

PATH OF DEVASTATION

SEASON 2 BROKEN ROADS



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 beset by raiders and bandits. Desperate criminals have seized the opportunity to pillage the weak and defenseless in this lawless landscape, leaving only sorrow and ruin in their wake. These crimes must not go unanswered! Gather your troops, call forth your greatest heroes, and prepare to punish the heartless opportunists.

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: Titan Slayer

Destroy or remove from play an enemy colossal or gargantuan with an attack made by your Hero.
Bonus: 3 XP

Milestone 2: Fierce Defender

Control a zone or flag with only your Hero for two consecutive turns.
Bonus: 3 XP

Milestone 3: Shadow Hunter

Destroy an enemy Hero with an attack made by your fully painted 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: Highwaymen

Create a piece of terrain that features bandits (any Privateer Press models you like) waiting in ambush.
Bonus: 5 XP

Milestone 6: Tyranny

Challenge a player to a game in which they choose which warcaster or warlock you use, and win the game. Your opponent must choose a warcaster or warlock you own in the Faction you are currently playing.
Bonus: 3 XP

HERO MODELS

- **Cygnar** – Trencher Master Gunner
- **Protectorate** – Reclaimer
- **Khador** – Widowmaker Marksman
- **Cryx** – Iron Lich Overseer
- **Retribution** – House Shyeel Artificer
- **Convergence** – Enigma Foundry
- **Mercenaries** – Sea Dog Rifleman*
- **Trollbloods** – Trollkin Skinner
- **Circle** – Tharn Ravager White Mane
- **Skorne** – Extoller Soulward
- **Legion** – Beast Mistress
- **Minions** – Thrullg**

*This Hero can work for any Mercenary contract. This Hero can be added to an army list as either a Sea Dog Boarding Crew Weapon Attachment or a Sea Dog Boarding Crew Solo. This Hero loses Take Up.

**This Hero can work for any Minion pact.

HERO UPGRADES

See pages 4–15 for a list of available Hero Upgrades for this season.

DAMAGE SURVEY REGIONS

REGION 1: AMBUSH ALLEY

A well-traveled trade route has become a lucrative hunting ground for a group of organized raiders in recent times, and the havoc caused by these bandits has disrupted military supply lines. With several nations competing over exclusive access to this route, the armies of Immoren have been dispatched to deal with the outlaws and regain control of the flow of supplies through the region. These varied forces must now face not only the raiders' coordinated ambushes, but each other as well.

The following special rules apply in Region 1.

- **WARMACHINE/HORDES:** Games must use Broken Roads Scenario 1: Ambush Alley.
- **High Command:** At the start of each player's orders step, he can move one friendly warrior card from one location to another.

REGION 2: COASTAL CALAMITY

A savvy pirate crew is using a stolen Ordric warship to raid targets of opportunity along the coast. Forgoing guile and stealth, the privateers are utilizing the sheer firepower of the ship to attack targets that would normally be unassailable, shattering walls and ramparts before looting all they can. The warship can hold only so much cargo, and the plunder left behind by the sea dogs lies waiting to be claimed. Unfortunately, the fortifications blasted by the pirates' guns have buried these goods under tons of stone and brick, so you'll need to employ heavy ordnance to blast away the rubble.

The following special rules apply in Region 2.

- **WARMACHINE/HORDES:** Models with Light Artillery gain Destructive. (When a model with Destructive directly hits an enemy model with a ranged attack, it can reroll the damage roll. Each damage roll can be rerolled once as a result of Destructive.)
- **High Command:** All warrior cards gain "When you deploy this card from your hand, it gains +1 Power until the end of the turn."

REGION 3: STYGIAN MISCHIEF

Several weeks past, a powerful Orgoth artifact was stolen from a Greylord excavation site. Ignorant of its true power, the thieves had hoped to hock the arcane device for some quick crowns at the nearest city. Greylord Outriders were quickly sent to retrieve the treasure from the petty scoundrels. During the harrowing chase that followed, one of the thieves hid the artifact in a secret and well-camouflaged cave. Though the Outriders caught the thieves, they failed to keep any alive long enough to learn the location of the artifact and left empty-handed. The agents of several nations have since succeeded where the Outriders had not: the location of the cave has been rediscovered! Now the race is on to reach the cave first and claim the invaluable relic.

The following special rules apply in Region 3.

- **WARMACHINE/HORDES:** Games must use Broken Roads Scenario 2: Stygian Mischief.
- **High Command:** When a player captures a location, he can return up to three warrior cards from his discard pile to his hand.

REGION 4: THE TRAVELING TERROR

Normally a Radiz caravan is a sight that brings joy to rural folk across Immoren, as they can expect these traveling entertainers and mystics to amuse them with parlor tricks and exotic wares. Several months ago, however, one of these caravans was infiltrated by an insidious Thamarite cult. Now as this seemingly innocuous troupe travels from village to village, the same sinister pattern unfolds at each stop: every evening the show begins, children clap, and elders are amazed—and every night more innocent villagers disappear. Before anyone catches on, the caravan is off to the next town to gather more souls for their dark rituals.

The following special rules apply in Region 4.

- **WARMACHINE/HORDES:** Models cannot gain corpse, bone, soul, or blood tokens. Destroyed models cannot be returned to play.
- **High Command:** All warjack, warbeast, and warrior cards are treated as having 0 VPs.

REGION 5: SCARS OF THE PAST

No one really knows what has happened in this isolated region—or if anyone does, they're not talking. A terrible blight permeates the landscape, mutating local wildlife into horrible beasts, and its cause remains a mystery. There are rumors of Cryxian pirates or perhaps a failed experiment by cultists of the machine goddess. The recent discovery of a blighted warwolf carcass has led some to believe blackclads are to blame. Most of the few villagers who called this region home have fled. With no witnesses to trouble them, roaming groups of bandits have come to treat the area as a safe haven from meddlesome authorities.

The following special rules apply in Region 5.

- **WARMACHINE/HORDES:** When a damage roll resulting from a direct hit fails to exceed the ARM of a model, that model suffers 1 damage point.
- **High Command:** All warjack, warbeast, and warrior cards have -1 base Health (to a minimum of 1).

REGION 6: EMBERS AND ASHES

A Cygnaran fort burns along the Ordic border, ruined and deserted. While not a major military target, this fort had housed supplies and soldiers key to maintaining efficient border patrols. Whoever did the damage seems to have been less interested in pillaging the fort's stock than in obliterating the location itself. The blasting powder stores have been ignited, the coal supply set ablaze, and the cannons turned against the very walls they were meant to protect. Still, those brave enough to enter the burning ruin are likely to find an abundance of valuable goods for the taking.

The following special rules apply in Region 6.

- **WARMACHINE/HORDES:** All games must use Broken Roads Scenario 3: Embers and Ashes.
- **High Command:** At the beginning of the game, randomly choose one location in play to be Ruined. (A location with Ruined is worth +1 VP and -1 CMD and WAR. When this location is captured, randomly choose another location in play to be Ruined.)

