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BAD MOON RISING

AN IRON KINGDOMS ADVENTURE



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In an isolated, frost-choked bastion, resources dwindle and tempers rise. Wolves prowl the shadows outside the walls, and a hungry beast stalks the frightened survivors within.

Bad Moon Rising is an Iron Kingdoms Adventures scenario for four or five Hero-level characters with 10–20 XP each. It is designed to be played over five sessions, each of which covers roughly one day and one night, but the Game Master can modify this as time and events require.

Having a copy of *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods* on hand is suggested but not required. *Kings, Nations, and Gods* details the Khadoran wilderness in which the scenario takes place and contains a number of Khadoran-specific careers, warjacks, and equipment the Game Master and players could use to create characters specific to the scenario.

PLAYERS BEWARE!

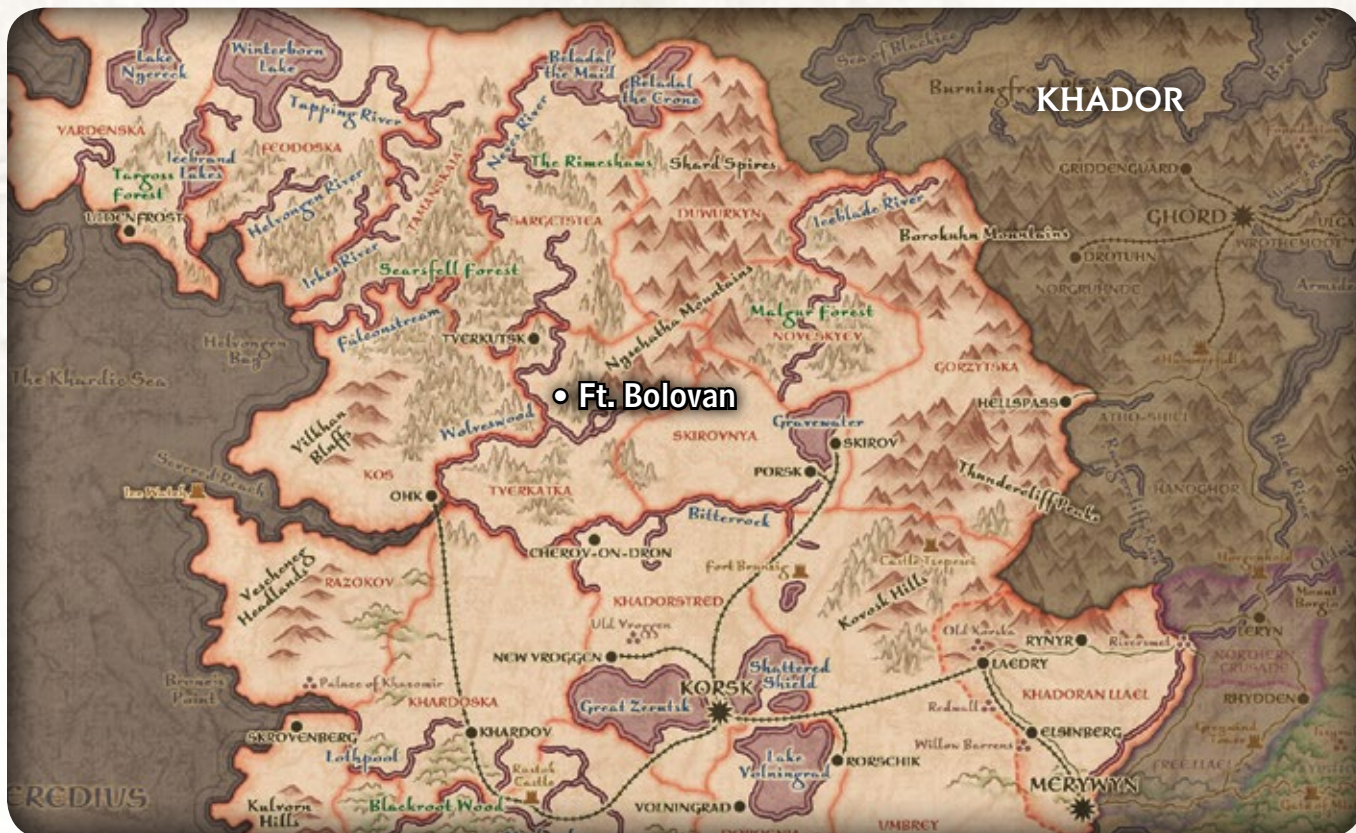
The synopsis and scenes described herein contain many spoilers regarding the adventure and should not be read by players. If you are a prospective player, please do your Game Master the courtesy of allowing him to run this adventure for you, and do not read it yourself!

BAD MOON, BAD BLOOD

This scenario is a supernatural mystery set in the wilds of northern Khador. After a chance meeting on an isolated road in the Scarsfell Forest, the PCs find themselves trapped at a remote military outpost and hemmed in by a powerful blizzard and a deadly pack of Wolves of Orboros, men and women of the wilderness who serve as loyal warriors of the Circle Orboros. The PCs soon discover that a murderous, shape-shifting beast is on the loose, striking at night and without warning. This terrifying monster is a warwolf (p. 74), a creature that walks as a man during the day and transforms into a giant, wolf-like beast at night. Worse, as the moons of Caen grow fuller, so do the beast's powers—and a conjunction of full moons approaches. Locked behind the walls, the PCs must navigate the growing tensions between the disparate groups living at the outpost to discover the identity of the warwolf.

Bad Moon Rising is designed to produce a tone of unease and mounting danger. The PCs should feel in control at the onset of the adventure, but they should gradually grow worried, paranoid, and fearful as their resources are depleted or destroyed, more allies die, and the days tick by toward the lunar conjunction. The killer could be almost anyone, and the players should never quite know whom to trust.

Growing paranoia and crumbling social cohesion are major themes of this scenario. Like many other frontier holdfasts, Fort Bolovan is home to a community of individuals, all with their own motives and self-interests. They exist in a delicate balance, and the application of pressure during the scenario quickly breaks down this ersatz community.



BACKGROUND: THE BOLOVAN MASSACRE

The druids of the Circle Orboros have a strong presence in the Scarsfell Forest, including the area around what is now Fort Bolovan, which lies near the site of a potent conjunction of ley lines. These vital rivers of energy are critical to the Circle, and their conjunctions are of particular importance. This is a sacred site to the Circle where the blackclads once practiced powerful and intricate rituals, guarded by a tribe of Kossites who had sworn oaths of fealty to watch over the blackclads and protect their interests. Although the blackclads did not use the site frequently, they needed the Kossites to shield it for occasions when they found need of its power.

Ten years ago, High Kommand demanded a fort be built in this strategic spot to protect travelers and shipments from danger between Tverkutsk and Skirov, but a resident tribe of stubborn Kossites refused to vacate. It fell to Kapitan Ruus Kuragin to deal with the intractable tribes. Though he initially approached the situation reasonably, his efforts were to no avail. Several tribesmen attacked a peaceful conference between the kapitan and the tribal elders, causing an outbreak of hostilities that left two Khadoran soldiers and dozens of Kossites dead. In retaliation, Kuragin sent in Winter Guard supported by Berserker warjacks, and the rest of the tribe fell in short order. Many survivors scattered into the woods, and those who remained were put in chains.

Kuragin requested that his Greylord advisor, Taza Kozloz, interrogate the Kossite leaders to determine where the rest of the tribe had fled to. Kozloz had her own agenda—to study the work of the Circle Orboros in the area, as she had learned only fragments of information—and she ruthlessly tortured the Kossites in a vain attempt to extract secrets they did not have. Ironically, among the fleeing Kossites was a blackclad named Vasa who could have answered her questions, thereby averting what came next.

When Kuragin discovered Kozloz's deeds, he reprimanded her and then ordered the tribal leaders executed, in part to end their suffering and in part as justice for their unwarranted attack. That night members of the Winter Guard, angry at the death of their comrades, decided to underscore the message by hanging the bodies of the tribal leaders from the nearby trees as a warning to fugitive Kossites not to return to the area. The next day, when Kuragin saw the disfigured bodies hanging from the trees, he realized the enormity of what had transpired. He ordered the bodies cut down and the men disciplined, but the damage had been done: to this day, guilt still weighs on the kapitan.

He was not the only one so affected. A young sorceress named Liyr witnessed what the Khadorans did to the bodies of her husband and brother, ostensibly mutilated on Kuragin's orders. Under Vasa's tutelage, Liyr rose among the ranks of the Wolves of Orboros, and she has spent the intervening years longing to take revenge against the man who shattered her life. She is determined to make him watch as she destroys all that he loves, just as he did to her.

Under Kuragin's command, Fort Bolovan was built on the ashes of the Kossite village, and it is a cold, somber place. Although the blackclad overseers have not yet been willing to commit the resources necessary to either destroy the fort or provoke retaliation from the Khadorans, Kuragin has received occasional reports of attacks in the woods—attacks wild men and women and by ravenous wolves—and the kapitan has taken it upon himself to investigate these attacks (with an escort, of course). The attacks have been infrequent, uncoordinated, and relatively insignificant.

Until now.

Liyr has finally convinced Vasa, her master and superior in the Circle, to allow her to exact her vengeance and destroy the fort—and to do so in such a way that Khador would have no interest in rebuilding in the area for years. Vasa has agreed to Liyr's plan, the successful execution of which will make him look good in the eyes of his superiors without requiring too much of his direct involvement.

MARCH TO THE LUNAR CONJUNCTION

Liyr has spent many years constructing a plan for vengeance that is both elegant and devious. The first step of her plan was to insinuate one of her own into the fort. Under her orders, Wolves of Orboros waylaid a party of Khadoran soldiers en route to Fort Bolovan, and the skinwalker Vez stole the identity of Lieutenant Amadaz Volovsky in order to infiltrate the base. Having "barely survived" the assault in the woods, a grateful "Volovsky" worked hard to make himself indispensable to Kuragin, who promoted him to second-in-command despite—or perhaps because of—his proactive and harsh approach to solving problems. Since Volovsky's arrival, the attacks in the woods have grown less frequent, which of course Liyr arranged in order to support Volovsky's rise to power.

LIYR'S AMBIVALENT MASTERS

The Circle Orboros is not of one mind about Liyr's plan. Although the loss of the sacred site was grave, the druids set up a temporary camp a dozen miles away along one of the ley lines and let the Khadorans control Fort Bolovan while the druids concerned themselves with greater dangers to the north. Liyr's passion, however, has convinced her teacher that it is time to strike, and Vasa has secured cautious approval of her plan from his superiors.

Vasa tacitly supports Liyr's scheme for now, but he will turn on her if she goes too far. He would withdraw his support, disavow all knowledge of the plan, and even slay Liyr personally in order to avoid bringing the weight of Khador's attention down upon the Circle in the region. (This is one possible ending to the scenario. See "Backstabber," p. 54.)

The second step was to establish five separate encampments of loyalists—Kossites drawn from her scattered kin, supplemented with Circle operatives and Devourer cults—to create a barrier around the fort and cut off escape once she sets the final phase of her plan in motion.

Finally, she launched a series of attacks in the forest in order to lure Kuragin out. A few days ago, she ambushed the kapitan's party, killed his escorts, and imprisoned him. She then forced him to consume the elixir used by the Circle to transform men into warpwolves, after which she released him. At the same time, she closed the trap around Fort Bolovan. It is now only a matter of time before Kuragin destroys the fort from within.

THE LUNAR CONJUNCTION

Over the course of the adventure, a conjunction of two of Caen's three moons draws nearer and nearer. Although such an event is normally not of great concern, the phases of the moons have a direct and dire effect on this adventure. Warpwolves are supernaturally attuned to the moons, and they gain strength and speed as the moons become full. At the start of the adventure, Calder and Laris are waxing, becoming full (and in conjunction) by the final night. For more on the effects of the lunar conjunction, see warpwolf abilities on p. 75.

The Game Master is encouraged to describe the progression of the moons each night as the conjunction draws closer. Characters familiar with warpwolves may know of the dire circumstances they will soon face. Others can glean this information from the ramblings of Greylord Taza Kozloz, either through conversations with her or in the pages of journals she leaves behind. What's important is that the players understand that confronting the warpwolf will become much more dangerous when the moons join in fullness, making time a critical factor in the adventure.

Liy'r's plan is to let Kuragin run wild in the base under Volovsky's direction, destroying anything that could pose a threat, such as the base's warjack complement and munitions. As a warpwolf, Kuragin will grow stronger and more powerful until the conjunction of the moons, at which point nothing within the fort will be able to stop him. When he returns to his human form he will see the wreckage and bodies, forcing him to face the truth about all the horror he has wrought. Although Liyr is incorrect in this belief, it in no way diminishes the horror that will descend upon Kuragin once the truth is revealed.

DAILY PROGRESSION

Unless the PCs intervene, events unfold over the course of the next few days in the order described below. The Game Master may alter this order in response to the PCs' actions, or even have the warpwolf attack civilians or soldiers instead of the key NPCs in order to keep one or more of them alive if they are useful to your story. (See "The Wolf Strikes at Midnight," p. 26.)

Day 1: The storm rolls in. Hounded by Wolves of Orboros, Kuragin returns to Fort Bolovan. That night, he becomes a warpwolf for the first time. Guided to his target by the skinwalker Volovsky, the warpwolf kills the quartermaster Anacia Myetrova, destroying the base's warjack complement and munitions stores. After Kuragin falls asleep at dawn, Volovsky tears open a gate to make it look as though the warpwolf fled the fort.

Day 2: The fort is surrounded by a chilling mist. With the possibility of escape cut off by the storm, the townsfolk are on the verge of hysteria. Kuragin takes steps to prevent a panic and increases security at all access points. That night, Kuragin again turns into a warpwolf. Volovsky goads him into killing Borbor Gulk and destroying the fort's food supply.

Day 3: A ferocious blizzard traps the inhabitants of Fort Bolovan. Kuragin enforces a strict rationing policy and clamps down hard on growing discontent in the fort by imprisoning several dissident leaders. Kuragin also has to deal with Stazi Vietzen for supplies, and the kayazy takes a substantial cut. That night, Kuragin again transforms into a warpwolf, and Volovsky lures him to the Cracked Anvil to kill Vietzen and destroy his tavern.

Day 4: The blizzard becomes a whiteout, and no one can navigate outside the fort unprotected from the elements. The unrest is on the verge of turning into a riot, and Kuragin orders the execution of several dissidents in order to keep some form of peace. The Nyss ranger Nerys is murdered and left in the street. Taza Kozloz's workshop is obliterated in a catastrophic, alchemy-fueled disaster that leaves her badly scarred and mentally broken. That night, the warpwolf breaks open the gates and kills several Khadoran soldiers.

Day 5: An eerie calm descends upon Fort Bolovan on the day before the lunar conjunction. The fort is all but smashed and the morale of its troops broken. When the moons become full, the warpwolf goes on a rampage, massacring and devouring people in a bloody frenzy. Any survivors in the fort are easy prey for Liyr and her Wolves of Orboros, who sweep in during the night and kill everyone inside. They raze the fort so that no stone stands upon another and reclaim the area for the Circle.

CAST OF CHARACTERS, ANTAGONISTS, AND ALLIES

To complement the individualized characters that players bring to the table, *Bad Moon Rising* offers a variety of non-player characters—antagonists and allies alike—that the player characters encounter through the course of the adventure. Descriptions, stats, and abilities for these NPCs are provided in the appendixes starting on p. 58.

ADAPTING THE SCENARIO

The following options are intended to help Game Masters who are interested in adapting the scenario for use in an existing campaign. Some adaptation of the material and creative thinking are required, but the events of the scenario can be altered in a number of different ways.

Different Location: *Bad Moon Rising* is set in and around a remote outpost in the southern Scarsfell Forest along the Wolveswood River between Ohk and Tverkutsk, but it could be transplanted almost anywhere in the Iron Kingdoms with a few tweaks to the characters (particularly their names) and locations. The Circle Orboros is active throughout western Immoren, and the action could take place anywhere:

- Place the scenario somewhere along the Cygnaran frontier, such as in the Widower's Wood, and recast the fort as Cygnaran.
- Keep the fort as is, but set it in occupied Llael, playing up the ethnic conflict between the occupying Khadorans and a vengeful Llaelese Liyr.
- Infuse the story of the warpwolf with a religious tenor by placing the fort in the Protectorate of Menoth. The fort could be swept up in a massive sandstorm blowing in from the Bloodstone Desert rather than a powerful blizzard.

Different Warpwolf: Variants of this scenario can also be run in which an NPC other than Kapitan Kuragin is the warpwolf. All the key NPCs have motives and suspicion attached to them, and Liyr could just as easily be using one of Kuragin's allies to destroy him. Indeed, perhaps she wants Kuragin to think he is the warpwolf even though it is actually an ally he

doesn't suspect. The antagonist's goals and motives remain unchanged, but her plan manifests slightly differently:

- Some time ago, Taza Kozloz's investigation of potential blackclad activity in the region took her too close to the Kossite camps, where she was captured and given the warpwolf elixir. Unlike Kuragin in the standard scenario, Kozloz knows she is the warpwolf and is madly fascinated with the power.
- The warpwolf is a minor character in Fort Bolovan, whether a simple soldier in the army or an otherwise anonymous NPC. The PCs spend a long time suspecting one of the primary NPCs, only to discover the mundane identity of the evil in their midst.

Experienced PCs: You will likely want to make some adjustments if you are running the scenario with PCs who have advanced beyond the Hero level:

- If the group consists of Veteran-level heroes, increase the statistics of all NPCs and monsters by 1, up to the racial maximums for Veteran level.
- If the group consists of Epic-level heroes, increase the statistics of all NPCs and monsters by 2, up to the racial maximums for Epic level. Certain characters may have access to more powerful items and equipment where appropriate. (See *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods*, pp. 182–189, and *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, pp. 310–331.) In major battles, double the number of reeve hunters and Devourer cultists.

FORT BOLOVAN

Fort Bolovan is a dreary place where the very air is heavy with the weight of bitterness and resentment. Anger simmers beneath the surface of numbing daily routine. The people are not exactly impolite, but their deadened spirits show clearly in the plodding, lackluster performance of their duties. The sun rarely shines, making everything from the sky to the stone walls to the faded red uniforms of the Khadoran soldiers seem muted and grey.

At night, the fort seems far more sinister. Its streets seem to draw in closer as the scraggly trees that line them reach their skeletal fingers over passersby. A sharp wind rises at dusk and races in circles through the fort, stirring patches of frost, snatching at trailing clothes, and nipping at exposed flesh. A bitter chill bites the air, and some spots along the streets and in some of the buildings are noticeably colder than others. Travelers are far from welcome in the fort, and outsiders require the constant alliance of a powerful local figure to keep from being harassed, attacked, or run out of town.

FORT BOLOVAN

Commanding Officer: Kapitan Ruus Kuragin

Military Personnel: 3 officers (Volovsky, Kozloz, and Myetrova), 36 Winter Guard, 48 irregular infantry, 6 general support staff, 3 field medics, 2 field mechaniks

Armaments: Small arms, melee weapons, 4 Berserker warjacks

HISTORY AND CULTURE

The threats Fort Bolovan was constructed to face never really materialized. After the initial battle with the Kossites in the area ten years ago, the fort went through a number of relatively quiet years. These were punctuated by occasional



outbreaks of isolated violence in the woods, which were quickly written off as animal attacks. The Khadoran military has been shifting support away from Fort Bolovan in favor of higher priorities for years, leaving Kuragin with little more than a skeleton crew.

Fort Bolovan boasts a curious mixture of gradually eroding Khadoran military discipline and a growing civilian element. When the fort was first built, only Khadoran soldiers and support staff lived within its walls, but a substantial influx of travelers and exiles from the greater Khadoran Empire eventually settled in the area. Due to Khador's waning interest in maintaining a large military presence at the fort, the civilians were permitted to dwell inside the fort. Because fewer soldiers have arrived every year to bolster the ranks, Kuragin needs hardy men and women to maintain the garrison. To this end, he has exercised an open-door policy regarding would-be residents: as long as they swear loyalty to the empire and to the fort, he asks no questions about their past and offers them shelter within the fort's walls. The kapitan has enlisted many civilians, both as irregulars and as Winter Guard, but these soldiers are poorly trained and equipped.

These days, about four hundred people dwell in Fort Bolovan. Only about a hundred of them are actually Khadoran military, and another two hundred are immediate or extended families of soldiers who traveled to be with those serving at the fort. The rest are workers, foresters, excavators, explorers, camp followers, and others drawn to the fort for one reason or another. They form a stable, if dour, self-sustaining community. Arguments are common, but actual violence is rigidly discouraged by the threat of military force. Most of the people who live in the fort consider themselves to be stuck here, with no obvious alternative in sight.

Everyone in Fort Bolovan admires or at least respects Kapitan Kuragin, and most look to him as their vigilant guardian against the dangers of the Scarsfell. The common folk know little about the Wolves of Orboros beyond superstitious word of mouth, but everyone has an opinion about Liyr, the Frost Wolf. The naturally xenophobic civilians of Fort Bolovan distrust outsiders like the PCs; in fact, the PCs' instrumental role in returning Kuragin from the woods is the only reason anyone speaks to them at all.

GEOGRAPHY

Roughly pentagonal and measuring about half a mile on each side, Fort Bolovan is small for a Khadoran military outpost. It stands upon a natural rise in the landscape—a small plateau that borders the Wolveswood River to the north and west. The walls on the northern and western sides are built of stone nearly ten feet thick and extend upward to a walkway that connects nine-foot-tall parapets. Threats do not typically approach from these directions, as any assailants would have to contend with the freezing river and a steep slope of treacherous, shifting rocks. On the southern and eastern sides, the walls are built partially upon existing stone that offers Fort Bolovan a natural buttress against invaders. Guard towers large enough to hold a dozen soldiers at a time stand at each of the wall's five points. Those to the south and east are the largest and most heavily armored.

The fort has two gates: a main gate to the south, large enough for a heavy warjack to pass through, and a smaller one to the east for small groups of visitors. Both gates can be opened or closed in about a minute. A smaller sally port to the north, just a few paces from the munitions depot, is wide enough to accommodate only a single person at a time. This hidden portal is rarely used and remains unknown to any but Kapitan Kuragin and his staff. Originally built to access a dock that was never built, it now serves as a means of escape during a siege. It leads to a treacherous path with multiple switchbacks that terminates in the forest to the east.

In the center of the fort complex stands the Kommand Post, an imposing holdfast three hundred feet square and connected to the fort's barracks. Kuragin's quarters are here, as are those of the bulk of the fort's military population; Volovsky is quartered across the hallway from Kuragin. Initially, this was the primary structure—indeed, the only structure—in Fort Bolovan, with the rest of the grounds devoted to munitions storage, training drills, and housing for the outpost's complement of warjacks.

Over the last few years, the occupation of Llael and the general rise in tensions across western Immoren have forced Khador to call more and more warjacks into service, diminishing the reserves of the comparatively safe Fort Bolovan. Almost everything Kuragin can muster now sits in Anacia Myetrova's rickety munitions depot toward the north end of the fort. This building, which sits about fifty feet from the wall, is little more than a flimsy warehouse that keeps out the worst of the elements. Inside are a few battered Berserker warjacks, which are in such disrepair that High Kommand has not seen fit to transfer them out of the base.

A poorly maintained jail at the north end of the fort features ten cells, each of which can house three prisoners. Members of the community can be detained here if the PCs have the kapitan's ear, but he will require some convincing if they want to imprison any of the key NPCs.

As the military's presence at the base has diminished, more businesses have moved in to provide for the growing civilian population. Ramshackle residential buildings have sprouted up around the Kommand Post, forming a small town of sorts.

Located on the western edge of the fort, Gulk's Eats (originally "Gulk's Meats" until a letter fell off the sign) is a small, run-down slaughterhouse and market flanked by townhouses

and adjacent to a livestock yard where pigs root around in the cold mud. Nearby, owner Borbor Gulk maintains a garden heavy on potatoes, carrots, and other hardy vegetables. He employs two Khadoran youths—a slack-jawed boy he calls "Mop" and a dull girl he calls "Bucket"—to help him out at the shop. A massive man, Gulk can typically be found behind the counter, hacking apart huge slabs of meat with one of his many blood-stained cleavers. Every day, Anacia Myetrova arrives with an escort of Khadoran soldiers to pick up the food supply for the barracks, and every day Gulk compliments her on her beauty and charm. (For details, see "Barricaded Storehouse," p. 34.)

The Cracked Anvil was a smithy in better times, when supply caravans reached Fort Bolovan from the larger empire. The forge was removed years ago, and the building has been converted into a drinking house and gambling den. Stazi Vietzen can take credit for most of the establishment's upgrades, purchased with coin he has fleeced from the desperately bored among the fort's population. The Anvil is perpetually full of thugs and dissolute Khadoran soldiers on retainer as Vietzen's personal bodyguards. Taza Kozloz keeps a laboratory in a room upstairs, its walls soundproofed to preserve the privacy of her work. (For details, see "Gang War," p. 36.)



SKILL USE

PCs versed in Khadoran military history, such as characters with Connections (Khadoran military), will know that Fort Bolovan was constructed ten years ago to guard against violent trollkin activity in the area. Such fears proved to be unfounded, however—feral beasts and the occasional woodland brigand have been reported, but no trollkin activity has ever been detected in the area. The military has been gradually reducing Fort Bolovan's complement for years.

The PCs immediately notice the fort's gloomy atmosphere. The people seem beaten down, indifferent, and withdrawn, but the cause is not immediately apparent. PCs with experience in battlefield tactics, such as those with the Soldier or Military Officer career, can assess the fort's defenses, which are sound if somewhat neglected. The people, however, are not necessarily the stuff of an organized military unit, and they might easily break under pressure. As a result, the fort is unlikely to hold up to a concerted assault by a significant force.

If a character puts his ear to the ground for a few hours and makes a successful PER + Streetwise skill roll against a target number of 12, he discovers a substantial black market run by Stazi Vietzen. He also learns that two minor gangs—the Lys Nach and the Drov Druz, both of which defer to Vietzen—operate in the city (see "Gangs of Fort Bolovan").

GANGS OF FORT BOLOVAN

Stazi Vietzen's financial interests are best served by introducing competition into the fort's economy, and he does that by fostering tensions between two rival groups for general control of the city. The Lys Nach is a group of about forty civilians committed to better working conditions at Fort Bolovan. They impede military decisions they consider arbitrary (although they take care not to openly resist) and demand their say in the running of the fort. The Drov Druz, on the other hand, consists of former Khadoran soldiers, spies, and other loyalists who have banded together mostly to drink and boast about their exploits. The diametrically opposed groups loathe one another. Neither group is violent—yet—but if given the proper stimulus, they might take up arms and cause damage to each other and any innocent bystanders (see "Gang War," p. 36).

TRACKING THE FORT'S STATE OF READINESS

Fort Bolovan is in a diminished state of repair. It has poor morale, compromised equipment, and too few soldiers. Use the following four stats to track the fort's state of readiness as the scenario progresses.

- **Preparation:** This stat is an overall measure of the military's readiness to hold off an attacker. It begins at 10 and decreases by 5 points if the munitions depot is destroyed at the end of the first night (see "Nightmares and the Harsh Light of Day," p. 16).
- **Fortification:** This stat measures the strength of the fort's walls and gates. It begins at 10 and decreases as the fort's structures suffer damage. For every six feet (1") of the fort destroyed, reduce its Fortification stat by 1.
- **Morale:** This stat represents the overall morale of the fort's soldiers and citizens. It begins at 10 and decreases as the inhabitants suffer substantial setbacks, such as a large number of deaths or the loss of critical supplies. If the fort's Morale reaches 0, the PCs must deal with a riot (see "Keep the Peace," p. 43).
- **Soldiers:** This stat is the number of combat-ready soldiers inside Fort Bolovan. It begins at 36 for the thirty-six Winter Guard at the fort. Whenever a guardsman is killed or is injured in such a way that he can no longer participate in the battle, reduce this stat by 1.

These four stats are important during the final battles (see "State of Readiness," p. 50). The encounters presented throughout this scenario, and particularly those in "Shore Up the Fort" (p. 28), offer examples of how these stats can be modified. Modify these stats at your discretion if something else occurs that might compromise the fort's state of readiness.

EXAMPLE: *The PCs hurl a cinder bomb at the warpwolf in an attempt to kill it. The attack misses, deviating into a nearby building. The Game Master decides that this building is a small barracks housing a group of Winter Guard. The fire destroys the soldiers' bunks and forces them to be quartered elsewhere in the fort, causing resentment and crowded conditions. The Game Master reduces the Morale stat by d3 points.*

BEYOND FORT BOLOVAN: THE SOUTHERN SCARSELL FOREST

Snow lies thick on the ground, and an overcast sky casts a pall on the world. Entering this area of the Scarsfell feels different: the air grows colder, the sounds of woodland animals fade, and all one can hear is his own breath and thudding heartbeat. When night falls, it brings with it a deep unease that is difficult for even the most hardened campaigner to shake.

GEOGRAPHY

Most roads in the southern Scarsfell are little more than game trails trampled flat by boots and wheels or rutted caravan routes that rarely see travelers. They are poorly maintained at best and can be navigated safely only in the company of a seasoned ranger. Travelers face the frequent danger of washouts and natural deadfalls that force them to lose precious time clearing the way or navigating through the trees until they can rejoin the road.

The animals that dwell here are larger and fiercer than some of the southern breeds. Perhaps the cause is the ley lines, or perhaps it is the efforts of the Circle Orboros to preserve the strongest and largest of the animals. Regardless, the bitter cold

allows only the hardiest and most brutal to survive. Death glides on the biting wind, leaving a lingering sense of doom.

Fort Bolovan sits within this stretch of untamed land. The fort itself stands at and around a fork of two branches of the Wolveswood River, about eighty miles south of Tverkutsk on the south side of the river. This strategic placement limits effective assaults to the south and southeast, leaving other would-be attackers to contend with the river.

STORM OF THE AGES

Shortly after the PCs arrive in Fort Bolovan, a massive blizzard of incredible intensity and duration grips the region. Conditions are almost blinding outside the fort's walls, and visibility is reduced even on the rough, cobbled streets. The storm makes travel to and from the fort nearly impossible. Standing on the walls and looking out, one basically perceives a wall of obscuring white beginning a few dozen feet beyond the fort's perimeter.

COLD WEATHER EXPOSURE

The cold inside the fort is unpleasant but livable by day, assuming one dresses appropriately for the climate, but staying in the open during the night or going outside the walls is dangerous. For each hour a living character spends outside the fort or on the streets of the fort at night, he must make a PHY roll against a target number of 10. (Increase this number by 1 for each additional hour of exposure.) If the roll succeeds, nothing happens. If the roll fails, the character suffers d3 damage points that cannot be recovered until he returns to a warm place, such as the fort itself. Even in a warm place, the PC recuperates slowly, recovering 1 vitality point lost to cold per hour spent away from the elements.



Note: Game Masters may choose to replace these rules for exposure to cold with the exhaustion rules in *Iron Kingdoms Unleashed Roleplaying Game: Core Rules* (p. 124).

The effects of exposure can be mitigated by warm clothing such as a great coat or by protective magic such as Greylord Arcanist's Immunity: Cold spell.

- If a character has the Survival skill, all characters within that character's command range gain a bonus to any PHY roll to resist exposure equal to that character's rank in the skill. (This bonus is not cumulative with multiple characters. Use the highest rank to determine the bonus.)
- If a character has an ARM bonus against cold damage, such as that provided by a Winter Guard uniform or the Nyss racial bonus, reduce the damage the character suffers from exposure by the same amount, to a minimum of 1 damage point per hour.
- A PC with the Immunity: Cold ability does not suffer damage from exposure to cold.

DAY 1: HORROR AT HIS HEELS

SESSION SUMMARY

The first session sets the stage for the scenario and establishes the stakes for the PCs and the fort's inhabitants. The first encounter in this session introduces the PCs to Kapitan Kuragin as a potential ally in need of assistance, the second skirmish sets them up in the besieged base, and the wrap-up introduces the warpwolf attacks.

GETTING THE PCS INVOLVED

Bad Moon Rising does not specify how the PCs ended up in the vicinity of Fort Bolovan. The Game Master is free to incorporate the scenario into his ongoing campaign however he sees fit. A group of Khadoran characters works well for the adventure, whether they are travelers who find themselves in the vicinity of the fort as part of their regular journeys between cities or military characters who have been instructed by High Kommand to deliver a message to Kapitan Kuragin. Consider one or more of the following options as a means of getting the PCs into the region:

- A Mercenary Charter adventuring company could be hired and dispatched to the fort as reinforcements. The PCs would know the identity of the fort's commanding officer, Kapitan Kuragin. Prior to their dispatch, they would be given sketchy details about the location, facilities, and population of the fort, as well as a message from their employers to present to Kuragin upon their arrival.
- An operative with ties to the Greylords Covenant could receive orders to track down Taza Kozloz for a status report. Kozloz has been out of communication with the Covenant for some time, and the Greylords are concerned about her well-being. If one or more of the PCs are Greylords themselves, they may have been sent to determine whether Kozloz is capable of maintaining her position at the fort.
- A Khadoran soldier could head to Fort Bolovan looking to acquaint himself with an old war buddy. This could be Borbor Gulk or any of the other soldiers still stationed at the fort. Such a character could receive a message from the former friend requesting that the PC come visit him.
- Bounty hunters could be sent by a vengeful Khadoran noble to capture Nerys. Any such contract would stipulate the Nyss be returned alive, as the noble wishes to see Nerys suffer for her crimes.
- A business rival to the Vietzen family, attempting to recruit Stazi Vietzen against his parents' schemes, could contract the PCs to convince the young kayazy to join his cause.

Be wary of letting the PCs know details about Kapitan Kuragin, Lieutenant Volovsky, or the history of Fort Bolovan. Those parts of the story are more effective if they are revealed gradually as the stakes rise. Strive to keep the PCs as outsiders.

THREATS AND SIGHTINGS

NARRATIVE ENCOUNTER

The PCs are traveling northeast together along a rough road that cuts through the Scarsfell Forest. Give the players a moment to introduce any new characters and to determine why they are traveling on this road. Some of them may be headed to the large city of Tverkutsk; others may be traveling directly to Fort Bolovan.

TO BRING THE PLAYERS UP TO SPEED, READ OR PARAPHRASE THE FOLLOWING AND THEN GIVE THEM AN OPPORTUNITY TO ASK QUESTIONS:

You have been traveling northeast along the road for the better part of a day now. Flanked on either side by drifts of snow and dense woods, the road cuts a meandering path through the southern Scarsfell Forest. The last waystation—and the warmth of its fires—is a fading memory. You've traded the trappers and traders you left behind for the company of silent pines and swirling eddies of snow that whisk over the frozen ground. Overhead, Calder and Laris hang low in the twilight sky, each a few days from fullness.

Even for winter, the forest seems eerily quiet, as though the PCs have entered a graveyard rather than a new stretch of wood. Winter Guard patrols keep the area relatively safe for travelers, but encounters with feral argus or widow bears are not unknown. The place has recently seen a great deal of Circle activity, but avoid letting the PCs encounter any Circle operatives too early—a skirmish before the first encounter would spoil the surprise. Wolves of Orboros under Liy'r's direction have driven out nearby trollkin kriels and slain wandering brigands in preparation for her assault. Other than the people of Fort Bolovan and those loyal to Liy'r, the forest has no inhabitants for miles.

For characters who know quite a bit about the Scarsfell, such as Kossite characters or those with the Lore (Khador) skill, the area around the southern Wolveswood River is oddly devoid of the two ethnic groups that vie for territory throughout the forest: northern trollkin kriels and individualist Kossite tribes. There are no villages in the area despite numerous sites along the course of the river that would be ideal for them.

