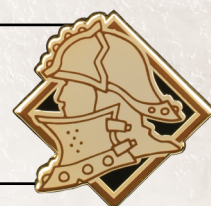


PATH OF DEVASTATION



SEASON 1 RIVEN BONDS



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 broken lands that have fallen under the control of tyrants and warlords. The power vacuum left behind in these devastated regions has been filled by madmen and megalomaniacs. This upheaval has not gone unnoticed by the armies of western Immoren. It is time to gather your troops, call forth your greatest heroes, and march to take control of—or to protect—these war-torn areas.

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: Dream Crusher

Destroy or remove from play an enemy Hero with an attack made by your Hero.

Bonus: 3 XP

Milestone 2: Master Strategist

Win three games in a row using a different warcaster or warlock for each game.

Bonus: 3 XP

Milestone 3: Mage Slayer

Destroy or remove from play an enemy warcaster or warlock with an attack made by your Hero.

Bonus: 3 XP

Milestone 4: Decorated Veteran

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

Bonus: 5 XP

Milestone 5: Soldiers of Fortune

Create a piece of terrain that features either the Steelhead Company insignia or dead Steelhead soldiers.

Bonus: 5 XP

Milestone 6: Vengeance!

Challenge a player who has defeated you this season, destroy or remove from play his Hero, and win the game.

Bonus: 3 XP

HERO MODELS

The following solo models can be chosen as Heroes this season.

- **Cygnar** – Gun Mage Captain Adept
- **Protectorate** – Paladin of the Order of the Wall
- **Khador** – Manhunter
- **Cryx** – Skarlock Thrall
- **Retribution** – Mage Hunter Assassin
- **Convergence** – Steelsoul Protector
- **Mercenaries** – Ogrun Bokur*
- **Trollbloods** – Fell Caller Hero
- **Circle** – Blackclad Wayfarer
- **Skorne** – Ancestral Guardian
- **Legion** – The Forsaken
- **Minions** – Croak Hunter*

*Mercenary Hero models can work for any Mercenary contract, and Minion Hero models can work for any Minion pact.

HERO UPGRADES

See “Season 1 Hero Upgrades” on pages 4–15 for a list of available Hero Upgrades.

DAMAGE SURVEY REGIONS

REGION 1: CUTTHROAT KEEP

Deep in the heart of Khador, a small fort containing resources for the imperial supply lines has been raided by well-organized bandits. A fierce winter storm struck the area shortly after the raid, forcing the bandits to hole up within the keep and wait it out. As the clouds finally break, the path to the keep becomes traversable again, and an opportunity arises for your army to take the keep and its bounty of supplies.

The following special rules apply in Region 1.

- **WARMACHINE/HORDES:** Games must use Riven Bonds Scenario 1: Cutthroat Keep.
- **High Command:** Warrior cards’ Health cannot be reduced.

REGION 2: WELL OF WEALTH

A subterranean conflict between Cephalyx and Convergence of Cyriss forces opened a massive sinkhole directly below a busy trading post. Now the riches of dozens of merchants and traders lie scattered among the rubble and ruin. It’s only a matter of time until a force arrives with enough heavy lifters to scavenge the spoils of war.

The following special rules apply in Region 2.

- **WARMACHINE/HORDES:** When constructing an army list to play in this region, each player gains an additional 15 warjack or warbeast points.
- **High Command:** Reduce the cost to deploy warjack and warbeast cards by 1 WAR.

REGION 3: SCRAP HEAP

Protectorate and Khadoran armies recently waged a terrible battle at this site. Many warcasters must have fought on each side given the number of demolished warjacks scattered across the ground. Bloodstained and charred, this once-verdant field is now littered with shattered cortexes, snapped pistons, shards of steel and iron, and weapons so large no man could lift them. Many would view this place as nothing more than a junkyard, but any good mechanic sees a glorious treasure trove.

The following special rules apply in Region 3.

- **WARMACHINE/HORDES:** Games must use Riven Bonds Scenario 2: Scrap Heap.
- **High Command:** When a player captures a location, he must move all cards at that location to his discard pile instead of his occupying forces pile.

REGION 4: CARAVAN OF MADNESS

A ruthless mercenary band, hired by an unknown employer, has assaulted the Greylord excavation site of an ancient Orgoth temple. They slaughtered all who stood in their way and escaped with several wagons full of precious Orgoth artifacts. It seems, however, that the cursed relics would be their undoing. Several days later the mercenaries fell prey to paranoia and madness, tearing into each other with insatiable bloodlust until all were dead or scattered. The gore-covered caravan of relics sits abandoned on an old wilderness trail, whispering madness to any who come near.

The following special rules apply in Region 4.

- **WARMACHINE/HORDES:** All warcasters and warlocks 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.)
- **High Command:** All warcaster and warlock cards gain +3 Power and lose Battlegroup Commander.

REGION 5: FILTHY SWINE

A small farming village has been taken by a ruthless farrow warlord and his band of brigands. After putting the villagers to the sword, the farrow used their farming equipment to surround the village with crude yet effective booby traps. The warlord is throwing a great feast to celebrate his victory, and you are not invited.

The following special rules apply in Region 5.

- **WARMACHINE/HORDES:** When a player scores one or more control points, all friendly warrior models within a zone or within 4" of a flag suffer 1 damage point.
- **High Command:** Players must discard a card each time they capture a location.

REGION 6: THE TRAITOR'S TRAP

Intelligence reports have indicated the presence of a hidden cache of gems and gold in this area, buried by a paranoid noble seeking to protect his wealth. These reports were deliberately false, however, and you find yourself staring down a hated foe who seems to have fallen for the same trick. It turns out that agents of Magnus the Warlord are behind this clever trap. What the Traitor hopes to gain from the forced conflict is a mystery you'll have to ponder at a later date.

