Slop – This model gains Filthy Pig. (While within 3" of a model with Filthy Pig, enemy models treat open ground as rough terrain.)</p>
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TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>The Doctor's Sutures – This model gains No Sleeping on the Job [Farrow] (A model with No Sleeping on the Job [Farrow] and friendly Farrow models in its command range cannot be knocked down.)</p>	<p>Banner of the Incredible Farrow Explorer – This model gains Haulin' Hog. (When a model with Haulin' Hog recites the March prayer during its activation, models in its unit gain +1 SPD for one round.)</p>	<p>Sneaky Swine – While this model is in play, models in its unit gain Predator. (A model with Predator gains Stealth [Pig] while within 2" of an obstruction, obstacle, flag, or objective.)</p>
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TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Technophobia – This model gains Vendetta [Construct]. (A model with Vendetta [Construct] gains boosted attack and damage rolls against models with Construct.)</p>	<p>Surgical Nightmare – This model gains +4 STR and ARM and Terror [Pig].</p>	<p>Wallowing Leader – While this model is in play, models in its unit gain Stay Low. (At the end of its activation, if it did not run or charge a model with Stay Low can immediately make a Dig In special action.)</p>
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SHATTERED LIVES SCENARIO 1: **THE HUSK**

Summary: You have come to a cursed place. What were once the huts of a small village are now rotten husks that disintegrate before your very eyes. The corpses of villagers decay in the grass throughout the settlement, where not even the local scavengers dare touch them. As you approach, an ominous chill permeates the air. Something evil resides here.

Hobbyists are encouraged to create obstructions and rough terrain features that resemble decaying homes littered with corpses.

Place a 30 mm cursed relic token in the middle of the table.

When placing additional terrain, no terrain feature can be placed within 3" of another terrain feature or within any player's deployment zone. Do not place impassable terrain within 5" of the cursed relic token.

The first player has a deployment zone of 7" and an advance deployment of 13". The second player has a deployment zone of 10" and an advance deployment of 16".

SPECIAL RULES

A warcaster, warlock, or Hero model can forfeit its action while B2B with the cursed relic token to pick it up. If it does, place the cursed relic token on the model's base. The cursed relic token is dropped if the model holding it is destroyed or removed from play. When a cursed relic token is dropped, place it so that it is completely within the area of the base of the model that was holding it. A cursed relic token cannot voluntarily be dropped by the model holding it.

A model holding the cursed relic token is automatically hit by enemy attacks.

When a model begins its activation within 5" of the cursed relic token or a model holding the cursed relic token, it suffers a point of damage. The model holding the cursed relic token does not suffer this damage.

VICTORY CONDITIONS

A player wins if a friendly model holding the cursed relic token ends its activation completely within his deployment zone or if he has the only warcaster(s) or warlock(s) remaining in play.

SHATTERED LIVES SCENARIO 2: PRISON BREAK

Summary: It looks like the inmates are running this prison now, but all they've got is their will to survive and some shanks. You've got an army. There is a military prisoner here that you have to extract before your foe does; the information he holds is too valuable to fall into the hands of the enemy. You had better find him quickly, before the riots or your opponent gets to him first.

When placing terrain, players are encouraged to try to represent an area around or within the ruined prison. This could be the grounds just outside the main prison gate, the open courtyard of the prison, or—if enough appropriate terrain features are available—the inside of the prison itself.

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

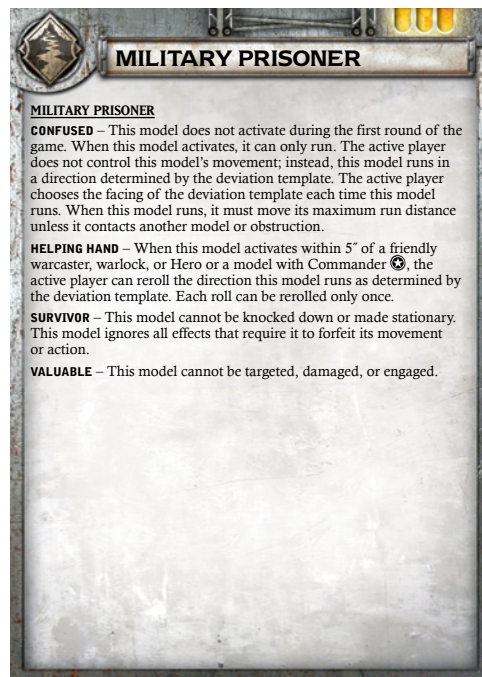
Starting with the first player, each player takes turns placing a small-based Military Prisoner model into play until each player has placed three Military Prisoners. Military Prisoners must be placed within 20" of the opponent's table edge. Track which player placed each Military Prisoner.

A Military Prisoner is a friendly Faction model to the player who placed it into play. Friendly Military Prisoners must activate during the Activation Phase of the player who placed them into play, and they cannot forfeit their activations.

The first player has a deployment zone of 7" and an advance deployment of 13". The second player has a deployment zone of 10" and an advance deployment of 16".

VICTORY CONDITIONS

A player wins if he begins his turn with a friendly Military Prisoner completely within his deployment zone or if he has the only warcaster(s) or warlock(s) remaining in play.



SHATTERED LIVES SCENARIO 3: SHOOTING GALLERY

Defender Summary: You may be outnumbered, but you aren't outgunned. As the foe approaches to raid your ammo stash, you've grabbed what you could and hastily built some defenses to try to fend them off. All you have to do is hold your position long enough for reinforcements to arrive, and you'll live to see tomorrow.