A character can make a PER + Detection skill roll or a PER + Tracking skill roll against a target number of 13 to notice extremely old territorial markings and even withered snares set by the tribe that inhabited the area long ago. A character can make an INT + Lore (Khador or tribal) skill roll to notice the following:

LORE (KHADOR OR TRIBAL)

ROLL RESULT	INFORMATION GATHERED
12	These markers and traps belonged to a Kossite tribe, but the tribe has clearly not operated in the area for some time.
14	A Kossite tribe once controlled this area of the forest but was wiped out by a Khadoran military detachment.

FORESHADOWING

Even if the PCs do not understand the significance of any Kossite artifacts or markings in the area, their discovery sets up the reveal of the region's bloody history later in the scenario. If the PCs are oblivious to such evidence, the Game Master can drop one or more of them into a long-abandoned pit trap filled with sharpened stakes or have one walk into an immobilizing snare, potentially in the middle of a battle. These old traps are unlikely to hurt the PCs—brittle spikes will snap quickly under their weight, deteriorated rope will break quickly without doing harm, and so on. The goal is to make the players uneasy, not to kill them before the scenario gets started!

WOODLAND CHASE

COMBAT ENCOUNTER #1

This encounter takes place after the PCs have spent a little time in the forest around Fort Bolovan but are still a few miles from the fort. Dusk falls and icy mist rises around them, presaging the conflict to come. Just before the first encounter begins, the PCs catch sight of Liy'r in the distance.

This battle is not intended to be a significant threat to the PCs but rather to introduce them to Ruus Kuragin and alert them to the presence of the Wolves of Orboros in the region. Spilling blood together often forges the closest friendships, and the PCs should feel closely bound to Kuragin after the conflict.

READ OR PARAPHRASE:

A bitter chill seeps in as the sun dips below the horizon and the shadows lengthen across the packed snow. The wintry mist and falling snow limit visibility on the road ahead, but you think you can make out a figure in the distance. At first you took it for a tree or a rock, but you now realize it is a woman clad in dark furs and armor. She stands barefoot despite the snow.

You hear a cry of alarm from behind you, and a harried man in a ragged Khadoran officer's uniform rushes out of the gloom and into your midst. Teeth gnash at his heels as a pair of two-headed canine predators chase him, and you see the shapes of men with cleft spears following close behind.

The man wears the tattered uniform of a Khadoran kapitan, and any PC headed to Fort Bolovan on military business will realize that he matches the description of the base kommander, Ruus Kuragin.

This battle takes place in a large forested area with a significant amount of cover (trees, boulders, etc.) and a rough, twelve-foot-wide road that runs through the middle. The NPCs come from behind the PCs (Kuragin first, then the argus, and then the Wolves of Orboros), all moving toward the fort.

The PCs triumph in this skirmish if they chase away or destroy the Circle forces. To do so, they must either kill at least two of

the Wolves of Orboros or reduce all four to half their vitality or lower. At that point, the Wolves of Orboros flee, calling off any surviving argus as they retreat.

ENEMY TACTICS

The argus lunge at the nearest PC, and the Wolves of Orboros are not far behind. For the duration of combat, all characters forty-eight feet (8") or farther away from an attacker gain +2 DEF farther against ranged and magic attacks due to the snowy conditions.

The Wolves are under orders not to kill Kuragin or severely wound him but instead to make sure he makes it to Fort Bolovan intact. After taking cover behind any trees or boulders flanking the road, the Wolves send their argus to attack. A Wolf can spend a quick action to blow a whistle that calls the argus back. Only wolves, dogs, and other such animals can hear it, but a PC can see it as it is blown by making a successful PER + Detection skill roll against a target number of 15.

The Wolves were not expecting to run into the PCs, and they retreat and regroup rather than risk a prolonged battle with an unknown and potentially superior force. They attempt to retreat before any of them are incapacitated—a Wolf who falls below 50% vitality sounds an alarm to fall back. If two or more Wolves are killed, the whole group retreats immediately. Although they prefer not to leave anyone behind, they do so if they have no other choice. The Wolves kill incapacitated allies

rather than let them fall into the PCs' hands. If no Wolves are in range to dispatch a downed comrade, one of them sends an argus to tear out the injured ally's throat.

An argus within at least one Wolf's command range can be directed to attack a specific target or to retreat; otherwise, each argus attacks the nearest enemy. The Wolves abandon injured argus to their fate without compunction if they are forced to retreat.

TERRAIN

The encounter takes place on a hemmed-in forest road flanked by forests and boulders. Deep ditches run alongside the road. Use the following rules for the surrounding terrain.

Boulders: The boulders grant solid cover to a character taking cover behind them.

Ditches: Ditches flanking the road are too shallow to provide cover or concealment on their own, but a prone character lying in one gains an additional +1 DEF.

Forests: In addition to the normal rules for a forest, a character can spend a quick action to take cover behind one of the trees. A tree counts as solid cover.

AFTERMATH: MEETING KURAGIN

After the Wolves have been repulsed, the kapitan thanks the PCs for their aid and introduces himself as the officer in charge of nearby Fort Bolovan. Now that the fighting is



K: Kuragin

W: Wolf of Orboros

A: Argus

over, any character with the Lore (military) skill can confirm, without making a roll, that Kuragin is indeed a Khadoran kapitan.

Kuragin explains that he was en route to Tverkutsk to meet with his commanding officer when the Wolves of Orboros fell upon him and his color guard. He warns the PCs that scores or even hundreds of other Wolves prowl the forest and that they should hurry on to the fort.

READ OR PARAPHRASE:

"I am the commanding officer at Fort Bolovan. If you escort me back, I shall see you housed, sheltered, and rewarded for your efforts. But we must go quickly, before the Wolves return."

If the PCs insist on questioning Kuragin or otherwise prolonging the conversation, he grows increasingly agitated and wants to get moving as soon as possible. He tells them as little as he must in order to get them to the fort. He disdains haggling over a reward, simply dismissing such questions with "You'll have your due—you have my word." If pressed, he agrees to a reward of no more than 100 gc total, plus supplies and accommodations. If the PCs press him for more, he hastily agrees to their terms. (He is incapable of providing them with more financial rewards but will say almost anything if it gets the PCs moving.) Upon reaching the fort, the kapitan apologizes for any deception and cites the urgency of his situation as his reason.

TRAVELING WITH THE KAPITAN

Once the PCs agree to press on, they need to travel about five miles to the fort. Despite his gruff attitude, Kuragin is glad for the escort; he bears many minor injuries sustained during his capture by (and flight from) the Wolves of Orboros. As they

move through the forest, the PCs become aware of shadowy forms moving among the snow-covered trees and following their movement along the road. They get the feeling they are being watched—even hunted—and more shadowy shapes follow them with every passing mile. These half-seen figures are Wolves of Orboros, sent by Liyr to stalk and harry the kapitan in order to ensure his return to Fort Bolovan.

The Wolves in the trees do not attack, and they melt away if the PCs approach or attack them. The purpose of the Wolves at this point is to see Kuragin safely into the fort—they are herding the PCs exactly where they want them. The PCs shouldn't know this, of course; rather, they should think they have to move quickly before reinforcements arrive and the Wolves attack in force.

If the PCs become overly bold, feel free to have the Wolves stage a few hit-and-run attacks against them, keeping the PCs from resting and recovering vitality after combat unless they press on. Being hounded and unable to heal should be enough to keep them moving forward.

WOLVES AT THE GATE COMBAT ENCOUNTER #2

Near midnight, just in time to fall under attack by Circle hunters, the PCs and Kapitan Kuragin arrive at the main gate of Fort Bolovan, which are closed and barred against the night. The weather is taking a foul turn: heavier snow has begun to fall, and a cold wind blows from the north. The PCs can expect a little support from the defenders on the walls, but mostly they are on their own until the gate can be opened.

This encounter is intended to be more difficult than the initial battle, with the Wolves attacking in earnest to kill the PCs before they can disrupt Liyr's plan.



**READ OR PARAPHRASE:**

You approach the great iron-bound gate of Fort Bolovan, emblazoned with the Anvil of Khador, only to find them shut against you. At your back, the shadows that have been following you through the forest begin to filter out from among the trees, and a veritable horde of foes ready their weapons.

Kuragin shouts orders up to the men and women on the wall, who begin opening the doors—but will they be fast enough?

This skirmish takes place just outside the main gate of Fort Bolovan. Except for the occasional boulder, the terrain is mostly open for a good hundred feet between the gate and the dense tree line, which provides excellent cover. The fort itself is at least a thousand feet wide at this point, so the wall extends all the way off the map in both directions. The gate is twenty-four feet wide, permitting passage to all but the largest warjacks and wagons.

When the Wolves begin their attack, the PCs are out in the open between the trees and the fort wall. Kuragin is too weak to do much during the battle, although he attacks if threatened directly. He spends most of his time shouting orders at his men on the wall to provide aid.

This battle should have a tone of desperation. Stress the PCs' need to get inside before they are overwhelmed by enemy forces. If the PCs are killing their enemies too quickly for tension to develop, send waves of additional warriors to attack from the woods.

The Wolves break off the attack if Kuragin and all the PCs make their way inside the fort. It takes five rounds for the Winter Guard in the fort to open the gates wide enough for the PCs to enter. At that point, they can escape to safety inside if they are not incapacitated. If a PC is incapable of moving into the fort, Kuragin orders some of his men out to help bring the injured character inside, automatically removing the PC from the fight. The PCs must continue to fight until all of them are inside, at which point the guardsmen immediately close the gate. The Wolves will not follow them inside.

ENEMY TACTICS

By and large, the Wolves do not strike at Kuragin, instead taking on the interloping PCs. If at least one of the Wolves from the previous battle escaped, then these attackers will be somewhat familiar with the PCs' tactics and capabilities and will engage them accordingly.

The Wolves wade into melee with their cleft spears while the reeves stay behind cover and fire at unengaged opponents, targeting heavily armed characters and Gifted characters first. Thora, a junior blackclad summoned by Vasa to observe Liyr, hangs back where she can keep allies within her control area and provide them with increased protection while she attacks with ranged spells.

The Wolves do not want the PCs to enter the fort. Liyr observed the PCs from the woods as they fought her soldiers earlier. She has deemed them a threat, and she will not brook failure on the part of her lieutenant, Thora, who has taken charge of the assault personally.

Thora is not significant to the story as written. If the PCs do not kill her during this battle, she returns to Liyr to report, at which point the sorceress uses the blackclad's failure to capture the PCs as an excuse to be rid of her. Either way, Thora does not reappear in *Bad Moon Rising*.

SENTRY SUPPORT

Kapitan Kuragin is injured and unable to contribute to this combat, but his commands to the watchers on the wall are useful. Beginning with the second round of combat, the Winter Guard sentries in the watchtowers flanking the gate muster themselves to fire their rifles down at the Wolves attacking the wall at the end of each round. Make two attacks (RAT 5, RNG 10, AOE —, POW 11) per round against Wolves who are not engaged with any other combatant. The sentries fire at unengaged enemy targets only, preferring those who attack or threaten the kapitan. Under no circumstances will a sentry risk hitting Kapitan Kuragin.

See "Appendix C: Mass Combat in Fort Bolovan" on p. 74 for additional ideas on how to use the Winter Guard on the walls.

If some of the PCs get inside the fort while some are still outside, those inside can take cover behind the gate doors. The Wolves will not follow them inside—any Wolves who end up inside are immediately shot and killed by Khadoran soldiers.

TERRAIN

The battleground outside the gate includes boulders and trees (p. 12), as well as the following.

Walls: The walls of Fort Bolovan are obstructions. A character cannot climb them unless he has specialized equipment, such as a siege ladder or grappling hook, or another means of scaling the sheer surface.

Watchtowers: Each watchtower flanking the main gate is manned by a sentry armed with a rifle. (See the “Sentry Support” callout.)

AFTERMATH: LIYR’S ULTIMATUM

Once the PCs have vanquished the Circle forces and taken shelter in the fort, the encounter is at an end, except for one last scene. As the Wolves retreat, the PCs and Kapitan Kuragin see Liyr, whose voice Kuragin recognizes, at the edge of the forest.

READ OR PARAPHRASE:

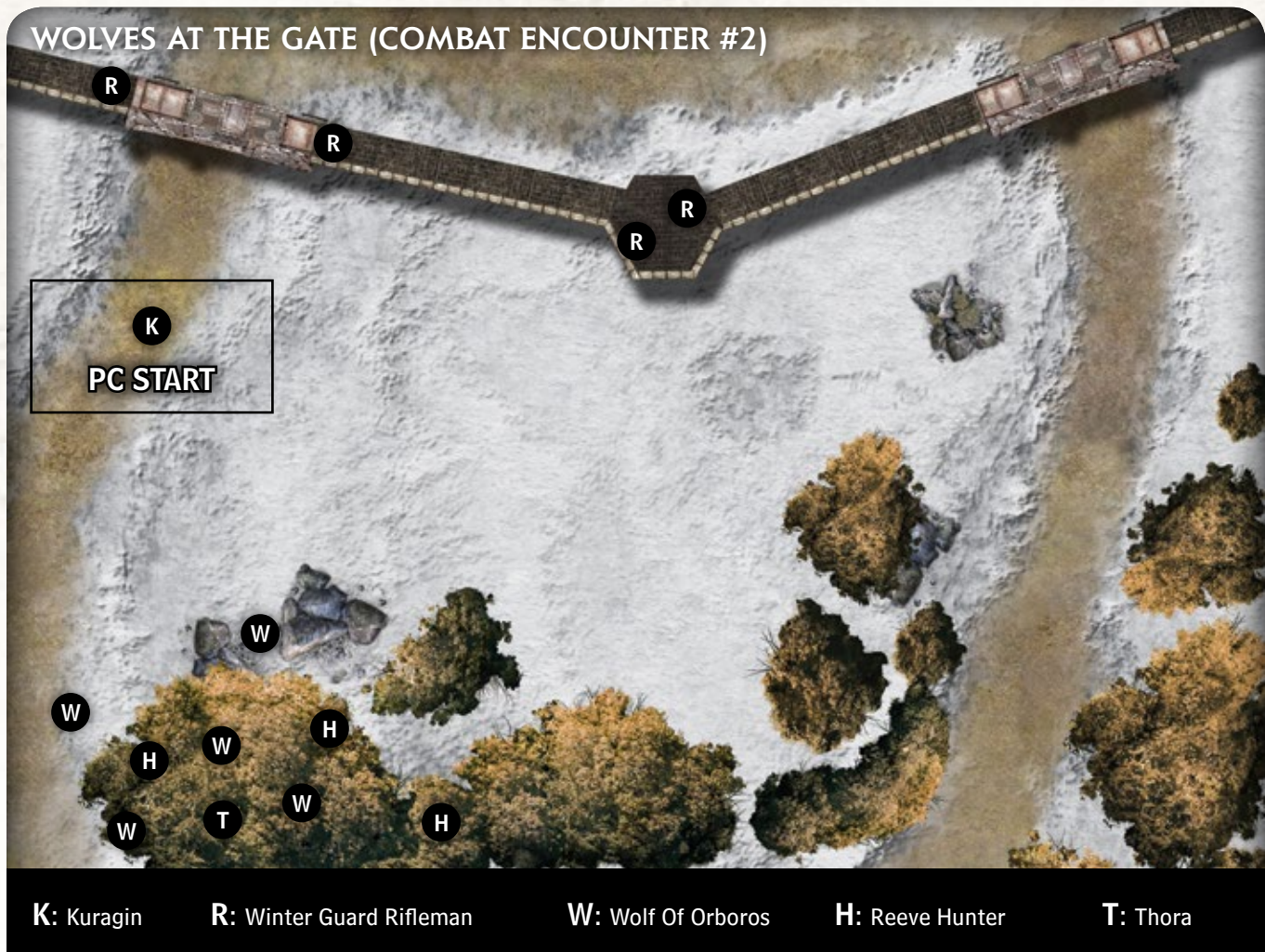
A tall woman steps out of the forest, clad in a cloak and dark armor lined with frost. She raises her hands to the sky, where the night clouds begin to swirl. It is the woman you glimpsed on the road before meeting the kapitan.

“Ruus Kuragin,” she declaims in a powerful voice, “your evils lie buried beneath the snow, but they will soon see light once more, revisited upon you a thousandfold. On the fifth night, I will come again, and then all that you know and love will be as ash at your feet.”

The kapitan looks as though he has seen something impossible, but his expression quickly shifts. He leads you into the fort as the massive storm sweeps in around Fort Bolovan, sealing you inside.

THE KAPITAN’S GRATITUDE

Inside Fort Bolovan, the PCs face a number of anxious Khadoran soldiers mustering in the cobbled yard, bleary-eyed from being awoken in the middle of the night. Kapitan Kuragin quickly explains to the assembled Winter Guard how the PCs rescued him from his attackers. After tending to any obvious wounds, the kapitan immediately shows the PCs to a disused portion of the barracks to rest from their long journey and battles.



Kuragin's good word goes far in Fort Bolovan. Indeed, his command is law, and every soldier the PCs meet is deferential to them and solicitous of their needs—all, that is, except Amadaz Volovsky. Kuragin's second-in-command sees the PCs as interlopers whose unexpected arrival threatens to disrupt Liyr's plan. He grudgingly treats the PCs with respect, as instructed by the kapitan, but he makes it clear he does not trust them—even implying they might be collaborating with the Wolves of Orboros who have lately fallen upon the fort—and would love to see them gone as soon as possible.

Much of this is deception on the part of Volovsky, who is actually the skinwalker Vez, a member of the Circle Orboros. Now that Kuragin has returned to the fort, Volovsky knows that Liyr's plan has been set in motion. He is uncertain how the PCs' presence will affect the plan, though, and his hostility is an extension of that uneasiness.

After Kuragin dismisses Volovsky, he makes the PCs an offer.

READ OR PARAPHRASE:

"This fort is my home, and for now it's yours as well. For what you have done for me, consider yourselves my honored guests. My second-in-command, Lieutenant Volovsky, will be your guide and escort. If you require anything, ask him. I have already sent for my quartermaster to replenish any supplies you might require for the road ahead. Thank you, comrades."

If the PCs ask the kapitan about Liyr, whom he seemed to recognize, Kuragin says only that she reminded him of someone from long ago. If the PCs persist in their questions, the kapitan makes it clear the matter is none of their business.

Otherwise, he heads off, exhausted and nearing collapse. Anacia Myetrova appears around the same time to bring bedding, food, and drink to the PCs. She introduces herself as the quartermaster and jots down a list of their needs in a ledger, otherwise interacting with the PCs in a receptive, though official, manner.

Within reason, the PCs can ask for whatever they want: additional food, water, or liquor; replenishments for spent ammunition; fresh supplies for the road; medical treatment from one of the fort's three medics; and so on. The Khadorans will not supply them with weapons, as doing so is against regulations, but the quartermaster informs them that a few boxes of cartridges go missing every so often and that anyone is welcome to use the gunsmithing facilities in her workshop to manufacture their own bullets and hone their blades. If she's treated well, Myetrova might take a particular shine to one or more of the PCs and should come across as a clear ally and potential friend.

NIGHTMARES AND THE HARSH LIGHT OF DAY

NARRATIVE SCENE

About an hour before dawn, the PCs awaken to what sounds like battle outside. A roaring explosion jolts them awake, followed by the sound of panicked men in the street. Lieutenant Volovsky immediately arrives at their door with curt orders to attend to the kapitan. If the PCs refuse, Volovsky softens, saying, "The kapitan *requests* your presence." He refuses to say

more beyond confirming that the fort has been attacked, and he does not leave until the PCs agree to go with him. He takes them immediately to Kuragin, who is dressed despite the early hour. The kapitan looks tired and haggard, as if he had just been roused from bed, and his expression and manner are grave.

WHAT IF THE PCS KEEP WATCH?

If a PC stays awake and keeps watch during the night, he hears strange noises across the fort moments before the explosion at the munitions depot. Even if the PCs rush to the scene, they catch only a shadowy glimpse of the attacker in the darkness: a massive, bestial creature with mighty claws and thick fur. If a PC approaches the warwolf, an explosion from the munitions depot blows through the wall, hurling the PC to the ground and momentarily breaking his line of sight to the beast. The smoke and danger posed by the burning munitions make seeing or getting to the warwolf difficult, and the creature vanishes into the night before the PCs can engage it. If the PCs give chase, they hear sounds of flight from multiple directions (made by both Kuragin and Volovsky) and may even find the broken exit from the fort (see "Escape Route?" on p. 19).

Staying awake so long has consequences, particularly in the harsh conditions assaulting Fort Bolovan. For details, see the "Pulling an All-Nighter" callout (p. 20).

WHEN THE PCS SEE THE MILITARY DEPOT, READ OR PARAPHRASE:

Sickly plumes of smoke rise from burning lamp oil and smoldering wood, punctuated by bursts of exploding ammunition and ordnance. The quartermaster's warehouse lies in ruin, gutted and on fire. Anacia Myetrova's mangled body lies in a pool of half-frozen blood in the street beyond the heat of the flames, her vacant eyes staring up at the sky and her face frozen in a mask of terror and agony. No one has touched her—no one dares go near the burning vats and munitions.

Something attacked Anacia's workshop, killing her and destroying most of the fort's military equipment, including all the Khadoran warjacks and much of their ammunition. Most of the inhabitants of the fort have gathered nearby and are now turning with suspicion upon your group, which arrived at the fort only shortly before the attack.

All the while, the massive storm tightens around Fort Bolovan, making escape all but impossible.

DAY 2: BLOOD ON THE SNOW

SESSION SUMMARY

This session stabs straight to the heart of the mystery: the warpwolf has begun to attack the fort, and the PCs quickly become embroiled in the investigation.

The first scene is an investigative one, after which the scenario proceeds into more of a free-form style that lets the PCs follow the leads of their investigation in a number of ways. If the players are having difficulty with the open-endedness of this portion of the adventure, have a key NPC approach them, and then run through one or more of the encounters that begin on p. 33. If the PCs want to help reinforce Fort Bolovan's defenses, follow the rules on p. 28. This session is largely roleplaying- and skill-based.

At some point during the afternoon, the Wolves of Orboros launch an attack outside the gates, softening up the PCs for the night's events (see "Assault at the East Gate," p. 24). The session ends during the second night, after the warpwolf again answers the call of the moons and kills another victim (see "The Wolf Strikes at Midnight," p. 26).

INVESTIGATIVE SCENE: THE FIRST MURDER

The beginning of this scene echoes the cliff-hanger that closes the previous one.

READ OR PARAPHRASE:

The morning is cold and dark. Surrounded by suspicious, glaring soldiers, you examine the wreckage to find the supply depot ravaged and its contents shredded and destroyed. Fire rages in the shattered warehouse, particularly in the back where the munitions were stored. On the stoop of the building, Anacia Myetrova lies dead in a pool of frozen blood, her body ripped apart and her unseeing eyes wide with shock.

It feels as though everyone is looking at you, and more than one of the assembled bystanders are staring at you not with shock, but with simmering anger. Even your escort, Amadaz Volovsky, is glaring at you with rage.

At this point, Kuragin steps in to give the PCs his official endorsement and to assure the gathered crowd that the PCs are not responsible for this tragedy. He has no official information yet, but he promises that an investigation will be conducted. He orders the crowd to disperse and instructs people to stay in their homes until safety can be restored. Finally, he orders a handful of Winter Guard to fight the fire as best they can.

INITIAL SUSPICIONS

In the minds of those who inhabit the fort, the PCs are the primary suspects in the murder: they arrived the night before the attack, they might be of other races, and they might carry scars from battle with the Wolves (see "Wolf and Mice," p. 19). The primary reason for the suspicion, however, is that the PCs are strangers, which makes them easy to blame for the community's problems. Kuragin steps in to clear their names, but the PCs spend the rest of the scenario dealing with the inhabitants' suspicions.

Kuragin's initial support of the PCs should make his ultimate betrayal even harder to bear. At heart, the kapitan is a good man forced into an untenable position.

KURAGIN ASKS FOR HELP

Turning to the PCs, Kapitan Kuragin explains that he does not believe they're responsible but that he has to be pragmatic. The best way for them to deflect suspicion is to aid the investigation. Seeing the Greylord Taza Kozloz sifting through the debris, Kuragin calls her over and introduces her to the PCs.

READ OR PARAPHRASE:

You follow Kuragin's gaze to a haggard woman in a long red-and-black coat with disheveled raven hair. She is sifting through the rubble and murmuring to herself as glowing blue runes twirl slowly through the air around her left hand. If not for her rich yet threadbare attire, you might have mistaken her for a pauper.

The strange woman meanders toward you at Kuragin's wave. She smells bad and mutters under her breath, but you see the sharp light of intelligence in her eyes.

"This is Taza Kozloz, my Greylord advisor and the fort's chief investigator," Kuragin says. "Work with her and see what you can uncover. Your outside perspective may prove useful. Fort Bolovan is . . . insular, to put it politely. If you can help find the man responsible for this, it will allay suspicion and make your stay more comfortable."

Kozloz is largely indifferent to the PCs, but she obeys Kuragin's orders. The Greylord assists the PCs in investigating the scene, and her assistance grants a +1 bonus to any PC who makes a skill roll for a skill in which she is trained (p. 61). If the PCs win her trust and present her with the available evidence at the scene, she identifies the murderous creature as a warpwolf.

It may seem odd that Kuragin would ask the PCs, who are outsiders, for assistance rather than Kozloz, his subordinate.

IF A PC ASKS KURAGIN ABOUT HIS MOTIVE, READ OR PARAPHRASE:

"You gave me an unexpected chance yesterday in the forest, and so I am giving you one now," he says. "For the time being, you are stuck here with many who do not trust you. Seeing you work to apprehend this killer may put the others at ease and show them you're not an insidious party of infiltrators. Now I must see to my own duties." He nods smartly and walks away.

Unbeknownst to the PCs, the second reason Kuragin tasks them with the investigation is that he trusts them more than Kozloz, who has been a constant yet passive thorn in his side for years. He leaves this fact unspoken, but the PCs may catch him regarding the Greylord with coldness and occasionally glowering sidelong at the older woman as he speaks.

Having been assigned as the PCs' personal escort by Kuragin, Volovsky watches them like a hawk while they work. He does not assist them in any way, nor does he tamper with the evidence at this first scene, no matter how much he might want to. Instead he stands nearby, offering unhelpful suggestions while drinking from a pewter mug filled with tea.

INVESTIGATING THE MURDER

The murder scene is not entirely safe, as portions of the munitions room are still smoldering, but the PCs can expect to operate mostly undisturbed for half an hour. If the PCs do not find the bloody trail (see "Escape Route?"), Volovsky "stumbles across it" and points it out.



Several dead soldiers lie scattered outside the ruins of the depot. Members of Fort Bolovan's night watch, these men were slaughtered and dismembered when they ran to investigate the noise of the attack. They lie much closer to the building than Myetrova's corpse does, and the explosion burned them to the point of unrecognizability.

The PCs can find several significant clues at the murder scene. The tables below describe the various information a character can learn by making a successful PER + Detection skill roll or a successful INT + Forensic Science skill roll, respectively. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

DETECTION

ROLL RESULT	DISCOVERY
8	Most of the fort's heavy weaponry and ammunition is scrap, along with its complement of warjacks, which have been ripped to pieces and badly damaged in the fire.
10	Large, bloody, wolf-like prints lead from Myetrova's corpse to the wall of the fort (see "Escape Route?").
12	Deep gouges, possibly from a sword or another large blade, mar the walls and workbenches in multiple spots.
14	Four parallel gouges mark one of the standing walls. They are clearly a set of claw marks left by something very large and very strong.

FORENSIC SCIENCE

ROLL RESULT	DISCOVERY
12	Myetrova's body is almost frozen, putting her time of death in the early hours of the morning. The fires have been burning for some time, which is what caused the explosions and alerted the town. Unlike those of the dead guards, her body is not burned, indicating that she was carried out of the building prior to the explosion.
14	The cause of Myetrova's death was exsanguination. Deep, bloody gashes across her throat and back caused severe blood loss. The edges of her wounds are ragged, indicating that her flesh was torn open, not cut.
15	Based on the seemingly random pattern of devastation within the depot, the attacker must have been enraged or berserk.
18	The warjacks stored next to the munitions were ripped to pieces before the fire was set. The scene may have been tampered with, possibly by the people who arrived on scene before you, but possibly by the attacker himself—or itself.

Detection and Forensic Science are the most appropriate skills for investigating the scene of the murder, but other skills may also be useful. For instance, a character trained in Lore (extraordinary zoology) who examines the footprints can discover that they are unusually shaped for something like a dusk wolf or an argus. The Game Master determines any target numbers needed and the effectiveness of such skill use.

AFTERMATH

At a dramatically appropriate time, such as when the PCs are close to finding a significant clue, unextinguished coals in the munitions room ignite a highly volatile store on fire, resulting in a massive explosion. The depot's remaining walls blow outward, showering anyone on the scene with shrapnel and fire. Any character within the ruins of the depot when it detonates suffers a POW 14 blast damage roll. A character who makes a successful PER + Detection skill roll against a target number of 12 spots the fire as it catches, realizes the explosion is coming, and can flee the area before it detonates. If the PCs fail to spot the fire, those in the affected area can make an AGL roll against a target number of 12 to dive into cover and minimize the damage. A PC in cover suffers a POW 8 blast damage roll instead of a POW 14 blast damage roll.

The explosion should both serve as the bookend to the scene and ramp up the drama. It can happen when a PC is excruciatingly close to finding an important piece of evidence, only to be forced to flee by the explosion. The Game Master can use it to further ingratiate Kozloz or Volovsky with the PCs by having one of them pull a PC to safety, or to further ingratiate the PCs with Kozloz or Volovsky by having the PCs rescue one of them from the blast at the last second.

ESCAPE ROUTE?

A bloody trail of wolf-like prints a little larger than a man's foot lead from the destroyed depot to a side gate nestled between a building and the fort's outer wall. Volovsky intentionally left this trail while he was transformed to make it look like the attacker fled the fort. Following the trail leads the PCs to a secondary murder scene, where another soldier lies dead and stuck to the ice on the stones as a drift of snow builds up against his corpse. Battered open by a clawed hand, the gate hangs off a nearly broken hinge, and snow swirls through it into the fort. The first PC to examine the open gate sees the cloaked figure of Liyr out in the distance but only for a heartbeat, after which the wind-blown snow obscures vision.

A character at the secondary murder scene can make a PER + Tracking skill roll against a target number of 14 to find a set of large pawprints and a set of human footprints leading to the scene and one set of human footprints leading away. There are no prints on the icy rocks outside the gate. A successful INT + Forensic Science skill roll against a target number of 17 reveals that the damage was caused by a creature about three feet taller than a man. If the PCs discovered the massive gouges in the destroyed depot, they immediately realize that a creature of such size would not be able to create them and that more than one creature appears to have been loose in Fort Bolovan.

WOLF AND MICE

After the initial investigation, the PCs are free to move about Fort Bolovan, talk to any NPCs they want to, and follow whatever course their investigation takes. This is the dominant form of the scenario for sessions 2–4. "Interviewing Local Figures" on p. 20 provides suggestions for interacting with each key NPC in the area, and a full description of the fort is given in "Fort Bolovan," starting on p. 6.

Toward the end of the second day, Wolves of Orboros attack the fort, and the PCs are pressed into service to help defend against it. This attack is mounted partly to distract the fort's inhabitants from the warwolf's second attack at nightfall and partly to soften up the fort's defenders and encourage them to rest and recover.

The warwolf attacks late in the night (see "The Wolf Strikes at Midnight," p. 26). Consider which of the key NPCs is the best candidate for the attack, and have Volovsky lead the warwolf to that person's quarters. Volovsky does not select anyone the PCs are actively protecting or anyone they suspect to be the warwolf. He keeps a close eye on the PCs as they perform their investigation, so he likely has a good idea of their plans and theories. If none of the NPCs stands out in the scenario thus far, Volovsky intends for the warwolf to attack Gulk.

ENCOUNTERS FOR DAY 2 AND BEYOND

Page 33 presents the first of a series of encounters involving different NPCs and story hooks within the scenario. These encounters can take place in any order and generally at any time over the course of the following days. As an initial recommendation, notice which NPCs the players take an interest in or connect with, and run the related encounter for one of those NPCs.

Any encounter that focuses on a key NPC who is dead cannot take place, so if you're planning to target a particular NPC for murder on a given night, run that NPC's encounter while you still have the chance. Alternatively, you can adapt the encounters to involve other personalities within Fort Bolovan, replacing a key NPC with an appropriate NPC of your own creation.

SUPERSTITIONS AND ACCUSATIONS

The Khadorans at Fort Bolovan are superstitious, anxious, and vengeful. Even after Kuragin vouches for the PCs, the fort's inhabitants do not fully trust them. The PCs find it difficult to talk to anyone other than the key NPCs noted as the focal points of each scenario. The other Khadorans are quick to make excuses to avoid prolonged contact with the PCs. They answer simple questions about who they are and what they do at Fort

Bolovan—name and rank for a Winter Guard soldier, name and occupation for a civilian, and so on—but provide little other information.

Numerous superstitions abound at the fort. If the PCs demonstrate magical talent, they may be accused of being in league with the evils that beset the fort—possibly even in league with the Circle Orboros or the Frost Wolf herself. Many of the inhabitants of Fort Bolovan saw her on the first evening of the scenario as she pronounced her curse upon the fort, which coincided with the PCs' arrival. This may be the first time the PCs hear Lyr referred to as the Frost Wolf, but the villagers are loath to give them any real information.

As time goes on, the folk of Fort Bolovan start to make accusations against their neighbors as well, potentially raising a slew of new problems. Unaware of the identity of the nocturnal attacker and besieged by the Wolves of Orboros, the fort's inhabitants become increasingly desperate and attempt to find scapegoats for their situation. Many of these accusations are based on old rivalries and grudges between inhabitants. Left unchecked, the conflicts can lead to violence and even murder, which could leave false trails for the PCs to follow. A particularly vicious killing perpetrated by one of Fort Bolovan's inhabitants could provide the Game Master with a red herring, leading the PCs to discover a murder but not one committed by the warpwolf.

THE WOLF AT THEIR HEELS

Hounding the PCs at all times is Amadaz Volovsky, who is technically their escort while they're in Fort Bolovan. He is not openly hostile, but it's clear he's just doing his duty while keeping his distrust under control. The relationship he develops with the PCs should not be antagonistic, but neither should it be friendly. He refuses to let them out of his sight, in accordance with Kuragin's orders, but he does not intrude on their investigation unless they specifically request his aid.

Volovsky's scrutiny serves a secondary purpose: he is tracking the PCs' investigation in order to throw them off the scent of the real culprit. He knows where he wants to lead the warpwolf to strike and is quick to confirm any suspicions that lead the PCs away from Kuragin. He never works against the PCs overtly; instead, he feeds them just enough information to misdirect them.

Starting on Day 2, Volovsky attempts to convince the PCs that the attack came from outside Fort Bolovan's walls and suggests that the Wolves of Orboros must have discovered a way into the fort. If his attempt fails, he tries to convince the PCs that the warpwolf has no interest in that night's intended target.

For example, suppose Volovsky wants to target Borbor Gulk and destroy the fort's food supply (his default plan for Day 2). He is quick to dismiss the possibility that Gulk is the warpwolf and offers rumors designed to lead the PCs to focus their investigation on Stazi Vietzen, whose tavern is practically on the opposite side of the fort. On the other hand, if the PCs are convinced that Gulk is the warpwolf and plan to attack him, Volovsky shifts his stance and participates in capturing or killing Gulk, only to grow angry at the PCs afterward for having "bungled" the investigation.

The PCs might not believe the warpwolf will strike again on the second night, in which case it does so with impunity. If the PCs decide to camp out and observe a particular location overnight, Volovsky leads the transformed Kuragin as far from them as possible and directs the warpwolf to strike at one of the other key NPCs instead. (See "The Wolf Strikes at Midnight," p. 26.)