The following special rules apply in Region 6.

- **WARMACHINE/HORDES:** Games must use Riven Bonds Scenario 3: The Traitor's Trap.
- **High Command:** Begin the game with only one location in play. When the first mid-war Winds of War card is revealed, place additional location cards on the table until the total number of location cards is equal to the number of players.

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.

CYGNAR

GUN MAGE CAPTAIN ADEPT



TIER 1 COST: 5 XP		
Ranger Training – This model gains Pathfinder (P).	Alchemically Treated Scope – This model's Magelock Pistol gains +2 RNG.	Lucky Holster – This model's Magelock Pistol gains Luck. (A model with a weapon with Luck can reroll missed attack rolls with that weapon. Each attack roll can be rerolled only once as a result of Luck.)
TIER 2 COST: 10 XP		
Sniper Training – This model gains Swiftess. (When a model with Swiftess completes its action, it can advance up to 3".)	Explosive Rounds – This model's Magelock Pistol becomes AOE 3.	Morrow-Blessed Symbol – This model gains +1 DEF and Sacred Ward. (A model with Sacred Ward cannot be targeted by enemy spells.)
TIER 3 COST: 15 XP		
Spy Training – This model gains Stealth (S).	Enhanced Barrel – This model's Magelock Pistol gains Weaponmaster (W).	Bloody Memento – This model gains +2 RAT and Black Penny. (A model with Black Penny ignores the firing into melee penalty.)

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SEASON 1 HERO UPGRADES

PROTECTORATE OF
MENOOTH
PALADIN OF THE ORDER OF THE WALL



TIER 1 COST: 5 XP		
<p>Master Swordsman – This model gains Blade Shield. (A model with Blade Shield gains +2 DEF against ranged attacks.)</p>	<p>Ancient Shield – This model gains Aegis. (A model with Aegis is immune to continuous effects.)</p>	<p>Relic of the Order – This model gains Sacred Ward. (A model with Sacred Ward cannot be targeted by enemy spells.)</p>

TIER 2 COST: 10 XP		Prerequisite: Purchase at least one Tier 1 Upgrade.
<p>Vilmon's Prodigy – This model gains +1 STR and Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.)</p>	<p>Rune-Engraved Armor – This model gains +1 ARM and Retaliatory Strike. (When a model with Retaliatory Strike is hit by a melee attack made by an enemy model during your opponent's turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.)</p>	<p>Visgoth's Seal – This model gains Endurance. (A model with Endurance gains 5 additional damage boxes.)</p>

TIER 3 COST: 15 XP		Prerequisite: Purchase at least one Tier 2 Upgrade.
<p>Menoth's Chosen – This model gains Divine Inspiration. (A model with Divine Inspiration gains an additional die on melee attack and damage rolls. Discard the lowest die of each roll.)</p>	<p>Divine Armor – This model gains Resilient. (A model with Resilient ignores the effects of all injuries.)</p>	<p>Protective Wards – This model gains Greater Purpose. (The first time a model with Greater Purpose is disabled by an enemy attack, it heals all damage and gains +3 ARM for one round.)</p>

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SEASON 1 HERO UPGRADES

KHADOR

MANHUNTER



TIER 1 COST: 5 XP		
<p>Bear Fighter – This model gains Tough ☒.</p>	<p>Blood-Soaked Blade – This model gains Terror ☑.</p>	<p>Alchemist's Cloak – This model gains Immunity: Fire ☑ and Immunity: Corrosion ☑.</p>
TIER 2 COST: 10 XP		Prerequisite: Purchase at least one Tier 1 Upgrade.
<p>Stalker in the Woods – This model gains Blend In. (A model with Blend In cannot be charged while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)</p>	<p>Medal of Honor – This model gains +2 CMD and Inspiration [Faction]. (Friendly faction models/units in the command range of a model with Inspiration [Faction] never flee and immediately rally.)</p>	<p>Gallowswood Boots – This model gains +1 SPD and Steady. (A model with Steady cannot be knocked down.)</p>
TIER 3 COST: 15 XP		Prerequisite: Purchase at least one Tier 2 Upgrade.
<p>Driven to Madness – This model gains Berserk. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)</p>	<p>Master of the Hunt – This model gains Sprint. (At the end of its activation, if a model with Sprint destroyed one or more enemy models with melee attacks this activation it can make a full advance.)</p>	<p>Hooked Blade – This model gains Side Step. (When a model with Side Step hits an enemy model with an initial attack or a special attack that is not a power attack, it can advance up to 2" after the attack is resolved. It cannot be targeted by free strikes during this movement.)</p>

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SEASON 1 HERO UPGRADES

CRYX

SKARLOCK THRALL



TIER 1 COST: 5 XP		
<p>Steel Commander – This model gains +1 ARM and 'Jack Marshal (♣).</p>	<p>Rune of Levitation – This model gains Flight. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.)</p>	<p>Soul Barrier – 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		
<p>Prerequisite: Purchase at least one Tier 1 Upgrade.</p>		
<p>Spell Breaker – This model gains Arcane Annihilation. (When a model with Arcane Annihilation is destroyed by an enemy attack, models within 8" of it lose their focus and fury points and cannot cast spells, channel, or use their animi for one round.)</p>	<p>Rune of Channeling – This model gains Arc Node (♣).</p>	<p>Ancient Talisman – This model gains Arcane Prodigy. (When a model with Arcane Prodigy casts a spell and is its point of origin, the spell gains +3 RNG.)</p>
TIER 3 COST: 15 XP		
<p>Prerequisite: Purchase at least one Tier 2 Upgrade.</p>		
<p>Lore Weaver – This model gains +2 SPD and Black Arts. (A friendly Faction warcaster with a model with Black Arts in its control area can upkeep one spell without spending focus.)</p>	<p>Rune of Alacrity – This model gains Haste. (A model with Haste can make two special actions during its activation.)</p>	<p>Corpse Dancer – This model gains Faceless Dead. (A model with Faceless Dead cannot be targeted by enemy attacks while within 2" of a friendly undead trooper model except while advancing.)</p>