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 2 HERO UPGRADES

CYGNAR

TRENCH MASTER GUNNER



TIER 1 COST: 5 XP		
<p>Hard as Nails – This model gains Tough ☒.</p>	<p>Black-Market Scattergun – The base RNG of this model's Scattergun becomes SP 10.</p>	<p>Mud Bath – This model gains Prowl. (A model with Prowl gains Stealth ☹ while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)</p>
TIER 2 COST: 10 XP		
<i>Prerequisite:</i> Purchase at least one Tier 1 Upgrade.		
<p>War Hero – This model gains +1 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>Lucky Helmet – This model gains +3 ARM.</p>	<p>Hunting Partner – This model gains +1 RAT and Iron Sentinel. (While B2B with a friendly Faction warjack, a model with Iron Sentinel gains +2 DEF and ARM and cannot be knocked down.)</p>
TIER 3 COST: 15 XP		
<i>Prerequisite:</i> Purchase at least one Tier 2 Upgrade.		
<p>Gunnery Sergeant – This model gains Blast 'Em. (When a model with Blast 'Em makes a Close Fire special action, it can immediately make an Artillerist special action targeting the same model.)</p>	<p>Trusty Old Blade – This model's Trench Knife gains Weaponmaster ☹. Additionally, this model gains Rapid Strike. (A model with Rapid Strike can make one additional melee attack each combat action.)</p>	<p>Trench Map – This model gains 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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SEASON 2 HERO UPGRADES

PROTECTORATE OF
MENOOTH
RECLAIMER



TIER 1
COST: 5 XP

Steel Commander – This model gains +1 ARM and Jack Marshal (♣).

Visgoth Blessed Steel – This model's Cinerator gains +1 POW and Magical Weapon (♣).

Brand of the Order – This model gains Ghost Shield. (A model with Ghost Shield gains +1 ARM for each soul token on it.)

TIER 2
COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Menooth's Sight – This model gains +2 DEF and Clarity. (During the activation of a model with Clarity, you can measure the distance between any two models.)

Hierarch's Seal – This model gains +1 MAT and Admonisher. (When a model with Admonisher directly hits an enemy model with a melee or ranged attack, the d3 nearest enemy models within 5" of the model hit suffer a POW 10 magical damage roll.)

Searing Menofix – This model gains +1 SPD and Righteous Flames. (An enemy model that ends its activation within 2" of a model with Righteous Flames suffers the Fire continuous effect (♣).)

TIER 3
COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

The Light – This model gains Soul Beacon. (All Friendly Faction models are in the command range of a model with Soul Beacon.)

Priest King's Gauntlet – This model gains +4 STR.

Tome of Ancient Law – This model gains True Knowledge. (If a friendly Faction warcaster is in the command range of a model with True Knowledge during your Control Phase, the warcaster can upkeep one spell without spending focus.)

SEASON 2 HERO UPGRADES

KHADOR

WIDOWMAKER MARKSMAN



TIER 1 COST: 5 XP		
<p>Natural Born Killer – This model gains Fearless ☠ and Terror ☠.</p>	<p>Big Game Hunter – This model gains Beneath Notice. (A model with Beneath Notice gains +4 DEF against melee and ranged attacks made by huge-based models. Huge-based models cannot target this model with free strikes.)</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>Old Faithful – This model gains Witch Hunter. (After an enemy model casts a spell within 10" of a model with Witch Hunter, the model with Witch Hunter can immediately make a normal ranged attack targeting that model.)</p>	<p>Mechanical Monocle – This model gains Circular Vision and Eyeless Sight 👁. (The front arc of a model with Circular Vision extends to 360°.)</p>	<p>Nearsight Goggles – This model gains +2 RAT and Gunfighter 🎯.</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Augmented Firing Chamber – This model gains 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>Titan Stopper Rounds – This model's Vanar Liberator gains +2 POW and Critical Grievous Wounds. (On a critical hit, the model hit by a weapon with Critical Grievous Wounds loses Tough, cannot heal or be healed, and cannot transfer damage for one round.)</p>	<p>Black Iron Barrel – This model gains Black Eye. (When a model with Black Eye hits another model with a ranged attack, that model suffers -4 DEF for one round.)</p>

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SEASON 2 HERO UPGRADES

CRYXX

IRON LICH OVERSEER



TIER 1 COST: 5 XP		
<p>Reinforced Construction – This model gains +2 ARM.</p>	<p>Ethereal Armor – This model gains Ghostly. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)</p>	<p>Necrotite Veins – This model gains Battle Wizard. (Once per turn, when a model with Battle Wizard destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model with Battle Wizard can make one Magic Ability special attack or special action.)</p>
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>Crown of Command – This model gains Drive: Pronto. (A model with Drive: Pronto can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.)</p>	<p>Necrotech Tinkering – This model gains Flank [Faction Warjack]. (When a model with Flank [Faction Warjack] 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>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Mad with Power – This model gains Mad Wizard. (When a model with Mad Wizard destroys one or more enemy models with a Magic Ability special attack during its combat action, immediately after the attack is resolved this model can make one additional Magic Ability special attack. Attacks gained from Mad Wizard cannot generate additional attacks from Mad Wizard.)</p>	<p>Mask of Dominance – This model gains Superior Marshaling. (Warjacks under the control of a model with Superior Marshaling gain 1 focus during your Control Phase.)</p>	<p>Geistweave Cloak – This model gains +2 SPD and MAT and Unhallowed. (While another friendly Faction model is Incorporeal ☹ and in the command range of a model with Unhallowed, the other friendly Faction model gains +2 ARM and does not suffer blast damage.)</p>

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SEASON 2 HERO UPGRADES



RETRIBUTION OF SCYRAH

HOUSE SHYEEL ARTIFICER



TIER 1
COST: 5 XP

<p>Prototype Targeting Lens – This model gains Arcane Savant. (A model with Arcane Savant gains +2 to magic attack rolls.)</p>	<p>Force Amplifier – This model gains Magnitude. (While B2B with a model with Magnitude, friendly Faction Myrmidons do not suffer the effects of crippled Field Generator systems.)</p>	<p>Overcharged Power Gauntlets – This model gains Battle Wizard. (Once per turn, when a model with Battle Wizard destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model with Battle Wizard can make one Magic Ability special attack or special action.)</p>
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TIER 2
COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

<p>Arcane Defense System – This model gains +2 DEF and Whiplash. (When an enemy model misses a model with Whiplash with a magic attack, the attacking model becomes the target and is automatically hit by the attack. AOE magic attacks that miss are centered on the attacking model. The model with Whiplash is the point of origin for all these attacks.)</p>	<p>Cyclone of Debris – This model gains Ashen Veil. (A model with Ashen Veil has concealment. Living enemy models suffer -2 to attack rolls while within 2" of a model with Ashen Veil.)</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>
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TIER 3
COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

<p>Distortion Generator – This model gains Displacement. (At the end of its activation, if it did not run or charge a model with Displacement can be placed anywhere completely within 6" of its current location.)</p>	<p>Palm-Sized Field Generator – This model gains +2 MAT and its Power Gauntlets gain Paralysis. (A living model hit by a weapon with Paralysis has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.)</p>	<p>Unstable Power Source – This model gains Tough ☒ and Overload. (Once per activation, you can roll one to three dice. The model with Overload gains a STR bonus equal to that roll. Then roll the same dice again. This model suffers damage equal to that roll. This bonus expires at the end of this model's activation.)</p>
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SEASON 2 HERO UPGRADES

CONVERGENCE
OF CYRISS
ENIGMA FOUNDRY



TIER 1
COST: 5 XP

Shrapnel Cloak – 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.)