Raider Summary: You're almost out of ammo, but luckily you've just hit the jackpot. Well, at least it seemed that way until some fool inside the ammunition depot shot a flare into the sky and they all started hauling rusty cannons into position and yelling orders. You'd better overrun these peasants quick, because whoever saw that flare could arrive at anytime and ruin your day.

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 Raider. The Raider must create and play a 50-point army for this scenario, and the Defender must create and play a 35-point army.

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". Players do not need to make starting rolls because the Raider always goes first.

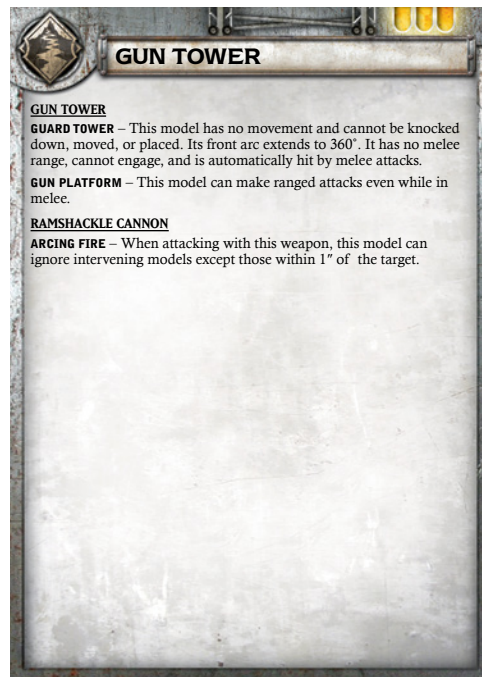
After deployment but before the Raider's first turn begins, the Defender must place four large-based Gun Tower objectives anywhere within 20" of his table edge but not completely within his deployment zone. A Gun Tower cannot be placed within 3" of another Gun Tower or an obstruction. These objectives are considered to be friendly Faction models to the Defender. Gun Towers activate normally during the Defender's Activation Phase.

Hobbyists are encouraged to create objectives that resemble battered towers or similar structures in which cannons and other large guns have been hastily set up for defense.

VICTORY CONDITIONS

The Raider wins when all four Gun Towers have been destroyed or if he has the only warcaster(s) or warlock(s) remaining in play.

The Defender wins at the end of his 8th turn or if he has the only warcaster(s) or warlock(s) remaining in play.



MILESTONE SCORE SHEET

MILESTONE 1: AMBASSADOR	
Play against a player you have not played against for at least one month.	Bonus: 3 XP
MILESTONE 2: DEMOLITIONIST	
Destroy an enemy objective with an attack made by your Hero.	Bonus: 3 XP
MILESTONE 3: SKIRMISHER	
Destroy three or more enemy warrior models in a single game with attacks made by your Hero. Additionally, your Hero cannot be destroyed or removed from play this game.	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: VANDAL	
Create a terrain feature (obstruction or rough terrain) to represent ruins.	Bonus: 5 XP
MILESTONE 6: DESPAIR	
Challenge a player to a game in which you play a 50-point army and your opponent plays a 60-point army, and win the game.	Bonus: 3 XP

THE TALE OF OL' MUDFOOT: 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. *The Tale of Ol' Mudfoot* is the third of these scenarios.



In times of turmoil, the citizens of the Iron Kingdoms often turn to the cities to protect them. Since ancient times the walls of mankind's greatest cities have held back ruinous powers and safeguarded those within. Sometimes, though, the search for sanctuary brings those seeking it into even greater danger.

FOR THE GAME MASTER

This scenario can be a follow-up to the two previous Path of Devastation league scenarios, or can be adapted to play as a stand-alone scenario. *The Tale of Ol' Mudfoot* takes place a short distance from the Cygnaran city of Point Bourne. Point Bourne is the main safe route from the waters of the Thornmere, a massive lake to the east, to the Dragon's Tongue River and cities beyond to the west. The spine of the city is a series of complex locks that permits passage from one side to the other.

As conflict plagues western Immoren, dangers have driven groups of refugees to the safety of the city. Wary of inviting in more civilians than the town can support and worried about bringing danger within its walls, the mayor of Point Bourne has instituted strict regulations on travel into the city by land or by river. Only a handful of individuals are permitted to enter the city or utilize the locks. The rest must wait beyond a military



blockade of armed riverboats. Merchant vessels, travelers, and refugees are packed near the blockade waiting for a chance to travel into the city or to continue westward.

Compounding the fears of the refugees, over the past few days people have begun to disappear, vanishing in the night as something pulls them into the water. The soldiers assume that these drownings are the unfortunate consequences of attempts to swim beneath their blockade, but among the massed and already frightened refugees a darker story has begun to spread. Rumors abound that an evil entity is responsible for the deaths, an entity that will not be satisfied until they are all dead.

This scenario challenges the player characters to track down and destroy a nefarious supernatural creature that is responsible for the deaths of dozens of innocent refugees. Unable to find safe haven within the city walls and terrified of returning to their former homes, the refugees are being picked off by an entity that uses the river itself as a weapon.

For more on Mudfoot, see p. 27.

GETTING THE PLAYERS INVOLVED

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

HOOK ONE: DOWNSTREAM

If the PCs went through the events of *Twisted Steel* and *Dark Water*, they are likely to be traveling downriver to Five Fingers with Captain Doran Cooper on the *Darkwater*. Having come from the town of Silverport, the PCs may also be carrying word of the fate of Silverport's inhabitants—or possibly news of the Lasho Radiz caravan's actions—to Point Bourne to warn the authorities or solicit aid for the town.