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SEASON 1 HERO UPGRADES

RETRIBUTION OF SCYRAH

MAGE HUNTER ASSASSIN



TIER 1
COST: 5 XP

<p>Relentless – This model gains Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)</p>	<p>Duelist's Cloak – This model gains Nimble. (A model with Nimble cannot be targeted by combined melee attacks or combined ranged attacks.)</p>	<p>Arcantrik Barrier – This model gains Girded. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)</p>
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TIER 2
COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Scyrah's Blessing – 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>Flowing Blade – This model gains Riposte. (When a model with Riposte is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.)</p>	<p>Ancestral Heirloom – This model gains +1 DEF and ARM.</p>
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TIER 3
COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Scyrah's Chosen – This model gains Divine Inspiration. (A model with Divine Inspiration gains an additional die on melee attack and damage rolls. Discard the lowest die of each roll.)</p>	<p>Barbed Armor – This model gains Parry. (A model with Parry cannot be targeted by free strikes.)</p>	<p>Master Assassin – This model gains Sprint. (At the end of its activation, if a model with Sprint destroyed one or more enemy models with melee attacks this activation it can make a full advance.)</p>
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SEASON 1 HERO UPGRADES

CONVERGENCE
OF CYRISS

STEELSOUL PROTECTOR



TIER 1 COST: 5 XP		
<p>Reinforced Construction – This model gains +2 ARM.</p>	<p>Mask of the Merciless – This model gains Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.)</p>	<p>Self-Destruct System – This model gains Death Blast. (When a model with Death Blast is disabled, center a 5" AOE on it, then remove this model from play. Models in the AOE suffer a POW 14 blast damage roll.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Centerpiece – This model gains No Sleeping on the Job [Warcaster]. (A model with No Sleeping on the Job [Warcaster] and friendly Warcaster models in its command range cannot be knocked down.)</p>	<p>Shrapnel Field – This model gains Shred Storm. (Enemy models entering or ending their activations within 2" of a model with Shred Storm immediately suffer 1 damage point.)</p>	<p>Propulsion System – This model gains +2 SPD and Flight. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Perfect Precision – This model gains Flank [Faction]. (When a model with Flank [Faction] makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.)</p>	<p>Perfect Craftsmanship – This model gains +2 STR and Rapid Strike. (A model with Rapid Strike can make one additional melee attack each combat action.)</p>	<p>Eternal Protocol – This model gains Greater Purpose. (The first time a model with Greater Purpose is disabled by an enemy attack, it heals all damage and gains +3 ARM for one round.)</p>

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MERCENARIES

OGRUN BOKUR



TIER 1 COST: 5 XP

<p>Rhulic Endurance – This model gains Tough ☒.</p>	<p>Serrated Weapons – This model gains Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.)</p>	<p>Dhuvian Talisman – This model gains Hyper Regeneration. (A model with Hyper Regeneration automatically heals d3 damage points at the start of each of its activations.)</p>
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TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Unstoppable – This model gains Counter Slam. (When an enemy model advances and ends its movement within 6" of a model with Counter Slam and in its LOS, the model with Counter Slam can immediately make a slam power attack against that model. If it does, it cannot make another counter slam until after your next turn. A model cannot make a counter slam while engaged.)</p>	<p>Alchemical Explosives – This model gains Flak Field. (A model with Flak Field can use this ability once per turn at any time during its activation but cannot interrupt its normal movement to do so. When the model uses Flak Field, models B2B with it suffer an unboostable POW 12 blast damage roll and other models within 2" of it suffer an unboostable POW 6 damage roll.)</p>	<p>Butcher's Apron – This model gains Blood-Quenched. (A model with Blood-Quenched gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.)</p>
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TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Stalwart Shield – This model gains Stone-and-Mortar Stance. (During its activation, a model with Stone-and-Mortar Stance can forfeit its movement or action to gain +5 ARM. The affected model cannot be knocked down. Stone-and-Mortar Stance lasts for one round.)</p>	<p>Forge Father's Blade – This model's Ogrun Pole Arm gains Magical Weapon ☒ and Weaponmaster Ⓡ.</p>	<p>Shieldbearer – This model gains Protector. (A model with Protector can use Shield Guard any number of times per round.)</p>
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TROLLBLOODS

FELL CALLER HERO



TIER 1 COST: 5 XP

<p>Scout Training – This model gains Camouflage. (A model with Camouflage gains an additional +2 DEF when benefiting from cover or concealment.)</p>	<p>Battle-Worn Helmet – This model gains 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>Storm Cloak – This model gains Immunity: Cold ❄️ and Immunity: Electricity ⚡️.</p>
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TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Headbanger – This model gains Swiftess. (When a model with Swiftess completes its action, it can advance up to 3".)</p>	<p>Winterkin – This model gains Flash Freeze. (When an enemy model without Immunity: Cold ❄️ ends its activation within 2" of a model with Flash Freeze, the enemy model becomes stationary for one round.)</p>	<p>Fury of the Kriels – This model gains Blood-Quenched. (A model with Blood-Quenched gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.)</p>
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TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.