Telescopic Mask – 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.)

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

TIER 2
COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

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

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

Protective Protocol – This model gains Arcane Vortex. (A model with Arcane Vortex can immediately negate any spell that targets it or a model within 3" of it by spending 1 soul token before the RNG of the spell is measured. The negated spell does not take effect, but its COST remains spent.)

TIER 3
COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Magnetic Aura – This model gains Polarized Plating. (A model with Polarized Plating gains +2 DEF and ARM against ranged attacks. While within 2" of this model, friendly models gain +2 DEF and ARM against ranged attacks and enemy models suffer –2 DEF.)

Next-Generation Model – This model gains Stealth (🔒), Tough (🛡️), and Subharmonic Tuning. (While a model with Subharmonic Tuning is not in melee, is within 6" of a friendly Faction warjack, and is in a friendly Faction warcaster's control area, the warcaster can channel spells through the model with Subharmonic Tuning.)

Heavy Metal – This model gains +2 CMD and Bulldoze. (When a model with Bulldoze advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.)

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MERCENARIES

SEA DOG RIFLEMAN



TIER 1 COST: 5 XP

Deck Runner – This model gains +2 DEF and Parry. (A model with Parry cannot be targeted by free strikes.)

Plundered Armor – This model gains +2 ARM and Grizzled. (A model with Grizzled has five damage boxes.)

Royal Rifle – This model gains +2 RAT and its Long Rifle gains +2 POW.

TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Pirate's Curse – This model gains Fearless (☒) and Even in Death. (The first time a model with Even in Death is disabled by an enemy attack, it heals all damage and gains Undead (☠).)

Quartermaster's Assistant – This model's Hand Weapon gains +2 POW and Knockdown. (When a model is hit by an attack made with a weapon with Knockdown, it is knocked down.)

Lucky Scar – This model gains Old Salt. (A model with Old Salt does not suffer blast damage or damage from spray attacks.)

TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Collapsible Decoy – This model gains Stealth (☹) and Gun & Run. (At the end of its activation, if a model with Gun & Run destroyed one or more enemy models with ranged attacks this activation it can make a full advance.)

Thamarite Relic – This model gains Soul Collector. (A model with Soul Collector gains one soul token when a living enemy model is destroyed within 10" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.)

Battle Optics Scope – This model gains Eyeless Sight (☹) and Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved it can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapons's ROF.)

SEASON 2 HERO UPGRADES

TROLLBLOODS

TROLLKIN SKINNER



TIER 1 COST: 5 XP

Unbreakable Determination – This model gains Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)

Finishing Blade – 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.)

Tripwire – This model gains +1 DEF and Reversal. (When a model misses a model with Reversal with a charge or power attack, the attacking model is knocked down.)

TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

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.)

Sacred Stone – This model gains Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations.)

Thrall Skull Trophy – 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.

Master Trapper – This model gains +1 SPD and 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.)

Elder Skinner – This model gains +2 STR and Rapid Strike. (A model with Rapid Strike can make one additional melee attack each combat action.)

Hamstringer – This model's Skinning Knife gains Cripple. (A model hit by a weapon with Cripple suffers –2 STR, and when it advances it cannot move except to change facing. Cripple lasts for one round.)

SEASON 2 HERO UPGRADES

CIRCLE ORBOROS

THARN RAVAGER WHITE MANE



TIER 1 COST: 5 XP

Gorax Skull Helmet – This model gains +2 ARM.

Covered in Gore – This model gains Abomination (☠).

Thornwood 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.)

TIER 2 COST: 10 XP

Prerequisite: Purchase at least one Tier 1 Upgrade.

Devourer's Child – This model gains Blood Drinker. (Immediately after a model with Blood Drinker resolves a melee attack in which it destroys one or more living models, it can end its activation to heal d3 damage points.)

Rune-Engraved Axe – This model's Tharn Axe gains Magical Weapon (⚡) and Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to a model's ARM or DEF.)

Crown of the Tharn Kings – 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.)

TIER 3 COST: 15 XP

Prerequisite: Purchase at least one Tier 2 Upgrade.

Sack o' Meat – This model gains Savage. (A model with Savage begins the game with three corpse tokens.)

Bone Chalice – This model gains Resilient. (A model with Resilient ignores the effects of all injuries.)

Stormlord's Blessing – This model gains Immunity: Electricity (⚡) and Storm Barrier. (A model with Storm Barrier cannot be targeted by non-magical ranged attacks.)

SEASON 2 HERO UPGRADES

SKORNE

EXTOLLER SOULWARD



TIER 1 COST: 5 XP		
Bloodrunner Trinket – This model gains Advance Deployment (A).	Shroud of Sand – This model gains +2 DEF.	Ancestral Robes – This model gains Tough (T).
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
Exalted Grace – This model gains +2 RAT and ARM.	Rod of the Lost – This model gains Call Spirit. (When a model with Call Spirit makes a Guidance special action, it can immediately gain one soul token.)	Exquisite Eye – This model gains Eyeless Sight (E), and its Spirit Eye gains Snipe. (An attack with a Snipe weapon gains +4 RNG.)
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
Piercing Gaze – This model gains Soul Render. (While a model with Soul Render has one or more soul tokens, it gains an additional damage die on Spirit Eye attacks against non-warcaster, non-warlock warrior models.)	Master Extoller – This model gains Haste. (A model with Haste can make two special actions during its activation.)	Sublime Oculus – This model's Spirit Eye becomes ROF 2.