PULLING AN ALL-NIGHTER

At some point, the PCs may start going without sleep entirely in an effort to catch the warpwolf during its nocturnal attacks. Because of the limited food, bitter cold, and worsening weather conditions, forgoing sleep causes characters to suffer a -1 penalty to all attack rolls and skill rolls for each twenty-four hours they go without sleep. This penalty is cumulative, so a PC who stays up two nights in a row suffers a -2 penalty. Assuming the PCs sleep during their first night at Fort Bolovan, they could theoretically stay up three straight nights, incurring a total penalty of -3 on the fifth day and leaving them in terrible shape when the Wolves of Orboros attack. Other characters, such as any NPCs the PCs hire to keep watch for them, also suffer these penalties and become progressively more short-tempered and distracted from fatigue.

The only way to combat this penalty is to sleep, which reduces the penalty by -1 for every eight hours of uninterrupted rest.

INTERVIEWING LOCAL FIGURES

Each of the key NPCs has an opinion regarding the circumstances of Anacia Myetrova's death, as well as thoughts on who might be guilty. This section provides brief descriptions of each NPC's reaction should the PCs attempt an interview.

Use these short social encounters as a way to introduce the key NPCs of Fort Bolovan and to draw the PCs into their personal stories, potentially leading to their individual encounters.

These write-ups do not assume the PCs are using the Interrogation skill on the NPCs. If they succeed with an Interrogation skill roll, the PCs receive whatever information the Game Master thinks is relevant, but the NPC grows cold toward the PCs at best and an active antagonist at worst. Certain actions on the part of the PCs might spark confrontations as well.

These descriptions are intended not to be comprehensive but instead to offer a framework of interaction the Game Master can flesh out during roleplaying.

INTERVIEW: RUUS KURAGIN

Behavior: Kuragin reacts in an expected manner to Myetrova's death: he is reserved and pragmatic. He defers mourning in

order to take care of practical issues, such as determining the extent of the damage and arming the fort's defenders against an unknown threat. He tries to stop the PCs from sharing too many details about the investigation, claiming he has no need to know them until the culprit has been apprehended.

Reaction: Kuragin is practical about Myetrova's death, focusing instead on the damage to the fort's operations.

"This is a dark day for Fort Bolovan. We not only lost a fine officer, but we also suffered significant damage to our munitions stores. We're still taking inventory of what we have left, but the loss appears almost total."

Who Did It? Kuragin does not believe the attacker was already inside the fort—instead, he thinks it must have been the same people who kidnapped him, the Wolves of Orboros. If the PCs suggest the attacker might be an insider, possibly one of his own officers, Kuragin finds the idea disturbing and implores them to bring him evidence. In the meantime, he plans to focus on the defense of the fort.

Key Skills: The following skills might be useful during the conversation:

- **Detection (target number 12):** Kuragin is visibly shaken by his quartermaster's death, but he is doing his best to project an air of confidence.
- **Lore (Khador) (target number 10) or Connections (Khadoran military) (no roll):** Although shoring up defenses while investigating an attack is reasonable procedure after an incident like this, Kuragin's use of the PCs as agents of the investigation is unusual, particularly with the Greylord Kozloz present at the base.

If the PCs probe for information about why Kuragin selected them for the investigation instead of one of his own, he cites the need for his soldiers to perform their military duty now more than ever. He further points out that Volovsky, his most trusted officer, is with them to ensure they are not up to something.

INTERVIEW: AMADAZ VOLOVSKY

Behavior: Volovsky is with the PCs immediately after the investigation of the murder scene. His reaction to Myetrova's death is callous and almost cavalier. He clearly disliked her, and he admits this to the PCs if they ask, saying, "It's nothing personal, but she was simply a terrible officer." He catches himself before he seems too suspicious, but perceptive PCs might notice his lack of concern for his dead comrade.

Reaction: Volovsky is indifferent to the event and not at all sympathetic toward Myetrova, although he does express concern about the safety of the fort.

"Myetrova was soft. She couldn't do her job to protect the fort's supplies. Now look at the mess she's left us." He shakes his head in disapproval. "We should get on with the investigation before something like this happens again."

Who Did It? Volovsky suggests the attack came from the Wolves outside the fort. If the PCs propose that the attack came from within Fort Bolovan, Volovsky says it may have been Nerys,

playing up the Nyss' outsider status. Of course, this is just a cover to keep the PCs away from his next target.

"If you ask me, it was that Nyss. Always lurking around. You've heard about the ones still up in the Shard Spires. Blighted, the lot of them. Who knows if she isn't a little blighted herself?"

Key Skills: The following skills might be useful during the conversation:

- **Detection (target number 12):** Volovsky treats Myetrova's murder the same way most people respond to a spilled drink: annoyed, but not terribly concerned.
- **Lore (Khador) (target number 14) or Connections (Khadoran military) (no roll):** The Khadoran military doesn't discourage brutal attitudes like Volovsky's, but insulting a fellow soldier who died in the line of duty is out of the ordinary.

If the PCs report Volovsky's behavior to Kuragin, the kapitan assures them that Volovsky, though abrasive, is one of his most loyal and reliable soldiers. Kuragin recounts numerous times Volovsky put his own life in danger to aid his fellow soldiers and cites the man's long service record and military accomplishments.

INTERVIEW: TAZA KOZLOZ

Behavior: Kozloz was on-site when the PCs investigated, but she seemed distracted and aloof. Unless approached, she returns to her workshop at the Cracked Anvil to pore over her notes and examine any evidence she took from the murder scene. This encounter might transpire at the scene or in her home.

Conversation might reveal that Myetrova was Kozloz's cousin, and this is probably the first time the PCs hear of the connection. The detail seems to be irrelevant as far as Kozloz is concerned, and that coldness might make her seem suspicious.

Reaction: Kozloz hardly seems aware that the attack claimed her cousin's life, and she doesn't much care, even if she is reminded. She focuses entirely on her fascination with the attacker.

"The killer was most likely a creature that can transform from a man into a giant, lupine monstrosity—a warwolf, if I am correct. You can tell based on the claw marks and the sheer ferocity of the attack. Fascinating." She shivers, looking intrigued. "They are said to be touched by the power of the moons. The fuller each becomes, the more powerful and deadly the beast."

Who Did It? Oddly enough, Kozloz doesn't have a theory about who might have attacked Myetrova. She considers the attack to be beyond the capabilities of anyone at the fort, confident that she would have spotted such a creature if she had encountered one.

"It is adorable you think any of us could have been responsible for such a wonder. Rest assured, the attacker is beyond you—beyond any of us." Her dark eyes gleam when she speaks of the killer, as though with admiration.

Key Skills: The following skills might be useful during the conversation:

- **Detection (target number 12) or Alchemy (in her chambers only, no roll):** Taza reeks of many alchemical reagents, and her fingers are stained by countless hours of work in her lab. Her domicile is a fully functioning alchemical lab, well-stocked with ingredients. Some of the reagents in her possession are outright dangerous or could be combined into something dangerous.
- **Etiquette (target number 10):** The PCs convince Kozloz to reveal the recipients of her alchemical concoctions. She provides a mild form of soporific elixir to Kuragin to help him sleep, numerous alchemical compounds to Vietzen, and a number of medical salves to Gulk.

If the PCs treat Kozloz with respect or demonstrate their loyalty, their knowledge of the terrain, or an understanding of the enemy they face, Kozloz invites them on a fact-finding mission scheduled for the following morning. If the PCs agree to accompany her, this leads to the “Circle Camp” encounter (p. 38).

INTERVIEW: BORBOR GULK

Behavior: Gulk walks up to the PCs while they are talking with Volovsky. Laden with many parcels of meat soaking through the butcher paper in which they are wrapped, he is on his way to deliver his wares. Gulk and Volovsky are clearly not fond of one another, and each pointedly ignores the other. When Volovsky takes a moment to confer with nearby soldiers, Gulk introduces himself to the PCs and asks whether they are looking for Myetrova’s killer.

Reaction: Gulk grows somber and reserved at the mention of the quartermaster’s death, expressing his grief in his thick Khadoran rumble.

“Anacia was always nice to me, though there was no reason to be. I liked her. It is a shame she is dead.”

Who Did It? Gulk is surprised at the suggestion that the killer might be someone within the fort, and his suspicions immediately go toward Stazi Vietzen.

“He is a beast who looks pretty. Anacia once told me he tried to court her, but she turned him down, and he became angry. I say he is the one. He’s a Ruscar, and those people worship the Wurm when they think no one is looking.”

Key Skills: The following skills might be useful during the conversation:

- **Detection (target number 12):** Gulk hides his feelings well, but he clearly cared for Myetrova. He is grieved by her loss and is searching for a way to bring her killer to justice.
- **Etiquette (target number 10):** After spending a few moments listening to the big man, the PCs win his trust. He opens up about his tender, brotherly feelings for the quartermaster and reveals how badly he wants to find her killer.

Successful use of the Etiquette skill, or simple outright kindness to Gulk, unlocks the “Barricaded Storehouse” encounter (p. 34). Gulk asks the PCs for their help when they have a few hours free.

Also, for as long as the PCs treat him well and work to find Myetrova’s killer, Gulk is eager to aid them. The former Iron Fang is a powerful man and capable fighter who will try to help the PCs any way he can. Because of the hostile relationship between Gulk and Volovsky, the butcher will not accompany the PCs while they are under Volovsky’s direct supervision.

INTERVIEW: STAZI VIETZEN

Behavior: At some point during the PCs’ activities at Fort Bolovan, a well-dressed young man arrives and invites them to meet with Stazi Vietzen at the Cracked Anvil. When they arrive, Vietzen is in the company of a good number of his hired thugs. His complete lack of empathy is suspicious. In truth, he is upset by the murder, if only because he enjoyed Myetrova’s presence.

Reaction: Vietzen is noticeably flippant regarding Myetrova’s death, calling it one of fate’s practical jokes. He is actually pleased by the destruction of the supply depot.

“Beautiful girl, indeed. She turned me down, you know. Her loss.” He stretches, clearly at ease. “Not so bad for me, though. Now that the depot’s destroyed, everyone’s coming to me for weapons and ammunition. Kuragin has told me to create an invoice for everything he and his men are taking. Do you have any idea how many koltina I stand to make? When you find the killer, you thank him for me.”

Who Did It? If asked for his opinion about who committed the murder, Vietzen makes a joke.

“Me, obviously.” He laughs heartily. “I jest, of course. If I did it, I’d have done it with more elegance. No, the man you’re looking for is Borbor Gulk. Look at that man. He was obsessed with Anacia. In my experience, a man in love is a dangerous one.”

Key Skills: The following skills might be useful during the conversation:

- **Detection (target number 14):** Slight tics in Vietzen’s otherwise calm demeanor suggest his underlying anxiety about the attack.
- **Lore (Khador) (target number 14):** As a wealthy *kayazy* selling goods in the community, Vietzen probably stands to gain a great deal from Myetrova’s death. He has been charging an exorbitant price for goods and supplies to any Winter Guard soldiers unwilling to deal with rationing in the fort. He is trying to make as much profit as he can before Kuragin catches word and orders his goods turned over.
- **Etiquette (target number 12) or Seduction (target number 9):** An intriguing PC can loosen Vietzen’s tongue, in which case he tells the PC that he was not responsible for the murder and that he would like to see justice done. A successful roll with either skill also unlocks the “Gang War” encounter (p. 36), wherein Vietzen asks for the PCs’ help in resolving another matter on Day 3 or a later day.



Flashing a weapon or attempting to intimidate Vietzen leads to a standoff with his guards. The Cracked Anvil is full of numerous toughs and soldiers willing to fight to defend their boss. Vietzen's men attack only if the PCs are openly hostile; otherwise, they stand with their weapons at the ready as a show of force. If a fight breaks out, the Game Master can use a mixture of the human antagonists on pp. 344–345 of *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules* to represent Vietzen's thugs.

INTERVIEW: NERYS

Behavior: The Nyss lurks on the edge of the PCs' investigation, staying out of the way but keeping a close eye on their progress. She attempts to elude the PCs if approached, unless they are obviously going to catch her. Nerys directly approaches the PCs on Day 3 or Day 4, when circumstances within the fort become dire. She is guarded and does not speak unless spoken to, but she warms to the PCs somewhat if she knows they are in Kuragin's good graces.

Reaction: Nerys does not seem to care about Myetrova or the destruction of the depot; her focus is on finding the attacker. She has been conducting her own investigation of the murder

but has not yet reached any conclusions. She introduces the term "warpwolf" into the conversation if the PCs have not yet deduced the creature's involvement. She does not know who the warpwolf is, but she will explain *what* it is (see Warpwolf abilities, p. 75).

"The hunter is a warpwolf. I suspect it will attack again. Kuragin must be warned."

Who Did It? Nerys has no proof, but she suspects Kozloz has something to do with the event.

"Kozloz was there immediately—tampering with evidence, I bet. She keeps a lab at the Anvil. I don't trust her."

If questioned about why Kozloz would murder her own cousin, Nerys shrugs.

"There was little love between those cousins. Destroying the warjacks was Kozloz's priority. Killing Myetrova would have been necessary to keep her silent."

Key Skills: The following skills might be useful during the conversation:

- **Detection (target number 12):** Nerys is guarded and difficult to read, but she seems to approach the investigation as if it were a hunt and is excited about finding the attacker.
- **Lore (Nyss) (target number 14), or the PC is a Nyss (no roll):** It is unusual for a Nyss to develop such a strong attachment to a human community, but Nerys seems to have great respect for Kapitan Kuragin. No other members of her shard live at Fort Bolovan—or anywhere nearby, for that matter, meaning Nerys may be the sole survivor from her tribe.

If the PCs convince Nerys they are capable warriors or possess some woodland skills, she asks them to find her later to perform a task that could save Fort Bolovan (see “Wolves in the Whiteout,” p. 37).

ASSAULT AT THE EAST GATE COMBAT ENCOUNTER #3

Late on Day 2, the Wolves of Orboros mount an offensive against Fort Bolovan’s east gate, which is smaller than the main gate and not as well guarded. Aside from the soldiers in the gate’s watchtower, the PCs are the first on the scene, either because the attack happens while they are patrolling the grounds and investigating Myetrova’s murder or because they are the first to hear the watchtower guards sound the alarm and the quickest to respond.

If the PCs hold back from joining in the defense of the fort, the Wolves stop short of actually breaking into Fort Bolovan, but they kill the Khadoran soldiers present (reducing the fort’s Soldiers stat by 10), disable the gate, and destroy the nearby watchtower. This leads to the same loss of morale that would accompany a failure in the encounter (see “Aftermath”).

This encounter takes place mostly outside the fort’s east gate. Stationed in this section of the fort are ten Winter Guard who help repel the attacking Wolves of Orboros. The terrain is steeper outside the east gate, but the lax Khadorans have let vegetation grow in the area, allowing the Wolves to get close without being detected. When the combat starts, the gate is partly open, so the Wolves pour through with their argus, ready for battle.

IF THE PCS ARE FIRST ON THE SCENE BEFORE THE WATCHTOWER GUARDS SOUND THE ALARM, READ OR PARAPHRASE:

Everything is very quiet. Then a howl goes up from outside the wall: men crying out like wolves. A surprise attack! An alarm sounds as the guards in the watchtower ring the gong that indicates an attack. The Wolves of Orboros are already dangerously close to the gate thanks to the nearly total whiteout conditions outside the fort.

IF THE PCS ARE SOME DISTANCE AWAY AND LEARN OF THE ATTACK ONLY BY HEARING THE ALARM, READ OR PARAPHRASE THE FOLLOWING WHEN THE PCS SEE THE EAST GATE:

The peal of alarm rings out from the east gate. Men come streaming through the small gate—ragged men in rough-spun cloaks, leading a pack of two-headed beasts. Among them strides a thickly muscled man holding a heavy axe in each hand. His face is emblazoned with blood-red ink in the shape of a wolf’s jaws, and he grins madly when he sees that battle is about to be joined.

If the PCs were close enough to hear the howl before the attack, roll initiative normally. Otherwise, the Wolves gain a surprise round before initiative is rolled, using it to attack the assembled guardsmen.

ENEMY TACTICS

Much like they were when the PCs encountered them on the road to Fort Bolovan, the Wolves of Orboros are determined to fulfill their objectives. Unengaged Wolves try to burn the watchtower, try to damage the gate apparatus, and attack anyone who tries to prevent their fellows from completing these tasks. Once their job is done, they fall back as safely as they can.

The Wolves of Orboros have the following objectives in this battle and they retreat once they achieve them all:

- **Kill at least six Khadoran soldiers:** See “Mass Combat in Fort Bolovan” (p. 78).
- **Set fire to the watchtower:** Wolves within range of the watchtower just south of the east gate toss cinder bombs into it, injuring any soldiers inside and setting the tower alight. Each Wolf carries a single cinder bomb, which Volovsky stole from Kozloz’s workshop and gave to them for the mission. A character can extinguish the flames of a single bomb by spending a full action. If the Wolves set the watchtower on fire, it suffers the Fire continuous effect. Roll at the start of each turn to determine whether the continuous effect expires. If the tower burns for at least four rounds, the munitions stored within catch fire and explode, killing any Khadoran soldiers inside. Any character inside the tower or within six feet (1”) of its base when this happens suffers a POW 12 fire damage roll.
- **Damage the gate apparatus:** Any Wolf within range can toss a flask of alchemical acid onto the gears. Five Wolves of Orboros each carry a flask, which Volovsky stole from Kozloz’s workshop. If the PCs interacted with the Greylord prior to this encounter, they recognize the flasks as being similar to those in her lab. The gate is rendered inoperable after two flasks of acid hit—one to the gears on either side.

The Reeves of Orboros are here to take out the guards atop the walls and to provide covering fire for the Wolves fighting below. If the reeves see their fellows losing or retreating, they vanish back into the woods and provide covering fire for a general retreat.

The Devourer cultist has a different agenda: as soon as he is engaged in battle, he flies into a rage and fights to the death. He fights alongside the argus and has been brought to sow fear and confusion among the defenders of the fort while the Wolves of Orboros complete their tasks. The cultist attempts to challenge the most impressive-looking warriors defending the gate to single combat.

As in the encounter on the road during Day 1, an argus within at least one Wolf's command range can be directed to attack a specific target or retreat; otherwise, each argus attacks the nearest enemy character. The Wolves abandon injured argus to their fate without hesitation.

Amadaz Volovsky shows up after one round of combat, sword in one hand and hand cannon in the other. As a ploy to win the PCs' trust, he attacks the Circle operatives ferociously and kills them without hesitation. At the Game Master's discretion, other key NPCs can show up to aid in the battle as well.

AFTERMATH

When the Wolves are defeated or withdraw, the battle is complete. Take stock of how much damage the Wolves inflicted on the fort during this battle, how many Khadoran soldiers they killed, and whether they succeeded in destroying either the watchtower or the east gate apparatus. These losses are relevant for the final battle against Liyr.

If at least six soldiers were killed, reduce the fort's Morale stat by 3. You will need to tally the number of soldiers lost throughout the scenario, as it is relevant to the final battle. For now, note the number of soldiers killed and refer to "Shore Up the Fort" (p. 28) for details.

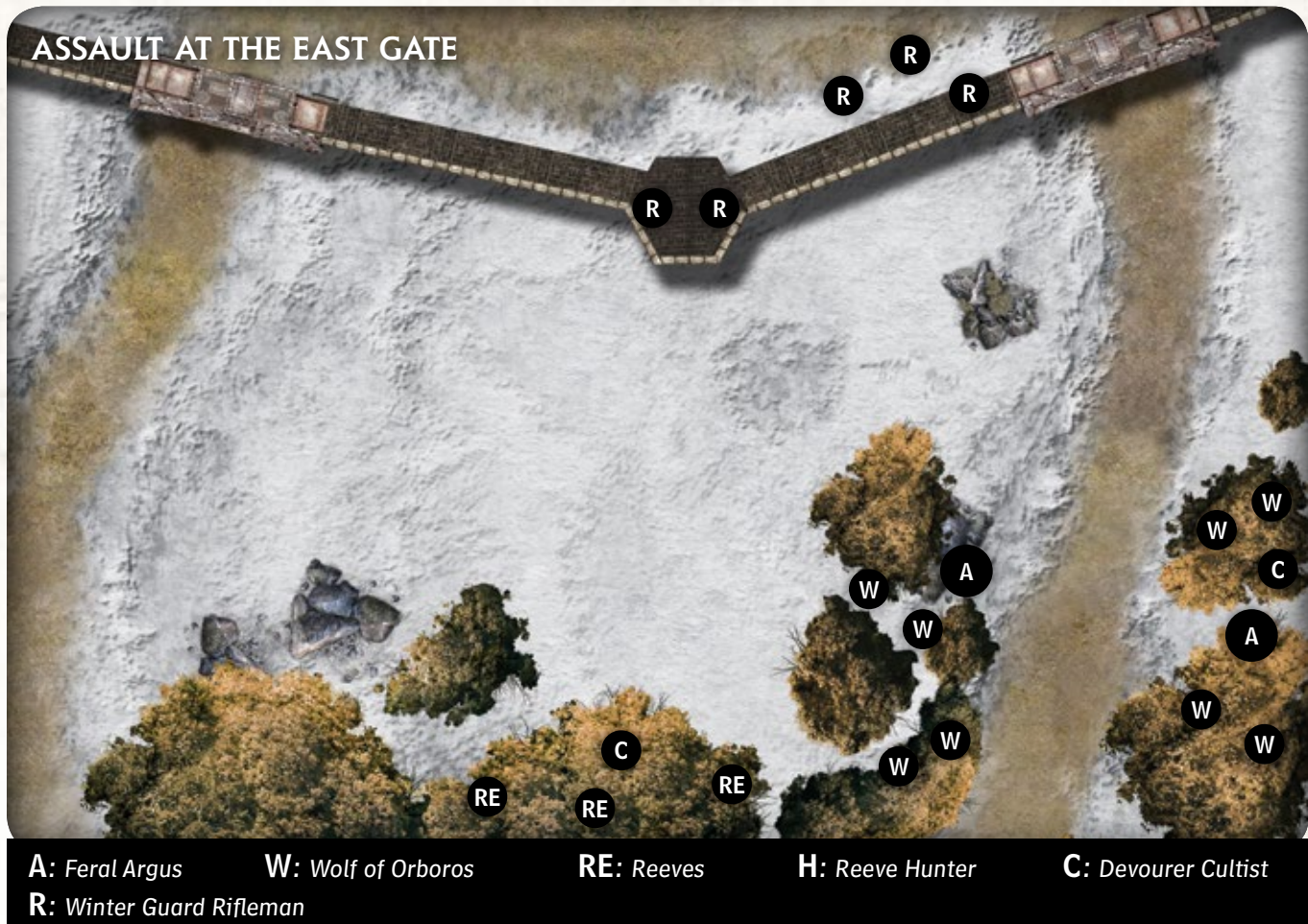
Ideally, the PCs are a bit battered from the combat. Volovsky thanks them for their efforts in defending Fort Bolovan, assures them that the danger has passed, and suggests that they rest for the night—with the fort on high alert, any additional attempts by the Wolves to strike will surely fail. Of course, Volovsky is simply using this opportunity to win the PCs' confidence and discourage them from staying up on watch, in which case they might pose a threat to the warwolf.

THE FROST WOLF RETURNS

After the battle ends, Liyr appears again, standing at the tree line just beyond range of the Khadoran rifles.

READ OR PARAPHRASE:

You see the pale woman from the forest again, this time in the cold light of day. She stands untouched in the midst of the swirling storm, staring up at the soldiers lining the walls of Fort Bolovan as if regarding vermin and deciding how to crush them. She says nothing, but she stares at each of you intently. Then she turns and vanishes into the wall of white.



The fort's defenders, visibly shaken by this specter of their worst superstitions, begin murmuring that the fort is cursed. Unless the PCs can inspire the soldiers with a successful Command skill roll to steady their nerves (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*, p. 175), decrease the fort's Morale stat by 3 after this event.

THE WOLF STRIKES AT MIDNIGHT

Beginning on the second night of the adventure and each night thereafter, Kuragin awakens in his private room from a fitful slumber and transforms into a murderous warpwolf. He cannot readily escape his locked chambers on his own, but Volovsky is always on hand to release him. Even if Volovsky cannot guide Kuragin, whether because he's imprisoned or because the PCs are watching him too closely, he always takes steps to ensure that the door is unlocked (see below).

If the warpwolf does not face any resistance from the PCs because they are asleep, distracted, or watching over the wrong victim, then its attack is automatically successful, and the target dies. Wherever they are in Fort Bolovan, wakeful PCs hear loud, horrible noises and screams and the sound of battle, but they arrive too late to stop the creature, which has vanished into the night and left devastation in its wake.

If Volovsky is not on hand to unlock Kuragin's door for some reason, several options are available. Select the one that works best for the game and does the most to prolong the mystery.

- The warpwolf cannot escape its chambers and thus does not attack that night. It makes a mess of Kuragin's room, but that is not out of character for a man in the kapitan's declining mental state. Kuragin does not allow an investigation of his room under any circumstances, citing military secrets that he cannot allow to fall into anyone else's hands.
- The warpwolf smashes its way through the door (or wall!) of Kuragin's quarters to assault its victim. Volovsky claims that the warpwolf attempted to attack Kuragin in the night and that he drove it off before it could kill the kapitan.
- A guard hears bashing from Kuragin's chambers and unwittingly unlocks the door, becoming the warpwolf's first victim of the night before it moves on to its next target. (Reduce the fort's Soldiers stat by 1.) The soldier's body, having been either consumed or removed by Volovsky, is not present, but a character who makes a successful PER + Detection skill roll against a target number of 10 finds traces of blood on the walls.
- Volovsky pays one of the men working for Vietzen to pick the lock on Kuragin's door before he transforms. When the warpwolf attacks that night, Volovsky rips out the man's throat and disposes of the body somewhere within the fort—perhaps outside the home of the PCs' prime suspect.

If the PCs catch the warpwolf, see "Night Attack" (p. 47). Set the battle in the location specified by the Warpwolf Attack table.

GUIDED ATTACK

In his skinwalker form, Volovsky has some ability to communicate with and direct Kuragin. He makes a regular habit of standing guard outside Kuragin's doors at dusk, the better to unlock them so that he can guide the warpwolf once night falls and they both transform.

If Volovsky cannot be on hand to guide the warpwolf (for example, if night is approaching and he needs to elude the PCs before he transforms), he unlocks the door early so the beast can escape, after which it attacks a random victim (see "Random Attack" below).

The cunning Volovsky does what he can to find out what the PCs are planning to do each night. In his human guise, he stirs up trouble elsewhere in the fort or otherwise sends them chasing a false lead, after which he assumes his skinwalker form, leads Kuragin to his chosen target for the night, and does his best to avoid the PCs' traps. After the attack, he guides the warpwolf back to Kuragin's room and locks it inside once more.

RANDOM ATTACK

If Volovsky is not on hand to guide the warpwolf, it attacks a random target in the fort. Determine the target based on the needs of the story or with a d6 roll. (If the warpwolf has already killed the primary target, roll again on the secondary table.) Determine the target regardless of any PC trap, as the warpwolf cares nothing for their efforts and does not consider them a threat. The consequences for each of the primary and secondary targets are described below.

Each time the warpwolf kills a key NPC, reduce the fort's Morale stat by 2.

For detailed rules about the effects of reducing the fort's Soldiers and Morale stats, see "Tracking the Fort's State of Readiness," p. 9.

WARPWOLF ATTACK TABLE

PRIMARY TARGETS

D6 RESULT	WARPWOLF VICTIM	LOCATION	CONSEQUENCE IN SCENARIO
1	Anacia Myetrova	Supply depot	Heavies Hit (warjacks and munitions destroyed)
2	Amadaz Volovsky	Any	Lone Wolf (warpwolf is always uncontrolled)
3	Borbor Gulk	Butcher's Shop	Food Supply (-2 to all PHY-related rolls)
4	Taza Kozloz	Streets	Magic Vulnerability (loss of Immunity: Cold)
5	Nerys	Streets	Snow-Blind (wolves gain automatic surprise)
6	Stazi Vietzen	Cracked Anvil	Bear Market (cannot purchase supplies)

SECONDARY TARGETS

D6 RESULT	WARPWOLF TARGET	LOCATION	CONSEQUENCE IN SCENARIO
1-4	Civilians	Tenements	Rising Panic (-d6 Morale)
5-6	Guards	Barracks	Undermanned (-d6 Soldiers)

PRIMARY TARGETS

1: Heavies Hit – The warpwolf attacks Anacia Myetrova and destroys the fort’s supply depot. All the base’s munition reserves and warjacks are destroyed. This is assumed to happen at the end of the first session but is included here in case the Game Master decides to pursue an alternative path for the scenario.

2: Lone Wolf – The warpwolf attacks Amadaz Volovsky himself. This occurs only if Volovsky is alive but somehow unable to direct the warpwolf, such as if the PCs have imprisoned him or are keeping him under close guard. In this case, the warpwolf sniffs him out and strikes. For the remainder of the adventure the warpwolf is always uncontrolled.

3: Food Supply – The warpwolf attacks Borbor Gulk at the butcher’s shop and destroys the fort’s food supply. Strict rationing eventually leaves the PCs and the other survivors weak and agitated. After Gulk dies, all characters in Fort Bolovan suffer a -2 penalty on PHY rolls due to hunger.

4: Magic Vulnerability – The warpwolf runs into Taza Kozloz as she’s wandering the streets and kills her. As a result, her alchemical talents are lost, and the PCs lose the protection of her Immunity: Cold spell against Liyr’s spells.

5: Snow-Blind – The warpwolf hunts down Nerys as the Nyss is returning from a reconnaissance mission. This leaves no one alive who can travel beyond the walls to keep watch for attacks, so any Circle Orboros attacks in the “Assault on the Walls” encounter (p. 50) automatically gain a surprise round.

6: Bear Market – The warpwolf attacks the Cracked Anvil, kills Stazi Vietzen and his entourage, and destroys the kayazy’s remaining stash of supplies, leaving the PCs unable to purchase supplies for the remainder of the encounter.

SECONDARY TARGETS

1-4: Rising Panic – The warpwolf targets some of the civilian housing, killing a number of non-combatants and reducing the fort’s Morale stat by d6 points. This effect is cumulative each time the warpwolf attacks the civilian population.

5-6: Undermanned – The warpwolf attacks the barracks, killing a number of Khadoran soldiers and escaping largely unhurt. Although some shell-shocked and horrified soldiers survive the ordeal, they are unable to provide martial support in any battles with the Circle. Reduce the fort’s Soldiers stat by d6 points.

DAYS 3–4: WOLF AMONG THE SHEEP

SESSION SUMMARY

Days 3 and 4 are combined because the encounters depend on how the story unfolds on the table.

By this time, the PCs have been in Fort Bolovan for two days, and the warpwolf has attacked twice. Any illusion that the attacks are originating from outside the fort is gone—clearly, someone inside the walls is responsible. But the question remains: who?

“Shore Up the Fort” (p. 28) and “Key NPC Encounters” (p. 33) provide opportunities for the PCs to increase the fort’s readiness or reduce the forces they will face in the final battle. Run two or more of these encounters each day, and consult the following sections for other activities the PCs can undertake, as well as guidelines for dealing with their efforts to catch the warpwolf. The PCs have their work cut out for them as they mitigate the fort’s withering morale, shore up its defenses, and repair the damage the warpwolf causes. By night, of course, they must deal with the creature’s predations.

FLY IN THE OINTMENT: AMADAZ VOLOVSKY

Most of the fort’s population either supports the PCs’ activities or remains indifferent, with one notable exception: Amadaz Volovsky. The PCs’ efforts obviously contradict his secret goal of weakening the fort’s defenses, but he is careful not to interfere directly. He would rather seem incompetent and useless than suspicious, so all his actions are indirect and unlikely to fail.

Volovsky constantly encourages the PCs to pursue dead ends or to focus their investigation on NPCs he is not yet targeting as part of Liyr’s plan. He often forges or corrupts evidence to put the PCs on the wrong path, as in the following examples.

- In the early hours, a transformed Volovsky leaves a trail of wolf-like prints leading away from the fort through the secret gate. Later in the day, he claims to have discovered them and suggests that the attacker has fled.
- Twice a day, Volovsky intentionally arouses distress in the population by picking fights or cracking down hard on minor misdeeds, such as stealing or insulting people in public. If the PCs do not deal with these problems, reduce the fort’s Morale stat by 1 for each unaddressed disciplinary incident. If confronted, Volovsky insists that “rules are rules.”
- Once a day, Volovsky denies a reasonable request for rations or other supplies. If confronted he says, “In these lean times, we all have to tighten our belts.” Each time he denies a request, reduce the fort’s Morale stat by 1.

- Once a day, Volovsky instructs his sergeants to drill their soldiers long into the night and again early in the morning, insisting they keep working until they are ready to drop. Each night he does this, reduce the fort's Soldiers stat by d3 points to represent soldiers who either abandon the fort and make a run for Skirov or Tverkutsk (falling victim to Lyr's warriors on the way) or find themselves in jail.

FATIGUE AND FUN

In real life, being trapped in a fort and by terrible winter weather, with an unknown enemy outside and a murderer on the loose within, would be not only unsettling but also exhausting. This is part of what makes horror stories so effective: the protagonists grow more and more tired, think less and less clearly, and generally wane in strength as the danger grows. But this is not fun for most gaming groups, particularly if the players feel the scenario is becoming a trudge.

To counteract this, encourage the players to roleplay their characters' growing tiredness, reward them with feat points or experience points as appropriate, and punctuate the waiting with action-packed scenes. Use the encounters starting on p. 33 to keep the pace moving and keep players from becoming bored or starting to feel hopeless.

SHORE UP THE FORT

Outside of the encounters connected to several key NPCs, each of which provides a benefit to the capabilities of the people of Fort Bolovan, the PCs can undertake other actions each day that prove useful in the scenario's climactic battle. These actions are described below. Note that each day provides twelve hours of daylight during which the PCs can take these actions. Because each action requires two hours (or more) of work, each PC can attempt no more than **six actions each day** to help the fort. Engaging in an encounter costs each participating PC about two hours of time.

At the Game Master's discretion, surviving key NPCs can be convinced to perform this work if a character successfully makes a Command skill roll against a target number of 13. If the roll fails, the character can attempt to convince that NPC again the following day. Generally, any key NPC automatically succeeds at the assigned task but takes the full twelve hours to do it, whereas PCs can make an attempt every two hours.

Successes achieved in preparing the fort for assault directly affect the fort's Preparation, Fortification, Morale, and Soldiers stats (see "Tracking the Fort's State of Readiness," p. 9). Completing the specific encounters along with the key NPCs can also affect these stats (see pp. 33–49).

MUSTER SUPPORT

Fort Bolovan is home to a substantial minority of soldiers, but most of its people are non-combatants. Even so, a number of able-bodied ex-soldiers and small-time criminals live here, and the PCs can actively seek them out. The Drov Druz gang, specifically, can be tapped to find competent—if grudging—warriors.

A character who spends two hours hunting for support can attempt one of the following rolls:

- **Bribery (target number 10):** The PC greases the palms of people within the fort to purchase a guarantee of their support in battle. Each attempt costs 10 gc in various bribes, regardless of success or failure.
- **Seduction (target number 13):** The PC pours on the charm and does his best to talk potential supporters into joining the cause.
- **Streetwise (target number 13):** The PC hits the streets and draws on the fort's small criminal element to find the right people to talk to.

Each successful roll increases the fort's Soldiers stat by 1, with an upper limit equal to half of the surviving people living in the fort.