<p>Maestro – This model gains Reverb. (A model with Reverb can make two Fell Calls per activation.)</p>	<p>Greatblades – This model's Swords gain Reach 🗡️.</p>	<p>Personalized Hilt – This model gains Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.)</p>
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SEASON 1 HERO UPGRADES

CIRCLE ORBOROS

BLACKGLAD WAYFARER



TIER 1 COST: 5 XP		
<p>Wildborne – This model gains Camouflage. (A model with Camouflage gains an additional +2 DEF when benefiting from cover or concealment.)</p>	<p>Electrical Augmentation – This model's Voulge gains Electro Leap. (When a model is hit by a weapon with Electro Leap, you can choose to have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ⚡.)</p>	<p>Griffon's Eye – This model gains Farsight. (Once per turn during its activation, a model with Farsight can measure the distance between itself and any model in its LOS.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Path of the Grove – This model gains Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations.)</p>	<p>Agent of Wurmwood – This model gains +1 ARM and Ghostly. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)</p>	<p>Crown of the Wild – This model gains Circular Vision and Eyeless Sight . (The front arc of a model with Circular Vision extends to 360°.)</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Purifier – This model gains Arcane Nemesis. (When a model with Arcane Nemesis hits another model/unit with Stone Spray, upkeep spells and animi on the model/unit hit expire.)</p>	<p>Wilting Totem – This model gains Manifest Weakness. (When a model with Manifest Weakness hits another model with Hunter's Mark, that model suffers -2 STR and DEF for one round.)</p>	<p>Potent's Mark – This model gains +2 DEF and Polarity Barrier. (A model with Polarity Barrier cannot be targeted by a charge made by a model in its front arc.)</p>

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SEASON 1 HERO UPGRADES

SKORNE

ANCESTRAL GUARDIAN



TIER 1

COST: 5 XP

<p>Stone Cold – This model gains Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)</p>	<p>Blade of Legend – This model’s Halberd gains Blessed. (When a model makes an attack with a weapon with Blessed, ignore spell effects that add to a model’s ARM or DEF.)</p>	<p>Grinning Visage – This model gains Exalted Tyrant. (Enemy models cannot gain soul tokens from models destroyed in the command range of a model with Exalted Tyrant.)</p>
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TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Soul Hoarder – This model gains Avarice. (A model with Avarice begins the game with three soul tokens.)</p>	<p>Stone Weave Armor – This model gains Impervious Flesh. (When a model with Impervious Flesh is hit by a ranged attack, the attacker rolls one less damage die.)</p>	<p>Obsidian Resolve – This model gains +1 SPD and STR.</p>
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TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Avatar of Oblivion – This model gains From Beyond. (While a model with From Beyond has one or more soul tokens, it gains an additional die on its damage rolls.)</p>	<p>Void Blade – This model’s Halberd gains the Thresher special attack. (When this model makes a Thresher special attack, it makes one melee attack with this weapon against each model in its LOS and this weapon’s melee range.)</p>	<p>Ward of the Lost – This model gains Incorporeal (☹).</p>
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LEGION OF EVERBLIGHT

THE FORSAKEN



TIER 1 COST: 5 XP		
<p>Spiky Mutation – This model gains +1 ARM and Back Plates. (When a model hits a model with Back Plates with a free strike attack, immediately after the attack is resolved the attacking model suffers d6 damage points.)</p>	<p>Dragonscale Mask – This model gains +1 STR and Immunity: Fire ☹.</p>	<p>Assassin's Cloak – This model gains Prowl. (A model with Prowl gains Stealth ☹) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)</p>
TIER 2 COST: 10 XP		
<i>Prerequisite: Purchase at least one Tier 1 Upgrade.</i>		
<p>Spire Shard – This model gains Flash Freeze. (When an enemy model without Immunity: Cold ☹ ends its activation within 2" of a model with Flash Freeze, the enemy model becomes stationary for one round.)</p>	<p>Spiritual Mutation – This model gains Aberrant. (A model with Aberrant gains +1 ARM for each fury point currently on it.)</p>	<p>Gorefiend – This model's Claw gains Reach ☹.</p>
TIER 3 COST: 15 XP		
<i>Prerequisite: Purchase at least one Tier 2 Upgrade.</i>		
<p>Rotting Helmet – This model gains Entropic Force. (While in the command range of a model with Entropic Force, enemy models lose Tough and cannot heal or be healed.)</p>	<p>Siphon Blade – This model gains Energy Siphon. (When a model with Energy Siphon hits an enemy model with 1 or more focus or fury points on it with a melee attack, that model loses 1 focus or fury point and this model gains 1 fury point.)</p>	<p>Webbed Wing Mutation – This model gains Jump. (After using its normal movement to make a full advance but before performing an action, you can place a model with Jump anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.)</p>

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SEASON 1 HERO UPGRADES

MINIONS

CROAK HUNTER



TIER 1

COST: 5 XP

Bayou Bully – This model's Spear gains Trash. (A weapon with Trash gains an additional damage die against knocked down targets.)

Ironback Shell Armor – This model gains +2 ARM.

River Totem – This model gains Fearless ☹ and What Lies Below. (A model with What Lies Below does not suffer damage from spray attacks.)

TIER 2

COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Fisherman – This model's Thrown Spear gains Drag. (If a weapon with Drag damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.)

Noxious Mist – This model gains Shred Storm. (Enemy models entering or ending their activations within 2" of a model with Shred Storm immediately suffer 1 damage point.)

Rune-Carved Skulls – This model gains Dark Shroud. (While in the melee range of a model with Dark Shroud, enemy models suffer -2 ARM.)

TIER 3

COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Frog Legs – This model gains Sprint. (At the end of its activation, if a model with Sprint destroyed one or more enemy models with melee attacks this activation it can make a full advance.)

Undying – This model gains Eternal Slave and Undead ☹. (When a model with Eternal Slave is boxed, it can immediately make a full advance and can make one normal melee or ranged attack, then remove this model from play. This model cannot be targeted by free strikes during this movement.)

Blindwater Champion – This model gains +2 MAT, RAT, and DEF.