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SEASON 2 HERO UPGRADES

LEGION OF EVERBLIGHT

BEAST MISTRESS



TIER 1 COST: 5 XP		
<p>Cauldron Shard – This model gains Immunity: Cold ❄️ and Immunity: Fire 🔥.</p>	<p>Swordsmanship – This model gains Blade Shield. (A model with Blade Shield gains +2 DEF against ranged attack rolls.)</p>	<p>Blighted Scales – This model gains Hyper Regeneration. (A model with Hyper Regeneration automatically heals d3 damage points at the start of each of its activations.)</p>
TIER 2 COST: 10 XP		
<i>Prerequisite:</i> Purchase at least one Tier 1 Upgrade.		
<p>Aspiring Warlock – This model gains +1 FURY.</p>	<p>Spiritual Mutation – This model gains Aberrant. (A model with Aberrant gains +1 ARM for each fury point currently on it.)</p>	<p>Blight's Blessing – This model gains Endurance. (A model with Endurance gains five additional damage boxes.)</p>
TIER 3 COST: 15 XP		
<i>Prerequisite:</i> Purchase at least one Tier 2 Upgrade.		
<p>Teacher's Pet – This model gains Favorite Student. (Before the game begins, add one lesser warbeast to the battleground of a model with Favorite Student free of cost.)</p>	<p>Ravenous Hunger – This model gains Advance Deployment 🏹 and First Wave. (Warbeasts under the control of a model with First Wave gain Advance Deployment 🏹.)</p>	<p>Champion's Claymore – This model's Nyss Claymore gains Reach 🏹 and Weaponmaster 🏹.</p>

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SEASON 2 HERO UPGRADES

MINIONS

THRULLG



TIER 1 COST: 5 XP		
<p>Hardened Scales – 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>Prehensile Claws – This model’s Claw weapons gain Reach ②.</p>	<p>Home Turf Hero – This model gains Intelligence. (You gain +1 to the starting roll determining the order of deployment and play.)</p>
TIER 2 COST: 10 XP		
Prerequisite: Purchase at least one Tier 1 Upgrade.		
<p>Muck Dweller – This model gains Backstab. (A model with Backstab gains an additional die on its back strike damage rolls.)</p>	<p>Grim Mutation – This model gains Biological Nightmare. (While within 5” of a model with Biological Nightmare, enemy models cannot channel spells and enemy warbeasts cannot heal or be healed.)</p>	<p>Alpha Thrullg – This model gains +1 SPD and DEF.</p>
TIER 3 COST: 15 XP		
Prerequisite: Purchase at least one Tier 2 Upgrade.		
<p>Gorged on Power – 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>Barbed Tentacles – This model’s Tentacles weapon gains +1 POW and Weaponmaster ④.</p>	<p>Hyper Sense Antennae – This model gains Provoked Charge. (After an enemy model casts a spell within 8” and in the LOS of a model with Provoked Charge, the model with Provoked Charge can immediately charge it. If it does, this model cannot make another provoked charge until after your next turn. This model cannot make a provoked charge while engaged.)</p>

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BROKEN ROADS SCENARIO 1: AMBUSH ALLEY

Summary: As you neared the trade route you were, unsurprisingly, ambushed by the well-organized gang of bandits you'd been sent to confront. Though you managed to fight them off for for the time being, the battle has left your force in disarray. Now, as an enemy faction marches into view and you scramble to prepare your defenses and rally your fighters, you realize an unlucky few have become separated from your main force.

Mark a 12"-diameter zone in the center of the table in accordance with the diagram below.

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

SPECIAL RULES

Each player has a primary deployment zone and a secondary deployment zone as shown in the diagram below. Each player's primary deployment zone is 10" × 24" and is centered on his table edge. Each player's secondary deployment zone is 4" × 12" and is centered on the table edge to his right. Each player must deploy a single non-warcaster, non-warlock,

non-huge-based model or unit in his secondary deployment zone. Models deployed in a secondary deployment zone lose Advance Deployment ☉.

All models playing this scenario lose Ambush.

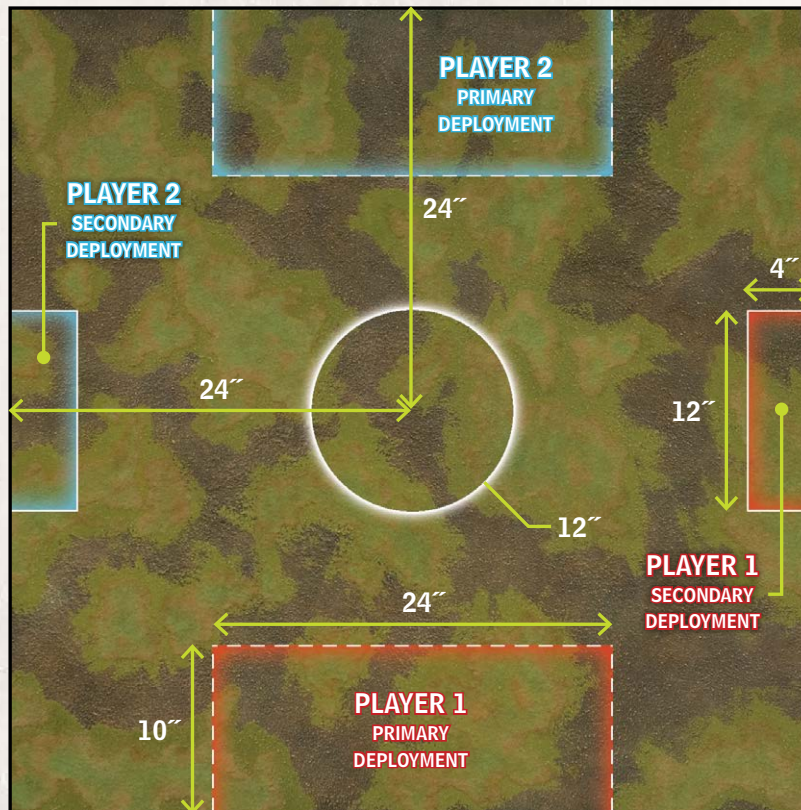
Starting after the second player's second turn, at the end of each turn if a player owns a warcaster, warlock, or Hero within the zone and no enemy models contest it, the player scores 1 control point.

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.

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.



BROKEN ROADS SCENARIO 2: **STYGIAN MISCHIEF**

Summary: You and your foe both seek the same prize—an ancient Orgoth relic stashed in a nearby cave by petty thieves. You cannot let it fall into the hands of the enemy. As you approach the site of the cave, something seems amiss. The air feels heavy and strange, and odd sounds echo from the ground below you. You'd stop to consider what exactly this artifact might be capable of doing if you hadn't just spotted the enemy's force charging in for battle.

Place three 40 mm flags on the centerline of the table, one centered 12" from the left table edge, one centered 12" from the right table edge, and one centered in the middle.

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 warcaster, warlock, 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 a 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.

At the end of each player's turn, the active player can return one destroyed friendly Faction Grunt to play with one unmarked damage box. It must be placed in formation and within 3" of another model in its unit. Models returned this way gain Undead ☠.

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.

BROKEN ROADS SCENARIO 3: **EMBERS AND ASHES**

Summary: The entire fort is ablaze! Whoever did this wanted to make sure nothing remained after they took their leave. Your objective is to get in, grab what you can, and get out before the flames consume you.

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, players can use only obstructions, wreck markers, and linear obstacles. A minimum of five obstructions must be placed on the table.

Hobbyists are encouraged to create obstructions that resemble the burning buildings of a Cygnaran fort.