ARM THE TROOPS

The troops in the fort are capable but poorly equipped compared to their antagonists. With the loss of Myetrova's munitions depot, things look grim for the defenders. A PC can spend two hours using various Craft skills to build weapons for the soldiers.

- For each successful INT + Craft skill roll against a target number of 13, increase the fort's Preparation stat by 1.
- If the PCs succeed on four different types of INT + Craft skill rolls—carpentry, gunsmithing, metalworking, and tanning—increase the fort's Preparation stat by 2. (This bonus is in addition to the effects of the skill rolls themselves.) This bonus can be gained each time all four types of rolls are made successfully.
- If a character wants to create an alchemical item or a mechanical weapon for a soldier, follow the rules in *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*. This process, though expensive, increases the fort's Preparation stat by 3 for a mechanical weapon and by 1 for an alchemical item such as a cinder bomb or an acid grenade. The amount of time required for such endeavors follows the normal rules and requirements for crafting mechanical and alchemical items, rather than two hours each.

TRAIN THE TROOPS

Kuragin has placed most of the training in Volovsky's hands. Unsurprisingly, the man has not done a particularly good job, and his torturous methods are ineffective at producing anything but resentment. The fort's irregular infantry are barely usable in combat and flee if pressed. If the PCs want any chance of utilizing these men, they must train the troops. Each attempt requires two hours of effort, after which the PC makes

a Command skill roll against a target number of 14. If the roll is successful, the PC converts one of the irregular infantry into a field-designated Winter Guard soldier. Reduce the number of irregular infantry by one, increase the fort's Soldiers stat by 1 point, and increase the fort's Preparation stat by 1 (up to a maximum of 10, after which point no amount of drilling will make the soldiers better warriors). If the roll is unsuccessful, the infantryman's will breaks, and he casts off his weapons and makes a run for the trees, either escaping or being captured and incarcerated by Volovsky for dereliction of duty.

Note that the fort is home to only forty-eight irregular infantry, and they are used up as each roll succeeds or fails. Once this pool of recruits is exhausted, this action cannot be attempted to produce more soldiers, but successful rolls still grant a bonus to the fort's Preparation stat.

REPAIR THE DAMAGED WARJACKS

This is a job for the mechaniks among the PCs. An operating warjack would obviously provide a major advantage against the Wolves.

The fort's warjacks are all wrecks, but sufficient parts can be salvaged with three successful salvage rolls (*Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*, p. 318), requiring six hours of work to gather parts that can repair the least-damaged Berserker. Much of the equipment in the fort's workshop was destroyed in the explosion at the supply depot, but enough intact tools are available for a character to attempt repairs.

Once the parts have been collected, a mechanik is left with a series of parts, all of which need to be repaired or mounted individually. This process requires hours of work and several successful Mechanical Engineering skill rolls. Rules for repairing catastrophic damage and removing and replacing steamjack components appear on pp. 319–320 of the *Core Rules*.

The PCs can salvage the following components from the wrecked 'jacks:

- **Damaged left arm:** The left arm is damaged but can be mounted to the chassis with no ill effects. The 'jack still functions without a left arm.
- **Catastrophically damaged right arm:** The right arm suffers from the Weakness result on the Arm Catastrophic Damage table (*Core Rules*, p. 317). The 'jack still functions without a right arm.
- **Catastrophically damaged cortex:** This is the Berserker's original cortex, damaged but usable. It suffers from the Slow Processing result on the Cortex Catastrophic Damage table (*Core Rules*, p. 316).
- **Damaged head:** One of the 'jacks has a functioning head that can be mounted to the chassis, but the others are damaged beyond repair.
- **Catastrophically damaged left leg:** The left leg suffers from the Gears Stripped result on the Movement Catastrophic Damage table (*Core Rules*, p. 317).
- **Damaged right leg:** The right leg is damaged but can be mounted to the chassis with no ill effects.

Salvaging parts involves a great deal of work that can occupy a mechanik for most of the available daylight hours, but success grants the PCs a functioning (if ugly) warjack. After the scenario, the Khadorans are unlikely to want the cobbled 'jack back, in which case the PCs can take it with them if they want to.

Successful Mechanical Engineering skill rolls do not grant a bonus to the fort's Preparation stat, but the sight of a warjack striding out of the ruins of the supply depot grants a one-time bonus of +8 to the fort's Morale stat.



STRENGTHEN THE FORT

Handy or engineering-minded PCs can use their skills to increase Fort Bolovan's defenses. Whether this involves repairing damage caused during a previous battle (such as the assault on the east gate), reinforcing gates with stout metal bands, forming barricades to provide cover, or setting up traps, the PCs' work will pay off in the final battle. Any Craft skill may be put to use in this way, typically requiring two hours of effort followed by an INT + Craft skill roll against a target number of 12. At the Game Master's discretion, some projects can require more time or have a higher target number.

The following list provides a few suggested uses of common Craft skills:

- **Craft (carpentry):** The character creates a barricade that can be used to block off streets or doorways and to provide solid cover. The barricade is represented in play by a wall template with ARM 14 and 10 damage boxes.
- **Craft (stoneworking):** The character can reinforce the walls and repair damage done to them.
- **Craft (gunsmithing):** The character can maintain the weapons of the fort's soldiers, keeping them in good working order. Increase the fort's Preparation stat by 1.
- **Craft (metalworking):** The character can reinforce gates with iron bands or repair the damaged east gate apparatus. If the character reinforces a gate, it can withstand an additional battering ram strike before breaking down. If the character repairs the damaged gate apparatus, it can be used normally.

Successful use of the Craft skill increases the fort's Fortification stat by 1 in addition to any other benefits.

GIVE AN INSPIRING SPEECH

The folk of Fort Bolovan are trapped in a desperate situation with seemingly no way out, so stirring up their spirits can inspire them to help ward off the invaders. The most direct way for the PCs to accomplish this task is to make an Oratory skill roll against a target number of 30 minus the fort's current Morale stat. If the roll succeeds, increase the fort's Morale stat by 5. If the roll fails, the PCs can try again on the following day.

Rousing the crowd early in the scenario is difficult (if not impossible), but the PCs will have an easier time of it after a few other events have transpired (see "Key NPC Encounters," p. 33).

IMPROVISED WORK

Be open to suggestions from your players about other ways to shore up or otherwise increase the fort's readiness for the impending battle. Use the guidelines above as examples of target numbers and potential benefits the PCs can gain from their actions, but feel free to improvise new effects as well.

WARPWOLF HUNT

The warpwolf attacks every night, taking down one of the key NPCs or attacking the fort in a more general way (killing soldiers, massacring civilians, ripping apart livestock, and destroying important structures). The PCs are the most capable of finding the warpwolf and putting a stop to its rampages, one way or another. If the PCs overcome the warpwolf, the reprieve is only temporary: Volovsky begins murdering NPCs and causing damage, and the PCs ultimately have to deal with an invasion mounted by Liyr and her warriors.

The murders continue until both Volovsky and Kuragin are stopped, either by imprisoning them via means strong enough to hold the warpwolf or by killing them. Each scene includes some key piece of evidence pointing toward Kuragin.

As noted earlier, Volovsky tries to impede the PCs' investigation at every turn, often by planting false evidence to throw them off the trail. The following murder scenes provide details about the evidence Volovsky leaves behind to implicate other NPCs. He hopes the PCs will either kill the NPC themselves or protect the NPC while the warpwolf attacks Volovsky's real target. Choose an NPC for Volovsky to frame, and use the planted evidence for that NPC only. Note that the NPC being framed might eventually become the warpwolf's target, forcing Volovsky to choose a new patsy for the crimes. At that point, he begins planting evidence that points to the PCs' prime suspect.

Each murder scene provides an obvious clue, as well as a secondary clue that is more specific (or accurate). The PCs can learn particular details by making successful rolls with certain skills.

If the PCs choose the correct NPC to protect and elude Volovsky's attempts to throw them off the trail, initiate the "Night Attack" encounter (p. 47).

MURDER SCENE: BORBOR GULK

Use this scene if Borbor Gulk and all his livestock were killed in Gulk's Eats.

READ OR PARAPHRASE:

The smell of viscera assails your nostrils as you approach the ruins of Gulk's Eats. The proprietor's two young charges stand outside; the little boy cries while the girl tries to comfort him. The pig yards have become muddy charnel pits of blood and gore, and what little meat is left on the carcasses is completely fouled. You believe Gulk himself is inside the ruined storefront, but it's difficult to differentiate between his body parts and the haunches of pork strewn about the place. The meat hooks hang limply, ringing slightly in the morning breeze.

If a character makes a successful INT + Forensic Science skill roll against a target number of 14 or a successful PER + Detection skill roll against a target number of 16, he finds a strange tuft of fur attached to one of the meat hooks hanging from the ceiling. If a character makes an INT + Lore (extraordinary zoology) skill roll against a target number of 16, he identifies the fur as that of a warpwolf. An alchemist who spends one hour testing the hair discovers that it has mutagenic properties. If the alchemist

spends four additional hours testing the hair and makes a successful INT + Alchemy skill roll against a target number of 16, he discovers the hair is from a warwolf.

If the PCs interview Mop and Bucket, the assistants tearfully admit that Gulk met with a man late the previous day. The butcher ordered them both outside while he and the man argued at length, but the children couldn't make out what the argument was about. A character can make an INT roll against a target number of 11 to recognize that one of them—the little boy—is holding something back. If pressed, Mop confesses that he saw the man Gulk argued with: a large man wearing a soldier's uniform.

If Volovsky was able to tamper with the scene, the PCs can find one of the following sets of clues:

- **Implicate Vietzen:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds a cloak hanging on the wall. A character who has been to the Cracked Anvil will recognize it as the same type of cloak sold there. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful PER + Tracking skill roll against a target number of 16, he finds bloodstains underneath the cloak on the wall, which suggests the cloak was planted.
- **Implicate Nerys:** If a character makes a successful INT + Forensic Science skill roll against a target number of



12 or a successful PER + Detection skill roll against a target number of 15, he finds a massive, wolf-like print leading away from the house. The print is slightly obscured, as if someone deeply familiar with tracking tried to destroy it. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful PER + Tracking skill roll against a target number of 13, he finds additional tracks, almost completely obscured, leading away from the house, yet nothing but human tracks coming into the house.

- **Implicate Kozloz:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds an empty, broken beaker identical to one of Kozloz's. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful INT + Alchemy skill roll against a target number of 12, he finds an invoice from Kozloz indicating that she sold some alchemical reagents to Gulk for cleaning his butcher's tools.

REPERCUSSIONS

With Gulk dead, the "Barricaded Storehouse" encounter (p. 34) is no longer available. The loss of the hogs in Gulk's Eats leaves the fort without its primary food source. For each day the PCs and the fort's inhabitants go without food, they suffer a cumulative -1 penalty to all PHY-related rolls. Unless the PCs find an alternative food source, this deprivation reduces the fort's Morale stat by d6 points each day.

MURDER SCENE: STAZI VIETZEN

Use this scene if Stazi Vietzen and most of his men and regulars were killed in the Cracked Anvil.

READ OR PARAPHRASE:

The front of the Cracked Anvil is a ruined mess. One of the walls has been caved in, and the area is littered with corpses. Broken bottles and furniture are scattered everywhere, and all of the shop's contraband has been laid bare for everyone to see. At the center of it all, Stazi Vietzen's body lies in a spreading pool of blood.

If a character makes a successful INT + Forensic Science skill roll against a target number of 14, he finds that Vietzen has been dead for only a few minutes. His body has been savaged, but the damage to his legs looks less random. A character with the Medicine skill can tell that the damage to his legs would not have been fatal, meaning he was likely crippled by the attacker before his death.

The building has suffered a massive amount of damage, which seems strange if killing Vietzen was the only goal. The nature of the kayazy's injuries, coupled with the damage to the building, suggests that he was killed after being forced to watch as his gambling hall was destroyed.

Taza Kozloz, who lives in the upstairs loft of the Cracked Anvil, claims not to have heard or seen anything. The Greylord explains that she has been taking alchemical sleeping draughts due to recent trouble sleeping.

If Volovsky was able to tamper with the scene, the PCs can find one of the following sets of clues:

- **Implicate Gulk:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds flakes of skin in the building. A character with the Medicine skill will recognize the skin flakes as a symptom of the condition that Gulk suffers from. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful PER + Detection skill roll against a target number of 16, he discovers that these flakes were placed on Vietzen's body after his death.
- **Implicate Nerys:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 15, he finds a corpse hidden behind a tree, which suggests the killer was concerned enough about stealth to dispatch a sentry before attacking the Anvil. This detail fits the skill set of a ranger, like Nerys. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful PER + Tracking skill roll against a target number of 13, he discovers boot prints near the body that are much too large to belong to Nerys.
- **Implicate Kozloz:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds the remains of an alchemical explosive in the rubble of the broken wall. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful INT + Alchemy skill roll against a target number of 12, he discovers that the explosive was not detonated, but smashed and then mixed with the rubble.

REPERCUSSIONS

With Stazi Vietzen dead, the "Gang War" encounter (p. 36) is no longer available. The destruction of the kayazy's supplies leaves the fort without a backup to the lost quartermaster's shop. As a result, the PCs can no longer purchase supplies within the fort and must make do with what they can scrounge for themselves. Reduce the fort's Preparation stat by 4 and its Morale stat by d6 points.

MURDER SCENE: NERYS

Use this scene if Nerys was killed. The attack took place in the main square of the fort.

READ OR PARAPHRASE:

A gruesome scene meets your eyes in the morning. Nerys, the Nyss hunter, was attacked in the night at the fort's main square. Judging by the broken arrows that litter the area, she attempted to put up a fight but failed to defend herself. The attacker did not seem interested in finishing her—Nerys appears to have been dragging herself toward the command tower when she died. Her corpse stares up at the tower as though to call for aid.

If a character makes a successful INT + Forensic Science skill roll against a target number of 14 or a successful PER + Tracking skill roll against a target number of 14, he determines that large, wolf-like tracks lead in the same direction Nerys was crawling in when she died.

If Volovsky was able to tamper with the scene, the PCs can find one of the following sets of clues:

- **Implicate Gulk:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds large cuts all over Nerys' body that may have been made with large blades like those Gulk uses in his butcher shop. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful INT + Medicine skill roll against a target number of 16, he determines that these cuts are too ragged to have been made with blades and were likely made by large claws.
- **Implicate Vietzen:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds a dagger near the body that matches the kind used by Vietzen's thugs. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful INT + Medicine skill roll against a target number of 16, he discovers that none of Nerys' wounds were caused by a dagger.
- **Implicate Kozloz:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds an obviously coded note in a hidden pocket of Nerys' cloak. If a character makes a successful INT + Cryptography skill roll against a target number of 14, he discovers that the letter is from Kozloz to a higher-ranking Greylord. It instructs the recipient to trust Nerys and to send support to the fort.

REPERCUSSIONS

With Nerys dead, the "Wolves in the Whiteout" encounter (p. 37) is no longer available, and the Wolves of Orboros automatically gain a surprise round during the final battle (see "Assault on the Walls," p. 50). Nerys' death does not otherwise reduce the fort's readiness for the final battles.

MURDER SCENE: TAZA KOZLOZ

Use this scene if Taza Kozloz was attacked in her laboratory in the Cracked Anvil. Unlike other victims, she survived but was crippled and rendered mad, becoming almost useless to the PCs.

READ OR PARAPHRASE

The upper half of the Cracked Anvil has been blown open in a series of alchemical blasts in the night that destroyed Kozloz's laboratory. The Greylord herself survived, if you can call it that. Horrifically burned by chemicals and covered in deep wounds, she babbles madly about a "beautiful beast" and "the face of the Devourer." Her lab is ruined, and many of her copious notes are partially destroyed.

If a character makes a successful INT + Research skill roll against a target number of 12 or a successful INT + Interrogation skill roll against a target number of 16, he determines Kozloz is convinced that two people are involved in the recent murders.

If a character makes a successful INT + Cryptography skill roll against a target number of 14 or a successful INT + Alchemy skill roll against a target number of 14, he determines Kozloz was working on an alchemical formula to stop the beast and make it human again. Unfortunately, copious notes and alchemical reagents have been destroyed, rendering the Greylord incapable of achieving her goal even if she were still sane.

If the rest of the Cracked Anvil still exists and the PCs interview people about what they saw, various people claim to have seen someone pay a visit to Kozloz around dusk. This was not out of the ordinary, as the Greylord often accepted callers at odd hours. None of the patrons got a good look at her visitor, and no one heard anything until the laboratory exploded. Also, Volovsky arrived at the Anvil at one point, but he simply nursed a drink for a few hours and then left. For his part, Volovsky denies this ever happened and claims the PCs should not take the word of the “drunken fools” at the Anvil.

If Volovsky was able to tamper with the scene, the PCs can find one of the following sets of clues:

- **Implicate Gulk:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he locates a collection of broken bottles of Gulk’s medical salve scattered throughout the scene, along with a ripped bag the bottles must have fallen out of. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful INT + Alchemy skill roll against a target number of 14, he determines that these are fresh bottles that had not yet been delivered and that they were deliberately taken out of the cupboard and strewn about the scene after the attack.
- **Implicate Nerys:** If a character makes a successful INT + Forensic Science skill roll against a target number of 12 or a successful PER + Detection skill roll against a target number of 13, he finds a Nyss rune drawn in blood on the door, similar to those Nerys draws on the corpses of animals she has slain. If a character makes a successful INT + Forensic Science skill roll against a target number of 15 or a successful PER + Detection skill roll against a target number of 16, he determines that the mark is very crude and that Nerys probably did not draw it.

REPERCUSSIONS

With Kozloz mad, the “Circle Camp” encounter (p. 38) is no longer available. The PCs lose Kozloz’s formidable magical talents in the final encounter, including the ability to protect them from the Frost Wolf’s ice sorcery.

KEY NPC ENCOUNTERS

The following encounters can occur at any point during the scenario and do not follow a set order. This section provides suggestions about when to run them, but the Game Master should tailor them to fit the ongoing story. The Game Master can select a different NPC to be killed on a particular evening if doing so will allay the PCs suspicions, or he can skip around to other encounters as needed. Incorporating each of these scenes into the scenario is possible but not necessary.

Each encounter centers on a key NPC, which may also serve as a guidepost for when to run the encounter. If the PCs are interacting a great deal with a particular NPC, consider running one of the encounters for that PC.

The following are summaries of each encounter. Full descriptions are found after these summaries.

- **Combat Encounter: Barricaded Storehouse (p. 34), Key NPC: Borbor Gulk.** Gulk has been holding out on the fort—it’s why he’s still in business. He has a storehouse hidden among the trees just outside the fort. When the PCs go there to claim the stored foodstuff, they come under attack by argus and have to barricade themselves inside.
- **Social Encounter: Gang War (p. 36), Key NPC: Stazi Vietzen.** The merchant prince of Fort Bolovan has lost control of the fort’s various gangs and needs help reasserting his rule.
- **Combat Encounter: Wolves in the Whiteout (p. 37), Key NPC: Nerys.** Nerys has been tracking a pack of Wolves of Orboros in the nearby trees and is itching to head out into the snows and hunt them down. If the PCs help her, they engage in a battle in swirling snow that reduces visibility to nearly nothing.
- **Combat/Social Encounter: Circle Camp (p. 39), Key NPC: Taza Kozloz.** Kozloz believes that the powers behind the Wolves of Orboros are conducting a ritual to strengthen the storm that has paralyzed Fort Bolovan. She is determined to push through the blizzard and get to what she thinks must be the ritual’s source. If the PCs can disrupt the ritual and break the storm, perhaps the fort can be evacuated or reinforcements can liberate it.
- **Investigative Encounter: Shades of Atrocity (p. 41), Key NPC: None.** The PCs dig to uncover the truth of the bloody past shared by Fort Bolovan and Kapitan Kuragin.
- **Social/Combat Encounter: Keep the Peace (p. 43), Key NPC: Ruus Kuragin.** Tensions are rising, and the fort is on the verge of a full-scale riot. Kuragin asks the PCs to head off the riot before he has to order his soldiers to shoot the malcontents. Note that completing some of the other encounters before this one may affect its outcome. This encounter should be used late in the scenario.
- **Combat Encounter: The Skinwalker Revealed (p. 46), Key NPC: Amadaz Volovsky.** Confronted by the PCs, Volovsky



turns into a skinwalker and attacks before leading them to his booby-trapped house. Run this encounter only if Volovsky has been discovered or if the PCs attack Kapitan Kuragin during the day, at which point Volovsky's last option is to reveal himself.

- **Combat Encounter: Night Attack** (p. 47), **Key NPC: Ruus Kuragin**. The PCs encounter the warpwolf, whether by accident, by setting a trap, or by tracing its activities to their source. You can run this encounter multiple times, depending on whether the PCs know the creature's identity.

COMBINE "WOLVES IN THE WHITEOUT" AND "CIRCLE CAMP"

Combining Nerys' and Kozloz's encounters may be convenient for your PCs and your game. If so, have both key NPCs talk to the PCs before they leave, either by having Kozloz come running up when the PCs start to head out with Nerys or by having the Greylord suggest the expedition and then recommend that the PCs speak with Nerys about how to get to the camp.

COMBAT ENCOUNTER: BARRICADED STOREHOUSE

Borbor Gulk approaches the PCs to help him recover a cache of supplies he keeps in a storehouse beyond the walls of Fort Bolovan. The supplies are stored in a small hunting lodge the butcher built so that he could smoke the carcasses of deer, elk, and other animals without choking his neighbors. The storehouse contains enough dried meat and miscellaneous supplies to keep the people of Fort Bolovan in fighting shape for a few more days.

PROLOGUE: GULK'S REQUEST

If the PCs have won Gulk's trust (see p. 22), he approaches them and asks for help. Because of the ongoing siege of Fort Bolovan, his larder is in danger of running low. Fortunately, the old Iron Fang has a supply cache hidden outside the walls. The storehouse is accessed by going through the hidden north door, which the PCs may have found while investigating Anacia Myetrova's demise, and taking a short jaunt through the woods. Gulk himself comes along and brings a wheelbarrow to transport the goods. Little does he know that his larder has attracted a pack of argus, which have been trying to get into the building.

The sleeping argus are well hidden with natural camouflage, and a character has to make a successful PER + Detection skill roll

against a target number of 14 to notice them. If the PCs detect the argus before reaching the storehouse, the PCs can attack, although from a position much less defensible than the storehouse. If they locate the argus, allow them to attempt to sneak into the storehouse without disturbing the argus, though the creatures will smell the storehouse and wake as soon as the PCs open it.

The storehouse contains twelve parcels (sacks, barrels, etc.) of food. A PC can carry one at a time in both hands, or one in one hand if he has STR 6 or higher. These parcels are clustered in the center of the storehouse.

This encounter forces the PCs into an enclosed space where they must fend off attackers that are trying to break in at multiple points. It should ramp up the tension and offer a dose of claustrophobic horror. The feral argus fight to the death, so the encounter ends when one of the following occurs:

- The PCs kill all the argus, in which case they can deliver any remaining food.
- The PCs flee back to the fort with whatever food they can carry.
- The argus devour all the food in the storehouse (potentially including the PCs!) and run off.

IF THE PCS SPOT THE SLEEPING ARGUS, READ OR PARAPHRASE:

You see what looks like two wolf-like creatures, their dark fur stretched tight over thick muscles, curled up in the snowy brush between you and the small storehouse. Their heads shift, and you realize both heads belong to the same creature. Faint, acrid steam rises from its four flaring nostrils as it sleeps.

If the PCs attack one of the sleeping argus, its pained cries cause all of the creatures to snap awake, shake the snow from their fur, and attack.

The PCs can make their way to the building without rousing the attention of the sleeping argus outside, but the creatures wake and start howling with hunger and rage as soon as they open the storehouse door.

READ OR PARAPHRASE:

As you open the storehouse door, you hear a chorus of growls that become howls of hunger. All around you, two-headed creatures come forth from their hiding places and stalk forward from the trees as one. They charge into the fray, surrounding you with a closing circle of fangs.



A: Argus

ENEMY TACTICS

The argus either charge any enemy who attacks them or rush toward the storehouse, driven mad with hunger for the food—and possibly the people—within. The argus attack any PC in their path.

The PCs can flee into the storehouse and take advantage of its defensive benefits, stay outside and fight the entire pack of argus, or flee back toward Fort Bolovan. If the PCs flee, the argus pursue them, harrying them throughout the short trip.

Gulk's priority is to defend the food. He spends all of his actions holding back argus or attacking any that endanger his supply. If the PCs abandon Gulk to his fate, the former Iron Fang goes down fighting, but the many hungry beasts rip him apart. The consequences of Gulk's death are the same as if the warwolf killed him (see p. 31).

The argus' objective is to sate their hunger, whether this entails attacking and devouring the PCs or getting into the storehouse and consuming the food inside. If the PCs enter the storehouse, the argus attempt to break through the door and the windows. They attack and kill anything in their path. This applies even to other argus: if one argus ends in B2B contact with another, the two start fighting. If an argus is blocking another argus from standing adjacent to the storehouse, they start fighting. If an argus gets into the storehouse, it ignores the PCs in favor of consuming the stacked food but defends its meal by attacking any creature that comes near.

An argus presented with a parcel of food spends a full action eating it. An argus requires two rounds to completely consume a parcel. After one round, the food is partially consumed and contaminated; after two rounds, it is destroyed. An argus keeps eating if left undisturbed but turns to fight a PC who attacks or approaches it while it eats.

A character in the storehouse can spend a full action to hold back the argus at the door or one of the two windows. The character must make a contested STR roll against any argus trying to get in through the door. A character who is not holding the door or windows can attempt to board up or block the entrances, spending a single action to grant a +1 bonus to STR rolls to hold back any argus at that location.

Clever PCs might throw some of the food out of the storehouse as bait for the argus and then make their escape with whatever they can carry. Although this reduces the number of parcels the PCs can take back to Fort Bolovan, a single parcel distracts d3 + 1 argus, who fight over the food before consuming it.

AFTERMATH

If the PCs successfully deliver any of the food from the barricaded storehouse, increase the fort's Morale stat by 1 for each unspoiled parcel delivered, to a maximum of 12.

If the PCs cannot recover any food from the storehouse, Gulk resorts to grotesque means to keep Fort Bolovan fed. In secret, he processes the bodies of Khadoran soldiers who fall in battle and feeds them to the fort's inhabitants. Volovsky discovers this within twenty-four hours and reports it to Kuragin, reducing the fort's Morale stat by 4. If a character makes a successful

Negotiation skill roll against a target number of 14, he convinces Kuragin to be lenient. If the roll fails, or if the PCs make no attempt, the kapitan executes Gulk for his actions. Gulk's execution further disheartens the people of the fort, reducing the fort's Morale stat by 1.

SOCIAL ENCOUNTER: GANG WAR

Stazi Vietzen has lost control of the competing gangs in Fort Bolovan and needs help reasserting his rule. He is reluctant to approach Kuragin or Volovsky for aid, as doing so is equivalent to admitting his role among the fort's criminal element. The PCs are the only ones the kayazy can turn to, as they are relative outsiders who have proven to be capable problem solvers.

PROLOGUE: VIETZEN'S REQUEST

If the PCs previously won Vietzen's trust, or if they spent any time gambling in the Cracked Anvil, he approaches them and asks for a favor. Over the last few years, the Lys Nach and the Drov Druz—two small, disparate gangs in Fort Bolovan—have been at odds. For a time, this situation was good for Vietzen's business, as both sides bought supplies, weapons, and entertainment from him. But tempers flared when the siege set in and rationing started, and the gangs have increasingly been at each other's throats. Tension between the two groups has turned into violence, which threatens to spill over into the streets and Vietzen's business. The kayazy needs the PCs to talk everyone down or to take out the gangs before their actions come back on him.

Vietzen brokers a meeting at the Cracked Anvil with the leaders of the two gangs, who are willing to talk only under his strict assurances of safety and out of deference to him. The PCs must mollify each of the two gang leaders.

THE GANG LEADERS

The head of the Lys Nach is an untalented alchemist by the name of Elena Patrikov, a washout who trained in Korsk. She commands a small gang of lower-class citizens who resent their social status relative to that of the fort's soldiers.

The leader of the Drov Druz is a former member of the Winter Guard named Mayuk, a man of many scars with a fearsome reputation for bouts of brutal violence. He served somewhere in the east but has never operated under Kapitan Kuragin's command. He has a certain charisma that lends itself well to drawing other former military men and women under his leadership.

Both gangs have only a handful of members. They fight over the scraps left by Vietzen inside the fort's walls, intimidating visiting travelers and merchants for protection money. The gangs represent two very different groups of people—the military and civilian populations of Fort Bolovan—but in this place, the lines between them aren't so clear-cut. Many soldiers spend their off-hours working in other roles to keep the fort functioning, and many workers are former soldiers who are still loyal to the Khadoran military.

A character can make an Intimidation skill roll or a Negotiation skill roll against a target number of 12 to make one gang leader back down, or two Negotiation skill rolls (one for each leader) against a target number of 15 to find a compromise that both leaders can agree on. If a character attempts to use another social skill, follow the same guidelines for difficulty. If a character comes up with a particularly ingenious plan, feel free to grant a bonus of +1 or +2 to the roll.

ENEMY TACTICS

If the PCs fail to resolve the gang war peacefully, they have the option of killing the leaders of the gangs or the gang members. Gang members are battle NPCs trained in the Hand Weapon skill. They carry a mix of daggers, assassin's blades, garrotes, and other concealable weapons. The PCs can end the violence by making an example out of at least two gang members from each organization. This solution resolves the encounter but reduces the fort's Morale stat by 1 each time the PCs incapacitate or kill a gang member. Note that killing gang members in front of witnesses can carry consequences, including incarceration in Fort Bolovan's holding cells.

AFTERMATH

If the PCs refuse to undertake this challenge or do not accomplish it, the gang war escalates. The fort loses 2 points of Morale and d6 soldiers each morning. Other inhabitants of the fort may be sympathetic to one group or the other, which leads to infighting beyond the gang members. The violence eventually spills over into the streets, forcing Kuragin to order his soldiers to execute nearly a dozen people, which reduces the fort's Morale stat by 4.

If the PCs diffuse the gang war, they gain benefits depending on which side they favored.

- If they favored the Lys Nach, the morale of the fort's civilians improves, increasing the fort's Morale stat by 2, and Elena Patrikov puts her gang to work reinforcing the walls and gates, increasing the fort's Fortification stat by 4.
- If they favored the Drov Druz, they draw a pool of new recruits who are no longer committing violence on each other, increasing the fort's Soldiers stat by 10.

The PCs gain benefits from both sides if they resolve the issue with a compromise.

COMBAT ENCOUNTER: WOLVES IN THE WHITEOUT

Nerys has decided to prove to the people of Fort Bolovan that she is on their side by heading into the snowy forest and lopping the heads off a few Wolves of Orboros. She has tracked a band of Wolves who seem to be coordinating the movement of other packs. Their leader is a powerful and charismatic warrior whose presence has contributed greatly to Liyr's influence over the Wolves of Orboros in the region.

This encounter forces the PCs to be out in the cold for at least two hours by the time they locate the Wolves' sentries, potentially causing them to suffer from the effects of exposure (see "Storm of the Ages," p. 10).

PROLOGUE: NERY'S REQUEST

If the PCs won Nerys' respect during their initial interview with her or in a subsequent encounter during which she observed their combat prowess, she approaches them for help with a task outside the walls. She makes it clear that no one in the fort knows what she intends to do.

Rather than cower in the fort, Nerys wants to take the fight to the Wolves, and she has been spending some time out in the snow tracking and extrapolating the movements of their patrols. She thinks she knows where a patrol is camped. She describes seeing a group of tents in an isolated area, and she wants to attack the camp. She needs support, however, and does not want to approach Kuragin for fear he will prevent her from leaving the fort.

If the PCs accept, Nerys cautions them to dress appropriately for the conditions. Despite her natural resistance to cold, the Nyss bundles up before leading the PCs into the swirling snow.



If the PCs are also following Taza Kozloz's directive to find the Circle camp (see p. 39), then she can come along as well, but the two women don't trust one another.

THE WOLF CAMP

The PCs and Nerys first come across the Wolves and reeves, who are not aware of their presence and can be taken by surprise. If the PCs successfully sneak into the camp, they gain a surprise round in the combat.

If Taza Kozloz has come with the PCs, she hangs back from the fray or joins in as needed, but she generally avoids exposing herself to danger.

WHEN THE PCS REACH THE COMBAT AREA, READ OR PARAPHRASE:

The journey through the storm has been perilous, the cold settling in and numbing you with every slowing step. Finally, you come to the place Nerys described. Through the stinging wind and blowing snow, you barely make out a group of cloaked men and women hunkered in the heart of a small camp, their snow-covered tents like small white mountains. They are arguing with one another, their words muffled by the howling wind.

ENEMY TACTICS

Caught by surprise, the Wolves scramble to establish some kind of defense. The reeves immediately seek cover from which to fire their crossbows while the Wolves rush to engage their opponents in melee.

TERRAIN

The encounter includes the following terrain feature:

Whiteout: The swirling snow grants concealment to all characters.

AFTERMATH

If the PCs destroy the Wolves, Nerys urges them to return with her to Fort Bolovan immediately and report on the success of the venture. However, destroying this patrol gives the PCs an opening to push forward and find the Circle camp. If the PCs want to press on, Nerys insists on going back and reporting. She cannot take responsibility for what might befall them if they ignore her warning.

Accomplishing this encounter does not affect Fort Bolovan's state of readiness, but it does teach Nerys valuable techniques for predicting the movement of Circle troops and removes

WOLVES IN THE WHITEOUT



R: Reeves of Orboros W: Wolf of Orboros H: Reeve Hunter

one of their most skilled warriors. If Nerys survives until the final assault, the PCs, rather than the Wolves of Orboros, gain an automatic surprise round in the first battle (see “Assault on the Walls,” p. 51). Reduce the number of reeve hunters in each encounter by one, to a minimum of one.

COMBAT/SOCIAL ENCOUNTER: CIRCLE CAMP

Taza Kozloz has been hard at work studying the unnatural blizzard that grips Fort Bolovan. She believes she can cause a break in the storm, or even dispel it entirely, with the help of a small group of allies.

This encounter forces the PCs to be out in the cold for four hours by the time they locate the Circle camp, potentially inflicting damage upon them from exposure (see “Storm of the Ages,” p. 38). If they already dealt with the sentries during the “Wolves in the Whiteout” encounter (p. 37), they can move more quickly without fear of being spotted and only need to spend two hours in the storm. Kozloz alternates casting Immunity: Cold on members of the party to shield them from the cold, granting a +2 bonus on rolls to resist the effects of exposure.