HOOK TWO: WANTED—DEAD OR ALIVE

Under normal circumstances, stories of Ol' Mudfoot are restricted to the insular swampie villages on the western edges of the Thornmere. With refugees dying at its hand near Point Bourne, though, the grymkin's legend is spreading to the greater Western Midlunds of Cygnar and Wythmoor Grav in Ord. In response, some local authorities are posting modest bounties, ranging from 20 to 40 gc, for the capture of the individual responsible for the deaths. In most cases these bounties are merely a means of quieting a concerned populace, but a few reflect a genuine desire to see justice done.

HOOK THREE: WHAT'S GOING ON OUT THERE?

Point Bourne is one of the main ways to travel between major cities that are upriver, such as Merywyn or Corvis, and destinations to the west, such as Tarna and Five Fingers. A delay in river traffic draws the attention of merchants, officials, and military groups who might rely on others to investigate the cause. One or more of the boats held up at Point Bourne can carry important dignitaries or expensive cargo that must reach their destinations. The PCs can be hired to learn the reason for a boat's delay at Point Bourne and to aid in seeing the boat on its course, or they may have received such a request from one of their connections.

OPTIONAL BEGINNING: BRACKLEN

Bracklen is a modest but thriving trade port on the south shore of the Thornmere, a day east of Point Bourne. For PCs who have played through the previous scenarios, it is an ideal place to stop and resupply.

Groups that played through *Dark Water* may not have secured enough coal to reach Point Bourne. If the PCs could only manage to reach Bracklen, or if they stop at the village for supplies en route to Point Bourne, they might be warned about the situation prior to arriving at the city. PCs in Bracklen can make an INT + Research skill roll to learn the following information:

ROLL RESULT	INFORMATION GATHERED
10 +	A local boat captain returned from Point Bourne a few days prior. An assembly of boats had gathered outside the city locks, trying to gain access to the city.
12 +	Stories have reached Bracklen of deaths among the boats outside Point Bourne. In the last three days, six people have drowned, maybe more.

Before the PCs can return to their journey, they notice an odd sight. Read or paraphrase the following.

You notice a swampie hunter sitting near the docks, smoking a cigar and pointing a rusted scattergun down at the water of the Thornmere. Noticing you in his peripheral vision, he rolls the cigar to one side of his mouth and speaks.

"Best keep your weapons close at hand and your eyes open wide. Ol' Mudfoot plies these waters now."

If the PCs try to get more information out of him, the swampie grunts noncommittally and returns to his vigil, eyes scanning the water by the docks.

PART 1: BLOCKADE

The scenario begins as the PCs approach the city of Point Bourne from the east. A pair of Cygnaran military riverboats anchored in the water keep a throng of travelers and refugees at bay. Read or paraphrase the following.

A few hours before sundown your travels bring you just outside Point Bourne, one of the great fortified cities of the Western Midlunds. Between you and the locks that grant access to the Dragon's Tongue beyond is a cluster of smaller ships, each jockeying for position. Blockading the river is a pair of large Cygnaran military riverboats. Agitated soldiers shout for the other vessels to keep their distance and are met with cries from the gathered captains. One man stands at the bow of his ship and shouts, "You've got to let us through! People are dying out here!" This is met with a roar from the others.

Nearly two dozen vessels block access to the city, kept away from the locks by the military boats. Among them are merchant steamers, civilian vessels, and a pair of swampie pole barges. The captains of the closest boats are pleading their case to the military personnel, who seem unmoved. The captains of the military vessels repeatedly state that ships will be permitted to pass in a timely and orderly fashion.

TALKING TO THE CIVILIANS

The PCs can speak with the civilians gathered on the boats in the Dragon's Tongue River. Many came from small communities along connecting rivers and have traveled to Point Bourne for protection. Among the civilians are a handful of merchant ships ranging from as far away as King's Vine. Their captains are eager to offload supplies wherever possible, even if that means selling goods at a significant discount.

"WHY HAVEN'T YOU JUST TURNED BACK?"

If the PCs ask why a civilian hasn't just left the area, the civilians offer a number of reasons. Choose an appropriate response from the following or invent your own.

- "Are you kidding? That thing the swampies talk about is under the water. Going back that way is suicide."
- "Someone tried, two days ago. Went off south over the land. We found his body in the water the next day."
- "Silly swampie stories don't scare me. People are just trying to swim beneath the military ships, probably drunk on Ginnis' wine."
- "My whole life is tied up in this boat. The soldiers will come around and let me in tomorrow, you'll see."

MERCHANT BOATS

Some merchant vessels float low in the water, laden with cargo meant for Five Fingers. They are more irritated than afraid and are most willing to offer the soldiers bribes to let them pass. There are two merchants who are willing to speak with the PCs—the captains of the *Wayfarer* and *Abercrombie's Blade*.

The Wayfarer: Captain Ginnis of the Ordic boat *The Wayfarer* has a cargo of wine from King's Vine and is willing to part with casks for 40 gc apiece. He's a skilled negotiator (Negotiation skill total: 7) but can be haggled with for a lower price. If a PC haggles with Ginnis, the captain likens the PC to the swampies, who he says have been trying to purchase his wine for a handful of farthings. A PC who gives a cask to one of the swampies can receive information from that swampie without needing to roll.

The PCs can talk to Ginnis to draw out information with the use of the Interrogation skill. The PC gains one piece of information for each successful Interrogation skill roll against a target number of 10.