Starting with the first player, each player takes turns placing a 30 mm loot token until each player has placed two loot tokens. Loot tokens must be placed B2B with an obstruction and cannot be placed within 12" of any table edge. Mark each loot token to indicate which player placed it, as this will be important in determining scenario victory.

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

SPECIAL RULES

A warcaster, warlock, or Hero can forfeit its action while B2B with a loot token to pick it up. Place the loot token on the model's base. A loot token can be voluntarily dropped by the model holding it during that model's activation. Additionally, the loot token is dropped if the model holding it is destroyed or removed from play. When a loot token is dropped, place it in the same location as the model that was holding it.

A model holding a loot token gains +2" movement.

At the end of each player's turn, the active player rolls a d6. On a roll of 1, flames burst outward from the buildings in the fort. All models within 2" of an obstruction suffer the Fire continuous effect .

VICTORY CONDITIONS

The first player to end his turn with both of his opponent's loot tokens in his deployment zone wins the game.

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

MILESTONE SCORE SHEET

MILESTONE 1: TITAN SLAYER	
Destroy or remove from play an enemy colossal or gargantuan with an attack made by your Hero.	Bonus: 3 XP
MILESTONE 2: FIERCE DEFENDER	
Control a zone or flag with only your Hero for two consecutive turns.	Bonus: 3 XP
MILESTONE 3: SHADOW HUNTER	
Destroy an enemy Hero with an attack made by your fully painted 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: HIGHWAYMEN	
Create a piece of terrain that features bandits (any Privateer Press models you like) waiting in ambush.	Bonus: 5 XP
MILESTONE 6: TYRANNY	
Challenge a player to a game in which they choose which warcaster or warlock you use, and win the game. Your opponent must choose a warcaster or warlock you own in the Faction you are currently playing.	Bonus: 3 XP

DARK WATER:

AN IRON KINGDOMS RPG ENCOUNTER

Each season of the Path of Devastation league includes an *Iron Kingdoms Full Metal Fantasy Roleplaying Game* scenario designed to let players of the RPG explore the Path of Devastation's effects on western Immoren. *Dark Water* is the second of these scenarios.

PLAYERS BE WARNED!

There's a special and excruciating place in Urcaen reserved for players who read a scenario their Game Master plans to run. Unless you're a fan of suffering unending torments in the afterlife, don't read ahead and spoil the adventure for yourself!

This scenario can be played as a follow-up to the *Twisted Steel* scenario or as a stand-alone adventure. *Dark Water* takes place several days after the events of *Twisted Steel*, downriver from Southbank on the Dragon's Tongue River and about three day's travel from Point Bourne. This scenario challenges player characters to confront a madman who has taken control of a caravan of Radiz, forcing them to work as his pawns.

FOR THE GAME MASTER

This scenario revolves around Martinho Cardozo, a Tordoran necromancer and follower of Scion Delesle who has recently taken control of the Lasho Radiz caravan. Cardozo is using the nomadic Radiz as cover for his work. These traveling entertainers move from town to town, setting up temporary camps for a few days before moving on. At each stop Cardozo selects townsfolk for abduction and forces the Radiz to capture his victims.

The Lasho caravan's chieftain, Bevoul, has agreed to assist Cardozo in return for the necromancer's support, as the aging chief would likely be supplanted were it not for the imminent threat Cardozo represents. Cardozo is careful to pay the Radiz chief generously after each delivery and keeps his thralls hidden away in a secure vardo, releasing them only when the caravan is far from civilization.

During the Lasho's most recent stop at the river town of Silverport, a resident noticed the Radiz attempting an abduction and raised an alarm. Cardozo was forced to unleash his thralls on the town, taking all its inhabitants captive. From these fresh resources he has been methodically crafting thralls, two a day, while the Radiz build more

vardoes to house them from materials taken in town. Much of the Lasho clan feel it is time to get rid of Cardozo as well as Bevoul, but with the necromancer's army growing the cost in lives would be too high.

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 *Twisted Steel* encounter from the first league season. 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 *Dark Water* in an existing campaign are encouraged to use the third option.

HOOK ONE: REPAYMENT

If the PCs played through the events of *Twisted Steel*, the Southbank villagers may have offered them passage downriver or other rewards for their actions. A Game Master interested in connecting the two scenarios can have one of the Southbankers approach the group before they leave and offer the closest thing he has to money: a promissory note for an agent of House Mateu in Five Fingers. Several local captains have run cargo from Five Fingers to Corvis for the Mateu family, and this 125 gc note is payable to the bearer upon delivery. Captain Doran Cooper (see callout) can take the PCs downriver free of charge.

Before the PCs set off, the villagers tell them that Silverport would be an ideal place to rest and resupply. The town lies on the northern bank of the river "around the hook into the Thornmere, just shy of Fisherbrook."

CAPTAIN DORAN COOPER

If the PCs completed the *Twisted Steel* scenario, Captain Cooper can be one of the Southbank villagers they saved from the corrupt and murderous Steelheads. He offers them passage west at no cost.

Doran Cooper is captain of the steamship *Darkwater*. He is a serious man, slow with his words. He's been running passengers and cargo up and down the river for decades and is determined to do so for decades more. He's not quick to put himself in danger, though he will do so when necessary to protect his vessel.

If the Game Master has already introduced a similar NPC who could fill this role, that character can take Cooper's place.

HOOK TWO: HELPING A FRIEND

One or more of the PCs may have had friends vanish recently while traveling through southeastern Ord. Investigating these disappearances has led the characters to information about a certain Radiz caravan in the area. Wherever these nomads have stopped to entertain, one or more townsfolk have vanished. The caravan was last spotted heading toward the town of Silverport.

HOOK THREE: FILLING STATION

Silverport is a well-known place for Ordric and Cygnaran ships to replenish their coal supplies. The town sells good-quality coal at a 25% discount, and its small shops carry supplies useful to river travelers—food, drink, ammunition, and the like. Lacking a military presence, Silverport is also well known to smugglers who run goods along the Dragon’s Tongue.

SILVERPORT

A modest town of no more than a dozen buildings clustered on the north bank of the Dragon’s Tongue River, Silverport hosts occasional visitors but plainly shows the effects time and neglect. Its structures are in various stages of disrepair, patched up with whatever the townsfolk had available. Most of the buildings are the homes of the townsfolk and small workshops; the largest is a dockside storehouse on the south edge of town.

PART 1: SURPRISE GUESTS

The scenario begins as the PCs round a bend in the river and come upon Silverport. Read or paraphrase the following.

Despite the late hour, the air is hot and close as you approach the modest town of Silverport, about three days travel on the Dragon’s Tongue River from Point Bourne. A handful of small buildings cluster near the dock, rising out of the murky swamp on wooden piling. All is quiet—strange for a town that serves as a refueling point for river traffic.