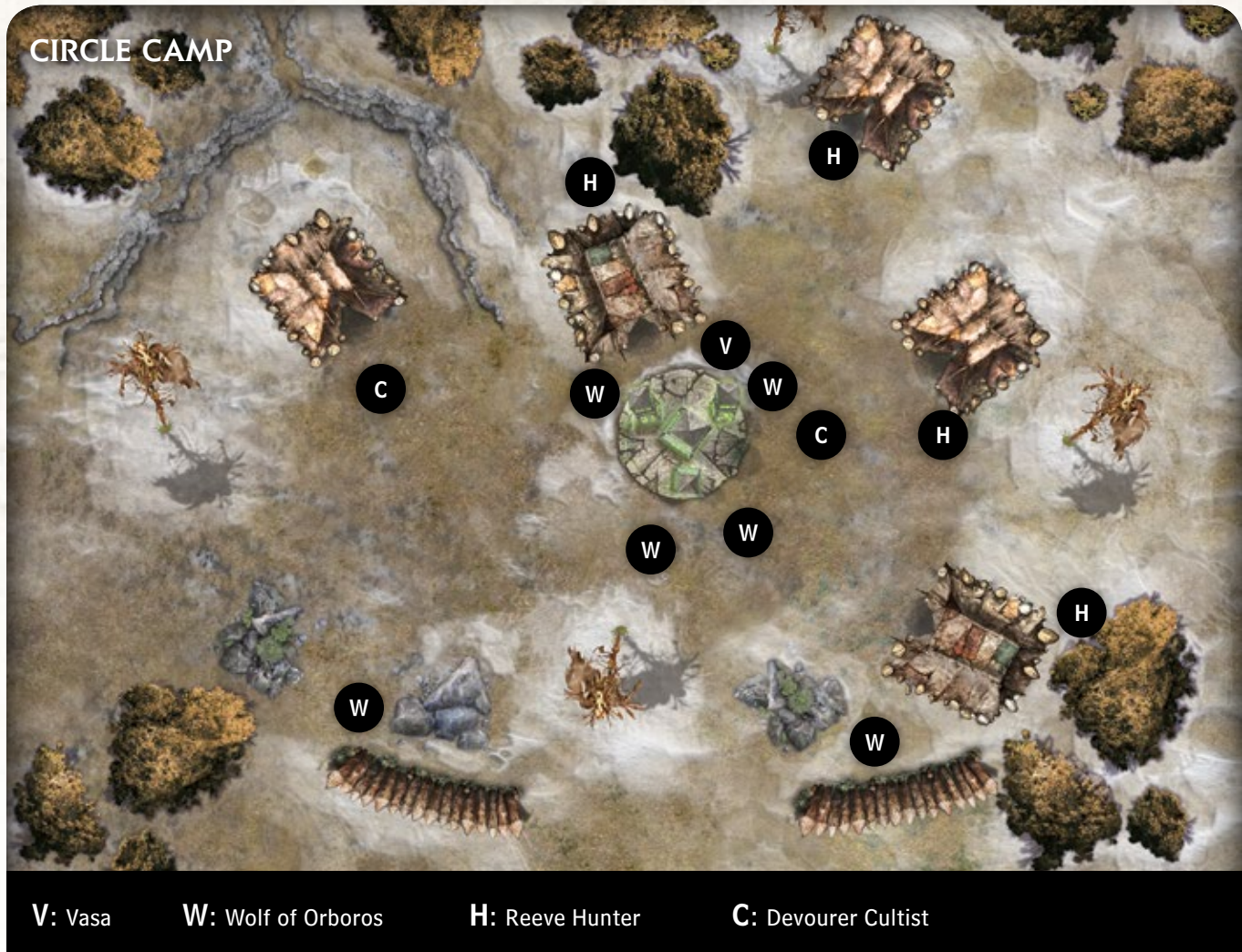
PROLOGUE: KOZLOZ’S REQUEST

If the PCs previously impressed Kozloz with their knowledge or resources, she approaches them for aid in a “fact-finding mission” out in the storm. Pressed for more detail, she explains her suspicions that a blackclad druid is channeling arcane power into the storm and holding it in place over the fort. If the PCs can disrupt this hypothetical blackclad ritual and break the storm, perhaps the fort can be evacuated or reinforcements can liberate it.

Unless the PCs make a successful AGL + Sneak skill roll against a target number of 14, they are marked by Circle sentries and find the forewarned defenders ready to fight them.

If this encounter is combined with Nerys’ “Wolves in the Whiteout” encounter (p. 37), then the PCs already ambushed and eliminated the sentry party, and they gain surprise on the inhabitants of the camp with a successful AGL + Sneak skill roll against a target number of 10.

As the battle begins, Vasa is enacting a ritual to keep the blizzard raging and is not easily drawn into the fight. While he enacts this ritual, he gains +4 ARM against all attacks and immunity to cold. If he takes damage, the ritual falters, and he joins the battle.



CIRCLE POLITICS

Liyr's plans are not entirely endorsed by the Circle Orboros, and many consider her to have overstepped her authority. Vasa has agreed to support her for now, but the Circle will turn on her like a pack of wolves upon its weakest member if her plan starts falling apart. Vasa tutored Liyr in the use of her innate powers but believes that she has lost herself to revenge and that her methods are doing more harm than good. Despite his personal doubts, Vasa has stuck beside his apprentice so far and defended her methods to his colleagues in the Circle.

If the PCs locate Vasa and prove to be a threat, his assessment changes. He wasn't expecting to become a target, and the PCs' disruption makes him realize how far awry Liyr's plan has gone. He is willing to forge an alliance with the PCs to see that Liyr's plans ultimately fail, with the assurance that he and his affiliates will not be blamed for her excesses.

Ordinarily, a blackclad like Vasa would never offer this bargain, but he wants to salvage what he can out of a bad situation. The PCs' presence at the camp indicates that they already know about his involvement, and they will probably kill him and ultimately harm the Circle Orboros if he fights them. Damage control is his primary goal at this point: extricating himself from this situation without drawing the attention of the PCs or the Khadoran military to the Circle's activities in the area. The last thing he wants is for Kuragin to call for reinforcements and for a Khadoran army to march in. Vasa is willing to make Liyr the patsy for a failed plan. If he can convince the PCs that she does not represent the interests of the Circle and that the Circle is not their enemy, he will do so.

If the PCs agree, Vasa abandons Liyr's quest for revenge. From this point on, reduce the base target number to avoid cold exposure by 1 point each day.

Vasa does not know the identity of the warwolf, but he knows that the creature is part of Liyr's plan. He was responsible for manufacturing the elixir, and he warns the PCs that Liyr asked him for two doses. He also says that she has at least one agent inside the fort who *isn't* the warwolf but that he does not know the agent's identity. If a character makes a successful Negotiation skill roll against a target number of 14, he convinces Vasa to withhold his troops from the final battle, in which case the blackclad is not present during the encounter. If the roll fails, Vasa agrees to withhold his troops but joins the battle anyway.

Forging an alliance with Vasa sets up the "Backstabber" optional ending (p. 54).

WHEN THE PCS APPROACH THE CAMP, READ OR PARAPHRASE:

After traveling through the forest and listening to Taza's ramblings about "geomantic emanations" for what feels like an eternity, you come across an abrupt clearing in the woods that you never would have found unguided. Before you stands a small camp of ramshackle tents hung with bones. Branches lashed together into crude totems stand vigil over the camp, as do a number of hardy men and women in thick furs. At the center of the camp, a man in a black cloak stands in a circle of icy blue magical energy, chanting and sending magic up into the roiling clouds overhead.

If the PCs snuck up on the camp, they surprise the Wolves, who scramble to defend themselves. If the Wolves were forewarned of the PCs' imminent arrival, they are already situated in defensive positions throughout the camp. The blackclad Vasa is performing a complex ritual to enhance the blizzard that has descended on the region. He does not initially participate in the fight, instead continuing his ritual and trusting the Wolves to fend off any attackers.

ENEMY TACTICS

The Wolves of Orboros defend their home viciously. The tents grant concealment to the hunters, and the lashed totems grant cover. The cultists rush into battle heedlessly, seeking to engage multiple opponents in order to keep them from getting at the others. Above all, the Circle forces want to defend Vasa, whose ritual is sacred to them.

Vasa is performing a powerful druidic ritual designed to enhance the already dire winter storm gripping the region. He is in the midst of the ritual and completes it if he spends four uninterrupted full actions at the task. If he succeeds, the temperatures plunge further: heavy storms of ice and snow batter Fort Bolovan for the remainder of the scenario, increasing the target number of all cold exposure rolls by 3 and increasing the damage suffered for a failed roll by 1. Additionally, drifts of snow begin building up on the windward side of Fort Bolovan at the east gate. These drifts count as rough terrain, and they allow the Wolves of Orboros to scale the eastern wall without grapples or siege ladders (see p. 52).

If Vasa suffers over half damage or if more than half of his companions are killed, the blackclad ceases his ritual and seeks to parlay with the PCs.

READ OR PARAPHRASE:

"Enough!" bellows the druid in the center of the camp. He sends forth a curtain of icy energy that stuns all present for a heartbeat, momentarily stopping the battle. "I do not wish to die here. Let us resolve this."

If the PCs choose to negotiate with Vasa, see the "Circle Politics" callout. If they continue fighting, Vasa joins the battle and commands the remaining Wolves of Orboros to attack. At that point, the enemies fight to the death.

AFTERMATH

This battle can end in several different ways.

- If the PCs kill all the enemies, including Vasa, they find that the storm does not abate as Kozloz predicted. With a few hours of study and experimentation, the Greylord realizes that this is one of half a dozen focal points keeping the storm in place like a net. Finding the other places where Vasa may have performed this ritual would take a substantial amount of time, but Kozloz suggests heading back—darkness is coming, and the cold is already beginning to become pronounced.
- If the PCs return to Fort Bolovan after destroying one of the Circle camps, increase the fort's Morale stat by 3. If they did not destroy the camp but can convince everyone that they did by making a successful Deception skill roll against a target number of 14, they get the morale bonus anyway.
- If the PCs negotiate with Vasa, they find the blackclad surprisingly reasonable. He tells them he is helping his apprentice, Liyr, who has gone too far. (See the "Circle Politics" callout.)

INVESTIGATIVE ENCOUNTER: SHADES OF ATROCITY

Confronting the dark past of Ruus Kuragin and Fort Bolovan, the PCs discover the reason behind the attacks. The Game Master can use this encounter earlier in the adventure if he wants to reveal the information about Liyr sooner, or he can use it later, such as on Day 4 or Day 5, if he wants to use it as a dramatic reveal.

PROLOGUE: LIVES PAST

This encounter can take place anywhere within the fort, depending on the PCs' location at the time. An old, wounded soldier bearing the scars of crude weapons on his face approaches the PCs, although not until they are away from Volovsky and any other officers.

This encounter is intended to advance the story by revealing information about Liyr and the background of Fort Bolovan. Although the PCs are not intended to enter combat during this scene, they may need to do so in order to gain access to Kuragin's personal records. If they run afoul of the Winter Guard, use the stats provided in Appendix 2 (p. 58).

READ OR PARAPHRASE:

An old soldier approaches you, his face a web of wide scars. His eyes dart around the fort as if he is making sure no one is around to hear him before he speaks.

"If you want to know what's really going on, I can tell you where to find out," he says, wringing his hands. "Kuragin hasn't told you everything about this place."

The old man is Oleg Burov. He is one of the soldiers who strung the bodies of Liyr's family from the trees after their execution, and he is the only surviving member of that group.

A few years ago, Burov suffered a severe head injury in a drunken brawl in Vietzen's gambling house, and his memory of events is broken and disjointed. When the siege of Fort Bolovan began, he fell into a deep depression. He feels responsible for the deaths of his fellow soldiers and believes Kuragin possesses evidence that will clear him of wrongdoing.

Burov tries to convince the PCs that information hidden in Kuragin's office will reveal the truth behind the siege of Fort Bolovan and the identity of the responsible party. In truth, he's hoping they will uncover evidence that his memories are untrue and that he was not responsible for what's happened to Fort Bolovan. The old soldier is too afraid to investigate this potential evidence himself, citing his respect for the kapitan and his fear of him.

A SOLDIER'S HOME

If the PCs agree to pursue the information Burov mentions, he describes a secure locker in Kuragin's private quarters and hands them a key. He stole the key from Kuragin some time ago but has never had the courage to open the locker himself.

Getting into Kuragin's quarters is a problem in its own right. The kapitan spends much of his day in the room addressing the concerns of his subordinates; at night, the PCs will likely believe the kapitan is in his chambers sleeping, and they will be busy dealing with the rampaging warwolf. Fortunately for the PCs, Burov has identified an opportune time for them to slip into Kuragin's quarters. The kapitan occasionally meets with his soldiers at the fort's gates, which takes about an hour. His room is unoccupied during that time, although the Kommand Post keeps at least two Winter Guard posted as security.

If the Winter Guard stationed at the Kommand Post discover the PCs, they demand to know what the PCs are doing. (If they discover the PCs in Kuragin's quarters, they may even attempt to detain them.) The guards must be bribed, deceived, or distracted and avoided.

The base target number for any attempt to circumvent the guards is 13, but the Game Master should adjust this number based on the specific circumstances of the attempt.

To get into Kuragin's quarters, a character must make a successful AGL + Lock Picking skill roll against a target number of 14. If the roll fails, the character can make a new roll after spending five minutes working on the lock.

THE LOCKER

Standing in a corner of Kuragin's office, the secure records locker contains Fort's Bolovan's administrative records, which predate the outpost's construction. Most of the files in the locker are copies of mundane supply orders, information requests, and annual reports. The locker is secured with a quality lock, and a character must make a successful AGL + Lock Picking skill roll against a target number of 14 to open it. If the roll fails, the character can make a new roll after spending five minutes working on the lock.

For the purpose of the Research skill, the contents of the locker constitute an archive about the history of Fort Bolovan and

its personnel. The well-organized locker requires only fifteen minutes of study for each Research skill roll attempt. The PCs can glean information about the fort and its soldiers from these records. Several files stand out, as described below.

THE FILES

After-action Report: A prominent file, dated prior to the construction of the fort, sits near the front of the locker. It contains information related to the failed meeting with the local leaders and the subsequent destruction of their village. The report is written in a simple Khadoran cypher to protect its contents. A small marking at the bottom of the page indicates that this is a copy of the report for Kuragin’s personal records.

If a character makes a successful INT + Cryptography skill roll against a target number of 12, he deciphers the contents of this file.

READ OR PARAPHRASE:

Negotiations with the local leaders broke down. A group of aggressive locals attacked our summit before we could convince the chieftain to displace his people. Casualties were sustained, forcing us to respond with violence. The responsible parties were interrogated by Rastovik Kozloz (see my disciplinary report), and I was forced to execute them. The remaining tribal locals were displaced with force.

Disciplinary Report: Included among the files in the locker is a folder labeled “Disciplinary Records” in Khadoran. It contains several sheets outlining the punishments Kuragin has meted out over the years.

A character can make an INT + Research skill roll to determine what he learns from this file. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

RESEARCH

ROLL RESULT	INFORMATION GATHERED
9 or less	“Following the execution of three tribal leaders, members of my kompany chose to display the bodies in a fashion unbecoming our goals here. This record shall archive their punishment.”
10	“Privats Burov, Lemovik, and Valekonis have received corporal punishment and six weeks imprisonment for their actions in displaying the tribal leaders’ bodies. Such actions served only to antagonize the locals and complicate our work here.”
14	“Further, I have petitioned that Rastovik Kozloz be removed from this base. Her reasons for torturing our prisoners remain unknown to me, but her actions cannot stand unpunished.”

The disciplinary report related to Burov includes a small addendum written about two years ago. The PCs discover this regardless of the result of the Research skill roll.

READ OR PARAPHRASE:

“Privat Burov continues to claim that this ‘Frost Wolf’ seeks to punish him for what he’s done. Unfortunately, the name seems to be gaining traction among the men. The discovery of Valekonis’ body on the gate is not helping matters, and Oleg’s mind is frayed. Ergo, I have submitted a request that Privat Burov be discharged from service.”

Kuragin’s Letter Home: Tucked in the back of Kuragin’s records is an envelope, yellow and brittle with age, containing a letter written in the kapitan’s hand. A character who investigates the locker can discover the letter by making a successful PER + Detection skill roll against a target number of 10. The shaky script and ink-spattered page suggest that Kuragin wrote the letter with an unsteady hand. The letter is to Kuragin’s brother.

READ OR PARAPHRASE:

My Brother,

Today I watched as my soldiers took innocent lives. We were given violence and responded in kind. But this was not a battle—it was like a father striking his son. Their attack against us was their last possible gasp of resistance, and I sent my men and warjacks against them as if they were an enemy army. Men and women died in the streets, and the survivors fled into the forest to freeze. I saw a girl, about the age of Alina, running from us. The hate in her eyes—her hate for me—is exceeded only by how much I now hate myself.

—Ruus

AFTERMATH

If the PCs acquire information from Kuragin’s records, Burov approaches them the next time they are alone. If they discovered he was responsible for displaying the bodies of the executed locals, he breaks down and begs for forgiveness. Struggling to remember clearly, the old soldier explains what happened those many years ago as best as he can.

Burov was not present for all the major events—specifically, Kozloz’s interrogation of the Kossite leaders—but can give the PCs an accurate summary of what transpired (see “The Bolovan Massacre,” p. 4). If the PCs ask about Valekonis and Lemovik, Burov explains that both men were on patrol in the forest about six years ago when their squad vanished, only to resurface over the course of the following weeks. Valekonis’ body, hanging from the east gate of the fort, was the last to be discovered. Burov recounts how the woman—the Frost Wolf—watched the Winter Guard on the day they discovered Valekonis, smiling the whole time as they cut his body down.

Depending on their discoveries, the PCs have a whole set of new information to use if and when they confront Kuragin.

If the PCs refuse to follow this lead and gather the information from Kuragin’s office, Burov soon hangs himself from the top of the main gate, exhibiting his own body like he once displayed the corpses of Liyr’s family. His suicide causes a blow to the resolve of the fort’s population, decreasing the fort’s Morale stat



by 2. From that point on, the PCs hear murmuring from some of the weakest-willed that perhaps Burov's way out is one that others should consider as well.

THE RINGLEADERS

Slevna is a former Khadoran soldier currently in the employ of StaziVietzen. She used to work for Kuragin, but she was dishonorably discharged due to insubordination after disagreeing with him. She is often found in some state of inebriation at the Cracked Anvil. If the warwolf has already destroyed the gambling hall and killed Stazi Vietzen, then Slevna is bruised and obviously injured from the battle with the creature, which increases the target number of all social skill rolls to try to reason with her by 1. The attack on Vietzen only reinforces her passion to have Kuragin step down.

Bogiski is a civilian—a man who moved to Fort Bolovan to be closer to his eldest son, a Khadoran soldier who was killed during an attack by Lyr's forces sometime before the PCs arrived. A widower, Bogiski still has two young sons and above all wants to keep them safe. If the warwolf attacked the civilians of the fort during an uncontrolled murder spree, then one of Bogiski's sons died during that attack, which increases the target number of all social skill rolls to try to reason with him by 1.

SOCIAL/COMBAT ENCOUNTER: KEEP THE PEACE

Tensions are rising, and the fort is on the verge of a full-scale riot. Hoping the PCs might head off the uprising, Kapitan Kuragin asks them to intervene. If they cannot, Kuragin will have little recourse but to order his soldiers to shoot rioters in order to reestablish control of the fort.

This encounter occurs if the fort's Morale stat reaches 0 or if the Game Master considers it dramatically appropriate for the situation. It is not necessarily a combat encounter, although the mob has obvious ringleaders whose apprehension can defuse the situation.

Although this encounter can take place anywhere in Fort Bolovan, it is most appropriate on the steps of the Kommand Post. It may not end in actual combat, but a fight breaks out if the PCs act aggressively toward the crowd of angry protesters.

The method the PCs employ to resolve the encounter influences the outcome of events.

The PCs must diffuse the tension by addressing the claims presented by the two ringleaders, Slevna and Bogiski. Slevna demands that the ineffective Kuragin resign; Bogiski pushes for an immediate attempt to flee Fort Bolovan and believes the fort's inhabitants should take their chances on the road. Neither option is one that Kuragin is willing to accept.

The encounter ends when the PCs talk the crowd down or fight off the angry mob. (See "The Mob Goes Wild," p. 45.)

The PCs hear the crowd outside the Kommand Post calling for Kuragin to show himself.

READ OR PARAPHRASE:

A woman with weathered features and an obvious military bearing steps up and points accusingly at Kuragin. "He is to blame for all of this!" she shouts. "These people demand the kapitan's resignation!" Her pronouncement is met with a chorus of support and nods of agreement.

A wide man with a thick, black moustache follows her, gesturing around the fort. "We cannot stay here! We must pack what we can and flee while there is still a chance. We all know about the beast! The moons are nearly full, and then it will destroy us all!"

Each ringleader can be placated by three successful skill rolls. The guidelines below explain the ringleaders' behavior and identify bonuses and penalties for various social skills the PCs might use against them. The Game Master should base the target number of the social skill rolls on the persuasiveness of the PCs' arguments. A well-constructed argument presented calmly could result in a target number of 12 or lower, but a brusque and illogical one could result in a target number of 16 or more.

DEALING WITH SLEVNA

Slevna responds best to shows of strength and appeals to honor. She has a will of iron and easily weathers attempts to intimidate her.

OTHER ENCOUNTER EFFECTS

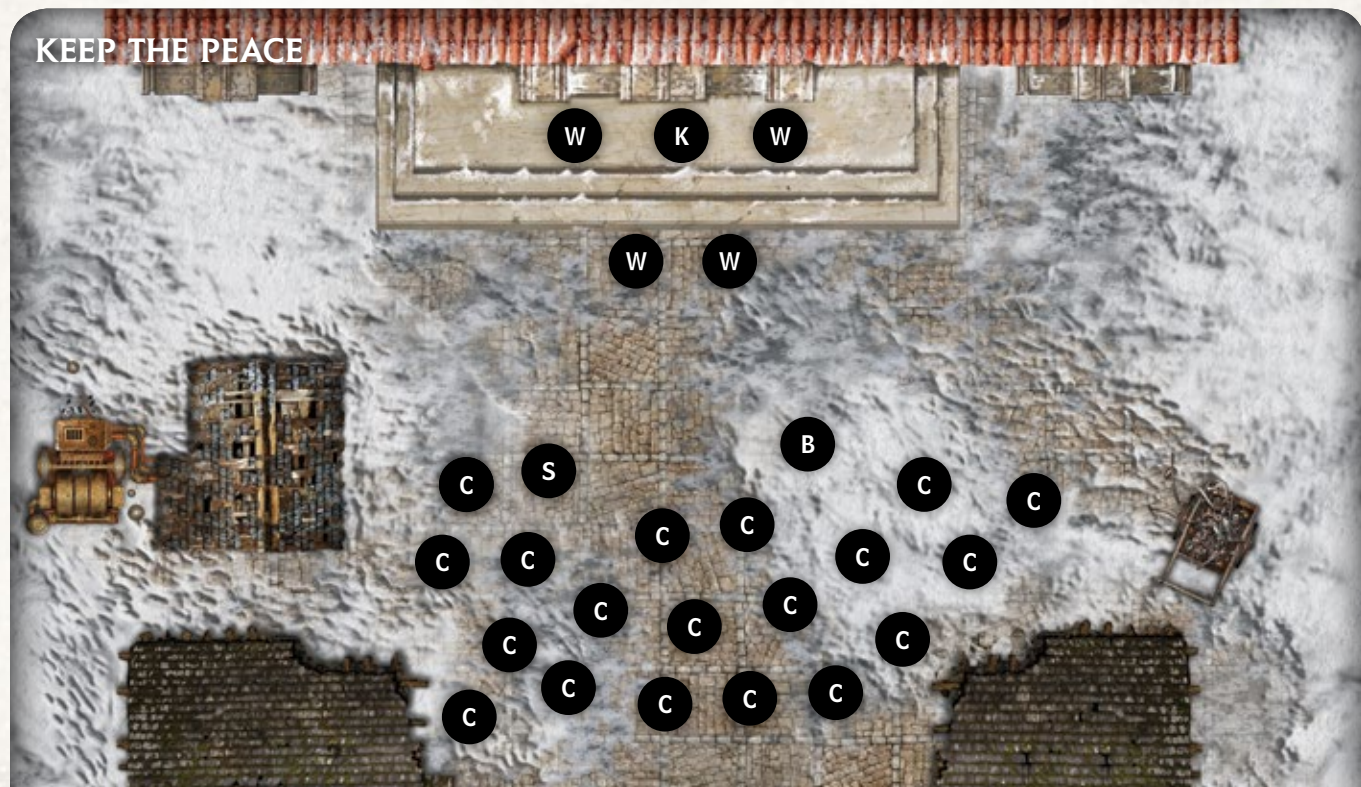
If the PCs completed one or more of the other encounters presented earlier in this section, the Game Master should apply the effects below, using his best judgment regarding the effects if the PCs resolved any of these encounters in an unexpected way.

Barricaded Storehouse: If the PCs recovered any food for the fort, they gain a +1 bonus to social skill rolls involving the crowd. If they recovered at least nine parcels, all social skill rolls involving the crowd are boosted.

Gang War: If the PCs resolved the situation with mostly non-violent methods, they are known as good mediators and friends of Vietzen and gain a +1 bonus to all social skill rolls made to influence the crowd. If they used intimidation or strong-arm tactics to resolve the conflict, they are widely known as people not to be trifled with and gain a +1 bonus to Intimidation skill rolls during this encounter.

Shades of Atrocity: If the PCs uncovered the truth behind Fort Bolovan's bloody past, the crowd's increased trust in them grants them a +1 bonus to all social skill rolls involving the fort's soldiers and civilians.

KEEP THE PEACE



K: Kuragin **W:** Winter Guard **S:** Slevna **B:** Bogiski **C:** Civilian

Note: Add other key NPCs as appropriate.

Modifiers: +2 to Command skill rolls, -2 to Intimidation skill rolls. A Khadoran character with the Military Officer career gains an automatic success while interacting with Slevna if he appeals to his rank.

DEALING WITH BOGISKI

Bogiski responds poorly to military types; the military has already taken a great deal from him. He responds well to those who make reasonable, logical arguments and those of religious orders.

Modifiers: +2 to Negotiation skill rolls, -2 to Command skill rolls and Intimidation skill rolls. A character with the Priest career gains an automatic success while interacting with Bogiski if he expresses concern about the well-being of the civilian population.

In addition, other skills can be used to assist in this encounter:

- **Etiquette:** A character who makes a successful Etiquette skill roll against a target number of 14 negates the effect of one failed social skill roll by smoothing over misinterpreted statements or by making hasty apologies for insulting ones.
- **Oratory:** A character who makes a successful Oratory skill roll against a target number of 15 rouses the crowd with a stirring speech. This counts as a single successful roll for both ringleaders because the PCs' speech erodes their support base.

If the PCs fail three cumulative social skill rolls, the mob boils over. (See "The Mob Goes Wild.")

THE MOB GOES WILD

If attempts at diplomacy fail, the PCs find themselves in the middle of a battle with a mob. They may retreat back into the Kommand Post (with or without Kuragin) or stay and fight. The irate civilians are simple NPCs (*Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*, p. 330), and Slevna and Bogiski use the human thief stats (*Core Rules*, p. 344).

Kuragin hesitates to order the Khadoran soldiers to fire on the crowd, but they open fire if any soldier is harmed.

If the two ringleaders or at least five civilians are incapacitated, the mob breaks and the individuals flee back to their homes. Otherwise, the mob forces the soldiers back into the command tower. To disperse the crowd, Kuragin orders his soldiers to open fire, resulting in the deaths of many civilians.

AFTERMATH

If the PCs keep the peace, increase the fort's Morale stat by 2 for each ringleader successfully mollified.

If the encounter ends in violence, the consequences are not pleasant. Decrease the fort's Morale stat by 2, and decrease it again by the number of civilians (not including the ringleaders) killed in the skirmish, with a minimum reduction of 10 for those shot by the soldiers. If any civilians are killed, the PCs can no longer use training to convert irregular infantry into soldiers (see "Shore Up the Fort," p. 28).

LAST RESORT

Volovsky doesn't want to get caught, but his loyalty to Liyr knows no bounds. He is reserving himself as one last hurdle to throw in the way of the PCs' efforts to stop the warwolf terrorizing Fort Bolovan. If the PCs are close on Kuragin's trail, Volovsky gives them the perfect fall guy: himself. He spends a feat point to transform instantly, attacks one of the PCs, and then flees in an attempt to lead the PCs into a trap. The skinwalker doesn't expect to survive the battle, but he hopes the PCs will assume he was the warwolf and lower their guard so that Kuragin's rampages can continue for at least one more night.



COMBAT ENCOUNTER: THE SKINWALKER REVEALED

This encounter occurs only if the PCs discover Volovsky is a Circle operative, attack him, or confront Kapitan Kuragin and accuse him of being the warpwolf. If Kuragin cannot dissuade the PCs and they are about to attack him, Volovsky turns into a skinwalker and attacks, leading the PCs to his booby-trapped quarters in the command tower.

If this encounter takes place at night, then Volovsky is already in his skinwalker form, and there is no attempt at disguise or deception.

Although this encounter can begin anywhere inside the fort, it properly begins when the PCs follow Volovsky to his quarters. Unlike a warpwolf, a skinwalker maintains some part of its intellect in its bestial form, so Volovsky can use the terrain to his advantage. He locks the door to his chambers behind him, but a character can open it by spending a full action and making an AGL + Lock Picking skill roll against a target number of 14, break it down by spending a quick action and making a STR roll against a target number of 16, or simply break it open (ARM 14 and 10

damage boxes). Unless the PCs burst through the door during the same round Volovsky flees, the skinwalker has time to arm the scattergun trap rigged to the door.

The purpose of this encounter is to misdirect the PCs while rewarding them for solving an important piece of the puzzle. Whether they have determined Kuragin is the warpwolf or their suspicions have fallen on Volovsky, the skinwalker is going to try to throw them off the trail if it's the last thing he does.

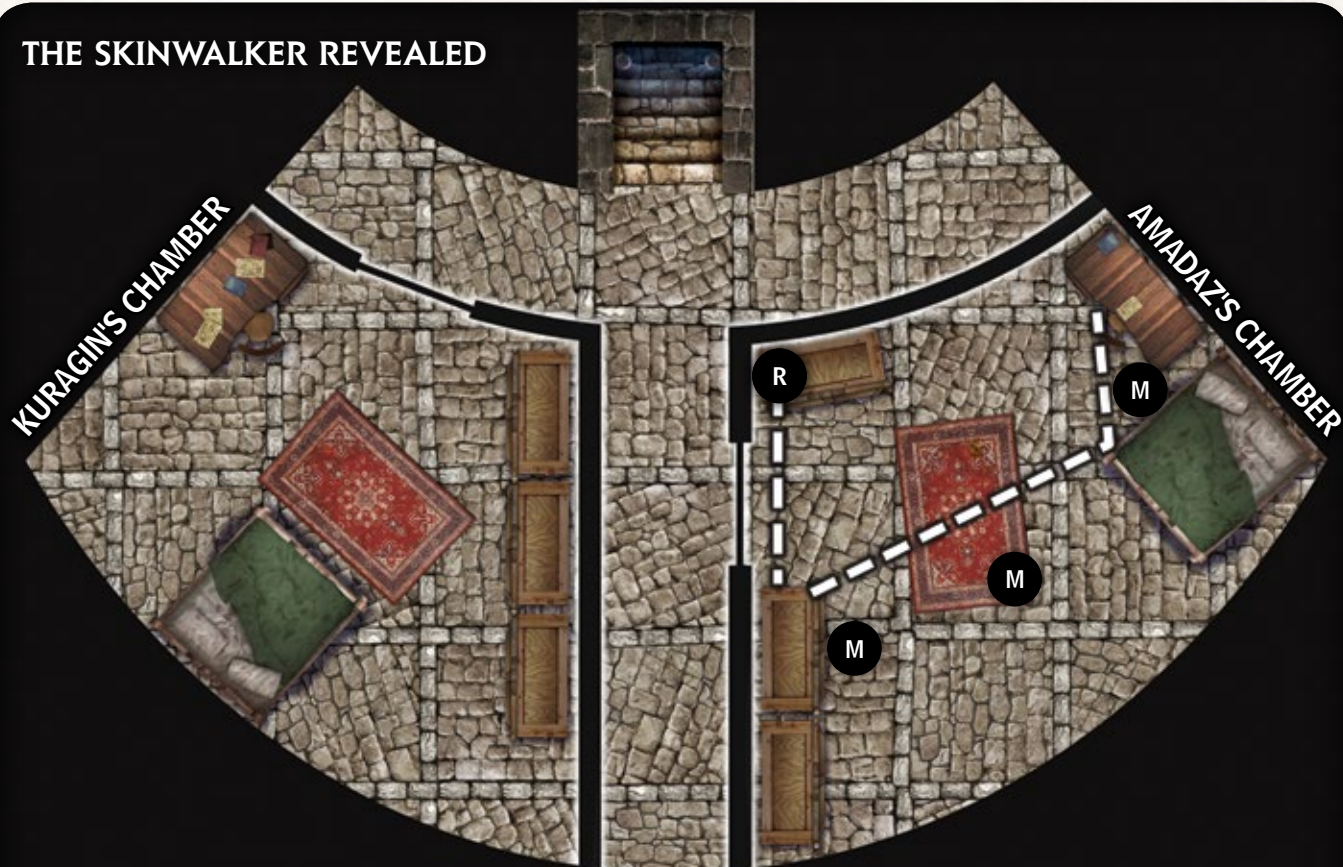
WHEN VOLOVSKY FIRST ASSUMES HIS BESTIAL FORM, READ OR PARAPHRASE:

Amadaz Volovsky gives you a vicious glare of startling intensity. His body begins to shift and contort, growing larger and more muscular in seconds. His skin seems to unravel over dark fur, and his teeth elongate until you see a beast that is half-man, half-wolf standing before you.

ENEMY TACTICS

Volovsky attempts to knock away any adjacent enemy before immediately fleeing toward the command tower. Unless the PCs stop him immediately—which is unlikely, considering his speed—he escapes to his chambers and locks himself inside.

THE SKINWALKER REVEALED



R: Rifle Trap

M: Mortar Mine

**IF THE PCS ARE FORCED TO GIVE CHASE,
WHEN THEY OPEN THE DOOR TO
VOLOVSKY'S ROOM READ OR PARAPHRASE:**

The inside of Volovsky's chamber is an absolute mess: papers, mud, shredded cloth, and broken furniture adorn the room. It is like some sort of bizarre animal nest. The transformed Volovsky, his jaws frothing with rage, takes cover behind a dresser on the far side of the room and hoists a massive axe in one of his clawed hands.

TERRAIN

The first PC to step into the room triggers the scattergun trap on the door and suffers a hit from the scattergun. Volovsky, great axe in hand, is taking cover across the room in an attempt to lure the PCs closer to the mortars rigged with tripwires.

Note the marked locations of the traps Volovsky has set for uninvited guests. A character within twelve feet (2") of a trap can make a PER + Detection skill roll against a target number of 15 to identify the trap and to recognize how it is triggered and what it does. Most of these traps are built from the unaccounted-for weapons from Anacia Myetrova's military depot, which Volovsky and the warpwolf destroyed during the PCs' first night at Fort Bolovan. Volovsky has set the following traps:

- **Tripwire (T):** A character who moves across this space but has not detected the tripwire is automatically knocked down. A character who has fallen for this trap automatically succeeds on Detection rolls to locate it.
- **Rifle Trigger (R):** A military rifle is primed and aimed at the spot where this wire will be tripped (RAT 5, POW 11). Once fired, it must be reloaded before it can be fired again.
- **Mortar Mine (M):** A mortar explodes upward when pressure is applied on the noted area of the floor. The mortar is equivalent to an explosive grenade (*Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*, p. 264).

Volovsky knows the location of all the traps and takes care to avoid them. He can use his equipment while in his skinwalker form, but he attacks with claws and fangs if engaged in melee. Volovsky uses the Beat Back ability to force the PCs into traps when they engage him.

If things look dire for Volovsky—for example, if he is either unable to escape or down to 50% vitality—he promises the PCs that Liyr will destroy them all, after which he goes into a frenzy and fights to the death.

AFTERMATH

With Volovsky dead or at least incapacitated, no one remains to control the warpwolf, which continues its nightly rampages until it is stopped. If the PCs think Volovsky was behind the attacks, they might relax their defense or neglect to mount one the following night. If the PCs do not remain vigilant, they are in for a rude awakening the following morning.

If Volovsky somehow survives this encounter and is driven into hiding somewhere in the fort, he continues to mount attacks to try to cover for the warpwolf. If he is chased out of the fort entirely, he returns at Liyr's side on Day 5.