- The soldiers have been keeping the boats away from the city for days. Some captains have attempted to bribe their way into the city.
- There have been a few drownings, but Ginnis is convinced they are the product of drunken or careless men falling overboard in the night. He holds no stock in the myths the swampies have been spreading. If asked more about the swampies' story, he suggests talking to them about it—and bringing something along to loosen their tongues.

Abercrombie's Blade: Captain Morris of the *Abercrombie's Blade* is a Thurian man in his late forties. He looks harried and frightened and does not offer any information until he is calmed down. A PC can steady the captain's nerves by making an INT + Command skill roll against a target number of 16. If the roll succeeds, Morris speaks, albeit in a distant and wavering voice.

- "The ferryman took one of my passengers. Came out of the mist last night and carried him away. Claimed he could get him past the blockade. Sure he could. Saw the bastard's body pulled out of the river this morning. Looked like he'd been under for a hundred years."

Upon hearing this, a PC can make an INT + Lore (extraordinary zoology) skill roll against a target number of 12. If the roll succeeds, the PC recognizes some of the story as being similar to tales describing the behavior of a boatman, a type of malevolent entity reputed to prey on stranded travelers near waterways. If a PC mentions boatmen to one of the swampies, he is given a loose but mostly accurate description of the creature's capabilities (see Ol' Mudfoot's abilities, p. 28). A character with Lore (grymkin) might be able to learn information from the Lore sections for Mudfoot and his progeny (pp. 27–29).

REFUGEES

A PC who approaches the refugees sees they are all hungry and terrified. Many speak in hushed tones about something called Ol' Mudfoot, saying it claimed another victim the night before.

Getting the swampies to speak requires a PC to make a successful social skill roll. The target number of the roll depends on the character's approach. If a PC is aggressive or hostile and uses skills like Intimidation or Command, the target number is 14. If the PC is more agreeable and uses skills like Bribery or Negotiation, the target number is 10. If a PC gives a the refugees food, water, or a modest amount of coins, no roll is needed. The PCs gain one piece of information for each item given or each successful social roll.

- Six men and women have drowned so far, disappearing in the night. Before the last victim died, a trader riding aboard *Abercrombie's Blade*, one of the refugees saw him sailing southwest toward the Banwick River aboard a ferryman's boat.
- The swampie families have spread stories of something they call Ol' Mudfoot. The swampies describe it as a malicious spirit of the swamps that has chosen the people in the gathered boats as its victims. They claim Mudfoot will not be satisfied until they are all dead.
- The soldiers are unconvinced by the rumors of Mudfoot, thinking it much more likely that mass hysteria is to blame.

SWAMPIES' BARGES

A pair of swampie pole barges floats among the other ships on the river. A small family of swampies occupies each barge. Charms and wards hang from every available surface, and the swampies are guarded and distrustful of anyone who approaches. At least one swampie on each barge has a weapon in hand, scanning the water for signs of movement.

Getting the swampies to speak requires a PC to make a successful social skill roll. The target number of the roll depends on the character's approach. If a PC is aggressive or hostile and uses skills like Intimidation or Command, the target number is 14. If the PC is more agreeable and uses skills like Bribery or Negotiation, the target number is 10. If a PC gives a swampie one of Ginnis' wine casks, no roll is needed.

If the roll succeeds, the swampies share their legends about Ol' Mudfoot and how the creature has plagued the Thornmere for generations now. They speak in hushed tones, and they make certain the PCs know the creature may look like a man but is much more dangerous.

The PCs can gain one additional piece of information for each wine cask given or successful social roll they make.

- Ol' Mudfoot persuades people to come aboard his boat when they have a need to travel, like all the passengers and refugees gathered here. He then takes them to a secluded stretch of water and drags them beneath the surface. Some he simply drowns. Others he transforms into his progeny—creatures bound forever to Mudfoot's will.
- Not far from Point Bourne, near the mouth of the Banwick River, lies the derelict swampie village of Valbarrow. Twenty years ago the entire population disappeared, except for one man found floating face down in the lake nearby, dead from a self-inflicted wound. Residents of other villages believe Mudfoot was behind this tragedy and refuse to go near Valbarrow, believing that the creature has claimed it as its own.
- Water is Mudfoot's domain. So long as it is on its boat, Mudfoot is more powerful than normal. Mudfoot can pass from one body of water to another in a way unique to boatmen.

If the PCs express a desire to track down and confront the creature, one of the younger swampies offers to accompany them. (Choose an appropriate name for the young swampie, such as Gulch, Wyn, Liza, or Arliss.) This swampie insists he or she has seen Mudfoot and isn't afraid of it.

TALKING TO THE SOLDIERS

If the PCs approach the military riverboats, they are told to keep their distance. The soldiers have been keeping watch over the gathered boats for days now and have stopped multiple attempts by smaller ships to sneak past them to the city. Though not hostile, each soldier is weary and brusque. PCs with Connections (Cygbaran military) or Cygnarans with military rank such as Gun Mage, Knight, or Military Officer are afforded more respect than others.

The captain of one of the ships confesses to have heard tales about what the gathered crowd believes is responsible, an entity they call Ol' Mudfoot. He does not put much stock in these stories but suggests the PCs talk with the swampies if they want to hear an interesting tall tale. He goes on to suggest that if the PCs can return with some evidence that would quiet the civilians and address their fears, he will expedite their travel through Point Bourne. A PC can make a Detection skill roll against a target number of 13 to notice the captain nervously fiddling with his hand cannon and eyeing the water below while he speaks.