The captain docks at Silverport, though he is visibly uncomfortable. He encourages the PCs to head into town to see if they can find anyone willing to sell a bag or two of coal so they can continue their journey, as Silverport is the last fuel stop before Bracklen many miles west.

If the PCs tell him to press on to another port, read or paraphrase the following.

“Wish I could,” the captain says. “But I don’t have enough fuel to reach Bracklen downstream. Coasting’s too slow—it’d leave us ripe for attack. Swamps between here and there are crawling with gatomen and river raiders that’d love to catch a ship with a cold boiler.”

The captain stays with the boat, ready for a quick exit should things take a turn for the worse. If the PCs force Cooper to join them as they enter the town, use Battle NPC stats for him. Cooper is armed with a scattergun.

INVESTIGATING THE TOWN

If the PCs investigate the buildings of Silverport they quickly notice that all are uninhabited, though there are many signs of recent activity: meals left on tables, candles burned to tiny stubs, half-completed tasks in workshops.

THE BUILDINGS

When the PCs examine the buildings, read or paraphrase the following:

The clustered buildings in Silverport show no signs of life. Many of their doors hang open, but no sounds come from within. It’s as if the whole population of the town simply vanished.

A PC who investigates the interior of any building can make a Forensic Science skill roll against a target number of 12. If the roll succeeds, he notices minor signs of struggle, such as fresh scrapes on floors, bullet holes in walls, and items spilled from shelves. There are no bodies to be found and no blood spilled anywhere.

THE STREETS

When a PC examines the streets for clues, read or paraphrase the following:

The muddy lanes between buildings are deserted. All the carts and horses in town seem to have vanished along with them.

As the PCs walk the sodden paths between buildings, a character can make a Tracking skill roll against a target number of 14. If the roll succeeds, the character spots deep ruts in the street left by a wagon or heavy cart. The tracks lead north toward dense trees. On the ground near these tracks, the PCs find a small folding knife with ivory scales. A PC can make an INT + Lore (tribal) or (history) skill roll against a target number of 12 to recognize engravings in the ivory as Radiz in origin.

THE STOREHOUSE

When the PCs examine the storehouse, read or paraphrase the following:

A large storehouse on the west side of the waterfront stands apart, its wide front doors yawning open. In the dark interior, you can make out a number of tall racks full of various supplies.

A PC who investigates the storehouse discovers that the vast majority of basic supplies remain untouched (food, small casks of ale, curing supplies, salt, scrap metal, and so on). At the back of the storehouse is a large coal hopper with a locked chute. Wheel tracks on the dusty floor suggest a wheelbarrow was used to cart away coal; it is missing now because the Radiz used it to haul off their captives. The lock is heavy and well made (ARM 18, damage capacity 5). A character can make a Lock Picking skill roll against a target number of 17 to pick the lock.



If the lock is picked or destroyed the chute opens freely, spilling out lumps of coal. The PCs need to carry back 240 pounds of coal for the *Darkwater* to reach Point Bourne, or 100 pounds to reach Bracklen. There are many containers handy for carrying out the coal, such as grain sacks, empty barrels, and buckets. A small container like a sack can carry 25 pounds of coal, while larger containers like barrels can carry 90 pounds.

COMBAT ENCOUNTER #1

Once the PCs have investigated the storehouse, or following the sixth round after the ship docks at Silverport, read or paraphrase the following:

Through the northern trees, you notice dark silhouettes approaching the edge of town. They move with an unusual, twitching gait. Suddenly, one figure's head snaps up and the creature steps toward you from the trees. The skeletal, rune-covered thrall hisses at you, brandishes a crude hand weapon, and rushes forward—followed by a dozen others.

A pack of risen thralls led by a warrior thrall (see “Appendix A: Bestiary” in *Iron Kingdoms Full Metal Fantasy: Core Rules*) rushes out of cover to attack the PCs. Behind them, a young Radiz boy named Vali hides in the woods and watches the fight.

Cardozo left the thralls in the forest to kill or drive off anyone who could interfere with his work. They rush forward the moment they spot the PCs. During the attack the riverboat captain stays on board, firing his scattergun at any thralls that come within range.

TERRAIN

The thralls’ starting position is indicated on the encounter map. This encounter includes the following terrain features.

Buildings: The buildings are obstructions that provide solid cover. A character can climb atop a building with a successful Climbing skill roll against a target number of 12. Because the buildings are in disrepair, at the start of his turn a character on top of a building must make an AGL skill roll against a target number of 10. If the roll fails, one of the character’s legs goes through the building’s roof. He must forfeit either his movement or action that turn.

Dim light: A thick canopy of trees casts the town in shadow. Unless the PCs have their own light source, the entire region is in dim light.

Muddy streets: The streets are covered in deep mud. Characters without the Pathfinder ability suffer –2” movement.

ENEMY TACTICS

The thralls employ only basic tactics, ganging up on targets one at a time. Once a target is incapacitated they move on to the next closest target. They are under orders to protect the Radiz encampment from intrusion and will break away from combat in order to intercept anyone who moves north toward the camp.

AFTERMATH

Once the last thrall is destroyed, have the PCs make a PER + Detection skill roll against a target number of 10. If the roll succeeds, they spot a small figure huddled in cover at the edge of the trees. He is a young Radiz boy named Vali, about fourteen years old. He came back to Silverport to find the knife he dropped the day before. If the PCs move toward him, Vali turns to run back to the Radiz camp, promptly tripping in the underbrush and falling on his face.

If the PCs take Vali alive, they can press him for information. Vali is obviously scared but tells the PCs basic information about his caravan, the identity of Cardozo, and the tension between many of the Radiz, their chieftain, and the necromancer. If the PCs succeed on an Interrogation skill roll against a target number of 13, Vali offers one additional piece of information chosen from the following:

- Many of the people of Silverport are still alive. Cardozo and Bevoul have been interrogating them about the movements of mercenaries in the area.
- The chieftain’s son Amil is tired of Bevoul’s new companion. Several other Radiz are willing to back Amil if the Tordoran necromancer is taken out of the picture.
- Cardozo and Bevoul are guarded by the strongest of the necromancer’s thralls, much more powerful than the ones the PCs defeated.

Multiple PCs can attempt to wring information from Vali, learning a new piece of information for each successful roll.