After the battle, the PCs can harvest the small stockpile of weapons that Volovsky used to build his traps. The PCs can use

these weapons to increase the fort's Preparation stat by 1, use them to strengthen the fort's defenses during the final encounters, set them aside for later, or use them in some other fashion.

COMBAT ENCOUNTER: NIGHT ATTACK

In this encounter, the PCs face off against the warpwolf, whether through accident, by setting a trap, or by tracing its activities to their source: Kapitan Kuragin. Note which night this battle occurs on. The warpwolf's Lunar Warping ability grants it powerful bonuses depending on the phases of the moon.

TIME THE CLIMAX RIGHT

Don't prevent the PCs from facing Kapitan Kuragin if they have earned it, whether by discovering the warpwolf's identity, by setting up good ambush plans, or through clever investigation and roleplaying. At the same time, be cautious with this encounter. Once it has transpired, the scenario loses a good deal of its tension and drama.

Ideally, this encounter does not take place until at least the fourth night, or possibly not at all. Ply the tricks and tools given in this scenario to delay the PCs' confrontation with Kuragin, as well as the reveal of the warpwolf's identity, until a dramatically appropriate moment.

If Kuragin is ever disabled while in his human form, he immediately transforms into the warpwolf, with full vitality, and attacks.

The combat map for this encounter depends on the location of the warpwolf's attack. The map below should be used for a confrontation in or around Kuragin's quarters. If the fight against Kuragin takes place near any of the fort's soldiers, the Winter Guard join the battle and attempt to put down the warpwolf, providing Kuragin with a number of low-vitality NPCs he can destroy.

If the PCs are facing the warpwolf in any other setting, it skirmishes with them briefly and then flees the danger. It tries to get away at all costs but fights to the death if cornered, preferably once it has separated its attackers from each other and can dispatch them more efficiently.

The purpose of this fight depends on what the PCs know going into it. If they do not know the warpwolf's identity, then the fight should be a quick and brutal affair that ends with the warpwolf's escape—preferably after it has incapacitated at least one PC!

If the PCs know the warpwolf is Kuragin, however, this fight is a major one that wraps up a number of plot elements, and it should be an intense battle the players won't soon forget. The warpwolf's regenerative ability gives it some staying power in a fight, and the massive amount of damage it can dish out makes for a tough battle.

IF THE PCS SEE KURAGIN CHANGE INTO THE WARPWOLF BECAUSE THEY HAVE ARRIVED AT HIS QUARTERS AT AN OPPORTUNE MOMENT, READ OR PARAPHRASE:

The floorboards tremble under the weight of massive fists slamming down against them. Within the kapitan's chambers, Kuragin writhes in agony on the floor, roaring and screeching. His eyes roll back in his head, and his body seizes, caught in some nightmare. His arms and legs swell and contort, lengthening into massive limbs rippling with muscle. Black fur pushes through his skin, his jaw lengthens, and his teeth become as sharp as daggers as his entire body grows before your eyes. Within seconds, Kuragin is no more. In his place stands a raving beast: the warpwolf.

OTHERWISE, WHEN THE PCS FIRST CATCH SIGHT OF THE WARPWOLF, READ OR PARAPHRASE:

A black-furred beast stands hunched before you. Steam hisses from its matted fur, and blood drips from its dagger-like claws. At least twice the height of a man and many times the weight, the creature looks like more than a match for a warjack, let alone a man. It glares at you with golden eyes brimming with madness as it licks its fangs with a long, crimson tongue.

The warpwolf is well aware of the PCs and does not hesitate to attack them. See "The Lesser Wolf" callout to determine Volovsky's actions if he is present, and then initiate combat immediately.

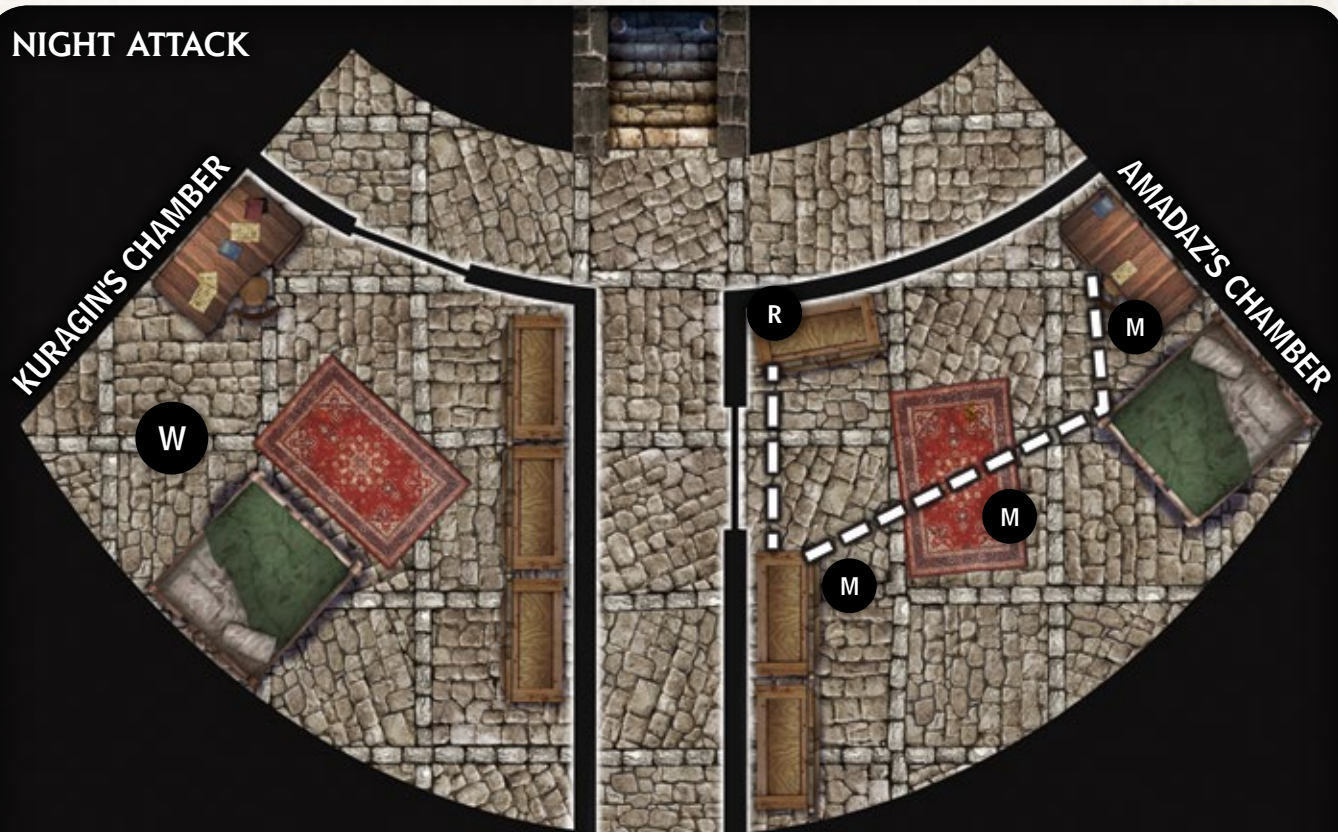
ENEMY TACTICS

The warpwolf attacks heedlessly. It prefers to attack softer prey first, but it does not ignore an obvious threat locking it in place. Though it lacks Kuragin's natural intelligence, it clearly possesses a sharp, animal cunning.

If this battle takes place early in the scenario, or if the PCs don't know Kuragin's identity as the warpwolf, have the creature attack briefly and then flee. Volovsky shows up at the edge of the battle in his skinwalker form and lures the warpwolf away. The skinwalker attempts to remain hidden from the PCs—the warpwolf can detect him by smell from a long distance and will pursue him without hesitation, leaving behind PCs who don't give chase. If the PCs attempt to pursue Kuragin, Volovsky tries to draw them away from the warpwolf and lose them somewhere within the fort. Between the darkness and the similar appearance of the two creatures, Volovsky hopes to confuse the PCs as much as possible.

If this battle takes place late in the scenario, or if the PCs do know Kuragin's identity, then the stakes are much higher. If the warpwolf flees, it doesn't have anywhere to hide, and it intuitively knows that it must fight to the death to survive. In this case, the encounter can be used as a capstone for the end of Day 4, for example.

NIGHT ATTACK



W: Warp Wolf

R: Rifle Trap

M: Mortar Mine

If the PCs know they're fighting Kuragin as the warpwolf, play up the drama by referring to Kuragin during the fight. Have him break portraits of himself and his loved ones, overturn the sitting chair where he typically spends his evenings drinking, scatter his paperwork, and so on. Show the warpwolf destroying Kuragin's life as the kapitan and actively trying to remove any trace of humanity from itself and its surroundings.

THE LESSER WOLF

If Volovsky is present, he may or may not attack the PCs, depending on what they know.

- If they **do not** know the warpwolf is Kuragin, Volovsky attempts to confuse and distract them when the warpwolf flees.
- If they **do** know the warpwolf is Kuragin, Volovsky, knowing the game is up, aids the attack as best he can.

Regardless, Volovsky fights back to the best of his ability if attacked but does not reveal himself to be a skinwalker unless he has no other option or is confronted at night. He prefers to flee, trusting the warpwolf to escape the PCs' attacks. If the warpwolf appears to be in danger, however, Volovsky sacrifices himself to save it out of loyalty to Liyr and her plan.

AFTERMATH

The battle lasts until the warpwolf flees the scene (probably after incapacitating at least one PC so that the PCs don't immediately chase it) or until the PCs incapacitate or destroy it.

If the PCs already know about Kuragin, the odds are good that they won't simply chase the warpwolf away. They may try to incapacitate the beast so that they can try to cure the kapitan. Incapacitating the warpwolf renders it unconscious, at which point it turns back into Kuragin. His body shows the marks of his injuries, although they are smaller and not readily recognizable on his smaller frame (for example, a sword cut becomes a small gash, a burn becomes mere redness, and so on). These injuries heal before the PCs' eyes, as wounds suffered in one form close up and heal when a warpwolf transforms into its other form.

AFTERMATH

If the warpwolf escapes, the scenario continues as normal. The beast strikes again the following night, whether directed by Volovsky or drawn to a random target. If the warpwolf is incapacitated, it reverts into Kuragin, leaving the PCs with a new set of options and challenges.

If Kuragin is alive, he has only vague memories of a battle but distinctly believes that he was dreaming and that the PCs were in his nightmare. If the PCs manage to convince him that he is

the warpwolf, whether by presenting evidence or showing him his handiwork, then he breaks down, loses all his military discipline, and goes a bit mad. Left to his own devices, Kuragin will shut himself in his room and shackle himself to the wall so that he cannot endanger anyone else. This resolution sets up the "Moment of Redemption" optional ending in the final battle (p. 56).

Remember that this encounter doesn't have to end with Kuragin's death. The PCs might want to look for a cure or try to find some way to keep the warpwolf contained so that the fort's morale doesn't collapse. And the invasion is still coming.

If the PCs kill Kuragin, they have some explaining to do to the rest of the fort's inhabitants. The warpwolf doesn't leave behind an obvious body, making it difficult to prove Kuragin was the monster. The kapitan was the fort's primary protector and one of the few lynchpins holding it together, and the news of his death decreases the fort's Morale stat by 10 immediately. Even if the PCs publicly pronounce that Kuragin was the warpwolf, most of the fort's population will not believe them. Deprived of their main ally and suspected in his death, the PCs will quickly find themselves on the outs in Fort Bolovan.

AFTER KURAGIN: FORT PARIAS

If the warpwolf is stopped before Day 5, the scenario continues, but a few details change. All the NPC-specific encounters are still available, as all those tasks still need to be done. Liyr's plan still progresses on its inevitable course toward the fifth night, and the blizzard remains. Having killed the fort's commander, the PCs have even more difficulty rallying the town than they would have if the attacks had continued.

The situation is even worse if Volovsky is alive. The skinwalker is promoted to replace Kuragin and take charge of Fort Bolovan, and he starts attacking targets as a skinwalker at night. As a result, the increasingly panicked people of the fort believe that the PCs killed Kuragin in error and that the beast is still out there. If a character makes a successful PER + Detection skill roll, PER + Tracking skill roll, or INT + Forensic Science skill roll against a target number of 12, he discovers that the marks from Volovsky's claws and teeth are much smaller than those of the warpwolf, but convincing the populace that a second beast walks among them is difficult.

If Volovsky feels that his control of the fort is in danger, or if the PCs accuse him of being the monster, he orders them locked up in the fort's holding cells. While they are incarcerated, he comes to them before nightfall and taunts them by declaring that he will kill their closest friends in Fort Bolovan that night. The PCs can stage a breakout on their own, but they might be rescued by one of the surviving key NPCs (or a coalition of them) instead.

DAY 5: THE LUNAR CONJUNCTION

SESSION SUMMARY

This is the last section of the scenario. The moons are aligned, and the power of the warpwolf reaches its zenith. The army under Liyf's command marches on Fort Bolovan at nightfall, hoping to be met at the other end by a vicious, empowered monster. The climactic battle pits Kuragin and Liyf against one another and is the culmination of years of bitterness and vengeance.

MORNING: ONE LAST MURDER

If Kuragin or Volovsky is alive and uncaptured, one of the remaining key NPCs is found murdered that morning. The PCs can investigate the death as they normally would, in which case they may find a final clue about the creature's identity. This is their last chance to remove the warpwolf from the final battle. As soon as the sun sets, Kuragin takes his monstrous form, and he will be just as dangerous as Liyf's forces.

In the morning, Caen's moons are near one another at the horizon, close to alignment. They move closer throughout the day.

DAYTIME: LAST-MINUTE PREPARATIONS

The battles also provide a final payoff to any effort by the PCs to fortify, arm, train, and otherwise prepare the people of Fort Bolovan to defend themselves and their homes against a force of nature.

When dawn breaks, eight hours of daylight remain before Liyf attacks at dusk. If the PCs want to initiate any encounters they have not yet taken part in or want to do more to shore up the fort's defenses (p. 28), they can do so throughout the day.

The moons reach alignment shortly before dusk would normally enshroud the land. They block out the sun, plunging Fort Bolovan into darkness.

DUSK: THE ATTACK

An uneasy hush descends over the fort as the full moons rise in the sky. In the forests beyond the walls, shadows move into position: an army of Wolves of Orboros who have come to annihilate Fort Bolovan. Thus begins the "Assault on the Walls" encounter.

The encounters described below describe the actions of key NPCs. If a key NPC is present but is not specifically called out during that encounter, assume the NPC joins the fight against the Wolves of Orboros but has no special effect on the encounter.

STATE OF READINESS

At this point, tally up Fort Bolovan's readiness stats, and refer to the following table below for the effects of the fort's Preparation and Morale stats. These apply generally to the final battles. If you've found success with an alternative mass combat system (see "Appendix C: Mass Combat in Fort Bolovan," p. 78), feel free to substitute that system for this one.

The fort's Fortification stat is relevant only in the "Assault on the Walls" encounter.

	PREPARATION		MORALE
	ENGAGED SOLDIERS KILLED EACH ROUND	ENGAGED WOLVES KILLED EACH ROUND	WILLPOWER ROLLS TO RESIST TERROR
Abysmal (0–5)	60% of current	10% of current	–2 penalty
Poor (6–10)	50% of current	20% of current	–1 penalty
Passable (11–15)	40% of current	30% of current	No change
Good (16–20)	30% of current	40% of current	+ 2 bonus
Excellent (21–25)	20% of current	50% of current	+ 4 bonus
Superb (26 +)	10% of current	60% of current	Winter Guard gain Fearless

WHEN TO WING IT

Don't get bogged down in a precise mathematical computation of each battle. This table is intended only to simulate the effects of the fort's readiness. If it ever slows down the game, set it aside in favor of focusing on the PCs and describing how the battle seems to them.

The fort's Soldiers stat represents the number of available soldiers, and it decreases as soldiers perish in each battle. At the beginning of each round, note how many soldiers are present, and mark off an equal number of Wolves—engaged Wolves cannot attack the PCs this round. (They may still make back strikes if characters wade past them heedlessly.) The soldiers act independently, but the PCs can use the Command skill to direct them to target Wolves for a particular purpose, such as clearing a path.

The number of soldiers who live or die while engaged with the Wolves of Orboros depends largely on the fort's Preparation stat. Poor equipment and training result in high fatality rates each round, but excellent weaponry, stout armor, and rigorous work stabilize the fatality rates and allow the soldiers to push back against the enemy. See the chart below, which lists the fatalities as percentages. For example, if the fort has a Preparation stat of 8 ("Poor") and fifty soldiers are facing fifty Wolves in a round, thirty soldiers and fifteen Wolves die at the end of the round. Note that the soldiers can kill only Wolves of Orboros, not reeve hunters or any other enemy unit. These units may target the soldiers freely.

If either side is outnumbered by at least two to one, increase its casualties by 20%.

The fort's Morale stat affects the soldiers' performance in each battle as well. The Devourer cultists among the Wolves of Orboros cause Terror, as does the warwolf. At the start of each round, make a single Willpower roll for the defenders at each gate, modified by the effects of the fort's Morale stat. If the roll fails, all soldiers at that gate are affected by Terror as normal (*Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*, p. 224). Any penalty or bonus to Willpower rolls also applies to any key NPCs who are still alive and participating in the final battles.

COMBAT ENCOUNTER: ASSAULT ON THE WALLS

The Circle forces attack Fort Bolovan at dusk, launching a concerted assault on both gates at the same time. Eventually, Liyr uses magic to blast open the east gate, and her forces pour through.

This invading force does not represent all of Liyr's strength. She is holding her cultists and argus in reserve while the Wolves break through the men holding the walls. She joins the battle only when the gate is about to break open.

DEFENSES: FORTIFICATION

This is the first battle in which Fort Bolovan's defenses come under strain. The Fortification stat determines how much time the Wolves need to break into the fort. They attack both gates simultaneously.

If the PCs and soldiers kill all the Wolves of Orboros or manage to hold out for ten rounds, Liyr shows up and casts a spell to blast open one of the gates, signaling the start of the second encounter of the night.

If the watchtower between the main gate and the east gate is functional, it shields any Khadoran soldiers inside it. Those soldiers cannot be engaged by enemy attackers and thus are not at risk of dying, but they can shoot at enemies, increasing the percentage of Wolves killed in the area of the watchtower by 10%. If the wall is breached, however, then the Wolves swarm up the walls and kill all the defenders, and the watchtower provides no protection from this effect.

This battle initially takes place on the walls, with the invaders outside and the defenders inside. The Wolves of Orboros attack in three waves, sending ten wolves and a reeve hunter at each gate. When a wave is reduced to less than half its total strength, another wave follows up to reinforce the survivors.

The number of Winter Guard manning the walls depends on the number of soldiers available. Reinforcements wait to take the place of the fallen. Fourteen soldiers occupy the walls, clustered in groups of two or three near each gate. Any reinforcements remain below in the courtyard, ready to take up positions if their comrades fall in battle.



Make note of any key NPCs available. Each has a particular role to play. Kuragin is particularly important to this fight. If neither Kuragin nor Kozloz is present, the PCs can command the available soldiers.

The main purpose of this battle is to test the defenders' ability to hold off the large number of Circle attackers and to convey to the PCs the scope of the day's threat. The enemies do not have to break into the fort, but they certainly can.

WHEN THE ENCOUNTER BEGINS, READ OR PARAPHRASE:

An alarm goes up, and soldiers rush to the southern and eastern walls. The storm has lifted just enough to reveal the edge of the tree line, from which emerge men and women in thick furs and tattered cloaks. Brandishing cleft spears and crossbows, they pour forth like a tide, and several small groups move up with rough-hewn battering rams. The Wolves have come, and the battle is joined.

The Wolves immediately start targeting the defenders on both gates so that their battering ram teams can get in position. The reeves target the PCs and any Khadoran officers on the walls.

RUNNING THE ENCOUNTER

Although this seems like a huge number of enemies for the PCs to handle, the guardians of the fort are here to lend a hand. The assembled Khadorans and Wolves immediately engage one another. Although the Wolves significantly outnumber the defenders and can fire at them at any time, the defensive benefits of being on the wall negate the advantage of numbers. Determine casualties normally, as explained in "State of Readiness" (p. 50). Characters on the wall gain solid cover from ranged and magic attacks.

Khadoran reinforcements can be called up to the gates to replace fallen soldiers. If Kuragin is not present, a character trained in the Command skill must spend a full action to call for reinforcements. The defenders should consider holding some troops in reserve in case the Wolves breach one of the gates.

ENEMY TACTICS

The enemies split into two roughly equal groups in order to attack both gates at the same time, prompting the defenders to divide their forces as well. The PCs can choose a gate to defend or split up and send some members to each one. A gate without any PCs, however, will no doubt break open first, so fighting on both fronts is in their best interest.

METHODS OF ENTRY

The Wolves of Orboros have come prepared to breach Fort Bolovan's defenses. While reeves hiding in the forest keep up a hail of crossbow fire, teams move forward with battering rams, grappling hooks, and siege ladders.

BATTERING RAMS

Six Wolves are operating a battering ram at each gate. The rams hit at the end of each round and require a certain number of hits to break into the fort (see the Gate Durability table). If three or more Wolves operating a battering ram are killed, the battering ram cannot strike the gate that round, but more Wolves take up the ram at the start of the following round.

GATE DURABILITY TABLE

FORTIFICATION	RAM HITS REQUIRED
Abysmal (0–5)	3
Poor (6–10)	4
Passable (11–15)	5
Good (16–20)	6
Excellent (21–25)	7
Superb (26+)	8

GRAPPLING HOOKS

Five Wolves in each group carry grappling hooks and use them to try to climb the walls. An unengaged Wolf with a grappling hook can spend a full action to throw the hook up on the wall and secure it. Setting the grappling hook requires a successful Thrown Weapon attack roll against a DEF of 7. Once the hook is secured, any Wolf can spend a full action to climb the rope.

A rope can be severed by attacking it with a bladed weapon, an arrow, or a firearm. Ropes are automatically hit by melee attacks and have DEF 15 against ranged attacks. They also have ARM 8 and 6 damage capacity. The Winter Guard do not sever the ropes unless commanded to do so. If any Wolves are climbing a rope when it is severed, they fall and are incapacitated.

SIEGE LADDERS

The Wolves of Orboros have four siege ladders (two at each gate) tall enough to scale the walls of Fort Bolovan. They try to set the siege ladders during the second round of combat. Setting a siege ladder requires a Wolf of Orboros to spend a full action and make a STR roll against a target number of 13. A siege ladder is represented in play by a wall template with one end placed against the fort wall. A character can use a siege ladder to move between the ground and the wall as if it were open terrain. A character who ends his movement on a siege ladder cannot perform an action that requires two hands.

Removing a siege ladder requires a character to spend a full action and make a STR roll against a target number of 13. If the roll succeeds, the ladder (and anyone on it) is pushed away from the wall and falls to the ground below.

The reeves target the PCs and any officers, such as Kuragin and Kozloz. If they have no such targets because the PCs aren't defending the gate the reeves are attacking and the officers are engaged elsewhere, the reeves instead kill one Khadoran soldier each round, independent of the normal fatality calculation for the fort's Preparation stat.

If a gate is undefended by at least one PC for two rounds, the Wolves break through the gate at the end of the second round.

AFTERMATH

If the Wolves have not broken into Fort Bolovan after ten rounds, Liyr arrives and shatters the east gate with a blast of magical frost. This causes a lull in the battle, granting the PCs the benefits of a short rest after an encounter. Each PC regains a number of vitality points equal to his PHY as normal before the next encounter.

If the Wolves break through the gates within the first ten rounds of the encounter, they immediately spill over into the courtyard, beginning the “Grand Melee” final encounter.

KEY NPC ACTIONS

If any of the key NPCs below are alive and present, they participate in the battle in a number of specific ways. With the exception of Volovsky, each one generates a constant effect while the NPC is alive, can cause a special effect once during the combat, and otherwise attacks as normal. If the combat is becoming too large because of the presence of multiple NPCs, set an NPC turn at the end of the round in which one of the NPCs other than Volovsky can act.

Ruus Kuragin: If Kuragin is present, he takes command of the Khadoran soldiers and gladly relays the PCs’ insights as orders if he thinks they are good. He can either attack during a round or spend that round commanding soldiers within his command range, ordering them to reinforce the gates or take to the walls and fight off the attackers. As darkness settles in, however, Kuragin grows physically ill, and he retires from the field after four rounds of combat. He flees, stumbling and falling in his haste to get back to his chambers.

Hold the Line! Once during the encounter, Kuragin can issue a rallying cry that grants boosted attack rolls to Khadoran soldiers within his command range until the end of the round.

Amadaz Volovsky: If Volovsky is present and still undercover, he can command the soldiers, but his directions do not have a significant effect. Unlike the other key NPCs, he does not have a special effect that he can use during the battle. As darkness settles, he flees, ostensibly to see to Kuragin or to rally more troops.

Taza Kozloz: If Kozloz is present, she upkeepes Aura of Protection, granting all allies within her control area +2 ARM. If Kuragin is not present or has retired from the field, she takes up command of the soldiers.

Wall of Ice: Once during the encounter, Kozloz can create a wall of ice over one of the gates, requiring the Wolves to strike that gate twice more before it breaks.

Nerys: If Nerys is present, she can spend a quick action and a feat point to grant all allies within her command range the ability to ignore cover or concealment with ranged weapons. She otherwise attacks as normal.

Heroic Rush: Once during the encounter, Nerys can grab an enemy grappling rope, swing down onto one of the battering rams, and kill its crew with her claymore. It’s a one-way trip, however—she is quickly cut down, smiling and fighting all the way to her death, by the ravenous Wolves.

COMBAT ENCOUNTER: GRAND MELEE

The small army under Liyr’s command pours into Fort Bolovan with the sole purpose of killing everyone inside and leaving no stone atop another. Flanked by two powerful blackclads, Liyr makes her way toward the command tower to confront Kuragin and bask in the completion of her revenge.

This battle takes place inside the walls of the fort’s main courtyard. Unless they’ve had time to regroup and move, the PCs start this battle wherever they ended the previous one. Any Wolves of Orboros who survived the previous battle participate in the melee, as do another thirty who breach the fortress (either by entering the broken gate or by utilizing the grappling lines and siege ladders set by their companions). Alongside the Wolves of Orboros are a pack of ten feral argus, four reeve hunters, four Devourer cultists, and two druid wilders.

The PCs are supported by a number of Winter Guard up to the fort’s Soldiers stat, any surviving key NPCs other than Kuragin, and the rest of the fort’s inhabitants.

Much of the scenario has been building to this battle, and this is the moment when all the PCs’ efforts to reinforce the fort, arm and prepare the troops, and bolster morale come into play. The players should feel a sense of accomplishment for what they’ve done to aid the fort, coupled with a growing fear that it may not be enough.

The battle should focus on the PCs rather than the Khadorans and the Wolves, whose fight is intended to provide a dynamic backdrop to the more immediate threat the PCs face. Feel free to have enemies break free of the mass of fighting to join the PCs, but don’t feel obligated to place a model on the map for every NPC in this conflict!

WHEN THE BATTLE IS READY TO BEGIN, READ OR PARAPHRASE:

The smoke clears from the ruined gates just in time for dozens of screaming Wolves of Orboros to come rushing through, their weapons at the ready. They crash upon the Khadoran defenders like waves upon a shore. Into the fray leap several two-headed hounds, their terrifying howls echoing into the night as they rip and tear at exposed flesh. Several Circle agents, obviously better dressed and armed than the rest, make an immediate beeline for you, and you see two druids—a man and a woman in jet-black cloaks—conjuring spells to aid in the fight.

RUNNING THE ENCOUNTER

This encounter is a huge melee with a large number of combatants. Engage as many Khadoran soldiers and Wolves as possible, following the guidelines in “State of Readiness” (p. 50). The argus count as Wolves for the purpose of engaging soldiers. Bring in more Wolves and more Khadoran soldiers to keep the fight going as a background for the PCs’ combat, but keep the spotlight on the PCs. Make them feel as though they are the stars of this battle, but keep them aware of the other fights swirling all around them.

KEY NPC ACTIONS

If any of the key NPCs below are alive and present, they participate in the battle in a number of specific ways. Each one generates a constant effect while the NPC is alive, can cause a special effect once during the combat, and otherwise attacks as normal. If the combat is becoming too large because of the presence of multiple NPCs, set an NPC turn at the end of the round in which one of the present NPCs can act.

Taza Kozloz: If Kozloz is present, she casts Iron Flesh on friendly characters who are engaged in combat or Protection from Cold on those who are attacked by Liyr. If Kuragin is not present or has retired from the field, she takes up command of the soldiers.

Slippery Sheet: Once during the encounter, Taza can create a sheet of ice on the ground that causes enemies within her control area to be knocked down if they advance, run, or charge. This effect lasts until the end of her next turn.

Borbor Gulk: If Gulk is present, he charges into battle clad in his old Iron Fang armor, blasting pike at the ready. Trained in group tactics, he has the Shield Guard and Defensive Line abilities. Gulk fights adjacent to one of the PCs, selecting characters with the Defensive Line ability before others, and uses his Shield Guard ability to protect them.

Ferocious Butchery: Once during the encounter, when Gulk kills an enemy, he can brutally mutilate the corpse, causing all enemies who see him to hesitate. For one round, Gulk has Terror [18].

Stazi Vietzen: If Vietzen is present, he and his hired soldiers rush into the fray with all manner of weaponry and irregular tactics. Vietzen grants all allies within his command range +2 to damage rolls. He otherwise attacks as normal.

Blood Lust: Once during the encounter, Vietzen can inspire a blood frenzy in nearby allies. Allies within his command range gain boosted damage rolls on their next melee attack.

The reeves, Devourer cultists, and druid wilders are the PCs' primary antagonists during this battle. The cultists move to engage the PCs, the reeves seek cover, and the wilders support the others with magic from a distance.

The combat lasts for eight rounds, during which the PCs' main goal is to survive. If they kill all their non-Wolf opponents, conclude the combat with Liyr's appearance and then move on to the final encounter. The greater melee in the courtyard between the Khadorans and the Wolves continues while the PCs gain the opportunity to break away and chase Liyr to the command tower.

AFTERMATH

After eight rounds have passed or the non-Wolves have all perished, Liyr appears, flanked by four Devourer cultists and trailed by one wilder (or by Vasa if the PCs failed to complete the "Circle Camp" encounter on p. 38). Whatever battlefield the PCs are on, Liyr arrives on the opposite side of it, making her impossible to confront immediately. She crosses through the battle and heads immediately toward the command tower, clearing a path with blasts of ice magic that hurl aside Wolves and Winter Guard alike.

OPTIONAL: BACKSTABBER

If the PCs forged an alliance with Vasa during the "Circle Camp" encounter, he appears throughout the battle, occasionally attacking the PCs but never pressing the attack when he might actually kill or cripple one of them. He is biding his time, waiting for Liyr to slip up so that he can betray her. He attacks her at the end of the encounter, but her power is sufficient to overcome him.

READ OR PARAPHRASE:

From afar, you see Liyr and her cohort heading toward the command tower. Suddenly, they are stopped by Vasa. The grey-bearded blackclad and his former pupil exchange words, and though you cannot quite make them out, you know he is expressing his disapproval of her actions, like a father to a disobedient daughter. She rebukes him. His face resolute, Vasa prepares to attack. As runes circle around his outstretched hand, one of Liyr's bodyguards steps forward to defend her, only to be obliterated by a blast of arcane power. Liyr counters with a spell that encases Vasa in a thin layer of ice. As the old man struggles to break free, Liyr shatters his body with two quick swings of her sword. She and her troops continue on toward the command tower.

Vasa is dead, but he managed to take one of Liyr's cultists out of the equation for the "Final Confrontation" encounter.

FINAL CONFRONTATION

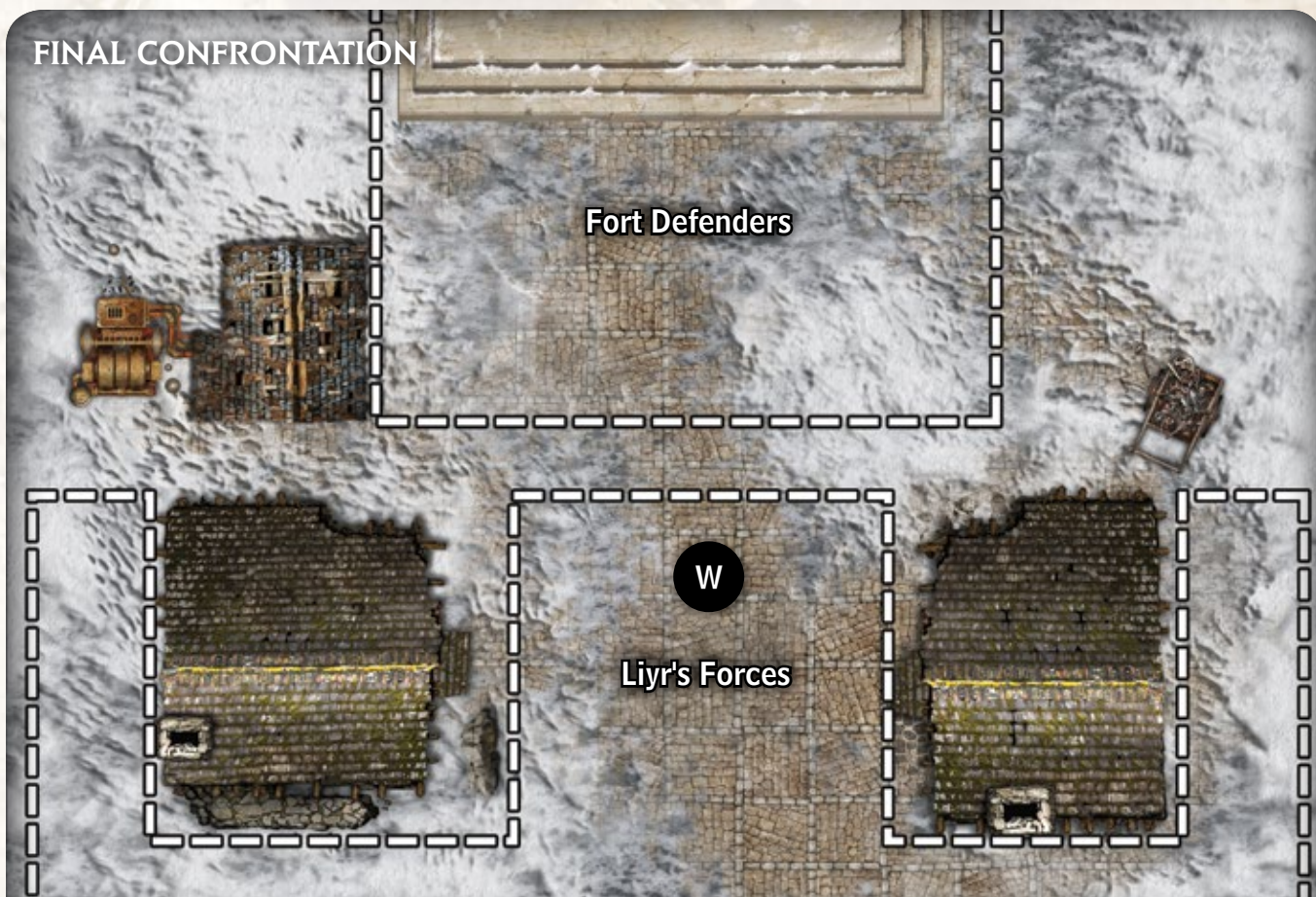
In this scene, Liyr goes to the command tower to confront the man she holds responsible for the destruction of her family. While the fighting continues in the courtyard, the PCs bear witness to the confrontation.