SUNDOWN

The sun sets after the PCs have had an opportunity to speak with the gathered soldiers and civilians. Read or paraphrase the following.

The last rays of sunlight disappear behind the high walls of Point Bourne, casting the boats into shadow as night falls and a cold mist rises from the surface of the lake. Oil lanterns flare into life on each boat, illuminating the frightened faces of their passengers. The Cygnaran soldiers try to reassure everyone from the decks of their ships, but judging by the faces of those around you their words are ineffective.

Once darkness falls, Ol' Mudfoot silently rises from the dark water below and begins to prowl among the boats. The lighting is complete darkness and the mist provides concealment to all characters in areas of bright light. Using the darkness and mist to conceal itself, the creature poles its boat along in search of a likely victim.

Starting about half an hour after sunset, have the PCs make a Detection skill roll against a target number of 16 every five minutes. If the roll fails, the PCs do not notice Mudfoot. If the roll succeeds, a PC sees its silhouette passing between the boats. If a PC spots Mudfoot, read or paraphrase the following.

Though it is difficult to make out in the darkness and thickening mist, you think you see something passing between the boats on the Thornmere: a stooped old man in a hooded oilskin cloak, propelling a small black raft through the water with a long barge pole. One of his legs is bent cruelly inward and is coated in mud almost to the knee.

As if he can feel your eyes on him, he turns to look at you over his shoulder, his face splitting in an unnaturally wide, rotten-toothed grin.

Once a PC spots Mudfoot, roll for Initiative. Mudfoot is not interested in a fight and uses its first action to sink beneath the water and return to Valbarrow. If Mudfoot suffers damage before he can slip beneath the water, he spends a feat point to perform a Heroic Dodge.

If none of the PCs has spotted Mudfoot after 15 minutes, they hear a scream of alarm from one of the boats as Mudfoot claims a fresh victim and vanishes into the water. Choose the victim from among the civilians the PCs talked to earlier, such as Captain Morris or one of the refugees. This attack sends the civilians into a panic, causing the soldiers to investigate the disturbance and call for calm. Terrified civilians keep as far from the water as possible while the soldiers search fruitlessly for Mudfoot and its prey. A PC can make a Detection skill roll against a target number of 12 to spot the creature emerging from the Thornmere over a hundred yards away to the northeast, guiding its boat back toward the mouth of the Banwick River.

PART TWO: PROGENITOR

After the PCs spot Mudfoot or after it claims a victim, one of the characters the PCs spoke to earlier approaches them in desperation. The character beseeches the PCs for help in tracking down the creature and putting an end to it. An ideal candidate is one of the swampies, particularly whomever may have offered to join the PCs earlier, or the captain of the Cygnaran soldiers. The character offers the PCs a reward appropriate for that character, such as immediate passage through Point Bourne upon their return, gold, mechanika, or whatever the Game Master feels is suitable for the PCs.



LOCATING MUDFOOT

To destroy the creature, the PCs must first locate its lair in Valbarrow. A PC can attempt to use any of the following skills to track down Mudfoot or to locate its lair. Following Mudfoot requires at least one successful Detection, Sailing, or Tracking skill roll each round for three rounds, or a single successful Navigation skill roll.

- **Detection (target number 13):** The PCs spot the silhouette of Mudfoot in the distance, poling its boat at an unnatural pace.
- **Sailing or Tracking (target number 13):** The PCs identify and follow the wake of Mudfoot's passing, leading them toward the abandoned swampie village.