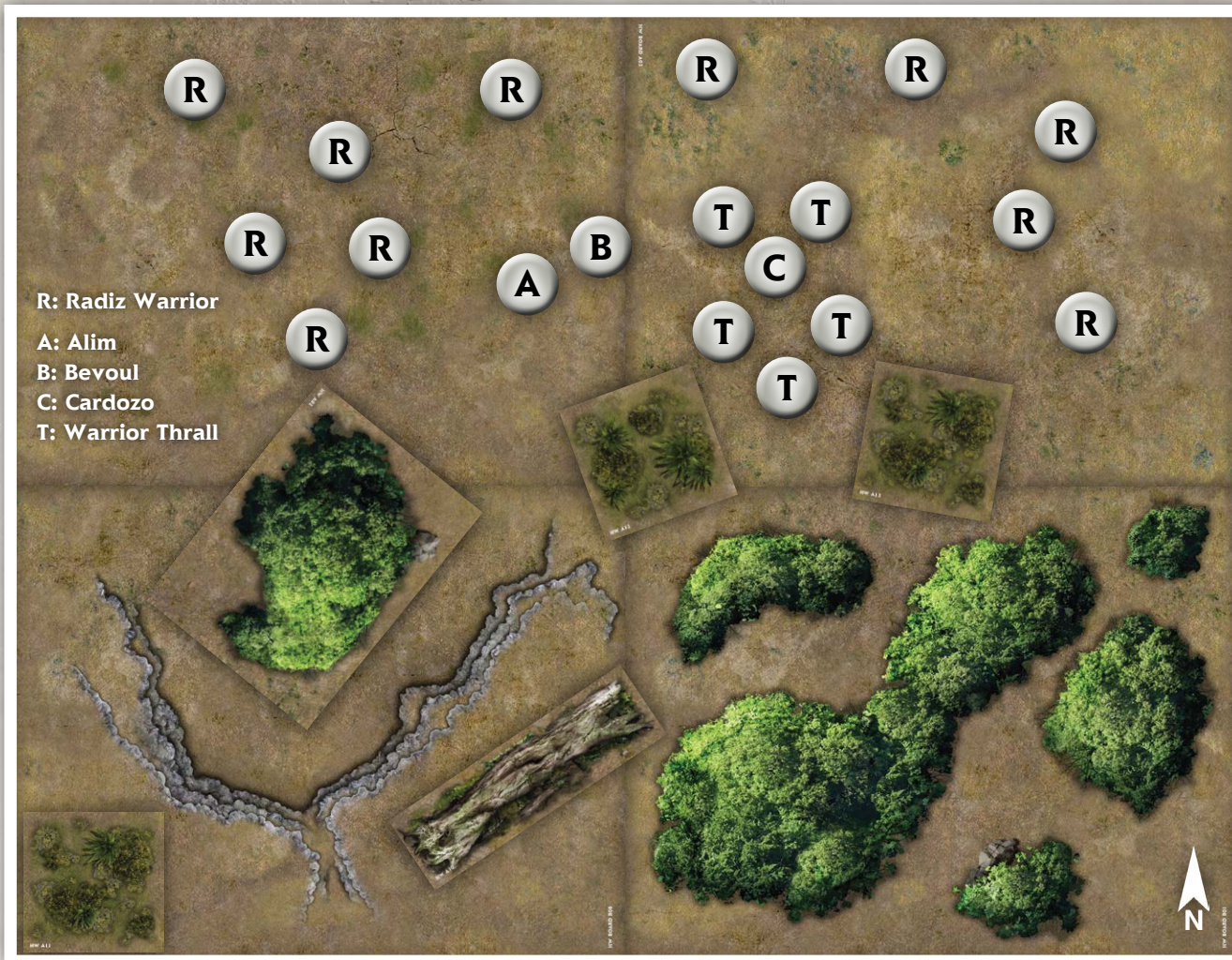
Vali can lead the PCs back to the Radiz camp. He knows the location of several other small groups of thralls and can find safe pathways for the PCs.

The PCs can also blaze their own trail through the woods to the north by making a successful Tracking skill roll against a target number of 10. After two minutes in the forest, they spot small groups of risen thralls ahead. To sneak around the thralls, the PCs must make a successful Sneak skill roll against a target number of 10.

If the PCs incapacitate Vali or fail to successfully sneak through the woods, they must fight through two groups of $d6 + 3$ risen thralls, and they lose any opportunity to surprise Cardozo and the Radiz.

WE CAN JUST RUN, RIGHT?

If the PCs choose not to confront Cardozo and instead return to the ship, several things can happen. If they used firearms, explosives, or any other loud attacks during the first combat, Cardozo will send a force of thralls and Radiz to overpower them. This force is most likely to attack while the PCs are transporting coal to the *Darkwater*. If any PCs or the riverboat captain are incapacitated, they are dragged back to the Radiz encampment. If the PCs manage to get away, Cardozo sends riders to alert towns along the river, placing a bounty of 200 gc on each PC’s head. The Tordoran can be a thorn in the PCs’ side for the remainder of the league scenarios as he tries to silence them before they can reveal his identity to authorities.



PART 2: THE ENEMY OF MY ENEMY

Once the PCs either follow Vali or fight their way through both groups of risen thralls, they arrive at a broad clearing in the forest with a narrow, rutted road along the north edge. Near the road, a dozen Radiz vardoes are set up in a small, bustling encampment. One group of men is hard at work building new and larger wagons.

South of the encampment, Amil and a group of ten Radiz face off against Bevoul and Cardozo. A knot of five heavily armored warrior thralls guards the chieftain and the necromancer.

SURPRISE, SURPRISE

If the PCs followed Vali or successfully snuck through the woods, read or paraphrase the following:

Several Radiz men stand by a bonfire south of the main camp, arguing heatedly with a gray-haired man in his sixties. Next to the old Radiz is a severe-looking Tordoran, seemingly uninterested in the argument, picking grime from beneath his nails. Behind him, a pack of armored thralls hiss angrily at the other men.

If the PCs listen to the argument for a moment, a PC that speaks the Radiz language can hear Amil demanding that the old chieftain step down. Amil and his men believe Cardozo's presence has compromised the clan and refuse to continue helping him. Even PCs who don't speak the language have no trouble understanding that Amil is furious with Bevoul and Cardozo and that the old chieftain is furious in turn with Amil, while Cardozo simply seems indifferent.

The PCs have gone unnoticed to this point and gain surprise if they choose to attack (see Combat Encounter #2 below).

SUBTLE AS BLASTING POWDER

If the PCs fought their way through the risen thralls on their way through the forest, read or paraphrase the following:

Several Radiz men and armored thralls stand in a line to face you as you come to the edge of the forest. At your approach, a Tordoran in dark garb smirks and says, "Perhaps you'll learn how to be quiet once I carve the ability into your bones."

Once the PCs approach, the Radiz and thralls attack, with Amil leading the offensive.

COMBAT ENCOUNTER #2

The NPCs will initiate combat as soon as the PCs emerge, but the PCs have a chance to swing the odds in their favor. They can attempt a social skill roll against a target number of 12 to convince Amil they are on his side and only wish to destroy the necromancer. If the roll succeeds, Amil and half his men stop fighting immediately. If the roll fails, a PC can try again using a different social skill.

If Amil stops fighting, a PC can convince him to join them against Bevoul and Cardozo by making a successful Command or Negotiation skill roll against a target number of 10. Amil and his men quickly convince the other Radiz warriors to stand down, leaving only Bevoul, Cardozo, and the thrall warriors as enemies. If the roll fails, Amil and his men do not join the PCs, but they do not fight against them either.