ALTERNATIVE ENDINGS

How this encounter unfolds depends largely on how the investigation of the warwolf's attacks proceeded. As written, the scenario assumes that the PCs did not discover Kuragin's identity as the warwolf or at least proved unable to stop him. This is the most difficult configuration, as it forces the PCs to confront the warwolf, Liyr, and whatever remains of her entourage.

The scenario also offers an option for the other main possibility: Kuragin is dead or imprisoned elsewhere, in which case Liyr, enraged at being unable to exact her perfect vengeance, drinks the remaining warwolf elixir and becomes a warwolf herself. In this case, Liyr does not take part in the battle as a sorceress but instead replaces the warwolf from the base encounter, making the battle a bit easier.

FINAL CONFRONTATION



W: Warpwolf

In either case, if the PCs forged an alliance with Vasa, then it paid off in the death of one of Liyr's bodyguards immediately before this fight. (Remove one Devourer cultist before the battle begins.)

Thus, this battle involves a warpwolf regardless of the PCs' actions earlier in the scenario, but their previous actions still matter in setting up the conflict.

This encounter takes place in the main chamber of the command tower.

This is the final encounter of the scenario. Liyr's plan has come to fruition, and the PCs are all that stand between her and the cold-blooded murder of everyone in Fort Bolovan. This battle should be cinematic, exciting, and memorable.

What the PCs perceive when they set foot in the command tower depends on Kuragin's status.

READ OR PARAPHRASE:

Although muted by the thick walls of the command tower, the din of the battle outside serves as a constant reminder of the stakes at hand. Liyr and her entourage stand at the end of the hall. You are just able to make out a high-pitched howl from her direction, as though a wolf is baying at the moon.

Continue with one of the following, depending on Kuragin's status.

IF KURAGIN IS ALIVE AND IN THE COMMAND TOWER, READ OR PARAPHRASE:

Liyr and her allies are moving toward Kapitan Kuragin, who is curled on the ground and coughing. His weapons lie useless next to him, his skin stretching as his body changes shape.

"Now you will see," Liyr says, her voice rippling along the stone. "All these years, Ruus Kuragin, and you never once faced your true evil. Look now upon what you have wrought, and despair!"

The kapitan lets loose an angry howl and rises from the floor, transforming into a warpwolf before your eyes. The creature is massive, bristling, and enraged, and you can see Kuragin's intelligence shining through its eyes. It bows its head to Liyr, and she strokes its chin with a pale hand.

Then she turns back to the courtyard and extends one long finger. "Kill them. Tear this place apart!"

**IF KURAGIN IS ALIVE BUT IMPRISONED,
READ OR PARAPHRASE:**

You hear an answering howl and the sounds of massive fists pounding on a door somewhere. Within seconds, the kapitan's door explodes into the hallway and the warpwolf comes bursting through. The creature is massive, bristling, and enraged, and you can see Kuragin's intelligence shining through its eyes. It bows its head to Liyr, and she strokes its chin with a pale hand.

"Now you will see," Liyr says, her voice rippling along the stone. "All these years, Ruus Kuragin, and you never once faced your true evil. Look now upon what you have wrought, and despair!"

She turns to you and extends one long finger. "Kill them. Tear this place apart!"

**IF KURAGIN IS DEAD,
READ OR PARAPHRASE:**

Liyr and the others have found Kuragin's door, but it is obvious that the kapitan is gone.

"You!" she screams in your direction. "You have stolen vengeance from me! But you will not stop the glory of this night." Immediately, her body begins to contort, her limbs to lengthen, and her teeth to become fangs. Her human form distorts, bones snapping and resetting as she becomes a towering, monstrous warpwolf. Her brethren back away from her, their eyes wide with fear.

"Kill them," she growls, her voice becoming more distorted and difficult to understand as she transforms. "Tear this place apart!"

ENEMY TACTICS

Although Liyr issues instructions to the warpwolf if Kuragin is alive, she is not a warlock and has no control over it. The creature is uncontrolled and lashes out at everything within reach of its claws. Her instructions to the beast are akin to those of an arsonist feeding a fire he has set.

Both the warpwolf and Liyr fight to the death, and the Circle forces continue fighting so long as Liyr is present to command them.

LIYR AS A HUMAN

In her human form, Liyr uses spells to bolster the warpwolf's attacks, frustrate her enemies, and protect herself from the PCs. Her bodyguards stay close to her, letting the warpwolf do the majority of the work. She casts Brittle Frost on any particularly well-armed enemy that the warpwolf attacks, or casts Chiller on the warpwolf itself. She reserves the spells Ice Bolt and Deep Freeze in case the PCs come close to engaging her in melee.

If things are looking particularly bad for Liyr and the Game Master thinks the PCs are up to the challenge, she drinks the warpwolf elixir and changes into a warpwolf herself.

LIYR AS A WARPWOLF

As a warpwolf, Liyr wades into the middle of the combat and attacks. Her allies attack the PCs and try to protect her while staying out of range of her murderous rampage.

If Volovsky escaped justice or is somehow still undercover, he betrays the PCs, assumes his skinwalker form, and fights alongside Liyr.

If the PCs unraveled the mystery of the warpwolf, told Kuragin, and left him alive to continue protecting the fort, he turns on Liyr during the fight (see "Moment of Redemption").

OPTIONAL: MOMENT OF REDEMPTION

If the PCs convinced Kuragin that he was the warpwolf earlier in the scenario but allowed him to live, he regains enough control to attack Liyr instead of the PCs. When he drops to 50% vitality, he turns on Liyr, who sees him coming and drinks the elixir to become a warpwolf herself just before the two go down in a heap. Both warpwolves latch on to one another in a rolling, snarling battle. Kuragin severely wounds Liyr, crippling two of her life spiral aspects before she mortally wounds him. Her retaliation leaves him dying on the ground.

AFTERMATH

The encounter can conclude in a number of ways, but it essentially ends as soon as Liyr is defeated. Here are some possibilities:

- **The PCs kill Liyr:** Her allies run, preferring to flee rather than fight to the death. The Wolves of Orboros sound a retreat and fall back into the forest, and the Khadoran soldiers flood in behind them to secure the fort's perimeter.
- **Kuragin kills Liyr:** Although this outcome is unlikely because Kuragin is wounded when he attacks her, it might be dramatically appropriate, particularly if he is mortally wounded in the process. Consider this option if the PCs are badly wounded and overmatched: Kuragin, repaying the PCs for allowing him to live despite his crimes, sacrifices himself for them.
- **Kuragin survives:** The PCs somehow incapacitate but do not kill the warpwolf; they then hold it long enough for the lunar conjunction to pass. See "Denouement" (p. 57) for suggestions on how to handle Kuragin's survival.
- **The PCs betray Fort Bolovan:** It is also possible—though unlikely—that the PCs side with Liyr and join her in destroying the fort. This outcome might lead to an interesting series of adventures following the completion of this scenario.

After the battle, the PCs can interact with the dying Kuragin, who assures them this is for the best and it is what he deserves. He does not know what really happened but offers his final words.

**IF KURAGIN LIVES TO SEE LIYR DEFEATED,
READ OR PARAPHRASE:**

"Maybe the wolf wanted to destroy its nemesis. Maybe the man wanted to protect the fort. Either way, the day is won."

If Kuragin is dead, then one of the surviving key NPCs makes that observation.

IF KURAGIN DIES AND THE FINAL FIGHT WAS AGAINST LIYR, READ OR PARAPHRASE:

Driven mad by her need for revenge, the woman they called the Frost Wolf sacrificed her humanity to strike one final blow. Now, like so many before her, she lies dead on the cold ground, her empty eyes staring up at the cold sky above the Scarsfell Forest.

If the PCs are successful, they find that the day is indeed won. The enemy forces retreat when Liyr falls, and the surviving soldiers of Fort Bolovan celebrate the PCs as the heroes who saved them all from a terrible threat.

DENOUEMENT

After Liyr's defeat and the Circle's retreat, the storm lifts. Other than the massive carnage wreaked throughout the battle, life at Fort Bolovan slowly returns to normal. The people go back to quietly carving out a living under the harsh conditions of Khador's wild hinterland. The Khadoran military takes the following steps in the wake of the devastation:

- Unless both Kuragin and Kozloz survived, a messenger is dispatched to the kapital to bring back new kommanders to rebuild Fort Bolovan's crippled leadership structure. A new set of officers will arrive within a few weeks' time.
- If more than half of the fort's military contingent (e.g., more than fifty Khadoran soldiers if the PCs did not convert any irregular infantry into Winter Guard) perished in the fighting, orders eventually arrive that all residents are to evacuate until a larger force can come in and reclaim the fort.

Assuming they survived the scenario, the key NPCs react to the conclusion as described below. At the Game Master's discretion, any one of them could be persuaded by a close friend among the PCs to do something else.

Ruus Kuragin is emotionally devastated by the things he did as a warwolf, and he bears the curse for the rest of his days. Left to his own devices, he voluntarily gives himself up to the Khadoran military for justice. Before he leaves, Kuragin thanks the PCs for doing what he could not: protecting the people of the fort.

Amadaz Volovsky is unrepentant and attacks the PCs if given the chance. Liyr's defeat has driven him mad, and he flails about in a killing frenzy until he is finally killed or locked up for execution.

Taza Kozloz returns to Korsk if Fort Bolovan is evacuated or stays on as the new base kommander if the fort remains operational. She offers the PCs a reward of some kind for their role in saving Fort Bolovan. If her alchemy lab still exists, she supplies them with alchemical goods valued at up to 1,500 gc. If her lab was destroyed, Kozloz promises to reward the PCs once she is back on her feet. If the PCs ended the scenario on the Greylord's good side, she becomes a recurring friend and contact for them, granting Connections (Greylords Covenant) to a PC she particularly favors.

Borbor Gulk, energized by the whole experience but particularly by the final battle, actively seeks to restore his military commission if Fort Bolovan is evacuated. If the fort remains operational, he stays on to keep feeding its inhabitants. Although he has no particular reward to offer the PCs, he promises to feed them until they can eat no more should they ever return to Fort Bolovan. If the PCs ended the scenario on good terms with Gulk and he returns to the military, he becomes a recurring contact for them, granting Connections (Khadoran military) to a PC he particularly favors.

Stazi Vietzen becomes a more sober and responsible individual if he suffered greatly during the scenario. If he weathered the scenario largely unscathed, however, he grows even more boisterous and full of himself. If his business interests in Fort Bolovan stand to suffer, either because the Cracked Anvil was destroyed or because the fort is being abandoned, he strikes out on the road in order to set up somewhere more lucrative. He offers to hire the PCs for future jobs that can set the stage for ongoing adventures in the hinterland of Khador, and he also offers each of them 200 gc from his private coffers. If the PCs ended the scenario on good terms with Vietzen, he becomes a contact for them among the kayazy, granting Connections (wealthy patrons) or Connections (kayazy) to one PC he particularly favors.

If she somehow survives the final encounter, **Nerys** is little changed by the events of the scenario, at least overtly. If the PCs came to her defense or treated her well, she begins to view them as friends, much like she treated Kuragin. If Kuragin is dead, Nerys has little left in Fort Bolovan and travels to Korsk to join the Nyss refugees there. She promises to spread word of what the PCs did in Fort Bolovan once she arrives in Korsk. Assuming their actions were generally positive, their reputation spreads among the shards Nerys has connections to, granting the PCs a +1 bonus to social skill rolls involving characters from those shards.

THE FINAL IMAGE

With the skies clear and the roads open, the PCs can finally leave Fort Bolovan—now a redeemed outpost, a smoking ruin, or a bit of both—behind them.

WHEN THE PCS HAVE TRAVELED ABOUT A MILE FROM THE FORT, READ OR PARAPHRASE:

You travel down a long stretch of road, Fort Bolovan no longer visible through the trees behind you. The air suddenly grows cold, and you realize you are not alone. Through the pines, you see a man clad in black robes, one hand clutching a crooked voulge of wood and iron. He nods at you once, slowly, before turning back into the trees—away from Fort Bolovan. Others file slowly through the forest in the blackclad's wake, bearing their dead on wooden biers. Everyone lost someone to the madwoman's quest for vengeance. Everyone is weakened and must rebuild. For now, at least, there will be peace.

Somewhere in the distance, a wolf howls at the grey sky.

APPENDIX A: CAST OF CHARACTERS

KAPITAN RUUS KURAGIN

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



DUAL HAND CANNON			
RAT	RNG	AOE	POW
7	12	–	12

Abilities: Discharging both barrels together is treated as a single attack, and the weapon suffers -2 on the attack roll; if the attack hits, add +3 to the damage roll. Reloading each barrel takes one quick action.



SWORD		
MAT	POW	P+S
5	4	8

INITIATIVE	INIT	13
DEFENSE	DEF	12
	(Tailored Plate -1)	
ARMOR	ARM	14/13
	(Tailored Plate +7, Shield +1 vs front arc)	
WILLPOWER	WIL	11



COMMAND RANGE: 9

BASE SIZE: SMALL

ABILITIES:

Battlefield Coordination – While in this character's command range, friendly characters do not suffer the firing into melee penalty when making ranged or magic attacks. When a friendly character makes a ranged or magic attack targeting a character in melee and misses, that attack does not have a chance to hit a friendly character.

Battle Plan: Call to Action – This character can spend 1 feat point to use this plan as a quick action. When friendly characters under his command in his command range are knocked down, they immediately stand up or go prone.

Defender – Once per round, when a friendly character in this character's command range is hit with an enemy attack, immediately after the attack has been resolved, this character can advance up to twelve feet (2") toward the enemy character and make one melee attack.

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 only 2 feat points at a time.

Feat: Quick Thinking – Once per round, this character can spend 1 feat point to make one attack or quick action during another character's turn.

Team Leader – When this character gains a feat point, instead of keeping it himself he can give it to another character currently in his command range.

A hard man of robust build, Kuragin is in command of Fort Bolovan. His hair is thinning and grey, his face covered in wrinkles, and he looks at least a decade older than his forty-eight years. The difficult choices he's had to make during his career weigh on him, and he is prone to losing himself in his work or staring into the fire while draining a bottle of liquor in an evening, at least until he falls asleep. Kuragin is a fastidious man who keeps his chamber extremely neat. He is highly focused on security and always locks his chamber when he is out during the day and at dusk. Each morning, he vaguely remembers the warwolf's nightly predations, but he interprets them as nightmares.

Using Ruus Kuragin: The kapitan is the first NPC the player characters meet and their staunch ally up until their final confrontation. He has the loyalty and general respect of nearly all within the walls of the fort. They consider him their protector, and the PCs will have a hard time finding anyone to say a word against him.

Kuragin walks a tight line. Because the NPCs saved him in their first encounter, he never fails to side with them, and he takes the ongoing warwolf attacks personally. He also has a vested interest in not letting the fort's residents see him fraying or losing focus, as he considers himself the keystone in maintaining some manner of calm.

The only times Kuragin might not side with the PCs are if they confront him, in which case he feels betrayed, or ask him to violate his sworn duty to Khador. Such actions include but are not limited to imprisoning himself on suspicion of being the warwolf, compromising the defenses of the base, or acting against any Khadoran or other person of responsibility attached to the base without definite proof, or at least reasonable cause.

If Kuragin is ever presented with clear proof that he is the warwolf, his reaction might be surprising. He is struck by guilt and horror for what he has done, but at the same time he feels he must continue administrating the fort. The curse strikes him only by night, after all, and he wants to keep doing his duty by day. He submits to whatever security measures the PCs deem reasonable, such as locking him in the brig beneath the command tower each night or chaining him within his chambers. He urges the PCs to keep the information secret: without his image of stability and strength to hold the fort together, Bolovan could see genuine panic.

SKILLS:

NAME	STAT + RANK	TOTAL
Command	SOC 2	•
Detection	PER 1	4
Etiquette	SOC 2	•
Interrogation	SOC 1	•
Law	INT 1	6
Medicine	INT 2	7
Oratory	SOC 2	•

LIYR

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



CLEFT SWORD

MAT	POW	P+S
6	4	8

Abilities: This weapon gains +1 POW when wielded with two hands.

INITIATIVE	INIT	15
DEFENSE	DEF	14
(Leather Armor -1)		
ARMOR	ARM	11
(Leather Armor +5)		
WILLPOWER	WIL	10



COMMAND RANGE: 6

BASE SIZE: SMALL

ABILITIES:

Camouflage – This character gains an additional +2 DEF when benefiting from concealment or cover.

Combat Caster – When this character makes a magic attack roll, he gains an additional die. Discard the lowest die of each roll.

Feat Points – This character starts each encounter with 2 feat points. She is allocated 1 feat point at the start of each of her turns. She can have only 2 feat points at a time.

Immunity: Cold – This character is immune to cold damage.

Pathfinder – This character can move over rough terrain without penalty.

Feat: Quick Cast – At the start of combat before the first round, this character can spend 1 feat point to immediately cast one upkeep spell without paying its COST.

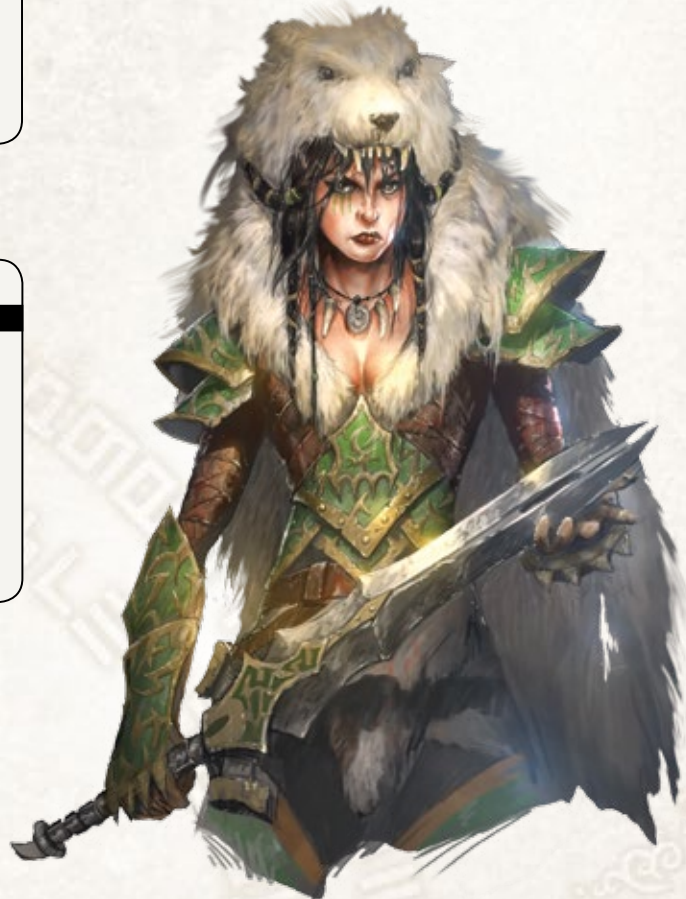
Specialization (Cleft Sword) – This character ignores attack modifier penalties when using a cleft sword.

Traceless Path – Though this character can move at only half her usual rate of speed while using this ability, either on foot or horseback, anyone attempting to follow her trail has +3 added to his skill roll target number.

SPELLS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
BLIZZARD	1	6	-	10	NO	NO
Center a 3" AOE cloud effect on target character. The AOE remains centered on the character. If the target character is destroyed, remove the AOE from play. Blizzard lasts for one round.						
BRITTLE FROST	3	8	-	-	YES	YES
The next time target enemy suffers damage, halve its base ARM when calculating damage from the damage roll. After applying this damage, Brittle Frost expires.						
CHILLER	1	SELF	-	-	YES	NO
While within 2" of the targeted friendly character, enemy characters suffer -2 DEF unless they have Immunity: Cold.						
DEEP FREEZE	3	SELF	-	-	NO	NO
Characters within 2" of the spellcaster suffer a POW 12 cold damage roll. Characters damaged by this spell cannot run, charge, or make power attacks for one round.						
ICE BOLT	2	10	-	12	NO	YES
Ice Bolt causes cold damage. On a critical hit, the character hit becomes stationary for one round unless it has Immunity: Cold.						

Liyr is the chieftain of a cell of the Wolves of Orboros active in the forest outside of Fort Bolovan. A native Kossite, she is notably fairer of skin and complexion and taller than the Khadorans of Bolovan, with wild black hair and dark eyes. The cold does not seem to touch this sorceress—or her iron will does not allow her to feel it—and she treads with bare feet despite the thick snow. She wields a double-bladed sword with exceptional skill. Hers is a magnetic personality that inspires fanatical loyalty in those around her, and she is surprisingly reasonable despite her overwhelming drive for vengeance.



SKILLS:

NAME	STAT	+ RANK	TOTAL
Command	SOC	2	*
Crossbow	POI	1	5
Detection	PER	2	7
Great Weapon	PRW	2	6
Intimidation	SOC	2	*
Rope Use	AGL	1	5
Sneak	AGL	2	6
Survival	PER	2	7
Tracking	PER	2	7

AMADAZ VOLOVSKY

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



HAND CANNON			
RAT	RNG	AOE	POW
5	12	–	12

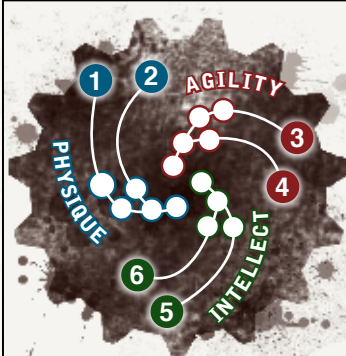


GREAT AXE			
MAT	POW	P+S	
6	6	12	

Abilities: On a critical hit, gain an additional die on the damage roll.

Note: The character only uses this weapon while transformed.

INITIATIVE	INIT	15
DEFENSE	DEF	14
	(Tailored Plate –1)	
ARMOR	ARM	12
	(Tailored Plate +7)	
WILLPOWER	WIL	9



COMMAND RANGE: 5

BASE SIZE: SMALL

ABILITIES:

Battle Plan: Shadow – This character can spend 1 feat point as a quick action to give each friendly character following his orders (such as the warpwolf) Prowl for one round.

Cagey – When this character becomes knocked down while he is not mounted, he can immediately move up to twelve feet (2") and cannot be targeted by free strikes during this movement. While knocked down, the character is not automatically hit by melee attacks, and his DEF is not reduced. He can stand up during his turn without forfeiting his movement or action.

Cover Identity – Volovsky is an established cover identity. His disguise rolls while supporting this role are boosted.

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 only 2 feat points at a time.

Feat: Untouchable – This character can spend 1 feat point during his turn to gain +3 DEF for one round.

Find Cover – At the start of combat before initiative is rolled, this character can immediately advance up to twelve feet (2") and perform a quick action to take cover or go prone.

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

Sentry – Once per round when an enemy is placed or moves into this character's line of

sight, he can immediately make one attack targeting that enemy.

Warpborn – This character can voluntarily take on a skinwalker form. He may either transform slowly as a full action on his turn or spend 1 feat point to transform immediately. He destroys his armor in the process but gains +2 PHY and STR. He also gains +3 to Detection and Tracking rolls. Only other skinwalkers or warpwolves can understand his speech while in this form.

Volovsky is not truly a Khadoran soldier—or at least not currently. His real name is Vez, and he deserted his unit of Winter Guard elsewhere in the Scarsfell when lured by Liyr. At her command, Vez underwent the ritual to become a skinwalker, capable of transforming into a powerful wolf-man hybrid, and thrived among Liyr's Wolves of Orboros as a loyal

SKILLS:

NAME	STAT	+ RANK	TOTAL
Command	SOC	1	•
Deception	SOC	2	•
Detection	PER	2	6
Disguise	INT	2	6
Forgery	INT	2	6
Great Weapon	PRW	2	6
Lock-Picking	AGL	1	5
Medicine	INT	1	5
Pistol	POI	1	5
Sneak	AGL	2	6
Survival	PER	2	6

follower. On Liyr's orders, he and a unit of Wolves waylaid the real Lieutenant Volovsky and his soldiers en route to Fort Bolovan, stole the man's uniform and identity, and insinuated himself into life at the fort.

Since then, he has been a model soldier who never fails in his duty. He is respectful and efficient, if somewhat terse when dealing with anyone other than Kuragin. His history with the Khadoran military allows him to demonstrate the behavior expected of an officer. He does have an unsettling tendency to be proactive in removing threats, often showing up to intimidate or punish troublemakers without orders to do so. He enjoys his work, particularly when it involves physical violence.

Using Amadaz Volovsky: Volovsky immediately dislikes the PCs, ostensibly because they are the Kapitan's new favorites (and thus a challenge to his power); in actuality it is because they represent the biggest threat to Liyr's plan the fort has to offer. Volovsky objects when Kuragin commands him to work with the PCs to investigate the warpwolf, but his duty to Kuragin comes first. In subtle ways, Volovsky doesn't seem as enthusiastic about working for Khador as the other soldiers do.

Volovsky is the most active of the NPCs in the scenario. He uses logic, investigation, and his own powers to deflect blame from the kapitan and delay the investigation until the lunar conjunction. By day, he "helps" the PCs by feeding them incriminating details about the other significant NPCs in the fort, misinterpreting details from attack scenes to put them off the trail, or destroying important evidence. By night, he trips the traps the PCs set, leads them on wild chases away from the warpwolf's real targets, and otherwise does everything he can to impede their investigation.

Volovsky avoids transforming into a skinwalker in his armor, as it would be shredded and destroyed, but he will do so if necessary.

If the PCs ever begin to suspect Volovsky himself of being the warpwolf, he can easily engineer a superficial claw wound to make it appear as if he tried to fight the beast. He might even provoke it into attacking him, trusting the PCs to rescue him (see "The Wolf Strikes at Midnight," p. 26).

TAZA KOZLOZ

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



GREYLORD'S RUNE AXE

MAT	POW	P+S
5	5	5

Abilities: This is a magical weapon that causes cold damage.

INITIATIVE	INIT	13
DEFENSE	DEF	13
(Tailored Plate -1)		
ARMOR	ARM	12
(Tailored Plate +7)		
WILLPOWER	WIL	10



COMMAND RANGE: 5

BASE SIZE: SMALL

ABILITIES:

Astute – This character can reroll failed Detection rolls. Each failed roll can be rerolled only once as a result of Astute.

Brew Master – This character can reroll failed Alchemy rolls. Each failed roll can be rerolled only once as a result of Brew Master.

Combat Caster – When this character makes a magic attack roll, she gains an additional die. Discard the lowest die of each roll.

Feat Points – This character starts each encounter with 2 feat points. She is allocated 1 feat point at the start of each of her turns. She can have only 2 feat points at a time.

Great Power – This character can upkeep one spell each turn without spending a focus point or gaining a fatigue point.

Rune Reader – This character can identify any spell cast in her LOS by reading the accompanying spell runes. She can also learn the type of magic cast (the spell list it came from) and the tradition of the character casting the spell.

University Education – This character can reroll failed Lore and Research skill rolls. Each roll can be rerolled only once as a result of University Education.

SPELLS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
BLIZZARD	1	6	-	10	NO	NO
Center a 3" AOE cloud effect on target character. The AOE remains centered on the character. If the target character is destroyed, remove the AOE from play. Blizzard lasts for one round.						
FROSTBITE	2	SP 8	-	12	NO	YES
Frostbite causes cold damage.						
ICY GRIP	2	8	-	-	YES	YES
Target character without Immunity: Cold suffers -2 DEF and cannot run or make power attacks.						
PROTECTION FROM COLD	1	6	-	11	YES	NO
Target character gains Immunity: Cold.						

A stern Khadoran nearing forty years of age, Taza Kozloz is a member of the Greylords Covenant. Inclined to stoutness, Kozloz is unassuming and can usually pass as any of a thousand faceless Khadoran citizens. She often talks to herself, even when others are present. Kozloz is technically third in command of the base after Kuragin and Volovsky.

A product of and outcast from the Research Chancellery, Kozloz attached herself early on to Kapitan Kuragin, and their fates have been intertwined since that bitter, fateful day when they laid waste to the Kossite camp. She was fresh out of the academy, considered a safe risk for what was intended to be a dull assignment. Her instructors and immediate superiors back at the Chancellery were glad to have her gone, as none particularly liked the terse, off-putting Kozloz, nor did they trust her unconventional research tactics.

Kozloz has promised that if Kuragin ever tries to get rid of her, she will dredge up his sordid history regarding the Kossite camp. And while Khador doesn't shy away from brutal tactics in wartime, Kuragin and Kozloz both know that it would be crippling to the Kapitan's reputation and his fragile psyche to make him go through that again. Kozloz is also associated with Stazi Vietzen, and the two have a close partnership, though exactly what this entails is unclear. Taza is a cousin to Anacia, though it is far from a close relationship. Even as Anacia lies dead, Taza is largely indifferent.

Using Taza Kozloz: Between her slavish devotion to research and her seeming lack of emotion, Kozloz should come off as distant, aloof, and odd to the PCs. She is not a sociopath, precisely, but she keeps her feelings bottled up very tightly. She will aid the PCs, but only if doing so advances her cause.

Taza is introduced in the first murder scene (p. 16), where she marvels at the sheer power of the warwolf. She performs her own investigation into the rampages, though she intends to tame the power of the wolf to her own ends rather than cure it or kill it. She constantly spies on the PCs and visits the murder sites but refuses to share any information, which may make her suspicious in the PCs' eyes.

SKILLS:

NAME	STAT + RANK	TOTAL
Alchemy	INT 2	7
Hand Weapon	PRW 1	5
Lore (Arcane)	INT 2	7
Lore (Circle Orboros)	INT 1	6
Medicine	INT 1	6
Research	INT 2	7

STAZI VIETZEN

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

**SWORD CANE**

MAT	POW	P+S
7	0/2*	5/7*

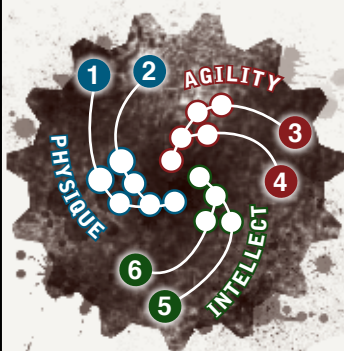
Abilities: The weapon can be wielded as a cane (POW 0) or as a drawn sword (POW 2). An observant character can discern a sword cane from a normal cane without handling it with a successful Detection roll against a target number of 14.

**ASSASSIN'S BLADE**

MAT	POW	P+S
6	4	9

Abilities: Vietzen's Virtuoso ability applies to this weapon. Add +2 to back strike damage rolls with this weapon.

INITIATIVE	INIT	14
DEFENSE	DEF	13
	(Leather armor -1)	
ARMOR	ARM	11
	(Leather armor +5)	
WILLPOWER	WIL	10

**COMMAND RANGE: 4****BASE SIZE: SMALL****ABILITIES:**

Ambidextrous – This character does not suffer the normal attack roll penalty with a second weapon while using the Two-Weapon Fighting ability.

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points.

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

Connections (Kayazy) – This character is connected with the wealthy, landed gentry of Khador.

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 only 2 feat points at a time.

Good Breeding – This character can reroll failed Etiquette rolls. Each roll can be rerolled only once as a result of this ability.

Language (Five Cant) – This character speaks Five Cant fluently.

Privilege – This character has the rights of a noble. He is immune to persecution for petty crimes and can only be tried by his peers. Vietzen gains +2 on social skill rolls when dealing with those beneath his station who recognize his status and respect the nobility.

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

Specialization (Assassin's Blade) – This character suffers no penalties when attacking with an assassin's blade.

Two-Weapon Fighting – While fighting with a one-handed weapon, thrown weapon, or pistol in either hand, this character gains an additional attack for the second weapon. He suffers -2 on attack rolls with the second weapon while doing so. (Note that this character's Ambidextrous ability negates this penalty.)

Virtuoso (Hand Weapon) – When making a non-AOE attack with a hand weapon, this character gains an additional die on attack and damage rolls. Discard the lowest die of each roll.

SKILLS:

NAME	STAT + RANK	TOTAL
Command	SOC 1	*
Detection	PER 1	4
Etiquette	SOC 1	*
Hand Weapon	PRW 2	7
Intimidation	SOC 2	*
Seduction	SOC 1	*
Sneak	AGL 2	7
Streetwise	PER 1	4
Unarmed Combat	PRW 1	6

A handsome, well-built kayazy of about forty, Stazi Vietzen oozes charm as he sits at ease in the Cracked Anvil. His eyes are the green of polished emeralds, glittering with charisma. He wears his golden hair long and keeps his small goatee meticulously trimmed. Most of his teeth are gold-capped, and he sports abundant jewelry. He is rarely found outside the company of an entourage of attractive men and women who hang on his every word. Not too far away lurks his crew of thugs and miscreants, whom he pays well to do his bidding. Out and about, he swaggers down the street marking his strides with his sword cane—an affectation, since he does not require it. In a fight, he prefers to wield his twin assassin's blades. He is a man of business, first and foremost—always ready to listen to an offer or make a deal.

A friend to all but close to none, Vietzen prides himself on having something on everyone in the fort. He takes pains to remain unattached, whether to friends or to lovers, seeing others as only allies or enemies.

Using Stazi Vietzen: Vietzen loves making new friends, provided they represent some potential profit for him. So long as the PCs do not cross him, he will be their best friend, selling them goods and offering them the comforts of his hospitality at only slightly elevated prices. If they do not start any trouble in the Anvil, he will make them more than welcome.

Vietzen is almost never encountered without a band of bodyguards: Khadoran thugs and toughs he's picked up in his travels or recruited from the fort's civilian population. He always deals with the PCs or any other threat from a position of power. If he has a weakness, it's his ego, and the PCs could get the better of him through flattery and indirect challenges to his authority. When angered, he flies into a ferocious rage and responds with brutal violence. At least once (preferably in one of the PCs' first interactions with him), have Vietzen shout at and beat some resident of the fort, harming them unnecessarily. Dealing with him should always be a little uneasy.

BORBOR GULK

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



ELSA		
MAT	POW	P+S
7	7	13

Abilities: This weapon has Reach. On a critical hit, the target is knocked down. Explosive blasting pike heads must be replaced after every attack. It requires a quick action to rearm a blasting pike. The blasting pike can also be set with a spearhead that reduces the weapon's POW to 4 (one-handed) or 5 (two-handed) and does not need to be replaced after every use, nor does it have the knockdown effect. Gulk carries 8 blasting heads.



COMBAT SHIELD		
MAT	POW	P+S
6	3	9

Abilities: A character armed with a shield gains +1 ARM for each level of the Shield skill he has against attacks originating in his front arc.



HEAVY CLEAVER		
MAT	POW	P+S
6	3	9

INITIATIVE	INIT	15
DEFENSE	DEF	12 (Full plate -2)
ARMOR	ARM	17 (Full plate +8)
WILLPOWER	WIL	10



COMMAND RANGE: 3

BASE SIZE: SMALL

ABILITIES:

Fast Rearm (Blasting Pike) – This character gains one extra quick action each turn that can be used only to rearm a blasting pike.

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 only 2 feat points at a time.

Feat: Revitalize – This character can spend 1 feat point during his turn to immediately regain a number of vitality points equal to his PHY. If this character suffers damage during his turn, the damage must be resolved before he can use this feat. An incapacitated character cannot use this ability.

Find Cover – At the start of combat before initiative is rolled, this character can immediately advance up to twelve feet (2") and perform a quick action to take cover or go prone.

Load Bearing – Reduce the DEF and SPD penalties from the armor this character wears by 1 (included).

Sentry – Once per round, when an enemy is placed in or moves into the LOS of this character, this character can immediately make one attack targeting that enemy.

Shield – This character gains +2 ARM against attacks originating in his front arc (included).

Specialization (Blasting Pike) – This character does not suffer attack roll penalties when attacking with blasting pikes.