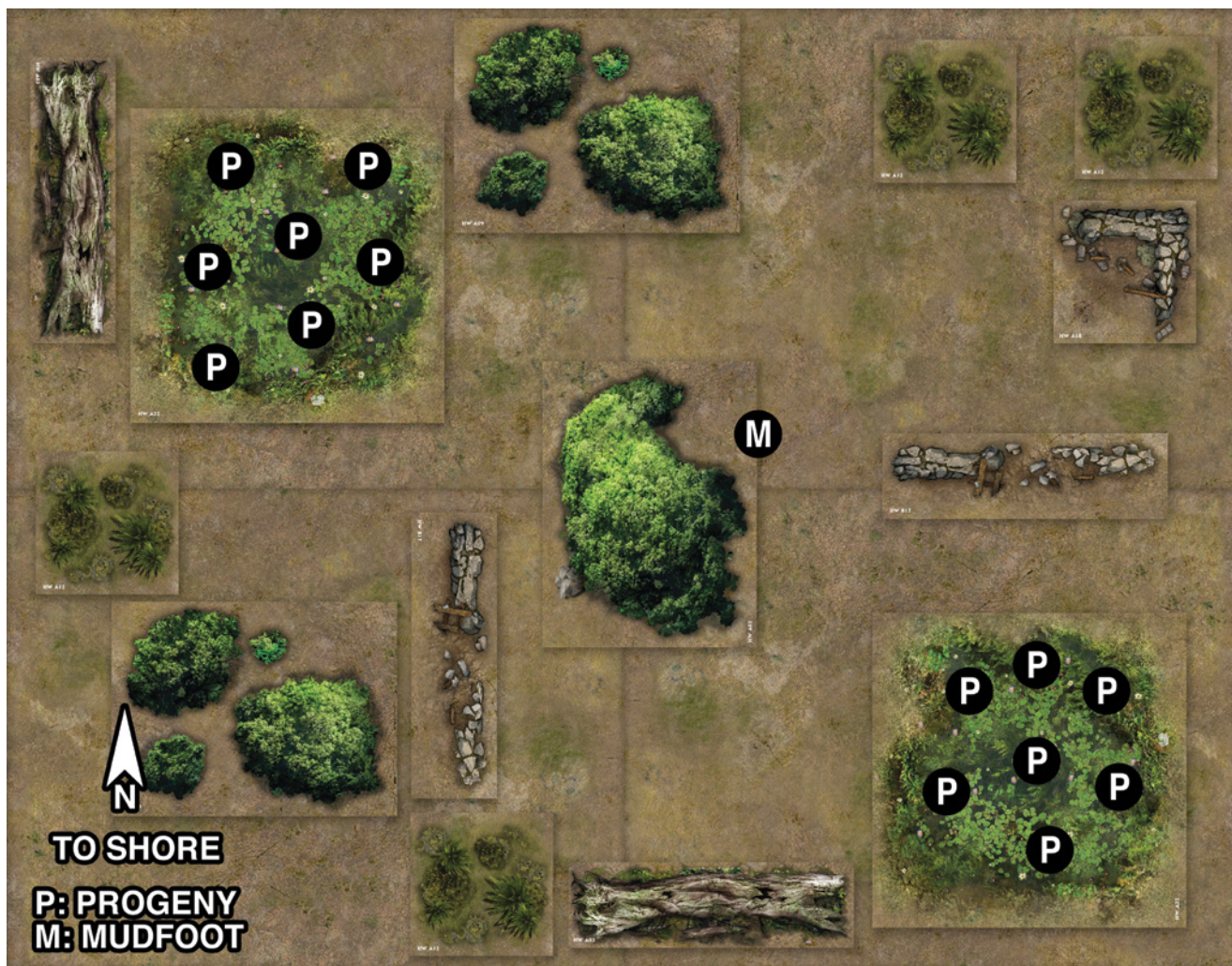
- **Navigation (target number 17):** The PCs are able to plot a course to Valbarrow. If one of the swampies accompanies the group to provide assistance, a PC gains a +2 bonus to this roll. If the PCs succeed on this roll, they track the creature to its lair without requiring another roll.

When the PCs locate the village, read or paraphrase the following.

In a small cove on the shore, you see the boxy black shapes of structures behind a curtain of hanging moss and willow trees. It is the long-deserted village of Valbarrow. Clouds of green fireflies buzz away from a swampy pool near the middle of town as a tall, dark shape slowly rises up from the water, causing it to slosh noisily on shore. In a heartbeat, the boatman and his vessel float on the surface of the murky pool. Mudfoot has returned home.

Mudfoot uses the Water Passage ability to move from the lake to a deep pool of water in Valbarrow. If it claimed a victim at Point Bourne, Mudfoot is carrying the body and will gently deposit the corpse in one of the pools. The task occupies its attention (imposing a +1 to the target number for Mudfoot to detect a PC that is sneaking), so the PCs have a chance to slip ashore before Mudfoot knows they are there.

If the PCs move forward, they see Mudfoot limping from one pool to the next, kneeling to check on its progeny within. Mudfoot does this for three rounds, after which it returns to its boat, telling the progeny he will be back with a new "friend" soon. Mudfoot prepares to return to Point Bourne to claim a second victim for the night, but before leaving, it takes a moment to survey its surroundings. Have any sneaking PCs make a contested Sneaking versus Detection skill roll against Mudfoot at this time. If it detects the PCs, see Combat Encounter below.



COMBAT ENCOUNTER

Once Mudfoot is aware of the PC's presence, it slams its barge pole down into a swamp pit to wake the progeny below, then summons its boat and steps aboard. It calls up at least seven progeny, or more for larger and more experienced groups.

As its progeny crawl out of the swamp pits, Mudfoot looks to the PCs and speaks, signaling its progeny to attack. Read or paraphrase the following.

"I own this place and its people. The mayor offered it up to pay his toll to cross the lake. You cannot hurt me here in my dominion."

TERRAIN

Darkness: Unless the PCs bring their own light source, the area is in complete darkness.

Ruins: The buildings are obstructions, and the ruined walls are linear obstacles.

Swamp Pits: There are two large swamp pits in Valbarrow. The pits are deep water.

Undergrowth: There are several patches of undergrowth between the trees. Undergrowth is rough terrain that provides concealment.

ENEMY TACTICS

Mudfoot

Mudfoot remains aboard its ship in one of the swamp pits, sending progeny to deal with the PCs. It casts Dark Water to block charge lanes to itself or to give its progeny protection against ranged attacks. Once battle is joined, Mudfoot casts Dirge of Mists on four of its progeny engaged in combat. If Mudfoot suffers damage, the PCs see water flowing up from the planks of its boat to heal its wounded flesh.

PCs familiar with the lore of boatmen may attempt to strike a deal with Mudfoot. If a PC attempts to negotiate with Mudfoot, it calls off its attack to resolve the negotiation. Any hostile action causes Mudfoot to resume its attack, and it will not accept a second attempt to parlay.

Mudfoot is only interested in items of particular value. If any of the PCs possesses the ring from the *Twisted Steel* scenario, Mudfoot can notice it and will fixate upon it with rapt attention. If necessary the Game Master can improvise circumstances in which Mudfoot has the opportunity to see the ring, such as a progeny tearing open the pouch containing it. Read or paraphrase the following.