As the fighting commences, the women and children of the caravan work in a panic to pack up their goods for a quick escape should the PCs attempt to apprehend them.

ENEMY TACTICS

The Radiz warriors and thrall warriors split their forces to overwhelm the PCs, while Bevoul and Cardozo stay back. Cardozo casts *Telgesch Mark* on unengaged thralls to strike at the PCs from unpredictable angles with *Bleed*. If any PCs close with him or Bevoul, he casts *Death Field* and switches to his rapier. Cardozo will attempt to flee if it appears the PCs are winning, leaving Bevoul to his fate.

ABOUT THAT RING . . .

One of the PCs may possess an item that will aid him in the battle against Cardozo. If a PC is wearing the Tamarite ring from the *Twisted Steel* scenario, he gains +2 ARM against magic damage rolls caused by Cardozo. The necromancer is aghast and clearly terrified when he realizes his spells are less effective against that character.

AFTERMATH

If the PCs convinced Amil to stop fighting, he approaches and thanks them for ridding his clan of a failed leader and a foul parasite. If Amil is dead, one of Amil's warriors or one of the men from the caravan thanks them instead. He explains that the Radiz were generally unwilling participants, obeying Cardozo only out of fear. He understands if his people cannot be forgiven for their actions and asks for leniency from the PCs. He knows the men of the Iron Kingdoms can have little love for the Radiz, but there are many women and children among the caravan and he does not want to see them punished for actions beyond their control.

The outcome of the scenario hinges on how the PCs respond to this information. If they agree that the Radiz were as much victims of Cardozo and Bevoul as those they abducted, the PCs are led to where the survivors of Silverport are being held. Approximately fifty townsfolk remain; fortunately, Cardozo had taken only a few to create thralls. This action marks the PCs as allies of the caravan (and of Silverport). Each PC gains the *Port of Call* ability and can choose either Silverport or Amil's caravan as the ability's location, whether or not he possesses the *Navigation* skill.

If the PCs either incapacitated all the Radiz or choose to attack them, any surviving Radiz warriors attempt to hold them off while the rest of the caravan flees into the Thornwood on horseback and on foot. This action marks the PCs as enemies of the caravan. The Radiz will spread word among the other clans in the region, and the PCs might have to face Radiz bounty hunters (use Radiz warriors with 1 feat point) seeking revenge throughout the remainder of the league. These warriors should show up at the most inopportune times and cause immense complications for the PCs.

RADIZ WARRIOR

SKILLS:

NAME	STAT + RANK	TOTAL
Detection	PER 1	5
Hand Weapon	PRW 2	6
Jumping	PHY 2	7
Riding	AGL 1	5
Thrown Weapon	PRW 2	6

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



THROWING KNIFE	RAT	RNG	AOE	POW
	6	6	—	7



DAGGER	MAT	POW	P+S
	6	3	7

INITIATIVE	INIT	15
DEFENSE	DEF	14
	(Leather Armor -1)	
ARMOR	ARM	10
	(Leather Armor +5)	
WILLPOWER	WILL	8

VITALITY: 6

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

EQUIPMENT:

Leather armor, throwing knives (x8), throwing knife bandolier, d3 + 3 gc

ABILITIES:

Acrobatics – The character can advance through other characters if he has enough movement to move completely past their bases. The character also gains +3 on his Jumping skill rolls.

Throwing Knife Bandolier – The character can draw throwing knives without spending a quick action.

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

BEVOUL

SKILLS:

NAME	STAT + RANK	TOTAL
Command	SOC 2	•
Detection	PER 2	6
Hand Weapon	PRW 2	7
Intimidation	SOC 2	•
Jumping	PHY 2	7
Thrown Weapon	PRW 2	7

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



HEAVY THROWING AXE	RAT	RNG	AOE	POW
	7	6	—	9

Two-Handed Throw: If this character forfeits movement to aim, he gains an additional die on the damage roll. Discard the lowest die of the roll.



HEAVY THROWING AXE	MAT	POW	P+S
	7	4	9

INITIATIVE	INIT	16
DEFENSE	DEF	15
	(Leather Armor -1)	
ARMOR	ARM	10
	(Leather Armor +5)	
WILLPOWER	WILL	9

VITALITY: 12

COMMAND RANGE: 8

BASE SIZE: SMALL

ENCOUNTER POINTS: 8

EQUIPMENT:

Heavy throwing axes (x3), leather armor, 70 gc

ABILITIES:

Acrobatics – The character can advance through other characters if he has enough movement to move completely past their bases. The character also gains +3 on his Jumping skill rolls.

Natural Leader – A character with this ability increases his command range by 2" (included).

Fast Draw – A character with this skill gains +2 on Initiative rolls. He also gains an additional quick action during his first turn of combat each encounter that can be used only to draw a weapon.

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

Skilled – The character gains an additional attack during his Activation Phase if he chooses to attack that turn.

MARTINHO CARDOZO

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



RAPIER		
MAT	POW	P+S
6	2	6

Abilities: This is a magical weapon.

A character can spend 1 feat point to boost both his attack and damage roll with this weapon.

INITIATIVE	INIT	14
DEFENSE	DEF	13
(Tailored Plate -1)		
ARMOR	ARM	12
(Tailored Plate +7)		
WILLPOWER	WILL	9



COMMAND RANGE: 6

BASE SIZE: SMALL

ENCOUNTER POINTS: 14

EQUIPMENT:

Necromancer's kit, rapier, symbol of Scion Delesle, tailored plate

ABILITIES:

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

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

Feat Points – This character starts each encounter with 2 feat points. He is allocated 1 feat point at the start of each of his turns. He can have up to 2 feat points at a time.

Ghost Shield – The character gains +1 ARM for each soul token he currently has.

Inscribe Thrall Rune – This character can inscribe thrall runes.

Soul Taker – This character gains one soul token when a living character is destroyed in his command range. The character can have up to three soul tokens at a time and can spend soul tokens like feat points. If the character has the Will Weaver tradition, he can spend a soul token at any time to remove a fatigue point.

Will Weaver – This character is a will weaver.

SPELLS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
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BLEED	2	8	—	10	NO	YES
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When this spell damages a living character, the spellcaster regains d3 vitality points.

DEATH FIELD	4	SELF	*	—	NO	NO
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The spellcaster gains Dark Shroud. While within eighteen feet (3") of the spellcaster, friendly characters also gain Dark Shroud. (While in the melee range of a character with Dark Shroud, enemy characters suffer -2 ARM.) Death Field lasts for one turn.

TELGESH MARK	2	6	—	—	YES	NO
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The spellcaster can channel spells through the affected friendly character while the friendly character is in his control area. (See "Channeling" in *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*.)

SKILLS:

NAME	STAT	+ RANK	TOTAL
Hand Weapon	PRW	2	6
Lore (Thamarite)	INT	2	6
Deception	SOC	2	*
Thrall Crafting	INT	2	6
Sneak	AGL	2	6