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

SKILLS:

NAME	STAT + RANK	TOTAL
Animal Handling	SOC 1	*
Command	SOC 2	*
Detection	PER 1	5
Driving	AGL 1	5
Great Weapon	PRW 2	7
Hand Weapon	PRW 1	6
Medicine	INT 2	5
Pistol	POI 2	6
Shield	PRW 2	7
Sneak	AGL 1	5
Survival	PER 2	6

Borbor Gulk is the butcher at Fort Bolovan, rivaling in size and fleshiness the huge sides of game that he cuts up in his slaughterhouse. Gulk is never found without at least one large blade near to hand. His skin grows red and inflamed with little provocation, and he has pimples and other blemishes all over his face and neck.

A hard Khadoran born and bred, Borbor Gulk was once an Iron Fang in service to the Empire. At the end of his tour he made his way to Fort Bolovan, where he is quite content to live out his dull life, so long as his hands are constantly soaked in blood. His grisly past is the subject of rumor and speculation in the Fort, but that never seems to bother him.

He dislikes and distrusts Stazi Vietzen, derisively dismissing him as a "pretty boy with pretensions." Gulk has a soft spot for Anacia Myetrova, considering her as a little sister. He occasionally mentions another "sister" named Elsa, whom he hasn't seen in some time—in actuality Elsa is his old blasting pike from his Iron Fang days, which he keeps locked in the basement.

Using Borbor Gulk: The butcher is not a particularly talkative or proactive man. He has little interest in the PCs and sees them as strangers and interlopers. He does like to drink, however, and they can appeal to him on that level. If any of the PCs come from a military background, they no doubt see the signs in Gulk of a history of violence. Once the fort is sealed, Gulk will seek the PCs' aid in reaching his secret larder (see "Barricaded Storehouse," p. 34). If they are unable to do so, he has to take darker measures: feeding the soldiers with the flesh of their fellows who die in battle.

Note that Gulk does not openly wear his Iron Fang armor or wield Elsa, his blasting pike. He can be inspired to do that via multiple Social rolls or he will don it voluntarily for the final battle (see "Grand Melee," p. 52). This is a significant part of his character evolution, from unassuming brute to battle champion.

NERYS

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



NYSS BOW			
RAT	RNG	AOE	POW
7	12	-	10

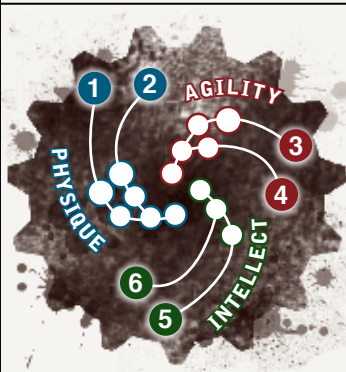
Abilities: A character must have STR 5 to use this weapon. It requires two hands.



NYSS CLAYMORE		
MAT	POW	P+S
5	6	11

Abilities: A character can spend 1 feat point to boost an attack roll with this weapon.

INITIATIVE	INIT	15
DEFENSE	DEF	14
	(LEATHER Armor -1)	
ARMOR	ARM	11
	(Leather Armor +5)	
WILLPOWER	WIL	9



COMMAND RANGE: 3

BASE SIZE: SMALL

ABILITIES:

Big Game Hunter – When this character makes a melee or ranged attack against a natural animal or beast native to the wilds of Immoren, she gains a bonus on attack rolls equal to her Survival skill (+2).

Camouflage – This character gains an additional +2 DEF when benefiting from concealment or cover.

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

Feat Points – This character starts each encounter with 2 feat points. She is allocated 1 feat point at the start of each of her turns. She can have only 2 feat points at a time.

Languages – This character speaks fluent Aeris, Kossite, and Khadoran.

Nyss – This character gains +3 ARM against cold damage but suffers -3 ARM against fire damage. Nyss gain +1 on Perception rolls.

Pathfinder – This character can move over rough terrain without penalty.

Port of Call (Fort Bolovan) – This character can always find her way home again. When traveling to a Port of Call and using the Navigation skill, treat any results worse than “Arrive as planned” as “Arrive as planned.”

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

The most prominent non-human in Fort Bolovan, Nerys is a Nyss ranger who speaks rarely, preferring to spend her time in solitude and on the hunt for game in the surrounding wilderness. Tall and wiry, she has dark hair and bears numerous scars across her lank skin, the legacy of multiple scraps over a long, hard life. She wears mottled white and gray clothing for camouflage in the snowy forest and carries a traditional Nyss bow with which she is extremely precise. She dwells outside the fort, in a cave as yet undiscovered by the Wolves of Orboros. She is one of few in Bolovan who will risk going outside its walls at night, where she slips like a shadow between the frost-encrusted trees, shielded from the cold in part by her Nyss heritage. Many supposed sightings of the Frost Wolf have in truth been Nerys out for a prowl.

Like many landless Nyss, Nerys is a rover, wandering from place to place, never quite able to settle down. Her indifference to human law landed her in trouble with a Khadoran magistrate when she hunted on a private reserve belonging to Anyanka Dirvik, a frequent courtier to Empress Vanar. In need of a place to disappear rather than suffer Lady Dirvik’s wrath, she heard of the backwater fort in the Scarsfell and decided to lay low there for the time being. Nerys has occasionally had to dodge bounty hunters over the years, but her mutual understanding with Kuragin protects her from most who come to the fort.

Using Nerys: A good way to introduce Nerys is to have the PCs catch sight of her lurking on the fringes, watching them. If approached, she admits in as few words as possible that she is curious about them but has no interest in fighting them; they are simply foreign predators entering a balanced environment. She works for Kuragin, and any move against her is a move against him. If a Nyss is in the PCs’ group, she will be more relaxed with that individual. She generally distrusts humans of uncertain loyalty (potential bounty hunters) and dislikes Iosans.

If the PCs decide to explore outside the fort, Nerys is likely to serve as their guide. Aside from her natural tracking and survival skills, her Port of Call ability means she will always be able to get them back to the fort regardless of how lost they might become in the blizzard.

Suspicion naturally falls on Nerys as the unknown outsider, but she will not readily go to any of the PCs for aid (even if one or more of them is also Nyss). Staging a scene wherein she is fleeing persecution or licking her wounds after a fight with some Khadorans will give the PCs an opportunity to earn her trust. She needs their help in her attempt to find an escape route (see “Wolves in the Whiteout,” p. 37).

SKILLS:

NAME	STAT + RANK	TOTAL
Archery	POI 2	7
Cryptography	INT 1	4
Detection	PER 2	6
Hand Weapon	PRW 1	5
Medicine	INT 2	5
Navigation	INT 1	4
Rope Use	AGL 2	7
Sneak	AGL 2	7
Survival	PER 2	7
Tracking	PER 2	7

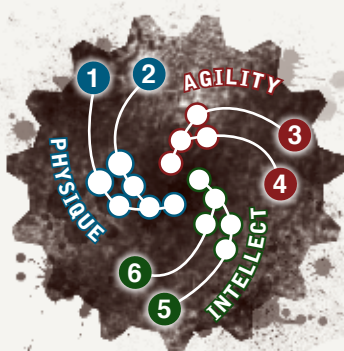
ANACIA MYETROVA

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



SLUG GUN			
RAT	RNG	AOE	POW
4	4	-	14

INITIATIVE	INIT	13
DEFENSE	DEF	13
(Tailored Plate -1)		
ARMOR	ARM	13
(Tailored Plate +7)		
WILLPOWER	WIL	11



COMMAND RANGE: 5

BASE SIZE: SMALL

ABILITIES:

Arcane Engineer – This character can reroll failed Mechanical Engineering rolls. Each failed roll can be rerolled only once as a result of Arcane Engineer.

Feat Points – This character starts each encounter with 2 feat points. She is allocated 1 feat point at the start of each of her turns. She can have only 2 feat points at a time.

Heightened Strength – While this character's armor has power, she gains +1 STR (included).

Inscribe Formulae – This character can inscribe runeplates.

Magic Sensitivity – This character can automatically sense when another character casts a spell within 200 feet. She can tune out this detection as background noise but is aware of particularly powerful magic. Additionally, she can sense other focusers within her detection range.

Rune Reader – This character can identify any spell cast in her LOS by reading the accompanying spell runes. She can also learn the type of magic cast (the spell list it came from) and the tradition of the character casting the spell.

Will Weaver – This character is a will weaver.

SPELLS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
ARCANTRIK BOLT	2	10	-	10	NO	YES
A steamjack damaged by this attack becomes stationary for one round.						
IGNITE	2	6	-	-	NO	NO
Target character gains +2 on melee attack damage rolls. The affected character gains Critical Fire on his normal melee attacks.						
INFLUENCE	1	10	-	-	NO	YES
The spellcaster makes a contested Willpower roll against target living enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, she takes control of the character hit. The character immediately makes one normal melee attack, then Influence expires.						
POLARITY SHIELD	2	6	-	-	YES	NO
Target character cannot be targeted by a charge made by a character in his front arc.						

valuable asset and ally to the PCs. She mostly hunkers down to repair the damaged steamjacks in preparation for the lunar conjunction, for which her abilities make her uniquely suited. By herself, she could conceivably cobble together a warjack from the three wrecks, but she would likely require the assistance of a field mechanic or other arcane mechanic on at least two of the rolls (see "Repair the Damaged Warjacks," p. 29).

Note: It is assumed Myetrova is killed at the end of the first day, but her stats are presented here in case she is needed for combat or a narrative scene prior to her death or the Game Master decides to use an alternate option for the first attack victim.

SKILLS:

NAME	STAT + RANK	TOTAL
Craft (Gunsmithing)	INT 2	7
Craft (Metalworking)	INT 2	7
Hand Weapon	PRW 1	5
Lore (Morrowan faith)	INT 2	7
Mechanical Engineering	INT 2	7
Oratory	SOC 1	*
Rifle	POI 2	6

Myetrova dies unexpectedly at the end of the first day. She is primarily included for shock value—a fully developed character (and obviously the most likeable of the bunch in Fort Bolovan) whom no one expects to die but who is murdered almost immediately. During PC interactions with her, make Myetrova engaging and an obvious ally to the PCs, so that it's all the more shocking and effective when she is suddenly killed.

If, on the other hand, you run the scenario differently and Myetrova somehow survives the attack, she could prove a



APPENDIX B: ANTAGONISTS AND ALLIES

WOLVES OF ORBOROS

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



CLEFT SPEAR

MAT	POW	P+S
6	4	9

Abilities: This weapon has Reach.

Powerful Charge – The character gains +2 on charge attack rolls with this weapon.

INITIATIVE	INIT	3
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DEFENSE	DEF	12
	(Full Plate –2)	

ARMOR	ARM	14
	(Full Plate +8)	

WILLPOWER	WIL	9
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VITALITY: 9

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 7

ABILITIES:

Load Bearing – Reduce the SPD and DEF penalties from the armor this character wears by 1 (included).

Pathfinder – This character can move over rough terrain without penalty.

Specialization (Cleft Weapon) – This character ignores attack modifier penalties while wielding cleft weapons.

Traceless Path – Though this character can move at only half his usual rate of speed while using this ability, either on foot or horseback, anyone attempting to follow his trail has +3 added to his skill roll target number.

SKILLS:

NAME	STAT + RANK	TOTAL
Great Weapon	PRW 2	6
Sneak	AGL 2	6
Survival	PER 2	6
Tracking	PER 2	6

Rugged, hard men and women who have sworn their lives in service to the Circle, the Wolves of Orboros bear their distinctive name with pride. They surge into battle wielding cleft spears, powerful piercing weapons designed to puncture even the thickest armor. Their true advantage is anonymity. Any frontier villager or woodsman could be a Wolf of Orboros awaiting the Circle's call to action. In the wilderness battles waged in the name of the Circle, the Wolves of Orboros are among the most versatile and cunning warriors.



REEVES OF ORBOROS

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



DUAL CROSSBOW			
RAT	RNG	AOE	POW
6	12	—	12

Abilities: The Dual Crossbow can be fired twice before it must be reloaded. A crossbow requires a full action to reload.



CROSSBOW BLADE		
MAT	POW	P+S
5	3	7

Abilities: This weapon is considered a bayonet for the purpose of the Bayonet Charge ability.

INITIATIVE	INIT	3
DEFENSE	DEF	12 (Full Plate -2)
ARMOR	ARM	14 (Full Plate +8)
WILLPOWER	WIL	9

VITALITY: 9
COMMAND RANGE: 3
BASE SIZE: SMALL
ENCOUNTER POINTS: 7

ABILITIES:

Bayonet Charge – When this character charges with a ranged weapon that has a bayonet, after moving but before making his charge attack, he can make one ranged attack targeting his charge target unless he was in melee with his charge target at the start of his turn. When resolving a Bayonet Charge ranged attack, the character does not suffer the target in melee attack roll penalty. If the target is not in melee range after the charging character moves, the character can make the Bayonet Charge ranged attack before his turn ends. A character making a Bayonet Charge must make his charge attack with a bayonet.

Dual Shot (Crossbow) – This character can forfeit his movement during his turn to make one additional ranged attack with a crossbow.

Load Bearing – Reduce the SPD and DEF penalties from the armor this character wears each by 1 (included).

Pathfinder – This character can move over rough terrain without penalty.

Traceless Path – Though this character can move at only half his usual rate of speed while using this ability, either on foot or horseback, anyone attempting to follow his trail has +3 added to his skill roll target number.

SKILLS:

NAME	STAT + RANK	TOTAL
Crossbow	POI 2	6
Hand Weapon	PRW 2	6
Sneak	AGL 2	6
Survival	PER 2	6
Tracking	PER 2	6

The reeves are proficient hunters who draw on skills passed down through generations, and they command a special esteem among the Wolves of Orboros. Reeves prefer to wield the simple but deadly dual crossbow, favoring it over the firearms of civilized man. Their crossbows do not produce noise or volumes of blasting powder smoke, making them ideal tools for stealth and hunting.

Reeves prefer to attack by ambushing from deep cover and then falling back to maintain a safe distance from their quarry. Having spent their entire lives tracking and hunting, reeves are master woodsmen, able to find angles of attack and lines of fire in even the densest brush. It is almost impossible to conceal oneself from these most proficient hunters.



REEVE HUNTER

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



DUAL CROSSBOW			
RAT	RNG	AOE	POW
7	12	—	12

Abilities: The Dual Crossbow can be fired twice before it must be reloaded. A crossbow requires a full action to reload.



CROSSBOW BLADE		
MAT	POW	P+S
5	3	7

Abilities: This weapon is considered a bayonet for the purpose of the Bayonet Charge ability.

INITIATIVE	INIT	4
DEFENSE	DEF	13 (Full Plate -2)
ARMOR	ARM	13 (Full Plate +8)
WILLPOWER	WIL	9
VITALITY: 12		
COMMAND RANGE: 5		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 9		

ABILITIES:

Bayonet Charge – When this character charges with a ranged weapon that has a bayonet, after moving but before making his charge attack, he can make one ranged attack targeting his charge target unless he was in melee with his charge target at the start of his turn. When resolving a Bayonet Charge ranged attack, the character does not suffer the target in melee attack roll penalty. If the target is not in melee range after the charging character moves, the character can make the Bayonet Charge ranged attack before his turn ends. A character making a Bayonet Charge must make his charge attack with a bayonet.

Camouflage – This character gains an additional +2 DEF when benefiting from concealment or cover.

Crossbowman – This character can reload a crossbow as a quick action instead of a full action.

Dual Shot (Crossbow) – This character can forfeit his movement during his turn to make one additional ranged attack with a crossbow.

Leadership [Reeves of Orboros] – While in this character's command range, friendly reeves of Orboros gain Camouflage.

Load Bearing – Reduce the SPD and DEF penalties from the armor this character wears by 1 (included).

Pathfinder – This character can move over rough terrain without penalty.

Snap Fire – When this character incapacitates one or more enemy characters with a ranged attack during his turn, immediately after that attack is resolved he can make one normal ranged attack. This attack does not generate another attack from Snap Fire. To use this ability the character's ranged weapon must be loaded.

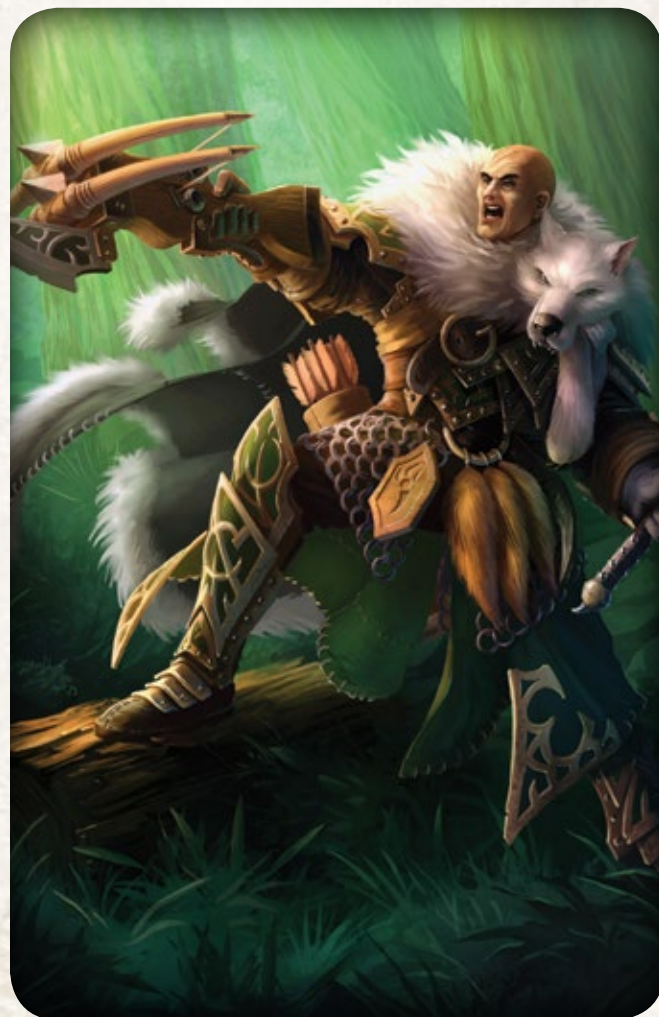
Traceless Path – Though this character can move at only half his usual rate of speed while using this ability, either on foot or horseback, anyone attempting to follow his trail has a +3 added to his skill roll target number.

SKILLS:

NAME	STAT	+ RANK	TOTAL
Command	SOC	1	•
Crossbow	POI	2	6
Hand Weapon	PRW	1	5
Sneak	AGL	2	7
Survival	PER	2	6
Tracking	PER	2	6

Reeve hunters are outcast survivalists more accustomed to their own company than that of others, relying on their keen individual skills to survive. They hunt difficult game, track trails only animals know, and build shelters of branches and twigs that blend seamlessly into the surrounding forest. They are extremely talented sharpshooters, able to take down game from a great distance with precision and efficiency. Many consider it a personal failing if they do not kill a target with a single perfect shot.

When the blackclads muster the reeves to war, they look to the greatest hunters among them to be their advance scouts and assassins. Such is the hunters' skill in woodcraft that they can move undetected across the most barren terrain and disappear as if into shadows even under the midday sun.



DEVOURER CULTIST

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



GREAT AXE		
MAT	POW	P+S
7	6	12

Abilities: On a critical hit, this weapon inflicts an additional die of damage.

INITIATIVE	INIT	4
DEFENSE	DEF	14
(Leather Armor -1)		
ARMOR	ARM	12
(Leather Armor +5)		
WILLPOWER	WIL	10

VITALITY: 15

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 12

ABILITIES:

Berserk – When this character incapacitates or destroys one or more other characters with a melee attack during his turn, immediately after the attack is resolved he must make one additional melee attack against another character in his melee range.

Blood Drinker – Immediately after this character resolves a melee attack in which it destroys one or more living characters, it can end its activation to heal d3 + 1 damage points.

Blood-Quenched – This character gains a cumulative +1 STR and ARM for each living enemy he destroys with a melee attack during his activation. This bonus lasts for one round.

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

SKILLS:

NAME	STAT + RANK	TOTAL
Climbing	AGL 2	7
Great Weapon	PRW 2	7
Jumping	PHY 2	9
Survival	PER 2	6
Tracking	PER 2	6



In addition to the Wolves of Orboros under her command, Liyr has drawn several powerful chieftains and champions from wilderness tribes living farther north in the Scarsfell Forest. They are dedicated Devourer cultists who practice human sacrifice and cannibalism. Liyr demonstrated her power to each of these champions, defeating them in personal combat. By sparing their lives she constructed an elite unit of deadly warriors she can send into battle with the confidence that they will spill rivers of blood in her name.

BLACKCLAD DRUID

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

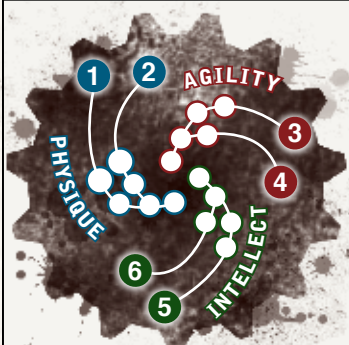


VOULGE

MAT	POW	P+S
5	4	9

Abilities: This weapon is a two-handed weapon and has Reach.

INITIATIVE	INIT	4
DEFENSE	DEF	14
(Custom Battle Armor -1)		
ARMOR	ARM	12
(Custom Battle Armor +6)		
WILLPOWER	WIL	11



COMMAND RANGE: 7

BASE SIZE: SMALL

ENCOUNTER POINTS: 15

ABILITIES:

Camouflage – This character gains an additional +2 DEF when benefiting from concealment or cover.

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

Pathfinder – This character can move over rough terrain without penalty.

Traceless Path – Though this character can move at only half his usual rate of speed while using this ability, either on foot or horseback, anyone attempting to follow his trail has a +3 added to his skill roll target number.

SKILLS:

NAME	STAT	+ RANK	TOTAL
Detection	PER	2	7
Survival	PER	2	7
Tracking	PER	2	7

The mysterious druids of the Circle Orboros—called blackclads by many for their distinctive cloaks and dark attire—are at once intriguing and dangerous. Blackclads vary widely in personality and appearance, but all live to advance the goals of the Circle. They spend much of their time negotiating the dark woods and politics of the Circle, and they are not all united in their views on what should be done or how. A coalition is often difficult to form, but it can accomplish a great deal in a short amount of time. Vasa has drawn together a handful of his subordinates without the knowledge of his superiors in order to aid Lyr’s effort to destroy Kuragin and Bolovan.



SPELLS: The following represents a normal complement of spells an individual blackclad might know. Select two of the following.

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
CHAIN LIGHTNING	3	10	-	10	NO	YES
A character hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that character to d6 consecutive additional characters. The lightning arcs to the nearest character it has not already arced to within 4” of the last model it arced to, ignoring the spellcaster. Each character the lightning arcs to suffers a POW 10 electrical damage roll.						
ENTANGLE	1	8	-	-	NO	YES
Target character suffers -1 SPD and cannot run or charge for one round.						
FORCE BOLT	1	10	-	10	NO	YES
An enemy character hit by this attack can be pushed d3” directly toward or away from the spellcaster. Choose the direction before rolling the distance. On a critical hit, the enemy is also knocked down after being pushed.						
SUMMON VORTEX	2	SELF	-	-	NO	NO
Center a 3” AOE cloud effect on the spellcaster. Enemies suffer -2 to attack rolls while in the AOE. Summon Vortex lasts for one round.						

FERAL ARGUS

PHYSIQUE	PHY	7
SPEED	SPD	7
STRENGTH	STR	8
AGILITY	AGL	5
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	7



DOPPLER BARK			
RAT	RNG	AOE	POW
5	6	—	—

Abilities: The base DEF of a living model hit by this attack becomes 7, and the model cannot run, charge, or make trample power attacks for one round.



BITE		
MAT	POW	P+S
6	4	12

Combo Strike – Instead of making an attack with each weapon separately, this creature can attack with both its weapons simultaneously. Make one attack roll for both weapons. If the attack hits, the POW of the damage roll is equal to this creature's STR plus twice the POW of this weapon.



BITE		
MAT	POW	P+S
6	4	12

Combo Strike – See above.

INITIATIVE	INIT	6
DEFENSE	DEF	13
ARMOR	ARM	12
	(Natural Armor + 5)	
WILLPOWER	WIL	8

VITALITY: 12

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 6

ABILITIES:

Circular Vision – This creature's front arc extends to 360°.

Expert Tracker – This creature grants its handler a +2 bonus to Tracking rolls, and its handler gains the Pathfinder ability while the argus is in his command range.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Pathfinder – This creature can move over rough terrain without penalty.

SKILLS:

NAME	STAT + RANK	TOTAL
Detection	PER 2	9
Tracking	PER 2	9

Terrible two-headed hounds of the wilderness, feral argus bound into battle with the strength and ferocity of hard-used warjacks. They catch prey in their powerful sets of jaws and rip it apart between their two heads. These argus have been trained well to support the Wolves of Orboros and respond with an animal cunning to even complex commands, such as leaving one target alive while massacring its allies.



VASA, BLACKCLAD OVERSEER

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



BLACKCLAD VOULGE

MAT	POW	P+S
6	4	9

Abilities: In this character's hands, this is a magical weapon.

This weapon has Reach.

INITIATIVE	INIT	15
DEFENSE	DEF	14
(Custom Battle Armor -1)		
ARMOR	ARM	11
(Custom Battle Armor +6)		
WILLPOWER	WIL	9

VITALITY: 12

COMMAND RANGE: 8

BASE SIZE: SMALL

ENCOUNTER POINTS: 6

EQUIPMENT:

Black robes, blackclad voulge

ABILITIES:

Aegis – This character is immune to continuous effects.

Natural Leader – This character's command range is increased by 2".

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

Will Weaver – This character is a will weaver.

SKILLS:

NAME	STAT	RANK	TOTAL
Command	SOC	2	•
Detection	PER	2	6
Lore (Orboros)	INT	2	6
Survival	PER	2	6

SPELLS: The following represents a normal complement of spells an individual blackclad might know. Select two of the following.

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
BLIZZARD	1	6	-	-	NO	NO
Center a 3" AOE cloud effect on target character. The AOE remains centered on the character. If the target character is destroyed, remove the AOE from play. Blizzard lasts for one round.						
CHAIN LIGHTNING	3	10	-	10	NO	YES
A character hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that character to d6 consecutive additional characters. The lightning arcs to the nearest character it has not already arced to within 4" of the last model it arced to, ignoring the spellcaster. Each character the lightning arcs to suffers a POW 10 electrical damage roll.						
ELEMENTAL PROTECTION	4	SELF	CTRL	-	YES	NO
While in the spellcaster's control area, friendly characters gain Immunity: Cold, Immunity: Electricity, and Immunity: Fire.						
FOG OF WAR	3	SELF	CTRL	-	YES	NO
Characters gain concealment while within this character's control area.						
FORCE BOLT	1	10	-	10	NO	YES
An enemy character hit by this attack can be pushed d3" directly toward or away from the spellcaster. Choose the direction before rolling the distance. On a critical hit, the enemy is also knocked down after being pushed.						



Vasa lost many friends and allies when Kuragin's soldiers wiped out Liyr's tribe. He is invested in seeing his young friend achieve her goal of destroying Fort Bolovan—enough to call in nearly every favor he can to help build her an army.

FORT BOLOVAN WINTER GUARD

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



BLUNDERBUSS			
RAT	RNG	AOE	POW
5	8	—	12



AXE		
MAT	POW	P+S
5	3	9

INITIATIVE	INIT	14
DEFENSE	DEF	12
(Winter Guard Armor -2)		
ARMOR	ARM	13
(Winter Guard Armor +7)		
WILLPOWER	WIL	9

VITALITY: 7
COMMAND RANGE: 3
BASE SIZE: SMALL
ENCOUNTER POINTS: 4
EQUIPMENT:

Axe, blunderbuss, Winter Guard armor, blasting powder and bullets for 12 shots

ABILITIES:

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

Weak Morale – During an encounter, this character suffers -2 Willpower if not within the command range of a friendly PC or key NPC.

Winter Guard Armor – This character gains +3 ARM against cold damage.

SKILLS:

NAME	STAT + RANK	TOTAL
Detection	PER 1	5
Hand Weapon	PRW 1	5
Rifle	POI 2	6

These stalwart and loyal Khadorans are the defenders of Fort Bolovan. As the siege on the fort drags on, their morale begins to flag, but they will fight to the death to defend their home and its inhabitants. Though most are soldiers officially posted at the fort, necessity has forced Kapitan Kuragin to arm some of his civilian support staff to fill out the ranks over the years.



ROCKET TUBES

The majority of heavy ordnance and artillery in Fort Bolovan is destroyed during the attack on the first night, but there are limited caches of rocket tubes (see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods*, p. 188) that can be salvaged or purchased from Stazi Vietzen. The PCs can secure a total of 10 + 2d6 rockets from various sources in the fort, which can be put to good use in the final encounters of the adventure.

All Winter Guard in the fort have basic training in the operation of the rocket tubes and are trained to recover a rocket tube and ammunition from a fallen comrade.

WARPWOLF, FERAL

PHYSIQUE	PHY	12
SPEED	SPD	6
STRENGTH	STR	11
AGILITY	AGL	3
PROWESS	PRW	5
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	*
PERCEPTION	PER	4

	BITE		
	MAT	POW	P+S
	7	3	14

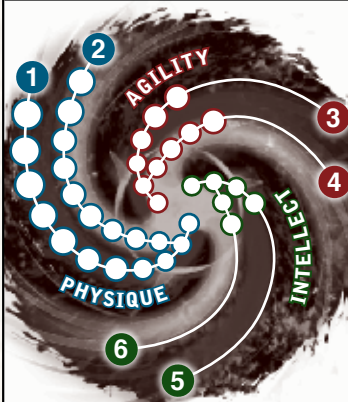
	CLAW		
	MAT	POW	P+S
	7	4	15

Abilities: Open Fist

	CLAW		
	MAT	POW	P+S
	7	4	15

Abilities: Open Fist

INTELLECT	INT	1
DEFENSE	DEF	13
ARMOR	ARM	16
	(Natural Armor +4)	
WILLPOWER	WIL	14



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 22

ABILITIES:

Beast Form – While in beast form, this creature can use only natural weapons and cannot cast spells. In beast form it cannot speak other than basic guttural utterances. It retains knowledge of any skills it has training in but can use only the following skills while transformed: Climbing, Detection, Jumping, Sneak, Survival, Swimming, Tracking, and Unarmed Combat.

Controlled Warping – At the beginning of this creature's activation, choose one of the following warp effects. Warp effects last for one round.

- **Protective Plates** – This creature gains +2 ARM.
- **Warp Speed** – This creature gains +2 SPD.
- **Warp Strength** – This creature gains +2 STR.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

Shapeshifter – This creature's physical stats are based on its human stats. When it transforms into its beast form it gains +6 PHY and STR and +1 PRW and PER but suffers -1 POI and -2 INT. The stats listed above represent an average example.

Transform – A character afflicted with the warpwolf's curse transforms into a warpwolf at certain uncontrolled times, such as failing a Willpower roll to resist Terror, emotionally trying moments—especially those that arouse anger—or if the character suffers over half his total vitality in damage points. During the transformation both to and from the beast form, the character heals as if he had rested for a full day.

This change is a full action. Warpwolves can attempt to resist this change by making a Willpower roll against a target number of 14. If this roll succeeds, the character avoids transformation. If this roll fails, he transforms normally.

In addition to these triggers, the curse causes the character to transform every 4d6 + 10 days. This change cannot be resisted and occurs seemingly at random, though usually at night. The warpwolf remains changed for d3 days. This transformation is addictive, and the target number to resist transformation increases by 1 for each time the character transforms.

Lunar Warp – A warpwolf's natural ARM, STR, SPD, and Initiative vary based on the lunar phase of the three moons: Artis, Calder, and Laris. Consult the table below and apply the bonus listed to the warpwolf's appropriate statistics.

	ARTIS	CALDER	LARIS	CONJUNCTION
NEW	-1 INITIATIVE	-1 SPD	-1 STR	PROWL
WANING	+0 INITIATIVE	+0 SPD	+0 STR	TRACELESS PATH
WAXING	+1 INITIATIVE	+1 SPD	+1 STR	BLOOD SPILLER
FULL	+1 INITIATIVE	+2 SPD	+2 STR	SNACKING

CREATURE TEMPLATES:

Degenerate Warpwolf, Large Specimen, Lone Wolf, Predator, Starving

SKILLS:

NAME	STAT + RANK	TOTAL
Detection	PER 2	6
Intimidation	SOC 2	*
Survival	PER 2	6
Tracking	PER 2	6

Note: The above skills represent the skills a typical warpwolf possesses, though it can have a different set of available skills depending on its human form.



APPENDIX C: MASS COMBAT IN FORT BOLOVAN

Several of the encounters in this adventure include a significant number of combatants, similar in many respects to some of the military clashes one might encounter on the battlefields of Immoren. Below are several alternative systems, in descending order of complexity, for use in speeding up massive combats and keeping the focus on the PCs where it belongs. Be careful to avoid combats that involve the Game Master spending long stretches of the game rolling numerous attacks and doing a lot of math while the players sit around doing nothing.

The Game Master should still control all the key NPCs on-site, as some of their abilities might be a mystery to the players.

PLAYER-CONTROLLED SOLDIERS

For groups interested in precise results in their large battles, use the normal combat system. The following rules allow each player to take direct control of the actions of a group of Winter Guard in addition to their own characters.

Each character can command a number of soldiers equal to his INT + Command skill. Soldiers under a character's command activate on that player's turn and can perform actions before or after the player character moves and takes his actions. Each soldier controlled by the player activates as a unit that must stay within the command range of the active player's character. If a character commanding a group of soldiers is incapacitated, that character's player can still take control of the group of soldiers during his character's established initiative order—the brave men keep fighting on, trying to fulfill the character's last orders.

Player-controlled soldiers is the suggested method for resolving the final combats in Fort Bolovan.

Inspiration: While a group of soldiers is under a PC's command, they can use his Willpower stat in place of their own. Rolls made using a PC's Willpower are not modified by the fort's Morale rating.

GROUP TACTICS

During his Control Phase, a PC trained in the Command skill who is commanding soldiers can select a tactic to have all soldiers under his command gain one of the following benefits. A PC can use only one tactic at a time but can choose a different tactic at the start of each of his activations. A PC or key NPC does not gain benefits from using a tactic.

TACTICS: CLEAR!

Ranged attacks against friendly characters made by a character under this character's command automatically miss. This effect lasts for one round.

TACTICS: SERPENTINE!

At the end of an activation they did not run or fail a charge, characters under this character's command can advance up to 18 feet (3").

TACTICS: HIT THE DECK!

While prone, characters under this character's command do not suffer damage from AOE's unless directly hit by the AOE.

TACTICS: FALL BACK!

Characters under this character's command ignore free strikes for one round. A character affected by this tactic cannot end its activation within 18 feet (3") of an enemy character.

PASSIVE ATTRITION

This method is recommended for Game Masters who wish to keep the focus on the PCs during the final battles for Fort Bolovan. This method of tracking casualties is quick but still allows the PCs' preparations to have a direct effect in the final outcome. A PC can still attack enemy characters on his turn, rolling to hit and damage as normal.

At the end of every round, d6 + 2 Khadoran soldiers and d6 of the Wolves of Orboros are destroyed, in addition to any the PCs have destroyed during their activations. Determine casualties randomly and remove them immediately from the map. Wolves of Orboros and Winter Guard near a fallen comrade will pick up any special equipment the fallen soldier carried, such as siege ladders, grappling hooks, or rockets.

For every tier of improvement the PCs make to Preparation beyond *Poor* (see "State of Readiness," p. 50), reduce the number of Khadorans killed each round by 1. For example, if the Preparation level is *Good*, d6 Khadorans die each round (the -2 cancels out the base +2), but if the Preparation level is *Superb*, d6 - 2 Khadorans die each round. At least 1 soldier must die each round.