RIVEN BONDS SCENARIO 1: **CUTTHROAT KEEP**

Summary: This Khadoran keep has been taken by bandits, who are now holed up inside waiting for the foul weather to pass. You and your foe both have the same goal in mind: eradicate the lawless scum and take the keep's supplies for your own purposes. Unfortunately, you face not only the enemy army but also unrelenting cannon fire from the bandits trapped inside the well-stocked fortress.

Place an obstruction no larger than 5" in length and width in the center of the table. This obstruction represents Cutthroat Keep. Hobbyists are encouraged to create their own obstruction for this scenario.

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

When placing additional terrain, follow the terrain rules found in Steamroller 2015.

SPECIAL RULES

The obstruction representing the keep can be targeted and damaged as if it were an enemy model. The keep cannot be targeted or damaged until the start of the second player's second turn. The keep has DEF 5, ARM 24, and 80 damage

boxes, and is automatically hit by melee attacks.

At the end of each player's turn while the keep is in play, the bandits fire cannons from within the keep. The active player places two 3" AOE anywhere on the table and scatters them d6" in a direction determined by the deviation template. Models hit suffer a POW 10 damage roll.

When the keep is destroyed or removed from play, the active player places a 120 mm wreck marker in the center of the table and a 30 mm loot token in the center of the wreck marker.

A warcaster, warlock, or Hero can forfeit its action while B2B with the loot token to pick it up. If a model does this, place the loot token on the model's base. If the model holding the loot token is destroyed or removed from play, the loot token is dropped.

VICTORY CONDITIONS

The first player to end his turn with a friendly model in his deployment zone holding the loot token wins the game.

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

RIVEN BONDS SCENARIO 2:

SCRAP HEAP

Summary: The ground is strewn with demolished warjacks, remnants of a previous battle. Their cracked and shattered parts are too valuable to rust into the ground; you must have them! Gathering up the debris would be an easy task—if an enemy force hadn't just arrived looking to secure the same prize.

When placing terrain, players can use only wreck markers, linear obstacles, and obstructions. Hobbyists are encouraged to create linear obstacles and obstructions that represent heaps of battle-damaged warjack parts. We recommend using at least four wreck markers as terrain for this scenario.

Place a 40 mm flag in the center of the board.

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".

When placing terrain, follow the terrain rules found in Steamroller 2015.

SPECIAL RULES

Starting after the second player's second turn, at the end of each turn if a player owns a warjack, warbeast, or Hero B2B with the flag and no enemy models contest it, the player scores 1 control point.

The flag is contested by a player if he owns at least one model within 4" of the flag that is not a warcaster, warlock, inert warjack, wild warbeast, fleeing model, or model out of formation. If multiple players would score in the same turn, only the active player scores.

While within 2" of a wreck marker, warjacks and warbeasts with at least one Open Fist gain the Scrap Sling ranged weapon. If the attacking model has one Open Fist, Scrap Sling has ROF 1, RNG SP 6, and POW equal to the model's base STR. If the attacking model has more than one Open Fist, Scrap Sling has ROF 1, RNG SP 8, and POW equal to the model's base STR.

VICTORY CONDITIONS

The first player to earn at least 4 control points *and* have more control points than his opponent immediately wins the game.

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

RIVEN BONDS SCENARIO 3: THE TRAITOR'S TRAP

Summary: You've been tricked! Instead of finding the valuable hidden cache you were led to believe was here, you find only an enemy army. They seem just as happy about this deception as you are. The only way this could get worse is if the battlefield was laced with deadly mines . . .

Place a 12"-diameter zone in the center of the board. Both players have a deployment zone of 10" and an advance deployment of 16".

Before deployment, starting with the first player each player takes a turn placing a 30 mm mine token anywhere on the table except within a terrain feature. This continues until each player has placed three mine tokens.

When placing additional terrain, follow the terrain rules found in Steamroller 2015.

SPECIAL RULES

Starting after the second player's second turn, at the end of each turn if a player owns a warcaster, warlock, or Hero within the zone and no enemy models contest it, the player scores 1 control point.

The zone is contested by a player if he owns at least one model within the zone that is not a warcaster, warlock, inert warjack, wild warbeast, fleeing model, or model out of formation. If multiple players would score in the same turn, only the active player scores.

Starting after the second player's second turn, at the start of each player's turn the player can attempt to detonate a mine. The active player chooses a mine, and his opponent chooses a different mine. Both players roll a d6. The mine chosen by the player with the higher roll detonates. If the roll is a tie, no mine detonates. A player is not required to try to detonate a mine during his turn. When there is only one mine left in play, it immediately detonates.

When a mine detonates, center a 5" AOE on the mine token, then roll deviation for a second 5" AOE from that point. Models in one or more AOE's are hit and suffer a POW 12 blast damage roll.

VICTORY CONDITIONS

The first player to earn at least 4 control points *and* have more control points than his opponent immediately wins the game.

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

MILESTONE SCORE SHEET

MILESTONE 1: DREAM CRUSHER	
Destroy or remove from play an enemy Hero with an attack made by your Hero.	Bonus: 3 XP
MILESTONE 2: MASTER STRATEGIST	
Win three games in a row using a different warcaster or warlock for each game.	Bonus: 3 XP
MILESTONE 3: MAGE SLAYER	
Destroy or remove from play an enemy warcaster or warlock with an attack made by your Hero.	Bonus: 3 XP
MILESTONE 4: DECORATED VETERAN	
Convert your Hero model to represent three or more of the Upgrades you have purchased.	Bonus: 5 XP
MILESTONE 5: SOLDIERS OF FORTUNE	
Create a piece of terrain that features either the Steelhead Company insignia or dead Steelhead soldiers.	Bonus: 5 XP
MILESTONE 6: VENGEANCE	
Challenge a player who has defeated you this season, destroy or remove from play his Hero, and win the game.	Bonus: 3 XP

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TWISTED STEEL:

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. *Twisted Steel* is the first of these encounters.