With a foul, bubbling voice the creature says, "Such a pretty little thing. I remember a man on these waters who paid his toll with its kind before." The creature reaches into its sodden robes and pulls out a chain of tarnished watches and jewelry. Nestled among the trinkets is a medal stamped with the same symbol that is on the ring.

Once aware of the ring, Mudfoot will not accept any other object in trade. If a Negotiation skill roll made against Mudfoot succeeds, it will agree to most requests the PCs make, such as leaving the area to find new hunting grounds, letting the people outside Point Bourne pass without harm, and so forth. Mudfoot cannot be convinced to do anything that will bring harm upon itself, however.

Progeny

The progeny are simple-minded creatures that attack in groups of three or more. They try to subdue a target and drag it into one of the swamp pits to drown it. If Mudfoot is in danger, the progeny move to protect the boatman from harm, sacrificing themselves if needed.

AFTERMATH

Depending on how the PCs interact with Mudfoot, the creature might fight until its death or agree to a bargain. If Mudfoot is killed, read or paraphrase the following.

Your last strike sends Mudfoot staggering back, stagnant swamp water bubbling out of its wounds like blood. It spews a spray of putrid water and falls dead face first in the mud.

If the PCs strike a bargain with Mudfoot, read or paraphrase the following.

The creature hungrily accepts your offered bargain, saying, "Agreed, then. You give me what I want and I will accept your terms." Its long-fingered hands twitch in anticipation.

Once the deal is done, the boatman calls up its boat and prepares to vanish beneath the water once again. Before it leaves, it pauses and turns back toward you.

"If you ever find yourself in need of a way across the water, don't worry," it says. "One of my kind is sure to be there waiting for you." With that, the thing called Ol' Mudfoot sinks into the murky pool, disappearing beneath the surface with a small ripple.

If the PCs destroy Mudfoot and search its corpse, they find various baubles and trinkets taken from its victims over the years. Among them is an old pendant marked with the symbol of Scion Roth.

The Pendant of Scion Roth

Engraved on one side of the pendant is the symbol of Scion Roth, and on the other a faint emblem in the shape of a ship's wheel split in half. A PC can make a Lore (Thamarite) skill roll against a target number of 10 or a Lore (history) skill roll against a target number of 12 to learn the following.

- This pendant is marked with the symbol of Scion Roth, a bandit lord who carved out a fiefdom on the Dragon's Tongue River. The symbol on the back is unfamiliar to you.

ENDING THE SCENARIO

ENDING #1: ROCKED THE BOAT

Once the PCs destroy Mudfoot or convince it to leave the area, they can return to Point Bourne. If the PCs destroyed Mudfoot and return to Point Bourne with proof, the gathered civilians and soldiers laud them. They are given permission to access the city locks. One of the soldiers tells the PCs that he will inform his superiors about their assistance right away. Before the PCs leave Point Bourne, a member of the local garrison approaches their boat and presents them with a letter of safe passage bearing the seal of Gen. Galt Langworth as a reward for their actions. While bearing this letter, the PCs can pass through Cygnaran military patrols on the river without fear of search or seizure.

ENDING #2: DON'T PAY THE FERRYMAN

If the PCs convince Mudfoot to leave by striking a bargain, upon their return to Point Bourne the panicked civilians ask if they destroyed the creature. When they explain how they exploited Mudfoot's weakness for a bargain to make the civilians safe, most seem relieved. Though he seems skeptical, one of the Cygnaran captains grants the PCs access to Point Bourne's locks. They did manage to calm the civilians down, after all.

ANTAGONISTS

The Tale of Ol' Mudfoot uses the unique antagonists on the following pages. It is a good idea to have a copy of *Iron Kingdoms Full Metal Fantasy: Core Rules* available to reference for simple NPC and battle NPC rules should the PCs convince any NPCs to join them in confronting Mudfoot.

OL' MUDFOOT **DESCRIPTION**

Mudfoot is a malevolent creature commonly called a "boatman." To the small swampie communities living nearby, this boatman is known by the unlikely name "Ol' Mudfoot." In the legends of swampies dwelling along the Thornmere, Mudfoot is described as a cruel swamp spirit, a boatman who prowls the shadowed river paths, offering stranded travelers passage on its moss-covered pole barge. Anyone foolish enough to step aboard is swiftly grabbed and drowned in the murky waters of Mudfoot's domain.

Mudfoot is a grymkin, a class of ill-understood supernatural creatures. Like most known grymkin, it is a malicious being that seems to enjoy the torment it visits on its victims. Mudfoot has inhabited the region for generations, but the recent influx of travelers has drawn it closer to Point Bourne.

Mudfoot dwells in an abandoned swampie village called Valbarrow. The town's mayor offered up its land and the other inhabitants to avoid being claimed by the boatman. Mudfoot accepted, due largely to the fact that Valbarrow would give him a large population to transform into its progeny, and nearby water where they could lie dormant and safe until needed.

LORE

A character can make a Lore (grymkin) skill roll to determine what he knows about this creature. The higher the character's total, the more he learns. The character learns all the information up to his total.

8: Evil spirits haunt the waterways, offering rides to the unwary. Beware unfamiliar ferrymen!

12: Boatmen are a type of grymkin that appear to be ferrymen piloting small boats through the many waterways of western Immoren. Boatmen attempt to lure passengers aboard their ships, at which point they sink beneath the water, either drowning their victims or transforming them into servants called progeny.

14: A boatman can be persuaded to accept a deal. If a traveler carries an item the boatman desires, it may be willing to trade the item for a life. Not all boatmen value the same sorts of items, and some seek only to deprive travelers of whatever is most valued by them.