STEEL FOR GOLD

Across the Iron Kingdoms lie many small communities far beyond the reach of any nation's military authority. These isolated villages often fall victim to bandits and warbands seeking to exploit them. Unable to rely on established armies to protect them, these communities must turn to others in times of need, such as the many mercenary companies throughout western Immoren.

Mercenary companies can be double-edged swords. While often lifesaving for those who hire them, the loyalties of a mercenary are first and foremost to coin. When the risk becomes too great or the gold runs out, these veteran warriors can easily slip into the role of brutal brigands and warlords.

FOR THE GAME MASTER

This scenario takes place in Southbank, a small Cygnaran fishing village on a tributary of the Dragon's Tongue River about fifty miles downriver from Corvis. Large military garrisons are stationed upriver at Corvis and downriver at Stonebridge Castle, but ongoing war has kept these soldiers fully occupied; there has been no one to spare to protect the small villages elsewhere along the river. Unfortunately, Southbank has fallen into the pitiless grasp of a band of former Steelhead mercenaries led by one Sergeant Johan Twist.

Twist and his men had been hired by a minor local official to escort a salvage expedition north of the river, but when they found themselves on the losing side of a battle with a Khadoran patrol, they quickly abandoned their employer. Rather than returning to their chapter house to face the consequences of their cowardice, the Steelheads turned bandit and fell upon the first community they found. Well armed and superbly trained, Twist's fighters quickly took control of Southbank, robbing its citizens of what meager wealth and food they still had.

Now Twist and his men deliberate over their next move. Most feel that traveling downriver to Five Fingers is their best bet, there to lose themselves among the criminal element of the city. Twist himself wants to lie low in Southbank, recuperating from the battle and living off the villagers for a time. Either way, the outlaw mercenaries plan to execute all

the villagers once they have no more need of them to keep word of their crimes and dereliction of duty from spreading.

Twisted Steel is designed for four to five PCs with 0–10 XP each. For a larger party or characters with higher XP, consider replacing one or more Steelhead Thugs with Steelhead Halberdiers in the first encounter and increasing the number of riflemen in the second encounter by two or more.

SOUTHBANK

The village of Southbank is home to ten families of Morridane fishermen. Their homes are arranged in a loose semicircle on the riverbank with a large storehouse at the center. The Steelhead bandits have claimed the storehouse as their headquarters and have transformed the building into a crude fortress surrounded by walls of sharp stakes.

SETUP: A HELPING HAND

The scenario starts when the PCs are approached by Emmett Sikes, a Southbank villager in threadbare clothing who fled under cover of darkness to seek aid for his oppressed kin. The setup works best if the PCs have just prevailed in combat or otherwise proved their worth. Read or paraphrase the following to get things started.

An emaciated man in grimy, ragged clothes approaches you timidly. With a glance you can tell he has gone hungry for quite some time. In a quiet but hopeful voice, he says, "I mean no trouble, but I beg you to listen to me."

Sikes introduces himself to the PCs, complimenting them on their most recent success. As he speaks he shudders every so often, and if the PCs are having a meal he eyes their food longingly. Sikes explains that he's from Southbank, and that he's come in search of anyone capable of helping the village out of its dire circumstances.

Sikes explains that he has no money to offer, as the rogue Steelheads looted every crown and scrap of jewelry in the village. The people of Southbank are masterful navigators, however, and in return for aid they can provide transport down the Dragon's Tongue from Corvis to Five Fingers. Sikes also tells the PCs that any of the items stolen by the bandits are theirs for the taking—about 75 gc worth of coin, jewelry, and miscellaneous items. Any characters with a mercenary background will know the Steelheads here are acting illegally and contrary to their charter, though such infractions are not unheard of in times of war.



PART 1: THIS TOWN ISN'T BIG ENOUGH...

Assuming the PCs agree to aid Sikes, he leads them toward the Dragon's Tongue River. The route takes them into a dense and swampy patch of forest cut through by a narrow dirt road. About an hour after leaving the road, the group reaches Southbank. At this point, read or paraphrase the following.

The forest road opens on a large, open semicircle of houses built on stilts at the river's edge. It is a rustic town—or used to be. Now it looks like a prison camp, with gaunt villagers peering out of their windows as armed men keep them in their homes. Thickets of sharpened stakes surround the central building, and a trio of halberd-wielding men stand guard outside.

Eight of Twist's men stand watch over the village, near the structures holding their captives. Occasionally one of them shouts at the villagers to stay quiet and slams a fist into the wall. Three carry halberds, and the others are armed with pistols as well as rusted swords scavenged from the battlefield.

Use the Human Watchman stats from *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*, p. 345, for the men with halberds, and use the Human Thug stats on the same page for the other five men.

"KEEP YOUR HEADS DOWN"

If the PCs choose to enter Southbank covertly, they find plenty of shrubs and trees to use as cover. A sneaking PC can make a Detection skill roll against a target number of 12 to spot the clothes of some Southbankers hanging on a line, which can be used to fashion a quick disguise.

As they sneak or otherwise move through undetected by the Steelheads, the PCs overhear two of the guards discussing plans to clean up before they head downriver. When a PC is within 30 feet (5") of the center building, read or paraphrase the following.

A squat Steelhead with a broken nose is leaning on his polearm. He hocks and spits a stream into the dust. "Shouldn't be too hard to get rid of the rest," he says. "Twist and the riflemen have the first batch out by the river. Seems like a waste of bullets, if you ask me."

The two idly discuss methods by which they would rather the villagers be executed, though it is clear that Twist intends to kill the first group soon.

The PCs can attempt to continue sneaking to where Twist and the riflemen have taken the prisoners (see "Part 2: Red River" below), but failing to deal with the Steelheads in the center of town first will leave them to reinforce Twist at the river.

Once the PCs are discovered or stop sneaking, see "The Direct Approach" below.

THE DIRECT APPROACH

If the PCs enter Southbank overtly, the Steelheads stare at them gape-mouthed for a moment before rushing to attack, assuming they have been sent by nearby authorities. When one or more Steelheads have LOS to the PCs, read or paraphrase the following.

As you come into view, the Steelheads spring into action. Pulling pistols out of holsters or bringing halberds into position, they scramble to mount a defense. One of the thugs, his wavering pistol pointed at you, turns to his nearest companion.

"What do we do?" he hisses, eyes wide with panic.

What happens next depends on the actions of the PCs.

LET'S BE REASONABLE

The mercenaries in the town are ready for a fight, but they aren't unreasonable—or suicidal. With numbers on their side, they think they have the upper hand, at least for the moment. The PCs can try to intimidate them into backing down or otherwise talk them out of fighting. Below are some options for avoiding conflict, but the GM is free to improvise should the players attempt a different approach.

- **Intimidation:** The Steelheads guarding the town can be intimidated into backing off. A PC can make an INT + Intimidation skill roll against a target number of 15 to convince the mercenaries they have no chance to win a fight. If the roll succeeds, the Steelheads drop their weapons and surrender. If the roll fails, they attack (see below).
- **Negotiation:** The Steelheads guarding the town can be negotiated with. A PC can make a INT + Negotiation skill roll against a target number of 15 to convince the Steelheads to leave Southbank in peace. If the roll succeeds, the Steelheads in town pack up and leave as quickly as possible, taking their stolen loot with them. If the roll fails, the Steelheads demand 60 gc before they'll leave. If the roll fails by 10 or more, they attack (see below).
- **Deception:** The Steelheads guarding the town are desperate and ready to believe anything. A PC can make an INT + Deception skill roll against a target number of 12 to convince them the PCs are part of a larger group that is coming to arrest them, or some similar deception. If the roll succeeds, the Steelheads surrender their weapons and beg for leniency. If the roll fails, they attack (see below).

KILL 'EM ALL

If any of the PCs attack, the mercenaries retaliate immediately. When the Steelheads attack, those with halberds charge the closest targets they can see, and the others move into cover and open fire with their pistols. If the halberdiers use the Sound the Alarm ability or if any guns are fired, Twist is alerted to the PCs presence and they lose the opportunity to surprise him at the river (see “Part 2: Red River” below).

Sikes and the villagers don’t do anything in this encounter—they are smart enough to stay inside their houses and out of the way.

ENEMY TACTICS

The halberdiers attempt to create a defensive line to hold the PCs back. The thugs rely on their pistols, staying in cover and aiming when possible.

When a halberdier uses the Sound the Alarm ability, the new halberdier enters from the north edge of the map (where Twist and his cohort have their prisoners).

TERRAIN

This encounter includes the following terrain.

Buildings: The buildings are obstructions, but they can be climbed. A character B2B with a building can forfeit his movement or action and make a Climbing skill roll against a target number of 13 to climb atop a building. A character who climbs a building gains elevation against targets on the ground. The rooftop of a building is rough terrain.

Sharpened Stakes: The sharpened stakes are linear obstacles. A character that is thrown or slammed into the stakes suffers an additional die on the damage roll.

Trees: The trees count as forests. A character in the trees can spend a quick action to duck behind a tree trunk and gain solid cover for one round. A character in the forest can forfeit his movement or action and make a Climbing skill roll against a target number of 13 to climb a tree. A character who climbs a tree gains elevation against targets on the ground in addition to the normal effects of being in a forest.

AFTERMATH

When only one Steelhead remains, he sprints to join Twist and his group. If the PCs managed not to alert Twist up to this point, they can try to incapacitate the fleeing man before he can warn his leader. When he reaches the north edge of the map, he has made it to Twist.

PART 2: RED RIVER

Use this encounter if the PCs head to the river to stop Twist from executing his prisoners. If the PCs remain in the village, Twist and the antagonists in this encounter come to face them in the village. If the PCs reach the river stealthily, read or paraphrase the following.



Five villagers kneel at the water’s edge. Behind them stand six men with guns at the ready. A lanky man wearing the remains of a sergeant’s uniform aims a hand cannon with one hand; his other hand is raised, prepared to give the signal to fire.

“Ready boys?” he says.

The PCs have one round to stop Twist and his men before they shoot. If the PCs move to engage the Steelheads, Twist notices their approach and commands his men to engage them. Once the PCs approach Twist, read or paraphrase the following.

Snarling, Twist turns to face you, his sergeant’s coat flapping loosely, his open mouth revealing many rotted or missing teeth. He rushes into the river’s shallows, keeping the five villagers between you and him, and shouts to his men to attack as he raises his hand cannon again.

ENEMY TACTICS

At the start of the encounter Twist spends a quick action to use the kneeling villagers as cover. He fires his hand cannon at the closest PC, spending his feat point to regain lost vitality and mitigate damage with Walk It Off. His riflemen fan out and move to use trees as cover, focusing their fire on the most heavily armed PCs first.

TERRAIN

The encounter includes the following terrain.

Fallen Log: The fallen log is a linear obstacle.

River: The rocky ford is shallow water. The rest of the river is deep water.

Trees: The trees count as forests. A character in the trees can spend a quick action to duck behind a tree trunk and gain solid cover for one round. A character in the forest can forfeit his movement or action and make a Climbing skill roll against a

target number of 13 to climb a tree. A character who climbs a tree gains elevation against targets on the ground in addition to the normal effects of being in a forest.

AFTERMATH

When Twist is incapacitated, he falls limply to the ground, bleeding and holding up his hands in surrender. Any surviving Steelheads surrender as well.

Twist tries to convince the PCs to let him go, offering to give them all of the items he and his men stole from Southbank's villagers. He is ready to agree to anything they suggest if he thinks it will let him walk away.