16: Some boatmen can blend into rural communities, posing as reclusive river-folk. This ruse is all in service of discovering new victims and new baubles to acquire.



OL' MUDFOOT

PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	5
ARCANE	ARC	4
PERCEPTION	PER	4



BARGE POLE		
MAT	POW	P+S
7	4	9

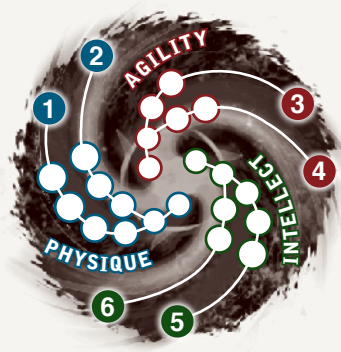
Abilities: This weapon is a magical weapon and has Reach.



UNARMED STRIKE		
MAT	POW	P+S
7	0	5

Abilities: This creature can spend 1 feat point to gain an additional die on the damage roll. A living character destroyed by this weapon rises as a progeny in d3 rounds. This creature can have a number of progeny equal to its WIL stat at one time.

INITIATIVE	INIT	15
DEFENSE	DEF	14
ARMOR	ARM	15
	(Natural armor + 8)	
WILLPOWER	WILL	12



COMMAND RANGE: 7

BASE SIZE: SMALL

ENCOUNTER POINTS: 15

EQUIPMENT

Barge pole, boat (see p. 24), pendant of Scion Roth, trinkets worth up to 150 gc

ABILITIES:

All Aboard – This creature can spend 1 feat point to summon its boat as a quick action. The boat rises to the surface of the nearest body of water that can fit it.

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Bargain – Characters performing Negotiation skill rolls against this creature gain an additional die on the roll. As part of the Negotiation, the boatman will demand a physical item that is of actual or sentimental value to the rolling character. Part of the Negotiation will involve convincing the boatman of its value, which may require a Deception roll, depending on the item and the truth of its stated value. If a Negotiation roll against this creature succeeds, it is bound to the terms of the agreement for 24 hours. During this time it cannot take actions that go against the specific terms of the agreement.

Feat Points – This creature starts each encounter with 3 feat points. It is allocated 1 feat point at the start of each of its turns. It can only have up to 3 feat points at a time.

Shipboard – While this creature remains on its boat, it cannot be reduced below 1 vitality point. If this creature's boat is destroyed, it immediately suffers a POW 13 damage roll.

Shrouded – This creature can forfeit movement during its activation to gain concealment for one round.

Water Passage – While completely within water, this creature can forfeit its normal movement to use Water Passage. If it does, choose a location completely within this creature's control area that is completely within water. Remove this creature from the water and place it in the chosen location. This creature cannot use Water Passage while knocked down.

SPELLS:

SPELL NAME	COST	RANGE	AOE	POW	UP	OFF
DARK WATER	3	CTRL	4	—	NO	NO
Place a 4" AOE anywhere completely within the spellcaster's control area where it does not touch a character's base. The AOE is shallow water and remains in play for one round. While completely in the AOE, a character with Amphibious cannot be targeted by ranged attacks.						
DELUGE	2	6	—	11	NO	YES
A living non-Amphibious character damaged by this spell must forfeit 1 quick action during his next turn.						
DIRGE OF MISTS	1	6	—	—	NO	NO
Target friendly character gains +1 DEF and Terror [Willpower]. Dirge of Mists lasts for one round.						
GHOST SHROUD	3	SELF	—	—	YES	NO
The spellcaster gains +2 DEF and Poltergeist. (When an enemy misses a character with Poltergeist with an attack, immediately after the attack is resolved the spellcaster can choose to push the enemy d3" directly away from him.)						

SKILLS:

NAME	STAT	+ RANK	TOTAL
Command	SOC	2	7
Deception	SOC	3	•
Detection	PER	3	7
Great Weapon	PRW	2	7
Sailing	INT	3	8
Sneak	AGL	3	7
Unarmed Combat	PRW	2	7

PROGENY

PHYSIQUE	PHY	7
SPEED	SPD	5
STRENGTH	STR	6
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	4
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	2

	CLAW		
	MAT	POW	P+S
	6	2	8

Abilities: Instead of making two separate attacks, this creature can make a single grapple attack with a +2 bonus on the attack roll.

INITIATIVE	INIT	11
DEFENSE	DEF	10
ARMOR	ARM	14 (+7)
WILLPOWER	WILL	8

VITALITY: 7
COMMAND RANGE: 1
BASE SIZE: SMALL
ENCOUNTER POINTS: 3
EQUIPMENT
None

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Drag – This creature can move 2" each turn while maintaining a grapple.

Tough – When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

Undead – This creature is not a living character and never flees.

Water Reliant – During this creature's Maintenance Phase, if it has been on dry land for a number of rounds greater than its PHY stat, it is removed from play.

SKILLS:			
NAME	STAT + RANK	TOTAL	
Detection	PER 2	4	
Sneak	AGL 2	5	

LORE

A character can make a Lore (grymkin) skill roll to determine what he knows about this creature. The higher the character's total, the more he learns. The character learns all the information up to his total.

- 8: Progeny are drowned men and women who rise up again.
- 12: Though similar to swamp shamblers, progeny are reliant on the water. If left out of the water for a long period, progeny melt into a pool of liquid.
- 14: Progeny are the drowned victims of a boatman. They try to grab the boatman's victims and help pull them under the water to join them in undeath.