ENDING THE SCENARIO

Once Twist is defeated, Sikes comes forward. With him are several survivors from the village, comprising the ruling council of Southbank. Sikes says the PCs should let the remaining Steelheads live so they can face Cygnaran justice.

ENDING #1: THE WAGES OF SIN

If the PCs kill Twist and all his men, read or paraphrase the following.

The people of Southbank emerge, finally free of the cruel men who held them captive. Sikes kicks at the inert body of Twist.

"Can't say he deserved any better. Still, would've liked to see him face the king's justice for what he did." He turns to face you. "We can never thank you lot enough for what you did for us. I wish we could give you more, but . . ."

His voice trailing off, Sikes looks to his fellow villagers. One by one they collect their personal effects from the bodies of the fallen Steelheads and move to hand the items over to you.

With Twist and his men dead, the PCs can claim the meager reward from the villagers of Southbank, and each villager quietly thanks them as they hand over their possessions. If the PCs refuse the items, Sikes and his people thank them profusely and promise never to forget their help.

ENDING #2: JUSTICE FOR ALL

If the PCs decide that Twist and any surviving Steelheads should be brought to justice, read or paraphrase the following.

Sikes approaches the fallen Steelhead, scooping up a rifle on the way. He turns to you and says, "Thank you. For everything. For saving every good person in Southbank, and for proving there are people out there better than this scum." He kicks at Twist's leg. "Get up, you!"

Armed with any weapons the PCs do not claim, Sikes and a handful of villagers will deliver the former Steelheads to justice. Sikes assures the PCs that the villagers are more than equipped to take the bandits to the nearest city to answer for their crimes.

The villagers then gather their belongings from the Steelheads and prepare to hand them over, as above.

ONE MORE THING . . .

Before the PCs leave the village, they witness something unusual. An elderly villager is protectively attending to a wounded Steelhead (or a freshly dead one if the PCs couldn't resist mowing through everyone in sight). The old man carefully brushes the young mercenary's hair from his forehead, washes his wounds, or otherwise tends to the warrior. If the PCs examine these two, they recognize a clear family resemblance.

The older man is Brinton Crance. The Steelhead he's caring for is Lugas Crance, his brother's son, who took up the mercenary life several years ago. If the PCs talk to him, Brinton explains that he told his nephew Southbank would always take him in, would always provide for him in times of need. Brinton suspects that Lugas was responsible for telling Twist about the village, thinking that it would be a safe haven. Brinton saw his nephew come into town, desperate and hungry, and told his fellow villagers not to worry, that the mercenaries could be trusted. That's why their guard was down and Southbank fell into Twist's control so quickly.

Brinton might ask the PCs to aid in burying or stabilizing his nephew (if Lugas is not already dead). If they agree to either, Brinton promises to repay their compassion. He gives a ring to the PC who treated him with the most kindness or offered the most aid, saying that it may help them in times of need. Stamped on the ring where a stone setting would normally be is a faded symbol: an axe and sword crossed over a tattered banner.

BRINTON'S RING

The symbol on the ring is a crude version of the symbol of Scion Roth. This bandit lord carved out a fiefdom along the Dragon's Tongue River in the late 600s BR. He is the patron of bandits, mercenaries, and outcast soldiers. A character versed in Lore (Thamar) might recognize it, but it is too faint and crude for other characters to make much sense of.

REWARDS

Each PC gains 1 XP per session of play in addition to the rewards below, which depend on the outcome of the scenario.

- If the PCs let Twist live to face justice, they gain +1 XP.
- If the PCs refuse the reward offered by the Southbank villagers, they gain Connections: (Southbank). A character with this connection can expect free passage along the Dragon's Tongue River, information about recent events along the waterway, and a safe place to sleep and ample provisions whenever he is in the area.
- A PC who receives the ring from Brinton Crance gains no bonus at this time but will have an advantage in a later scenario.

JOHAN TWIST

SKILLS:

NAME	STAT + RANK	TOTAL
Pistol	POI 2	6
Hand Weapon	PRW 1	5
Command	SOC 2	*

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



HAND CANNON			
RAT	RNG	AOE	POW
7	12	—	12



AXE		
MAT	POW	P+S
5	3	8

INITIATIVE	INIT	14
DEFENSE	DEF	11
	(Infantry Armor -2)	
ARMOR	ARM	14
	(Infantry Armor +7)	
WILLPOWER	WILL	11

VITALITY: 12

COMMAND RANGE: 6

BASE SIZE: SMALL

ENCOUNTER POINTS: 14

EQUIPMENT:

Ammo bandolier, axe, infantry armor, hand cannon, blasting powder and bullets for six shots, 20 gc worth of stolen goods

ABILITIES:

Flank [Steelhead] – When this character makes a melee attack against an enemy within the melee range of a friendly character of the type indicated, this character gains +2 to attack rolls and gains an additional damage die.

Ammo Bandolier – A character with an ammo bandolier can draw and reload a round into a firearm as part of the same quick action.

TWIST'S RIFLEMEN

STEELHEADS

SKILLS:

NAME	STAT + RANK	TOTAL
Detection	PER 1	4
Rifle	POI 1	5

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



MILITARY RIFLE			
RAT	RNG	AOE	POW
5	10	—	11

INITIATIVE	INIT	14
DEFENSE	DEF	12
	(Infantry Armor -2)	
ARMOR	ARM	12
	(Infantry Armor +7)	
WILLPOWER	WILL	8

VITALITY: 7

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

EQUIPMENT:

Infantry armor, military rifle, blasting powder and bullets for 12 shots, 10 gc worth of stolen goods

ABILITIES:

Dual Shot – The character can forfeit his movement during his turn to make one additional ranged attack with a pistol or rifle.

Fast Reload – The character gains one extra quick action each turn that can be used only to reload a ranged weapon.